

The logo for Savage Worlds is presented in a stylized, metallic font. The word "SAVAGE" is arched across the top, and "WORLDS" is arched across the bottom. In the center, four circular icons are arranged horizontally, each containing a different symbol: a sword and shield, a skull, a hand holding a gun, and a hand holding a dagger. The entire logo is set against a dark, metallic background with a jagged, starburst-like border.

SAVAGE
WORLDS



RIFTS®

SAVAGE FOES OF NORTH AMERICA

RIFTS®

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Written By: Sean Patrick Fannon

Additional Material: Clint Black, Shane Hensley, Ross Watson

Lead Developer: Ross Watson

Art Director: Aaron Acevedo, Alida Saxon

Graphic Design & Layout: Aaron Acevedo,
Jason Engle, Thomas Shook

Editors: Jodi Black, Matthew Cutter

Cover Illustration: Matheus Calza

Interior Illustrations: Martin de Diego Sádaba, Aaron Riley, Matheus Calza,
Dennis Darmody, Tyler Clark, Donald Crank, Chris Malidore, Will Nunes,
Bivins Gastonny, Gunship Revolution's Brian Valeza, Justine Cruz,
Timothy Terrenal and Oliver Morit

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CHAPTER ONE

USING SAVAGE FOES OF NORTH AMERICA

THE world of Rifts Earth is one of infinite possibilities—a crossroads where all other worlds might connect—but there are many iconic and established inhabitants almost any traveler or adventurer is likely to encounter given enough time. Centuries mark the space of time since the coming of the Rifts, and in that time, factions developed their forces and aggressors carved out their territories. Between the army of the Coalition, the terrifying servants of Lord Dunscon's ambitions, and the nigh-endless parade of bandits and marauders roaming the countryside in search of prey, heroes have every reason to keep their ammo supply at high levels and their eyes peeled for danger.

Chapter Two provides profiles and game statistics for a large number of folks likely to be encountered in the part of North America the Tomorrow Legion inhabits. Most of what's there represents likely foes, combat-ready and ruining the day for unwary heroes. There are more than a few folks presented, however, who could act as foils outside of combat situations, or even step up as allies against a greater threat.

Though much of what a group of heroes come up against may be known to them, there are also dangers unknown pouring out of active Rifts all over the world. Such dangers can appear just about anywhere, but they are more prevalent in the farther

THE "CAN I PLAY ONE OF THOSE?" QUESTION

Long-time Rifts® fans may begin lobbying to take one of the non-human races or iconic archetypes detailed here and make a player character out of it. Don't worry—future releases will feature many of these for players to craft characters around.

Until then, use the **Custom Races** section of *The Tomorrow Legion Player's Guide* to create and play any D-Bees players desire. There are also races in the *Science Fiction Companion* players may enjoy using on Rifts Earth. With a setting like *Savage Rifts*®, pretty much anything a player or Game Master finds in another *Savage Worlds* book (or can craft from the **Custom Races** rules found in *The Tomorrow Legion Player's Guide*) could be found in the world.

As for new Iconic Frameworks, there's the *Savaging Your Favorite Rifts*® Ideas PDF, which provides real guidelines on how to create things in a way that fit the game and the setting.

ANYTHING GOES

One of the more fascinating aspects of bringing the Rifts® setting to *Savage Worlds* is the capacity for Game Masters to tap into the enormous library of settings and source material. A GM can justify grabbing pretty much anything from any *Savage* source and using it for an encounter in *Savage Rifts*®.

In many cases, modifications might be necessary to make the encounter adequately challenging, at least if combat is the likely result. An easy trick is to arm dimensional travelers from other realms with local weapons and armor, or make sure wielders of magic tap into the extra power available to residents like Ley Line Walkers, Mystics, and Mind Melters.

reaches away from civilization. **Chapter Three** not only provides a lot of information and stats for the more well-known monsters and terrors of the world, there's also a set of tables a Game Master can use to generate random creatures and related threats from any open Rift.

THE GAME MASTER'S HANDBOOK

The *Savage Rifts*® *Game Master's Handbook* is intended to be used side-by-side with this book. Specifically, the **Savage Rifts**® **Adventure Generator** section refers to entities in this book for many potential encounters.

A number of folks in the **Contacts, Allies, and Outfitters** section can also be readily found on the following pages, especially those for whom you would most likely need stats.



CHAPTER TWO

DENIZENS OF NORTH AMERICA

WHILE the utter chaos of Rifts® makes the concept of any kind of normalcy almost ludicrous, in North America certain types of opposition forces are more likely to be encountered than others. Much of this chapter deals with the most populated areas, roughly the center of what was once the United States. The farther east or west one travels from the heartland areas, the less-populated and far more dangerous the territory becomes.

The Tomorrow Legion, in particular, finds itself dealing with both Coalition and Federation of Magic forces more often than not. Essentially sandwiched between two Coalition States—Missouri and Fort Eldorado—with the Federation not far to the east and greedily encroaching westward, the Legion plays a very difficult game of defending free folk from both while trying not to draw too much direct attention to Castle Refuge.

Other threats plague the Legion and its protectorates, though, like raiders from the Pecos Empire and the 1st Apocalyptic Cavalry, as well as the ever-opportunistic Black Market and Atlantean slavers.

THE COALITION STATES

Millions of humans live in North America thanks to the efforts of the military forces of the Coalition. There are countless displaced, maimed, and dead—humans and D-Bees alike—thanks to that same military machine. While it would be relatively easy to treat encounters with all CS forces similarly to fighting stormtroopers from other popular media and history, you may find some use in adding a bit of depth to some Coalition encounters.

To put it another way, instead of treating the entire CS military like World War II SS from the pulps, using the entire German military of that time may be a more apt comparison. Not all Coalition soldiers are fanatical exterminators, eager to gun down anything that gets in their pure-human way. Many genuinely believe they're trying to save humanity against foes they've been taught and drilled to fear and mistrust. More than a few wear the uniform because that's the only way they had a chance to take care of their families.

There are hundreds of thousands, possibly millions of soldiers and other personnel serving the Coalition Military

machine. Yes, a large proportion of them are enthusiastic servants of an evil regime, enjoying the power they have over the average living being. There's certainly nothing wrong with running most CS encounters as straight-up firefights against well-armed, evil, and ruthless foes. Just don't overlook the opportunity to occasionally humanize some of the self-ascribed defenders of humanity.

COALITION ARMOR AND WEAPONS

Coalition stat blocks below include various arms and armor used by their forces in North America. These are presented in normal format for stat blocks, but for those who salvage any CS gear from their enemies, this section contains detailed information for much of what is found in the armory or after a firefight.

Several references are made to the Coalition's military hardware upgrade, an ongoing process across the empire's legions. The troops presented in this book all wear and use original-issue gear, as most of those encountered by the Tomorrow Legion are part of outfits which have not received the most recent upgrades. Future releases will provide stats for the upgraded gear.

STANDARD CS INFANTRY ARMOR

CA-1 "Dead Boy" Heavy Body Armor: The standard issue to Coalition soldiers circa 101 PA and still one of the finest combat suits to be found in service anywhere. With the upgrade currently underway to advanced models within the CS military, more of the older Dead Boy suits are finding their way onto the Black Market. CA-1 models provide +6 Armor, +2 Toughness, and Full Environmental Protection. They also have

STANDARD CS INFANTRY WEAPONS

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	WEIGHT	COST
C-18 Laser Pistol	15/30/60	2d6	1	2	10	2	12,000
<i>Notes:</i> Semi-Auto							
C-10 Light Assault Laser Rifle	30/60/120	3d6	1	2	30	5	16,000
<i>Notes:</i> Semi-Auto, Integrated scope with night vision and laser targeting (offset 2 points of range and/or darkness penalties).							
C-12 Heavy Assault Laser Rifle	30/60/120	3d6+1	3	2	60	7	20,000
<i>Notes:</i> Semi-Auto, 3RB. Integrated scope with night vision and laser targeting (offset 2 points of range and/or darkness penalties)							
C-14 "Fire Breather" Laser Rifle	30/60/120	3d6	1	2	20	10	30,000
<i>Notes:</i> Min Str d6. Semi-Auto, Integrated grenade launcher (20/40/80, Shots 12, damage by grenade type) and scope with night vision and laser targeting (offset 2 points of range and/or darkness penalties).							
CV-212 Variable Light Frequency Rifle	30/60/120	3d6+2	3	2	30	8	50,000
<i>Notes:</i> Mega Damage (uses 10 shots), 3RB, Snapfire. Integrated scope with night vision/laser targeting (offset 2 points of range and/or darkness penalties). Ignores any laser resistance..							
C-27 Heavy Plasma Cannon	18/36/72	2d10+2	1	—	10	12	32,000
<i>Notes:</i> Min Str d8. Mega Damage, Snapfire. Ignores non-sealed armor. Targets may ignite (6 on a d6), burning for 1d10 continuous damage until doused.							

built-in mini-computers for basic functions; a communications system with a 10-mile range; public-address loudspeakers; and thermal vision mode. This suit has a Strength Minimum of d6. (18 lb, 45,000 credits)

CA-2 “Dead Boy” Light Body Armor: Lighter weight and easier to wear, the CA-2 was primarily used by pilots, scouts, and police forces before the massive upgrade program. It provides +6 Armor. It also provides all of the same basic electronic and environmental systems. The biggest attraction most buyers have to this version is the lighter weight and greater mobility (no Strength Minimum). (9 lb, 35,000 credits)

DPM 101 “Dog Pack” Light Riot Armor: Issued primarily to Coalition Dog Boy soldiers, this armor has none of the electronics or environmental systems of CA suits. It is fairly lightweight and certainly easier to find and acquire. +5 Armor. This armor has no Strength Minimum. (8 lb, 14,000 credits)

COALITION PERSONNEL

☠ KARL PROSEK, SUPREME COMMANDER, EMPEROR OF THE COALITION STATES

The terrible truth of the Coalition States: they are ruled by a cunning, ruthless megalomaniac who sincerely thinks Hitler had it mostly right. An avid student of history, Karl believes he is the best evolution of ancient leaders like Genghis Khan, Julius Caesar, Napoleon Bonaparte, and the aforementioned Adolph Hitler. He views war as his finest tool to execute political policy, and with his son, Joseph, serving as head of the Department of Information, also uses war as a primary method of manipulating the domestic population.

A fit, healthy man in his sixties, Prosek’s sociopathic mental state hasn’t stopped him from becoming utterly beloved by his people and respected—or at least reverently feared—by every political and military leader within the CS. Cunning and clever in matters both military and political, the Emperor is thus far avoiding all of the mistakes of those he reveres from history. He holds himself as humanity’s savior, and he’s grooming his son to continue in his footsteps when the

day finally comes. This makes the Prosek Dynasty one of the most dangerous in all of human history.

If ever encountered, either in the city, or on the very rare occasion he goes into the field, the Emperor is surrounded by a huge and deadly force of personal guards and other military units. He wears custom-made, ultra-tech body armor. His CP-30 Laser Pistol has a large payload (72 shots) and can be fired as a Three-Round Burst.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d6, Vigor d6

Skills: Driving d6, Fighting d8, Intimidation d10, Investigation d8, Knowledge (Anthropology) d8, Knowledge (Battle) d10, Knowledge (History) d10, Knowledge (Politics) d10, Notice d10, Persuasion d12, Piloting d6, Shooting d10, Stealth d6, Streetwise d8, Survival d6, Throwing d6

Cha: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 16 (8)

Hindrances: Arrogant, Vow (Major—Bring all of humanity under his rule, destroy all perceived threats)

Edges: Charismatic, Command, Command Presence, Elan, Fervor, Filthy Rich, Hold the Line!, Inspire, Investigator, Leader of Men, Level Headed, Linguist, Marksman, Martial Artist, Natural Leader, Nerves of Steel, Scholar (Battle, History), Tactician

Gear: Emperor’s Body Armor (+8 M.D.C. Armor, +3 Toughness, Full Environmental), CP-40 Pulse Laser Rifle (Range 30/60/120, Damage 3d6+2, RoF 3, AP 2), CP-30 Laser Pistol (Range 12/24/48, Damage 2d6+1, RoF 3, AP 2), vibro-knife (Str+d6, AP 4, Mega Damage), 2× frag grenades (Range 5/10/20, Damage 3d6, LBT, Mega Damage), 4 extra clips each firearm.

☠ CAPTAIN JONAS SHRIKE

Based out of Fort Eldorado, Captain Jonas Shrike is one of the officers tasked with pacifying and integrating the middle and northern parts of Arkansas into the newest Coalition State. He’s completely dedicated to the task, being one of the original militia leaders of the Kingdom of Fort El Dorado who most advocated for integration with the Empire.

Shrike hates D-Bees, and he hates magic and those who wield it even more. He had

a brother who died in the war with Tolkeen, making every confrontation with the enemies of the Coalition States rather personal for him. He's trained the troops under his command to feel as strongly about their enemies as he does (and he goes out of his way to cull any soldiers who show remotely sympathetic or "soft" attitudes, sending

COALITION MARK V APC

Most experienced mercenaries and adventurers in North America dream of one day having a Mark V to call their own. A machine designed for combat zones, this eight-wheeled monster normally loads up 20 Dead Boy soldiers and 6 SAMAS, with enough room for crew and cargo for a couple of weeks in the field. Gunners operate the heavy rail gun and the laser turrets, while the driver or co-driver handles the forward-mounted mini rail guns and the missile launchers. It's highly illegal to own one with the full armament compliment anywhere near Coalition territory, though a stripped-down model (laser turrets only) will normally only get the hairy eyeball from Coalition authorities if paperwork is otherwise in order. (21 million credits fully loaded; 10 million stripped down)

Coalition Mark V Armored

Personnel Carrier: Size 7, Acc/TS 5/15 (Amphibious Acc/TS 3/8), Toughness 32 (17), Crew 2+33

Notes: All-Terrain, Environmental Systems, M.D.C. Armor, Sensor Suite

Weapons:

- Heavy Rail Gun
- 2 × Medium Lasers
- 2 × Dual Linked Light Lasers
- 2 × Mini-missile Launchers (Fixed)
- 2 × Mini Rail Guns (Fixed)

them back to Fort Eldorado with scathing reports). For all the hatred and loathing he has for D-Bees and magic-wielders, Jonas is a strong commander who asks nothing of his troops he won't do himself.

While at a command base point, he wears CA-1 Heavy Body Armor, but while out in the field or on a specific mission, he wears a suit of SAMAS flying power armor (see below).

Captain Jonas Shrike's command vehicle is a Coalition Mark V APC. Any team of heroes tangling with this has a real fight on their hands, as it's very tough and festooned with weaponry. This includes a heavy rail gun, nearly as deadly as the Glitterboy's Boom Gun.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Driving d6, Fighting d10, Intimidation d8, Knowledge (Battle) d6, Notice d8, Shooting d10, Survival d6, Throwing d8, Tracking d6

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 14 (6)

Hindrances: Loyal, Vengeful (Minor), Vow (Serve the Coalition, Major)

Edges: Battle Hardened, Combat Sense, Command, Hard to Kill, Leader of Men, Marksman

Gear: CA-1 Heavy Body Armor (+6 Armor, +2 Toughness, Full Environmental), C-14 "Fire Breather" Laser Rifle (Range 30/60/120, Damage 3d6, RoF 1, AP 2), C-18 Laser Pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), vibro-knife (Str+d6, AP 4, Mega Damage), 2× frag grenades (Range 5/10/20, Damage 3d6, LBT, Mega Damage), 4 extra clips each firearm.

COALITION GRUNT

The foundation of the Coalition war machine, every soldier who wears the infamous "Dead Boy" armor is taught he is a patriot of the human race. While barely 15% have even a rudimentary education, each Coalition soldier is highly trained and goes through intense indoctrination. The vast majority believe they are the last hope of innocent human civilians, ready to fight against vile sorcerers, horrific monsters from the Rifts, and invading alien D-Bees. On some occasions, however, grunts balk at wholesale slaughter of unarmed sentient

beings, or at least have a profound sense of remorse and reconsideration after the fact. Most are found out and “re-educated,” but those who escape their superiors’ notice find ways to try and change things, leading to more than a few ex-Coalition Grunts taking on new careers.

As with nearly all Coalition military personnel, grunts carry basic outdoor survival gear into the field, including signal flares, gas masks (for out-of-suit emergencies), basic radios, and a canteen.

Attributes: Agility d6, Smarts d6,

Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d6, Intimidation d6, Notice d6, Shooting d8, Survival d4, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 13 (6)

Hindrances: Loyal, Vow (Minor—Serve the Coalition)

Edges: —

Gear: CA-1 Heavy Body Armor (+6 Armor, +2 Toughness, Full Environmental), C-12 Heavy Assault Laser Rifle (Range 30/60/120, Damage 3d6+1, RoF 3, AP 2), C-18 Laser Pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), vibro-knife (Str+d6, AP 4, Mega Damage), 2× frag grenades (Range 5/10/20, Damage 3d6, LBT, Mega Damage), 4 extra clips each firearm.

COALITION TECHNICAL SOLDIER

This category includes a number of different specialists that fulfill the many technical and related needs of a massive military machine. Most start at the rank of corporal, although those of particularly advanced training and specialization are likely commissioned officers.

All Technical Soldiers have the core stats of the Coalition Grunt, with the following alterations: they wear CA-2 Light Body Armor, so reduce their overall Toughness and their Armor rating by 2. They also tend to be armed with the C-10 Light Assault Laser Rifle (rather than the C-12). Their Smarts is raised to a d8. Based on which specialization they represent, select one of the MOS packages below:



- **Demolitions MOS:** Knowledge (Demolitions) d8, Knowledge (Engineering) d6, Notice d8
- **Mechanics MOS:** Knowledge (Engineering) d8, Repair d8
- **Medic MOS:** Healing d8, Knowledge (Medicine) d6, Survival d6
- **Technician MOS:** Knowledge (Electronics) d8, Knowledge (Computers) d6, Repair d4

COALITION MILITARY SPECIALIST

Part commando, part intelligence officer, and part long-range scout, the Coalition Military Specialist represents a serious opponent for anyone working against the CS Empire. All such operatives are at least Lieutenant in rank, and almost all have some cybernetic enhancements.

Military Specialists are often expected to go on long-range missions, either in small groups or solo. In addition to combat gear, they carry anything vital to the mission assigned. They also pack out with sensory

and recording gear, added survival gear, and are assigned whatever vehicle they might need to make the journey (and survive it).

For the attached grenade launcher on the “Fire Breather” rifle, most Military Specialists load plasma grenades (Range 20/40/80, Damage 3d10, Mega Damage, SBT).

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Driving d6, Fighting d8, Healing d4, Intimidation d8, Knowledge (Battle) d4, Notice d6, Persuasion d6, Shooting d10, Stealth d6, Survival d6, Throwing d6, Tracking d6

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 14 (6)

Hindrances: Loyal, Vow (Minor—Serve the Coalition)

Edges: Brave, Combat Reflexes, Marksman

Cybernetics: Core Electronics Package, Cyber-Wired Reflexes, Environmental Sensors, Optics Package (+2 sight-based Notice), Range Data System (reduce Shooting penalties by two), Wilderness Scout Package (+2 Survival and Tracking).



Gear: CA-1 Heavy Body Armor (+6 Armor, +2 Toughness, Full Environmental), C-14 “Fire Breather” Laser Rifle (Range 30/60/120, Damage 3d6, RoF 1, AP 2), C-18 Laser Pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), vibro-knife (Str+d6, AP 4, Mega Damage), 4× high explosive grenades (Range 5/10/20, Damage 3d8, MBT, Mega Damage), 4 extra clips each firearm.

COALITION SAMAS PILOT

SAMAS stands for Strategic Armor Military Assault Suit, and it’s one of the core weapon-and-armor systems in the Coalition military arsenal. It’s a one-man high-speed assault vehicle configured as a formidable suit of battle armor. Pilots are one-part fighter jock, one-part heavy assault soldier, and they’re among the most iconic and dangerous elements of the Coalition military.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d4, Fighting d8, Intimidation d6, Knowledge (Computers) d4, Notice d6, Piloting d8, Repair d4, Shooting d10, Survival d4

Cha: 0; **Pace:** 10; **Parry:** 6; **Toughness:** 17 (10)

Hindrances: Loyal, Vow (Minor—Serve the Coalition)

Edges: Ace, Combat Ace, Power Armor Jock, Rock and Roll!

Gear: SAMAS (sidebar), C-18 Laser Pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), vibro-knife (Str+d6, AP 4, Mega Damage).

COALITION SKY CYCLE PILOT

One of the key components of the Coalition military’s air force, the one-man AFC-023 Sky Cycle is an adrenaline junkie’s dream and a safety officer’s nightmare. As dangerous as it is, the CS has no shortage of volunteers for the duty. Sky Cycle Pilots are brash, daring, and willing to do whatever the mission calls for. There are few vehicles in the air capable of challenging them, but other flying dangers (such as dragons) often spell instant doom for an unlucky squadron.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Intimidation d6, Knowledge (Computers)

PA-06A COALITION SAMAS

The SAMAS is classified as Power Armor, but with the flight systems (max altitude 500 feet), any serious high-speed or tricky maneuvers still require a Piloting check. With the recent spate of upgrades, a few of these have found their way into the Black Market. Even for the prices they go for, they get snatched up fast. (1.6 million credits)

PA-06A Coalition SAMAS: Size 2, + 10 M.D.C. Armor, +2 Toughness, Strength d12+4, Pace 10 (Run d8).

Notes: Flight System (Pace 25, Climb 2)

Weapons:

- Light Rail Gun (handheld)
- Rocket Launcher

AFC-023 COALITION SKY CYCLE

A longtime mainstay of the Coalition military, a small number of 023s recently came onto the Black Market as newer vehicles slowly replaced them. Fantastic speed and maneuverability make them highly desirable and hard to find, even for the cost. (2 million credits)

AFC-023 Coalition Sky Cycle: Size 2, Acc/TS 30/190, Toughness 16 (6), Crew 1

Notes: Exposed Crew, Handling 2, Sensor Suite, VTOL, M.D.C. Armor

Weapons:

- 2 × Dual Linked Mini-Missile Launchers
- Heavy Laser

d4, Knowledge (Navigation) d6, Notice d6, Piloting d8, Repair d4, Shooting d8, Survival d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 11 (6)

Hindrances: Loyal, Vow (Minor—Serve the Coalition)

Edges: Ace, Combat Ace

Gear: Sky Cycle (see sidebar), CA-2 Light Body Armor (+6 Armor, Full Environmental), C-18 Laser Pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), vibro-knife (Str+d6, AP 4, Mega Damage).

UAR-ENFORCER PILOT

At nearly 20 feet tall and designed to look like a giant suit of Dead Boy armor striding across the battlefield, the Enforcer robot armor is bound to make anyone think twice about doing battle with the Coalition. Pilots for this vehicle tend to be overconfident, and often arrogant to the point of dismissing anyone not in another robot

COALITION UAR-1 ENFORCER

This venerable robot armor remains in extensive use throughout the Coalition, though more and more are finding their way (repainted and modified, of course) into black market circulation. An artifact of its original design is that much of its sensory enhancement is located external to the main body; the sensor turret can be targeted directly (-4 to hit, 15 damage destroys it), and knocking it out removes the +2 Notice and the radar. (28 million credits)

Coalition UAR-1 Enforcer: Size 6, Crew 1+1, Strength d12+4, Toughness 33 (15), Pace 10

Notes: M.D.C. Armor

Weapons:

- Heavy Grenade Launcher (use WI-GL20 stats)
- Heavy Rail Gun
- Light Missile Launchers (two)
- Medium Lasers (two turrets)
- Medium Missile Launcher
- Mini-Missile Launcher (turret)



suit. Most of the time, this works out fine for them, but a determined foe with a heavy weapon or a chain sword can sometimes catch one off guard.

When personnel isn't an issue, there's a second member of the crew (same stats), who acts as a gunner and operator for sensors and other electronics. The Enforcer has a huge array of weapon options, and the operators are often able to fire at least two at once (at the usual penalties for multiple actions, but there are no off-hand penalties).

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Driving d4, Fighting d8, Intimidation d6, Knowledge (Computers) d4, Notice d6, Piloting d8, Repair d4, Shooting d8, Survival d4

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 12 (6)

Hindrances: Loyal, Vow (Minor—Serve the Coalition)

Edges: Ace, Combat Ace, Robot Armor Jock

Gear: Enforcer (see sidebar), CA-2 Light Body Armor (+6 Armor, Full Environmental),

C-18 Laser Pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), vibro-knife (Str+d6, AP 4, Mega Damage).

SPIDER-SKULL WALKER CREW

Another vehicle combining terror tactics with practical effects, the Spider-Skull Walker is a common sight for anyone encountering Coalition heavy patrols, search-and-destroy units, and assault forces. The crew are classic "tankers," soldiers who love their machines and know everything about using them for transport and combat. As Spider-Skulls are frequently used to get squads into dangerous places (and sometimes out again), these crews tend to form solid bonds with the infantry with whom they serve.

The main weapons of the vehicle are two forward-mounted heavy rail guns. Firing each is an action (which is why the pilot usually fires one at the same time the co-pilot fires the other). Firing either of the laser turrets (which are dual linked, double-barreled configurations, providing +1 Shooting) is also an action.



COALITION SPIDER SKULL WALKER

Designed as much for terror as tactics, the Spider-Skull is a giant death's-head-motif hull on six legs, festooned with heavy weapons. At 30 feet tall, it towers over most battlefield combatants, and the insect-like legs give it exceptional mobility through rough terrain and surprising capacity for climbing fairly steep inclines. Very few find their way onto the Black Market, as they've not been part of the phase-out programs. (36 million credits)

CR-003 Spider-Skull Walker

Assault Armor: Size 8, Crew 2+6, Strength d12+6, Toughness 35 (16), Pace 12

Notes: M.D.C. Armor

Weapons:

- 2 × Dual Linked Heavy Lasers (turret)
- 2 × Heavy Rail Guns

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Knowledge (Computers) d4, Notice d6, Piloting d6, Repair d6, Shooting d8, Survival d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 11 (6)

Hindrances: Loyal, Vow (Minor—Serve the Coalition)

Edges: Robot Armor Jock

Gear: Spider-Skull Walker (see sidebar), CA-2 Light Body Armor (+6 Armor, Full Environmental), C-18 Laser Pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), vibro-knife (Str+d6, AP 4, Mega Damage).

COALITION DOG BOY SOLDIER

At some point before the Great Cataclysm, a facility down in what was Texas had major breakthroughs with genetically altering dogs to create humanoid hybrids. The intent was to craft a super-soldier and labor class, and while it may or may not have panned out in

ancient history, the discovery of the Lone Star Complex by Coalition forces led inevitably to taking on Dog Boys as highly valued (if second-class) members of the CS military.

Brave, strong, able to sniff out and track down psychic and magical energies, and utterly loyal to a fault, Dog Boys are almost universally cherished by the human soldiers they serve with. Bred to love and serve humans, they follow any and all orders, and they frequently sacrifice themselves without hesitation to save human lives. The vast majority of CS units on patrol or missions away from Coalition population centers have a Dog Pack (usually four Dog Boys, often led by a specific human Pack Leader), and Dog Boys are also used extensively in most city security patrols to root out psionic and magical infiltrators.

The following stats are for a “typical” Dog Boy of a relatively strong breed. There can be many variations based on which was the foundation breed for the individual, as well as from significant mutations resulting from the breeding process.

Note that the vibro-blade vambraces provide “claws” (which is why Dog Boys favor them) and also grant a +1 Parry to the wearer.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d8, Shooting d6, Stealth d6, Survival d6, Tracking d8

Cha: -2; **Pace:** 8; **Parry:** 6; **Toughness:** 12 (5)

Hindrances: Loyal, Outsider, Vow (Minor—Serve the Coalition)

Edges: Alertness, Brave, Brawny, Fleet-Footed

Gear: DPM 101 “Dog Pack” Light Armor (+5), C-10 Light Assault Laser Rifle (Range 30/60/120, Damage 3d6, RoF 1, AP 2), C-18 Laser Pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), vibro-blade vambraces (Str+d8, AP 4, Mega Damage, Parry +1).

Special Abilities:

- **Keen Sense of Smell:** Dog Boys have a great sense of smell, similar to their normal canine counterparts. This gives them an additional +2 on all Notice checks where smell could come into play, as well as +2 on all Tracking rolls.

- **Natural Weapons:** Str+d6. Dog Boys are discouraged from biting, but can do so with great ferocity.
- **Psychic Sense:** Dog Boys have the inherent ability to *detect arcana*, interpreting it as a scent. They use the Notice skill (with their Keen Sense of Smell bonus) to detect the presence and location of any psychic or magic energies, beings, or items. They can also use the Tracking skill (also with the Keen Sense of Smell bonus) to follow a specific magical or psionic entity. This sense works to detect anything psychic, magic, or supernatural, including invisible and astral beings. Psychic Sense doesn't work inside sealed armor or vehicles. See *The Tomorrow Legion Player's Guide* for more details.
- **Weakness (Ley Line Hypersensitivity):** Dog Boys lose their Psychic Sense when on or close (within 2" or 4 yards) of a ley line. Ley Line storms cause them a level of Fatigue from severe headaches and distress as for a psychic, but their Fatigue requires an hour to recover after the storm ends.

COALITION PSI-STALKER

Throughout the midwest and middle portions of Canada, there are dozens (perhaps hundreds) of tribes of near-human mutants called Psi-Stalkers. Intimately comfortable in the wild and naturally psionic, they would typically be just another race on the Coalition's hit list of things to eradicate. However, early encounters happened to be with officers of greater cunning and foresight. So instead, many Psi-Stalkers found themselves with an opportunity to pursue their favorite activities—hunting and slaying supernatural monsters and wielders of magic—while gaining respect, support, and even pay for doing it.

Like the Dog Boys, Psi-Stalkers have gained great prominence and a measure of acceptance among front-line CS troops. Their natural gifts in finding and fighting supernatural threats, combined with fearlessness and general expertise in the great wilds most humans avoid, make them exceptionally valuable assets. Unfortunately,

their mutant status and generally spooky appearance (pasty white skin, hairless, a tendency to file their teeth into points, prominent tattoos and piercings) make them less than desirable among the Coalition population at large.

This suits most of them just fine, as they'd rather be out in the wilderness, hunting, fighting...and feeding. Psi-Stalkers require very little food or water to survive, sustained instead on ISP and PPE energy. Perhaps the greatest reason they were so readily recruited and incorporated into Coalition military and security service, Psi-Stalkers are effectively psychic vampires. Their Psychic Vampire ability enables them to shut down wielders of magic and psionics, which is a handy tactic in any fight against magical forces.

COALITION DEATH'S HEAD TRANSPORT

One of the most terrifying sights in the sky is a fully loaded Death's Head transport; a single vehicle represents a large unit of Coalition soldiers capable of taking on an entire town with ease. The usual compliment aboard is two Mark V APCs with 20 Dead Boy soldiers in each; two UAR-1 Enforcers; a Spider-Skull Walker; and either a hundred more Dead Boys or two dozen SAMAS troopers.

One of these should represent a terrible threat for any group of heroes, more of a thing to avoid instead of taking on unless they've got one seriously fantastic plan.

Coalition Death's Head Transport:

Size 10, Acc/TS 30/245, Toughness 52 (30), Crew 2+407

Notes: Environmental Systems, M.D.C. Armor, Sensor Suite, VTOL

Weapons:

- Heavy Rail Gun
- 6 × Heavy Lasers (three 180° turrets on each side)
- 2 × Medium Missile Launchers

For all their feral, apex predator appearance and nature, Psi-Stalkers enjoy an incredible empathy and affinity with most animals. They're naturally good riders, and most animals treat a Psi-Stalker as one of their own.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d10, Intimidation d8, Notice d8, Riding d6, Shooting d8, Stealth d8, Survival d8, Tracking d8

Cha: -2; **Pace:** 8; **Parry:** 7; **Toughness:** 13 (6)

Hindrances: Bloodthirsty, Loyal, Outsider, Vow (Minor—Serve the Coalition)

Edges: Ambidextrous, Brawny, Two-Fisted, Woodsman

Gear: CA-2 Light Body Armor (+6 Armor, Full Environmental), C-12 Heavy Assault Laser Rifle (Range 30/60/120, Damage 3d6+1, RoF 3, AP 2), 2× C-18 Laser Pistols (Range 15/30/60, Damage 2d6, RoF 1, AP 2), vibro-knife (Str+d6, AP 4, Mega Damage), 2× frag grenades (Range 5/10/20, Damage 3d6, LBT, Mega Damage), 4 extra clips each firearm.

Special Abilities:

- **Animal Empathy:** Psi-Stalkers have an inherent empathy with animals. They start with Riding at d6 and animals treat them as one of their own. This effect can be problematic if the animal in question is a territorial loner.
- **Fast:** Psi-Stalkers have Pace +2 and increase their Running die by one die type (usually a Pace 8 and d8 run die).
- **Psychic Sense:** Psi-Stalkers have the inherent ability to *detect arcana*, usable at will. They use the Notice skill to detect the presence and location of any psychic or magic energies, beings, or items. They can also use the Tracking skill to track a specific magical or psionic entity. This sense works to detect anything psychic, magic, or supernatural, including invisible and astral beings. Psychic Sense doesn't work inside sealed armor or vehicles.
- **Psychic Vampire:** Psi-Stalkers require a diet of PPE or ISP directly drained



from a living being. They gain this using the **Draining PPE/ISP** Setting Rule in *The Tomorrow Legion Player's Guide*, which only works by touch. The Psi-Stalker must cut and draw blood from an intended victim or donor, which must be supernaturally, magically, or psionically active to provide sustenance. Psi-Stalkers must consume at least 5 Power Points (PPE or ISP) a day or suffer a Fatigue level. They starve to death after a week of being Incapacitated by lack of "food." Each 5 PPE/ISP drained restores one level of Fatigue. Consumed Power Points cannot be used to fuel spells or psionic powers.

- **Racial Enemy:** Many Psi-Stalker and Simvan tribes have been at war for years. Psi-Stalkers suffer -4 Charisma with Simvan.

SKELEBOT

Designed to look like animated, black metal skeletons, the Coalition's Skelebots are a particularly frightful facet of the CS military's ranks. Designed as hunter/killer machines and programmed with combat computers, Skelebots supplement front-line infantry units and long-range patrols, as well as serving in high-risk actions where commanders wish to spare human troops' lives.

Skelebots obey all Coalition commands from troops ranked above sergeant, but otherwise avoid interaction with soldiers and other humans. They normally only attack humans when attacked by them, unless specifically ordered or programmed to attack everyone and everything in an area.

Skelebots sometimes take cover, but usually just run forward, weapons blazing, attacking all viable targets. Though they don't express thoughts or desires, they are capable of limited verbal responses like, "Halt, do not move," and, "Identify."

Note the CV-212 rifle is designed to overcome laser-resistant armor; after one round of combat against a Glitter Boy—or any enemy with laser resistance—all Skelebots in the area share targeting data and are able to inflict full damage with their weapons against the suit.

Attributes: Agility d4, Smarts d6, Spirit d4, Strength d12+1, Vigor d10

Skills: Fighting d6, Notice d6, Shooting d6

Cha: -2; **Pace:** 8; **Parry:** 6; **Toughness:** 11 (4)

Hindrances: Ugly, Vow (Major—Obey programming and Coalition commands)

Edges: Ambidextrous, Fleet-Footed, Rock and Roll!, Steady Hands

Gear: CV-212 VLF Laser Rifle (Range 30/60/120, Damage 3d6+2, RoF 3, AP 2, Mega Damage).

Special Abilities:

- **Armor +4:** Advanced alloy structure.
- **Construct:** +2 to recover from Shaken; does not breathe; immune to poison and disease; ignores one level of wound penalties.
- **Sensor Suite:** +4 to Notice checks; can detect chemicals, radiation, and electrical fields up to 500 feet.
- **Weapon Mount:** Grenade launcher (Range 24/48/96, Damage 3d6, RoF 1, Mega Damage, LBT)
- **Weapon Mount:** Retractable vibro-blade (Str+d10, AP 4, Mega Damage)

SAVAGE TALE: NO ZEALOT LIKE A CONVERT

Unfortunately for a lot of people who live in North America, far too many don the armor and insignia of the Empire of the Coalition States, and embrace the steady diet of propaganda fed to them. They believe entirely in eradicating "threats to humanity," including anyone who doesn't look quite right to them, and anyone who dares meddle with the demon forces of magic. The CS Military encourages this thinking, offering commendations, medals, and bonuses to those who show the proper enthusiasm for their work.

Fort El Dorado is the most recent addition to the Coalition; the soldiers coming out of that region are among the most die-hard anti-D-Bee and anti-magic zealots in the Empire. They have something to prove to the rest of the Coalition, and they intend to do so covered in the blood of everyone and everything that doesn't fit what they see as right and proper in the Arkansas region. Such troops are on a direct collision course with the Tomorrow Legion or anyone who would oppose genocide.



CENTRAL ARKANSAS, NO MAN'S LAND

Technically, the entirety of what was once Arkansas falls under the Coalition State of El Dorado. In reality, only the far south of the state falls firmly under their control. The rest is a mixture of wilderness and scattered communities and towns of varying degrees of technological capacity.

To the far north, Castle Refuge's growing influence emboldens new settlements, with populations anathema to Coalition policies. Across the middle of the state, a mix of towns adhering to El Dorado's new CS-driven edicts and those in defiance thereof are found along every road and path.

New officers—recently graduated from accelerated training programs and indoctrinated in Coalition propaganda—are eager to break in their shiny new armor and their commissions on the backs of any D-Bees and magic practitioners they can find. Second Lieutenant Andrea Carmichael is one such officer, and she's decided to take her long-range patrol far outside its assigned pattern in hopes of finding enemies worthy of a first lieutenant's bar, or even captain's rank.

SLASH AND BURN

The Onyx Logging Camp, in the middle-western part of the state, is mostly populated by peaceful, industrious D-Bees who supply Castle Refuge with lumber and other resources. The vast majority of the camp's population is made up of hairy, vaguely beaver-like humanoids who call themselves Hoorians. The Tomorrow Legion sends frequent patrols to check on them, as well as to carry messages and place orders for specific needs. The heroes' team is on its way to the camp when the smoke of burning wood—and bodies—reaches them first.

An outlying lumber operation, about five miles from the camp, lies in ruin. Human and Hoorian bodies are strewn everywhere.

The obvious culprits are the still-present squad of Coalition Skelebots and the two Fort El Dorado soldiers overseeing them; the latter two pick through the wreckage and loot corpses before they call in to report to their commander. The corporal is more than ready for a fight. If things go badly, the private surrenders if given half a chance.

- ☠ **Corporal Billy Evenrude:** Coalition Grunt (page 8). He uses a C-14 “Fire Breather” Laser Rifle with plasma grenades in the attached launcher.
- ☠ **Private 1st Class Gus Peters:** Coalition Grunt (page 8).
 - **Skelebots (5):** See page 17.

A couple of the loggers barely cling to life, and they express genuine fear for the greater camp. If either or both of the CS troops are captured, questioning reveals a larger unit not far away, led by 2nd Lieutenant Andrea Carmichael. The two soldiers had not yet reported in, hoping to score some serious personal loot before being ordered back to the bivouac.

Further questioning gives the team a solid sense of the unit’s makeup—another 24 Coalition Grunts (some also on smaller recon patrols), 15 more Skelebots (again, some assigned to those patrols), three Dog Boys, a Psi-Stalker, a UAR-1 Enforcer with a single pilot, Sergeant Beauregard Jenkins, and the aforementioned 2nd Lieutenant.

The Legionnaires have a few choices ahead of them. Options include continuing to Onyx to ensure everyone is all right and give them ample warning, or devising a plan to prevent the Coalition force from finding the camp at all.

ONYX LOGGING CAMP

If the team heads to the camp, they arrive only shortly before another of Lt. Carmichael’s patrol gets there. There’s enough time to reach the camp leader, a Hoorian named Agaetia—called “Agatha” by many of the humans. Even as discussions ensue about what to do, gunfire erupts as three Dead Boys and four Skelebots come across a pair of camp watchmen.



The CS troops retreat the moment they encounter stiff resistance, leaving the Skelebots to cover their escape. If they get far enough away, they are able to radio a message to the main force.

- **Coalition Grunts (3):** See page 8.
- **Skelebots (4):** See page 17.
- **Camp Defenders (2):** Use Bandit stats (page 56).

Following this skirmish, an argument ensues between the villagers: some wish to stand and fight while others want to evacuate. Legionnaires can influence the discussion one way or another with Persuasion rolls to sway opinion. If the settlement chooses to fight, up to 12 armed camp defenders join the heroes as allied Extras (use Bandit stats on page 56).

The team might stay at the camp and prepare for an attack; even if they stopped all three CS soldiers from getting away and reporting, eventually the Dog Boys track their people to the camp. This situation allows for a classic prepare-the-town sequence, perhaps with some cool tricks and traps set by the heroes and loggers.

Alternately, the Legionnaires may decide to take the fight directly to the Lieutenant and her force, or perhaps try to lure the Coalition soldiers away from the camp with hit-and-run tactics (possibly using the Chase rules in *Savage Worlds*).

EVACUATION

Should the heroes advise an evacuation, Agaetia and her people need some time. The heroes have to figure out how best to accomplish that goal. A direct confrontation or hit-and-run tactics are both options here; let the players determine the course of events.

BOUND FOR GLORY

One way or another, 2nd Lieutenant Andrea Carmichael discovers the existence of the Onyx Logging Camp. She sees it as the first step on her glorious path to glory. Left alone, she leads her force on a direct path for the camp, expecting no significant resistance. What's left of her Skelebots and Dog Boys

surge ahead, while the main force follows. Their intent is to smash into the camp and slaughter everyone who is D-Bee or fails to surrender.

If, instead, the heroes take the fight to the CS bivouac, only half (12) of the Coalition Grunts and none of the Skelebots are present. Carmichael treats the Psi-Stalker as a kind of bodyguard, insisting he stay close and defend her to the death, while she unleashes everyone else on the attackers.

If the team tries for a less direct, more harrying approach, Carmichael sends out the Dog Boys and half her remaining men to run down "interlopers." If she has a clear idea what she's up against and realizes she'll need all of her forces to fight them, she does so without hesitation. For example, if a Glitter Boy, Combat Cyborg, or powerful magic wielder is detected, she tries to hammer the group with all she has.

She and Sgt. Jenkins likely fight to the death, knowing they're probably facing execution for the atrocities they've already committed or ordered done. The rest of her force surrenders if the tide turns enough, and the Legion has standing orders to take prisoners when possible, bringing them back to Castle Refuge to be dealt with (and, hopefully, rehabilitated to the Legion's needs).

- ☠ **2nd Lieutenant Andrea Carmichael:** Coalition Military Specialist (page 10).
- ☠ **Sergeant Beauregard Jenkins:** Coalition Grunt (page 8), but with Combat Reflexes.
- ☠ **Klaive:** Coalition Psi-Stalker (page 15).
 - **UAR-1 Enforcer (1):** Only one pilot (page 12).
 - **Coalition Dog Boys (3):** See page 14.
 - **Coalition Grunts (12 or 24):** See page 8.
 - **Coalition Skelebots (15):** See page 17.

AFTERMATH

If the team faces only part of the CS force, they may wish to track down and deal with the various recon patrols Carmichael sent out. Regardless of the outcome, it should be clear the CS forces out of Fort El Dorado are now a threat to contend with.

THE FEDERATION OF MAGIC

In many ways, the Federation is like a massive feudal kingdom, comprised of a combination of absolutely loyal lords, tentative alliances with other city-states, and other population centers that operate independently of (or even in total opposition to) Lord Dunscon and his “True Federation.” The whole region known as the Magic Zone—which is to say all of the Ohio Valley and then some—is claimed by Dunscon. But much like the Coalition, he only truly controls what he can effectively patrol and exert force over. For a very long time, this was only a fraction of the region.

In the days following the fall of Tolkeen, his influence over the lands increased considerably. Well over 50 percent of the populated areas of the Magic Zone now ally directly with Brass City under the banner of Lord Alistair Dunscon. In addition to all of the entities listed below, many creatures found in the **Monsters of the World** section—Brodkil, Gargoyles, Neuron Beasts, Witchlings, and more, beginning of page 68—can be found in direct service to Dunscon, attacking anyone he deems an enemy.

Even with his newfound power and influence, there remain massive swaths of wilderness and even civilized areas Dunscon knows nothing about, nor has any influence over. There are, however, plenty of mages, sorcerers, necromancers, and even non-practitioners of magic willing to carve a kingdom or city-state for themselves. There are also terrifying regions given over to hordes of monsters, demons, and spirits. The Magic Zone is a dangerous place for all, especially the uninitiated. Those who oppose Dunscon invite a more concentrated form of aggression from the forces loyally serving his mad dream.



FEDERATION AND MAGIC ZONE ENTITIES

☠ LORD ALISTAIR DUNSCON

Lord of the City of Brass, ruler of the Kingdom of Dunscon, Alistair Dunscon is the Federation of Magic’s presumptive and virtually undisputed leader. That is to say, many dispute what the Federation is—in terms of land and population—but few deny Dunscon’s rule of it all.

In his own mind, all of the Magic Zone must bow to his rulership, and ultimately, the world will be his to rule once he is done. His father, Nostrous Dunscon, founded the original Federation, which at one time promised to be a grand alliance of magical powers across the North American continent. Unfortunately, the elder Dunscon’s megalomania, delusions, and ruthlessness led to fractures in an already strained alliance; when the Coalition States came to do battle, he stood without the help of such kingdoms as Tolkeen and the City of Dweamor, and he and his family were slain. Only his young son, Alistair, survived.

After years of travel, first as a fugitive through the Magic Zone, and then long journeys through the Rifts, out among the Megaverse®, an eternally youthful Alistair Dunscon returned to the region, claimed his birthright as the rightful ruler of the *True Federation of Magic*, and began building his kingdom. Far more than ruthless and power-hungry, Alistair embraces evil and rage for all they are worth. He wants to rule, certainly, yet he also craves painful, devastating vengeance against all who abandoned his father, as well as those who directly or indirectly had a hand in the destruction of his father and family.

To this end, he draws the most hate-filled and vengeful survivors of the destruction of Tolkeen to him; he welcomes the most vile practitioners of the darkest of magic; he takes council with greater demons, devil lords, and diabolical supernatural beings. In short, Lord Alistair Dunscon is an evil man who seeks to rule an evil kingdom on the bones and blood of all he sees as enemies. Frighteningly, he may have the power to succeed.

The *Skin of the Demon* armor Dunscon wears is crafted from the body of a living demon (no longer sentient, but still technically alive). *Daemonfist* is a staff crafted from jade, carved in the form of two intertwined snakes. In addition to its listed combat abilities, the staff grants the wielder +4 on attempts to summon and control demons of any kind. It can also drain energy as a combat action (the **Draining PPE/ISP Setting Rule** in *The Tomorrow Legion Player's Guide*).

Attributes: Agility d8, Smarts d12, Spirit d12, Strength d6, Vigor d10

Skills: Fighting 10, Healing d6, Intimidation d12, Investigation d10, Knowledge (Arcana) d12, Knowledge (Megaverse®) d10, Knowledge (Politics) d8, Notice d12, Persuasion d10, Shooting d4, Spellcasting d12+2, Stealth d8, Streetwise d8, Taunt d6

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 15 (8)

Hindrances: Arrogant, Mania (Major—Diabolical Megalomania)

Edges: Arcane Background (Magic), Brave, Charismatic, Elan, Filthy Rich, Improved Level Headed, Investigator, Ley Line Gate, Ley Line Phasing, Master (Spellcasting), Master of Magic, Rapid Recharge, Soul Drain, Strong Willed, Wizard

Powers: *Armor, banish, barrier, blast, bolt, boost/lower Trait, clairvoyance, damage field, darksight, deflection, disguise, dispel, drain Power Points, entangle, fear, fly, intangibility, invisibility, quickness, slumber, smite, speak language, speed, summon ally, telekinesis, warrior's gift.* **PPE:** 50

Gear: Skin of the Demon (+8, M.D.C., immune to fire and plasma), *Daemonfist* (Str+d10, Mega Damage, +2 Parry, Reach 1, +2 Fighting, +2 Spellcasting), Bands of Denial (+8 Toughness vs. damaging spells).

Special Abilities:

- **Bind the Summoned:** As a Shifter, Lord Dunscon can bind summoned beings to his service for an extended period of time. He does this by reducing his maximum PPE by the amount needed to originally summon the creature(s). In this way, the creatures remain bound to his service until he releases them or the summoned entities are Incapacitated (in either case, returning a creature to its home dimension). At Dunscon's

Legendary Rank, he may retain up to five summoned allies, each at its summoning cost in PPE, bound to him until released or Incapacitated. At that point, he recovers his PPE normally. Bound allies are treated as though they were summoned with a raise, which grants them the Hardy ability.

- **Dimension Sense:** With a successful Notice roll, Dunscon can determine relevant information about a dimension he is in, or one he views through a Rift. This includes hostile environmental conditions, how closely the dimension is related to Rifts Earth, and whether or not it's a temporal shift.
- **Expanded Awareness:** Dunscon can use *detect arcana* at will as a free action, with no PPE cost.
- **Immortality:** Lord Dunscon was transformed by his travels through the Megaverse®, granting him eternal life. He is also immune to disease, poison, biological hazards, and possession by supernatural entities.
- **Ley Line Walker Abilities:** Lord Dunscon has the following Ley Line Walker special abilities—Ley Line Magic Mastery, Ley Line Rejuvenation, Ley Line Sense, and Ley Line Transmission (see Ley Line Walker in *The Tomorrow Legion Player's Guide*).
- **Master Summoner:** As a Shifter, Dunscon has the *summon ally* power, and the duration is 5 minutes (1/5 minutes). This duration extends to the Mega Power version, *force multiplication*.
- **PPE Manipulation:** Shifters have the *drain Power Points* power (and the *PPE thief* Mega Power) automatically.
- **Regeneration:** Lord Dunscon's immortality also confers rapid healing on him, allowing him to make a Vigor check every hour to heal wounds.
- **Rift Mastery:** Dunscon gains a +4 on efforts to open and manipulate Rifts (see **Characters, Ley Lines, and Rifts** in the *Savage Rifts® Game Master's Handbook*). He also gains +2 when using the *banish* power.
- **Supernatural Resistance:** Lord Dunscon takes half-damage from cold, heat, and fire. While wearing Skin of

the Demon, he is immune to fire and heat (and plasma).

- **Weakness (Sacrifices):** The price for his immortality and other inherent gifts is the sacrificial death of a living sentient being once a week, from whom he must drain the life essence as the being dies.

☠ ZARGUS THE GREAT

In an effort to expand his influence across all of the Magic Zone, Lord Dunscon dispatches special agents of great magical ability and diverse skills to see to his interests. They are always accompanied by a significant force of guards and skilled subordinates, and their mission is to gather information, exert control over weaker populations, and lure more powerful beings and communities under the Federation's sway.

Zargus—a D-Bee from a world steeped in magic—is one such agent, selected specifically for the far southwest region of the Magic Zone and its surrounding areas. He is crafty, charming, and disarming, which conceals his utter disdain for lesser beings and those who do not possess adequate magic ability or significant strength. His specific task is to scout out the region, determine potential threats to Dunscon's greater plans for expansion (eliminating those he feels he and his troops can handle), and offering membership in the Federation to any communities he deems worthy.

Zargus has gleaming, golden-scaled skin, great emerald-colored orbs for eyes, and a blazing red crest of fur running from the top of his forehead along his scalp and down his spine. He's got four long, tapered fingers on each hand, and tall, oddly-bent legs that suggest his race wasn't always bipedal. He stands about seven feet tall, but his build is quite slender.

He is called "the Great" because he chooses to be, and woe be unto anyone who challenges his right to the honorific. His style of magic is a form of sorcery, involving formulaic invocations that alter reality to his whims and needs. Note that he has the Master of Magic Edge, granting him the Mega Power versions for all his spells. He is more than capable of defending himself, but he prefers to rely on his security detail

and special agents to handle most of his dirty work.

Zargus's team includes two Combat Mages (see page 24), a dozen Brodkil (page 68; four have cybernetics), three Corrupt (page 24), and usually at least half a dozen mercenaries of varying specialties (select from the **Mercenaries & Specialists** section, starting on page 56). He is in regular contact with a band of Grim Reaper fanatics (page 29) in the region and often calls on them for special missions.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d8, Notice d8, Persuasion d10, Shooting d6, Spellcasting d10, Stealth d6, Streetwise d6

Cha: +4; **Pace:** 8; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Arrogant, Greedy (Minor), Loyal

Edges: Arcane Background (Magic), Charismatic, Danger Sense, Extraction, Level Headed, Master of Magic, Wizard

Powers: *Armor, bolt, deflection, dispel, invisibility, slumber, speak language, teleportation.* **PPE:** 25

Gear: TW Adventure Survival Armor (+4 Armor, +2 Vigor checks vs. hostile environments), iceblast shotgun (Range 12/24/48, Damage 1–3d6, RoF 1–2, hit with a raise halves the target's movement on its next action).

Special Abilities:

- **Aura of Allure:** Zargus's species has a combination of pheromones and translucent, glittering scales to enhance their Charisma by +2.
- **Long Stride:** Those strange legs carry Zargus very quickly, granting him +2 Pace and a run die of d8.
- **Low Light Vision:** Zargus's great eyes help him ignore lighting penalties except in pitch darkness.
- **Magically Inclined:** His species is very magically gifted, and they all have a bonus of +5 PPE for whatever magical path they pursue.
- **Weakness:** Disinclined to use their muscles for much, members of Zargus's species suffer a -1 to all Strength rolls (including damage).

COMBAT MAGE

Steeped in magic as it is, the Magic Zone encourages those of arcane inclination to focus their studies and efforts on learning how to manipulate such power to the fullest. But the world is a dangerous place, so many such practitioners concentrate on the combat applications of magic to defend themselves, their families, and their communities.

As well, Lord Dunscon and the authorities of the Federation of Magic greatly encourage the training and fielding of Combat Mages, both to defend the territories and to prepare for war against the Federation's foes. In many other small kingdoms and communities, combat magic training is undertaken with great zeal and effort.



Combat Mages eschew such areas as alchemy, rituals, and enchantments, instead focusing on rapid invocations and maximizing their spells' attack and defense potential. They are Masters of Magic, granting them Mega Power versions of all powers they know.

Combat Mages train to fight in small units, accompanied by soldiers of more mundane capabilities. Many who serve the Federation are seen in the field with squads of lesser demons (like Brodkil), Mystic Knights, or worse.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d4, Fighting d8, Healing d4, Intimidation d8, Knowledge (Arcana) d8, Notice d8, Shooting d8, Spellcasting d8, Stealth d6, Survival d4

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 15 (7)

Hindrances: Loyal, Overconfident, Vow (Serve lord or community, Minor)

Edges: Arcane Background (Magic), Extraction, First Strike, Marksman, Master of Magic, Soul Drain, Wizard

Powers: *Armor, barrier, bolt, burst, deflection, dispel, fly, quickness, pummel, smite, warrior's gift.* **PPE:** 20

Gear: TW Combat Mage Armor (+7 Armor, +1 Strength die type, *darksight, farsight*, Rapid Recharge, Full Environmental Protection), TK Machine Gun (Range 30/60/120, Damage 2d8+4, RoF 4, AP 2), flaming sword (Str+d10, AP 4, Mega Damage).

Special Abilities:

- **Arcane Marksman:** Similar to the Marksman Edge, grants the Aim bonus of +2 to any ranged spells if the caster doesn't move on the round. As with Marksman, this doesn't apply to any attack with a Rate of Fire greater than 1 (so it won't work when throwing multiple *bolt* spells, for example).

CORRUPT

Some forms of evil spawn from anger, vengeance, where a being was born, a series of poor life choices, or one really bad day. Other forms, such as the

Corrupt, come from something deeper and far more vile. No one knows for certain what terrible force of the cosmos the Corrupt give their lives and their souls to, but there can be little doubt it is an ancient evil seeking only malevolence and destructive chaos. It offers enormous power and a freedom from weakness and emotional pain in exchange for committing murderous atrocities across the globe.

Whatever the being truly is, the Corrupt call it the Liberator: it frees them from all emotions causing them pain, guilt, or empathy. Instead, they are driven to destroy, torture, and terrorize with abandon. The only time they feel joy is when they serve their own worst instincts. Corrupt are also physically transformed, becoming larger, bulkier, and horrifying. They gain scaly dark skin, glowing eyes, and vicious talons. They are covered in a black armor covered in spikes and straps—the latter actually a part of them, rather than the armor it appears to be!

Though the Corrupt venerate no gods or masters other than the Liberator, they are permitted to work with those who grant them opportunity to ply their trade, so to speak. This is why many Corrupt are found among the forces of the Federation of Magic; Dunscon's evil madness and willingness to unleash them on his enemies feeds their burning need for destruction and torment.

For all intents and purposes, the Corrupt are monstrous humanoids, similar to demons, except they were once humans or human-like D-Bees who gave their bodies and souls to an ancient, cosmic evil. Rumors abound of a sub-class of Corrupt, called the Elites. Outwardly, the Elite maintain their original appearance (though they tend towards darker, sinister clothing and armor), but their souls are just as black and, when angered or entering battle, they transform into similar horrors as their regular Corrupted brethren.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d10, Intimidation d8, Notice d6, Shooting d8, Spellcasting d8, Stealth d6, Taunt d6, Throwing d6, Tracking d6

Pace: 8; **Parry:** 7; **Toughness:** 12 (4)

Hindrances: Bloodthirsty, Mean, Vow (Major—Serve the Liberator)

Edges: Alertness, Ambidextrous, Arcane Background (Magic), Brawny, Charge, Fleet-Footed, Quick, Two-Fisted

Powers: *Blind, boost/lower Trait, fly, invisibility, smite, stun.* **PPE:** 10

Gear: NG-E4 Plasma Ejector (Range 24/48/96, Damage 3d10, RoF 1, Mega Damage), 2× vibro-swords (Str+d10, AP 4, Mega Damage).

Special Abilities:

- **Armor +4:** What looks like strange leather-wrapped, spiky plate mail is actually the Corrupt's body.
- **Claw:** Str+d4.
- **Euphoric Bloodlust:** In combat, Corrupt automatically enter a state granting them the benefits (and penalties) of the Berserk Edge. They must make a Smarts check at -2 to come out of it, and only when the battle is over. Note this state does not prevent them from using firearms or casting spells!
- **Fast Regeneration:** These beings roll Vigor to recover wounds each round. They also gain +2 to recover from Shaken.
- **Fear:** Corrupt invoke a Fear check when they are encountered.
- **Fearless:** Nothing in the Megaverse® frightens a Corrupt, for they've already bonded to the most terrifying entity there is.
- **PPE Vampire:** Whenever a Corrupt kills someone, he automatically gains 2 × their Spirit die in PPE for himself.
- **Special Senses:** Corrupt can see even in pitch darkness, ignoring -6 Illumination penalties. They detect thermal signatures, and can see invisible entities with no problem.
- **Supernatural Form:** Half-damage from normal fire, heat, and cold; immune to all diseases and poisons.
- **Weakness (Holy Attacks):** As supernaturally evil beings, the Corrupt take +4 damage from holy attacks and weapons.
- **Weakness (Life Energy):** Food and drink mean nothing to a Corrupt; he must slay and consume the life energy of a sentient being to feed.

MYSTIC KNIGHT CODE

The scholar Erin Tarn once recorded the code of the Mystic Knights as it was told to her by one of their more talkative and social members:

- The end justifies the means.
- Know thy enemy and never underestimate him.
- Dead enemies tell no tales, nor come back to haunt you, except in your dreams.
- The weak are meant to be dominated by the strong. This is a basic principle of nature and leadership.
- Seize opportunity without regret or recrimination. It is an obliging enemy who turns his back or bares his throat.
- Eye for eye, a life for a life—revenge is sweet.
- Patience is a virtue—think before you act. Opportunity comes to he who waits, and revenge that must wait tastes all the sweeter, like a fine, aged wine, when that time finally comes.
- Respect and honor he who pays and employs you, at least until a new master replaces him.
- Loyalty and word of honor have their merits and lead to employment and opportunity.
- The Mystic Knight has but one true ally, the Eternal Order of the Mystic Knights from which he was created. Respect and serve the Order and its loyal members, and it will serve you. Never betray your own.



MYSTIC KNIGHT

In a land steeped in magic and ruled by arcane masters, the need for warriors with more power than ethics is high. The Order of the Mystic Knights serves that need in full, and they do so for money, vengeance, and the opportunity to commit acts of mayhem and murder. The term “knight” is an insult to others who take the title—intended, no doubt—because there is no true honor, no chivalry, and no mercy in the wretched souls of those who take up this mantle.

What little code the Mystic Knights do have revolves around themselves and signing on with a master or employer for a time, accomplishing whatever they are hired to do as effectively as possible. While in someone’s employ, Mystic Knights make a show of deference and respect to that person or group. That’s as far as it goes, however, and anyone who doesn’t fall in the limited category of employer or master is subject to abuse, torment, or outright murder. No one hires the Mystic Knights lightly, for wherever they go, when the bloodshed starts, massacre is a goal rather than a consequence.

In many ways, the Mystic Knights are the antithesis of the Cyber-Knights, and more than a few scholars opine there is some twisted connection between the two groups, going back centuries.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d8

Skills: Climbing d6, Driving d6, Fighting d10, Healing d4, Intimidation d10, Knowledge (Arcana) d6, Notice d8, Persuasion d6, Shooting d8, Spellcasting d10, Stealth d6, Survival d6

Cha: +2; **Pace:** 8; **Parry:** 7; **Toughness:** 15 (7)

Hindrances: Arrogant, Vow (Major—Code of the Mystic Knights)

Edges: Alertness, Arcane Background (Magic), Brave, Charismatic, Danger Sense, First Strike, Fleet-Footed, Improved Frenzy, Ley Line Phasing

Powers: *Armor, bolt, damage field, darksight, deflection, quickness, smite, speak language, succor.* **PPE:** 30

Gear: Mystic Knight Armor (+7 Armor, +2 Toughness, enchanted flaming sword (Str+d10+2, AP 4, Mega Damage, +2 Fighting), Wilk’s 237 Laser Pistol (Range

15/30/60, Damage 2d6+1, RoF 1, AP 4), 2 extra clips.

Special Abilities:

- **Battle Mage:** Mystic Knights use *armor* and *smite* as a free action, but only on themselves or weapons they use.
- **Expanded Awareness:** Mystic Knights can use *detect arcana* at will as a free action, with no PPE cost.
- **Invulnerability:** Mystic Knights are immune to damage from all mundane energy sources, including lasers, ion and plasma weapons, and normal fire and electricity. Magical sources of energy inflict half damage on them.
- **Ley Line Walker Abilities:** Mystic Knights share the following Ley Line Walker special abilities—Ley Line Rejuvenation, Ley Line Sense, and Ley Line Phasing (see Ley Line Walker in *The Tomorrow Legion Player's Guide*).
- **Onslaught:** Though not Masters of Magic, Mystic Knights have the *onslaught* Mega Power for their *bolt* power (up to four 3d6 bolts, or one 6d6 bolt).
- **PPE Channeling:** Mystic Knights can expend PPE to power or recharge mundane items such as flashlights, portable computers, and batteries. This costs no appreciable PPE. They can recharge energy clips for weapons, as well, at a cost of 1 PPE per shot.
- **Transfer Power:** Mystic Knights can, as an instant reaction, drain PPE being drawn by any other caster from an outside source (such as from ley lines or during rituals). A Knight must be within her Spirit $\times 2$ and makes an opposed check, pitting her Spellcasting skill against that of the other caster. The other caster must be actively drawing power for this ability to function.

MURDER WRAITH

Most people revile necromancy, and the Murder Wraiths are a shining example of exactly why. Combining the altered biology and neurological makeup of a Juicer with the powers of undeath is a nightmare

recipe of epic proportions. Unfortunately, the necromancers of the Federation's Grim Reaper cult accomplished this terrifying feat.

It all began with the inevitable desire of some Juicers to find a way to defeat the death sentence their upgrades imposed upon them. The dangers and utter loss of detoxification were unacceptable; there had to be a way to keep going while retaining the unbelievable power to which they were now addicted. This is where the worshippers of Death seized an opportunity to create far more devastating servants than the typical zombie.



They designed blood rituals and other arcane rites to prepare the body of a Juicer to maximize undying power. In order to receive this “upgrade,” a Juicer must first find the Grim Reapers and convince them to accept her. If they do, she must spend her remaining time alive committing countless murders—both to serve the greater goals of the Grim Reapers (and, very often, the Federation of Magic, with whom the cult is strongly allied) and as acts of faith to the dark god known as Death. As the “Last Call” is sensed, the chemicals within the bio-comp are replaced with alchemical compounds, transforming the Juicer into a vessel ready to receive everlasting life...and eternal hunger.

The Juicer’s death throes are horrible, painful, and often maddening. What rises up is a monster; one who remembers her humanity and retains her personality, yet that humanity is a thing of the past. Driven by hunger and the inescapable need to serve the necromancer who raised her, she is now a Murder Wraith, possessed of even more power than she had in life, but no choice other than to serve evil and darkness for all eternity...or until someone or something puts her down.

Murder Wraiths are one of the more powerful forms of undead in the world, yet they have their weaknesses. They depend on both the life essence and the flesh of sentient living beings, and their days in the sun are effectively over. They appear not quite alive—sunken eyes, sallow or pale complexion, and a rotten stench. Whatever decency may have existed in the mind or soul of a Murder Wraith is gone, leaving only the most evil and corrupted parts of the persona.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d12+4, Vigor d12+2

Skills: Fighting d12, Intimidation d8, Notice d6, Shooting d12, Stealth d10, Streetwise d6, Taunt d6, Throwing d8

Pace: 16; **Parry:** 8; **Toughness:** 19 (6)

Hindrances: Bloodthirsty, Overconfident

Edges: Brawny, Charge, Combat Reflexes, First Strike, Fleet-Footed, Improved Frenzy, Quick

Gear: Juicer plate (+6 Armor, +1 Toughness), JA-9 Laser Rifle (Range 40/80/160, Damage 3d6+1, RoF 1, AP 3), C-18 Laser Pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), vibro-sword (Str+d10, AP 4, Mega Damage), 2× frag grenades (Range 5/10/20, Damage 3d6, Mega Damage, LBT).

Special Abilities:

- **Fast Regeneration:** These beings roll Vigor to recover wounds each round. They also gain +2 to recover from Shaken.
- **Invulnerable:** Murder Wraiths can only be truly damaged by arcane magic and silver (Cyber-Knight abilities count as magic for these purposes). They can only be shaken by other attacks, even those as powerful as a Glitterboy’s Boom Gun or a Burster’s flame bolt.
- **Uncanny Reflexes:** Like Juicers, Murder Wraiths are –2 to be hit in combat. No longer dependent on the bio-comp, they start any combat situation with this ability.
- **Undead:** Murder Wraiths take no additional damage from called shots, never suffer wound modifiers, are immune to disease and poison, and receive Toughness +2.
- **Weakness (Holy Attacks):** Attacks from holy or blessed sources or weapons—such as those by Mystics and Cyber-Knights—do +4 damage to Murder Wraiths.
- **Weakness (Flesh Hunger):** A Murder Wraith must consume a minimum of a pound of sentient flesh a week or turn to goo and die. It must also drain at least 10 PPE from a victim each week or suffer the same fate. The latter is accomplished if the Wraith is touching a victim who is in pain (which makes torturing victims a favorite pastime for many such creatures).
- **Weakness (Sunlight):** Although not deadly to Murder Wraiths, sunlight causes them significant problems. They suffer –2 to all Trait rolls during daylight hours, even if they are indoors or in the shade, while direct sunlight imposes a –4 to all such rolls.
- **Weakness (Bond of Servitude):** A Murder Wraith serves the commands of

the necromancer who raised her. If she wishes to deny this, she must succeed in an opposed Spirit roll, which she makes at -2. On a success, she gains a single round of action to try and kill her master, while a raise grants her three rounds. If her master is killed, she is freed...yet she must live on as the monster she is.

NECROMANCER

The Federation of Magic is one of the few realms in North America where the dark practice of death magic is not only tolerated, but encouraged. Lord Dunscon counts thousands of Necromancers as servants and allies, adding to his prodigious arcane might. Most significant among those Necromancers are the Grim Reapers, an ever-growing cult dedicated to the worship of Death incarnate and the creators of the Murder Wraiths (see above).

Necromancers are powerful and capable spellcasters on par with Ley Line Walkers, with some rather significant special abilities derived from their willingness to tamper with the primal forces of life and death. Chief among them is the power to raise the dead as servants and soldiers, and to gain valuable information from the spirits of the dead.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Healing d8, Intimidation d8, Knowledge (Alchemy) d8, Knowledge (Arcana) d10, Notice d8, Shooting d6, Spellcasting d10, Stealth d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (4)

Hindrances: Arrogant, Curious

Edges: Alertness, Arcane Background (Magic), Danger Sense, Master of Magic, Rapid Recharge, Soul Drain, Wizard

Powers: *Armor, bolt, boost/lower Trait, darksight, deflection, drain Power Points, fear, greater healing, healing, intangibility, puppet, slow, slumber, wall walker, zombie.* **PPE:** 20

Gear: TW Adventure Survival Armor (+4 Armor, +2 Vigor checks vs hostile environments), NG-33 Laser Pistol (Range 12/24/48, Damage 2d4+1, RoF 1, AP 1), 2 extra clips.

Special Abilities:

- **Mystic Awareness:** Like Mystics, Necromancers are attuned to the

spiritual world. This grants them, among other things, the use of the *detect/conceal arcana* power as a free action at will, costing no PPE. They can also sense powerful supernatural beings with a Notice check, anywhere within line of sight. Necromancers can see ghosts, ethereal beings, and anyone using the *invisibility* power.

- **Necromantic Focus:** When using the following powers, the Necromancer gains a +2 to his spellcasting rolls: *lower Trait, drain Power Points, fear, slumber, zombie.*
- **Phylactery:** A special arcane item stores PPE Necromancers siphon via the PPE Drain ability. A phylactery can hold as much as 3 × the Necromancer's Spirit as a PPE reserve. Phylacteries become even more important to a Necromancer should he decide to become a lich.
- **PPE Drain:** All necromancers possess the ability to drain PPE (but not ISP) as per the **Draining PPE/ISP Setting Rule** in *The Tomorrow Legion Player's Guide*. The necromancer rolls his Spellcasting, and usually arranges to kill victims to gain more. Necromancers can use this extra energy to supplement their own PPE (up to double their personal pool). Unused PPE over a necromancer's normal maximum fade at the rate of 1 PPE every round (six seconds).
- **Raise the Undead:** A far greater version of the *zombie* power, enabling a Necromancer to summon up a small army for extended periods of time. It takes an hour to perform the ritual (which can be done concurrent with the PPE Drain ability), and considerable blood sacrifice is required. At the end of the ritual, the Necromancer expends 1 PPE for each zombie or 2 PPE for each skeleton he wishes to raise, and the zombies can include the people he *just* murdered. There is *no* upward limit, save how much PPE he has to expend, although there must be a corpse or skeleton within 2 × his Spirit for each being he wants to raise. Undead raised this way are under his absolute control, and last until they are destroyed.

- **Slow Regeneration:** The powers of undeath seep into a Necromancer's very soul, granting him a natural healing roll once per day.
- **Spiritual Channel:** Similar to the Mystic ability, Necromancers are able to use the *divination* power at will, costing no PPE. Each use requires a Vigor check to resist Fatigue, with a cumulative penalty of -1 for each subsequent use until the Necromancer gets at least six hours of sleep. Note the Necromancer communes with the spirits of the dead, which may color the information he gleans.

SKELETON

The power of magic on Rifts Earth renders lowly skeletons and zombies tougher and more powerful than those encountered elsewhere in the Megaverse®. Where possible, Necromancers go out of their way to arm as many of their undead soldiers as possible, usually with the weapons they died holding or carrying.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d8, Intimidation d6, Notice d6, Shooting d6, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 7

Gear: C-10 Light Assault Laser Rifle (Range 30/60/120, Damage 3d6, RoF 1, AP 2), vibro-knife (Str+d6, AP 4, Mega Damage).

Special Abilities:

- **Bony Claws:** Str+d4.
- **Fearless:** Mindless undead are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from Shaken; no extra damage from called shots.

ZOMBIE

Zombies are strong and tough, but slow. There tend to be far more bodies available for zombies than for skeletons, which is why they are much more plentiful in a Necromancer's forces.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 4; **Parry:** 5; **Toughness:** 8

Gear: C-10 Light Assault Laser Rifle (Range 30/60/120, Damage 3d6, RoF 1, AP 2), vibro-knife (Str+d6, AP 4, Mega Damage).

Special Abilities:

- **Claws:** Str.
- **Fearless:** Mindless undead are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from Shaken; no extra damage from called shots (except to the head).
- **Weakness (Head):** Shots to a zombie's head do +2 damage.

SHIFTER

Arcane practitioners who manipulate dimensional energies and summon creatures from beyond, many Shifters wind up corrupted by their practices. While a Ley Line Walker focuses his internal mystic energies on interaction with ley lines and Rifts, a Shifter prefers to tear holes in reality through these phenomena and drag things kicking and screaming into the world, forced to do his bidding.

There are a number of parallels and shared abilities between Shifters and Ley Line Walkers, especially where reading and manipulating Rifts, ley lines, and related phenomena are concerned. At the same time, Shifters have powerful abilities of their own when it comes to interacting with supernatural creatures from other realms. This makes them highly valuable to Lord Dunscon and other would-be magical tyrants.

The Shifter's abilities described below are for when a Game Master wants to deal with the full process of summoning and controlling beings as part of the story. For the sake of convenience in a given tale, you may simply decide the Shifter successfully summoned and commands one or more beings to fight the heroes. Note all Shifters have the Master of Magic Edge, giving them Mega Power for all their spells.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Healing d4, Intimidation d10, Knowledge (Arcana) d10, Notice d10,

Persuasion d8, Shooting d6, Spellcasting d10, Stealth d6

Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (3)

Hindrances: Arrogant, Curious

Edges: Arcane Background (Magic), Brave, Charismatic, Level Headed, Ley Line Phasing, Master of Magic, Rapid Recharge

Powers: *Armor, banish, bolt, darksight, deflection, dispel, drain Power Points, intangibility, speak language, summon ally, teleport.* **PPE:** 35

Gear: Ley Line Walker Light Armor (+3 Armor, +4 Vigor checks vs toxins and disease), NG-33 Laser Pistol (Range 12/24/48, Damage 2d4+1, RoF 1, AP 1), 2 extra clips.

Special Abilities:

- **Bind the Summoned:** A Shifter can bind one or more summoned beings to his service for an extended period of time. He does this by reducing his maximum PPE by the amount needed to originally summon the creature. The creature remains bound to his service until he releases it or the summoned entity is Incapacitated (in either case, returning the creature to its home dimension). Shifters may only have one bound entity per Rank (one at Novice, two at Seasoned). For example, a Seasoned Shifter could have two summoned allies, each costing 4 PPE to summon, bound to him; his maximum PPE is reduced by 8 until he releases the entities or they are Incapacitated. At that point, he recovers his PPE normally. Bound allies are treated as though they were summoned with a raise, which grants them the Hardy ability.
- **Dimension Sense:** With a successful Notice roll, a Shifter can determine relevant information about a dimension he is in, or one he views through a Rift. This includes hostile environmental conditions, how closely the dimension is related to Rifts Earth, and whether or not it's a temporal shift.
- **Expanded Awareness:** Shifters can use *detect arcana* at will as a free action, with no PPE cost.
- **Ley Line Walker Abilities:** Shifters share the following Ley Line Walker special abilities—Ley Line Magic Mastery, Ley Line Rejuvenation, Ley

Line Sense, and Ley Line Transmission (see **Ley Line Walker** in *The Tomorrow Legion Player's Guide*). Shifters are also Masters of Magic.

- **Master Summoner:** All Shifters gain the *summon ally* power automatically, and the duration for them is 5 minutes (1/5 minutes). This duration extends to the Mega Power version, *force multiplication*.
- **PPE Manipulation:** All Shifters have the *drain Power Points* power (and the *PPE thief* Mega Power) automatically.
- **Rift Mastery:** Shifters gain a +4 on all efforts to open and manipulate Rifts (see **Characters, Ley Lines, and Rifts** in the *Savage Rifts® Game Master's Handbook*). They also gain +2 when using the *banish* Power.

DAEMONIX

As the war between Tolkeen and the Coalition heated up, the leadership of the magical kingdom made some very questionable, very dark decisions. They were choices made strictly for the sake of victory against an implacable, powerful foe, but their consequences not only spelled the ultimate doom of the kingdom, but left dangerous and even catastrophic consequences in the wake of the war. The rescue and recruitment of the Daemonix ranks very high on the list of the Federation's greatest mistakes.

Where they come from, the Daemonix were the lowest rung of a demonic hierarchy where they served as slaves and worse. As a species, they spent many thousands of years tormented, abused, and treated as a disposable resource by their demonic masters and the dark gods who frequently summoned them for terrible purposes. When a team of Shifters from Tolkeen, looking for yet another advantage to turn the tide of the war, discovered their existence, they undertook a daring plot to free the lot of them and bring them to Rifts Earth.

Once on this side, the Tolkeenites actually offered the Daemonix a choice—serve with Tolkeen to save the city from the horrible Coalition Empire, or seek their fortunes in the new, wide world they'd been brought to. While the gesture seems noble on the surface, most understand it was a highly calculated risk, and a clever manipulation

by those who conducted the rescue. With an offer to unleash their glorious, destructive might against an army, and the opportunity to be armed with magical devices to make them even more powerful and grand in this new world, there was little doubt the vast majority of the Daemonix would assent to the request to join Tolkeen's army.

While the sub-demon Daemonix are practically walking PPE batteries, most have neither the natural ability to use their energies for magic, nor the capacity to learn the intricacies of spellcasting. The Techno-Wizards of Tolkeen, however, came up with a brilliant solution after just a bit of experimentation on their new allies. Something of the unique nature of the Daemonix physiology, as well as their mystical makeup, allows for arcane bionics to be installed in their bodies—Techno-Wizard weapons and devices drawing upon their natural PPE reserves, and to which their bodies naturally and easily adapted.

Though the influx of the Daemonix initially helped turn the tide in Tolkeen's favor, the war was ultimately lost. In the wake of the disastrous aftermath, the Daemonix fled with many others. Thanks to the cunning efforts of Lord Alistair Dunscon's agents, a great many Daemonix found their way to the Brass City and into Dunscon's direct service. Still others fled into the Magic Zone, drawn to its inherently powerful properties. Thanks to their aquatic nature, the Daemonix had little trouble crossing the Mississippi river and swarming into the Zone despite the Coalition's best efforts.

BASAL

"He who shall be obeyed"—the translation for the name of this breed of Daemonix, who are also called the Overmasters by the others of the broader clan. With a massive head flowing into the "torso with eyes," and two huge arms over a second pair of smaller, spindlier ones, the Basal asked only for legs (of a very specific design) from their Techno-Wizard benefactors. Otherwise consigned to a slug-like lower body, they enjoy standing taller and the significantly increased mobility.

Basal Daemonix are invariably assigned to any demon unit as its commander,

which is the natural order of things for all involved. They are egotistical, calculating, and demand obedience from servants and respect from all others. They are the greatest source of worry for anyone who dares to ally with the Daemonix over a period of time.

The main reason the Basal avoid any more TW bionics beyond their legs is their impressive array of psionic powers. They fear more upgrades would interfere with this natural, powerful advantage.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d12+3, Vigor d12

Skills: Fighting d8, Intimidation d10, Notice d10, Psionics d10, Shooting d6, Swimming d10

Pace: 20; **Parry:** 6; **Toughness:** 20 (6)

Edges: Alertness, Ambidextrous, Arcane Background (Psionics), Energy Control (Electricity), Energy Control (Water), Improved Frenzy, Major Psionic, Master Psionic, Mentalist, Psi-Blade, Sixth Sense

Powers: *Armor, boost/lower Trait, confusion, damage field, darksight, deflection, detect/conceal arcana, farsight, healing, illusion, mind reading, pummel, puppet, speak language, telekinesis, telepathy.* **ISP:** 50

Gear: None; they eschew anything beyond their psionic powers. Note that the psi-blade of a Basal does (Str+Spi, AP 6) damage.

Special Abilities:

- **Armor +6:** Tough demon hide.
- **Aquatic:** Basals can breathe underwater, and their water movement equals their Swimming die in Pace.
- **Fear:** Alien and creepy, Daemonix cause Fear checks when first encountered.
- **Infernal Form:** Immune to normal cold and disease. Basals are also immune to any form of possession. Cold, heat, and fire attacks of any source inflict half damage.
- **Large:** Basals are +2 to be hit by normal sized attackers.
- **Size +6:** Even the smallest of the Daemonix is a big critter by human standards.
- **Slow Regeneration:** All Daemonix gain a natural healing roll once per day.
- **Techno-Wizard Devices:** Unlike other Daemonix, the Basal breed only takes on a six-legged mobile platform

upgrade. Not only does this system provide an amazing Pace (with a d10 run die), it also gives the Basal the ability to perform a standing leap of 4", high or long. The long jump increases to 6" with a running start.

FECULENCE

"He who is most foul and cunning"—the translation for what the Daemonix call this particular breed. They are the smallest of the demon species, though they still tower over humans at 12–15 feet tall and stretch to well over 20 feet in length. Their basic form is a nightmarish cross of crab, dolphin, and crayfish, with the sickly white or pale gray skin of all Daemonix. Almost all of the Feculence out of Tolkeen had most of their limbs, including their main legs, replaced with TW bionics. They are also typically armed with a couple of laser rifles and at least two melee weapons.

Feculence demons excel at missions of scouting, at least in comparison to their larger brethren, but their true specialty is interrogation and torture. If Daemonix are instructed to capture prisoners from enemy forces, such captives are always turned over to a Feculence demon for information gathering (and, usually, disposal).

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d12

Skills: Fighting d8, Intimidation d8, Notice d8, Psionics d8, Shooting d8, Stealth d8, Survival d6, Swimming d10, Techno-Wizardry d8

Pace: 10; **Parry:** 6; **Toughness:** 29 (14)

Edges: Alertness, Ambidextrous, Arcane Background (Psionics), Giant Killer, Major Psionic, Mentalist

Powers: *Darksight, detect/conceal arcana, telepathy.* **ISP:** 30

Gear: NG-L5 Rifles (Range 25/50/100, Damage 3d6, RoF 1, AP 2), vibro-swords (Str+d10, AP 4, Mega Damage).

Special Abilities:

- **Aquatic:** Feculence can breathe underwater and on dry land, and their water movement equals their Swimming die in Pace.
- **Demon Hide:** Feculence have +14 Armor and +2 Toughness.

- **Fear:** Alien and creepy, Daemonix cause Fear checks when first encountered.
- **Infernal Form:** Immune to normal cold and all disease. Toxins, electricity, and magical-based cold attacks do half damage.
- **Large:** Feculence are +2 to be hit by normal-sized attackers.
- **Low Light Vision:** Feculence ignore Dim and Dark lighting penalties.
- **Size +5:** Even the smallest of the Daemonix is still a big critter by human standards.
- **Techno-Wizard Devices:** Various leg and arm replacements grant each Feculence with the following powers, which they can use at will (they are living PPE batteries and never run out of power for these devices): *blind, bolt, burst, confusion, entangle, fear, light/obscure, mind reading, puppet, slumber, speed.*
- **Tentacles:** With six articulated tentacles, the Feculence gains two additional attack actions each round at no multiple action penalty.
- **Weakness (Heat/Fire):** Feculence suffer +4 damage from magical and psionic fire or heat attacks.

HANGDOG

"He who serves, the lowest of the low"—the translated name for this rather pathetic (in relative terms) breed of Daemonix. The leaders of Tolkeen made a minor attempt, when the Daemonix first came through the summing portals, to elevate the breed; this was nearly disastrous as the other breeds threatened almost immediate rebellion and the Basals who were handling initial negotiations explained that changing the caste order of their species was simply impossible. The Hangdogs are little more than moderately intelligent beasts of burden, and while they complain constantly about their lot in life, they seem utterly disinclined to change anything about it.

Hangdog Daemonix are huge, vaguely rhinoceros-like creatures with huge heads and massive horns. They have four legs and two almost comically large arms of immense strength. They are accustomed to tasks such as mining and pulling large

cargoes, but they've adapted to the role of war mounts with great capacity.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+7, Vigor d12+2

Skills: Fighting d8, Intimidation d6, Notice d6, Survival d4, Swimming d8, Tracking d6

Pace: 10; **Parry:** 6; **Toughness:** 33 (15)

Edges: Alertness, Ambidextrous, Charge, Fleet-Footed, Improved Frenzy

Gear: None for themselves, but most Hangdogs ridden into battle have an elaborate Techno-Wizard platform cinched on, which gives the main rider dual fire-linked TW cannons (Range 80/160/320, Damage 3d8+4, RoF 1, Mega Damage) and a rear "tail gunner" seat with a TK Machine Gun mounted (Range 30/60/120, Damage 2d8+4, RoF 4, AP 2).

Special Abilities:

- **Bite, Claws, or Horn:** Str+2d8, AP 12, Mega Damage.
- **Burrowing:** Hangdogs can dig through even solid rock at their Pace.
- **Demon Hide:** Hangdogs have +15 Armor and +3 Toughness.
- **Fear:** Alien and creepy, Daemonix cause Fear checks when first encountered.
- **Gore:** If the Hangdog moves at least 6" before attacking, it gains +4 to the damage total.
- **Infernal Form:** Immune to cold (including magic) and disease. Heat and fire attacks inflict half damage.
- **Large:** Hangdogs are +2 to be hit by normal-sized attackers.
- **Low Light Vision:** Hangdogs ignore Dim and Dark lighting penalties.



- **Size +6:** Hangdogs are only about 11 feet tall, but they're truly massive in build and nearly 20 feet in length.
- **Slow Regeneration:** All Daemonix gain a natural healing roll once per day.
- **Tracking Scent:** Hangdogs gain a +2 to all Tracking checks based on scent. If the target is bleeding, the bonus increases to +4.

IMMOLATOR

"He who destroys"—this translated phrase refers to the Immolator branch of the Daemonix species. It fits in direct, unmistakable ways, as the Immolators seek only battle, eradicating all living things and every standing structure in their way. Little else in life means anything to them; when they aren't in battle, they become quiet—almost docile—and morosely await their next call to wage war.

Over 20 feet tall with thickly muscled arms and legs, an Immolator's head is very like that of a whale, with the exception of sword-like, razor sharp teeth in its gaping maw. These walking weapons of mass destruction usually sacrifice their hands and legs to the Techno-Wizard upgrades promised their species on arrival, making them even more devastating.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+6, Vigor d12+1

Skills: Fighting d10, Intimidation d8, Notice d6, Psionics d6, Shooting d8, Survival d6, Swimming d10, Techno-Wizardry d8

Pace: 8; **Parry:** 7; **Toughness:** 37 (20)

Edges: Alertness, Ambidextrous, Arcane Background (Psionics), Improved Sweep, Major Psionic

Powers: *Detect/conceal arcana, telekinesis.* **ISP:** 20

Gear: TW laser (Range 40/80/160, Damage 4d6, RoF 3, AP 5, Mega Damage), TW lightning wand (Burst Template, 3d10, Mega Damage), TW rod (Str+d10, AP 3, Mega Damage).

Special Abilities:

- **Aquatic:** Immolators can breathe underwater and on dry land; their Pace in water equals their Swimming die.
- **Bite or Stomp:** Str+2d6, AP 12, Mega Damage.

- **Demon Hide:** Immolators have +20 Armor and +3 Toughness.
- **Fear:** Alien and creepy, Daemonix cause Fear checks when first encountered.
- **Infernal Form:** Immolators (including magic) and disease. Heat and fire attacks from all sources do half-damage.
- **Large:** Immolators are +2 to be hit by normal-sized attackers.
- **Low Light Vision:** Immolators ignore Dim and Dark lighting penalties.
- **Size +6:** Immolators are a massive 20–24 feet tall and mighty in build.
- **Slow Regeneration:** All Daemonix gain a natural healing roll once per day.
- **Techno-Wizard Devices:** Various leg and hand replacements, as well as head implants, grant each Immolator the following powers they can use at will (they are living PPE batteries and never run out of power): *armor, barrier, bolt, dispel, drain Power Points, entangle, fear, havoc, pummel, speed.*

MANSLAYER

"He who battles"—the name of this breed of Daemonix translates to this phrase, indicating the Manslayers' role. As the Immolators might be considered the "armor" of the species, Manslayers are its infantry. They live to fight, often battling amongst themselves—or with anything else they can pick a fight with—if they aren't kept fairly active against enemy forces.

A Manslayer's amphibian-like head, complete with giant bulging eyes, sits atop a humanoid body with large powerful arms and short, muscular legs. Spiny tendrils flow from the back of a skull containing a massive maw full of huge teeth.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+4, Vigor d12

Skills: Fighting d8, Intimidation d6, Notice d6, Psionics d6, Shooting d8, Survival d6, Swimming d8, Techno-Wizardry d8

Pace: 8; **Parry:** 6; **Toughness:** 29 (14)

Edges: Alertness, Ambidextrous, Arcane Background (Psionics), Major Psionic

Powers: *Succor, telekinesis.* **ISP:** 20

Gear: TW fire cannon (Range 25/50/100, Damage 3d8, RoF 1, Mega Damage), TW lightning gun (Burst Template, 2d10, Mega

Damage), TW frostblade (Str+2d8, AP 12, Mega Damage).

Special Abilities:

- **Aquatic:** Manslayers can breathe underwater and on dry land, and their Pace in water equals their Swimming die.
- **Bite or Stomp:** Str+2d4, AP 10, Mega Damage.
- **Demon Hide:** Manslayers have +14 Armor and +2 Toughness.
- **Fear:** Alien and creepy, Daemonix cause Fear checks when first encountered.
- **Infernal Form:** Immune to all cold (including magic) and all disease. Heat and fire attacks from all sources do half damage.
- **Infra-vision:** Manslayers have special natural filters they can employ, protecting them from bright lights, but also grant them the ability to see the heat patterns of living things.
- **Large:** Manslayers are +2 to be hit by normal sized attackers.
- **Low Light Vision:** Manslayers ignore Dim and Dark lighting penalties.
- **Size +5:** Manslayers are an impressive 18 feet tall.
- **Slow Regeneration:** All Daemonix gain a natural healing roll once per day.
- **Techno-Wizard Devices:** Various leg and hand replacements, as well as head gear, grant each Manslayer the following powers they can use at will (they are living PPE batteries and never run out of power for these devices): *armor, fly, invisibility, speed.*



AUTOMATON

The City of Dweomer, ruled by The Three (alien, godlike arcane beings), is technically a part of the Federation of Magic, but the relationship between its leadership and that of Lord Alistair Dunscon is cool and distant. For the most part, Dweomer sees to its own affairs and stays out of Dunscon's way, which works...for now. In the meantime, Dweomer's military forces continue to build toward the day the concealing magic of the city isn't enough to hold off a major attacking force, such as the Coalition, or any army Dunscon might throw at them when he finally determines they must be brought to heel.

One of the most important parts of Dweomer's military might is the stockpile of Automatons its High Mages create and deploy. Effectively the arcane answer to heavy power armor, robot armor, and armored vehicles, the Automatons are giant animated forms of metal, stone, and other materials designed for combat. They require a controller, usually one specially trained for the task, though Techno-Wizards are fully capable of taking command of one that's otherwise not bonded to a specific person (or whose controller has died).

Unfortunately, the swirling arcane storm of magic within an Automaton makes it impossible for a controller to enjoy its full defenses by riding inside. Instead, most operators ride on top of the head, using various crown-like edifices or other structures for cover (-4 from any attacks from ground level, but only -2 from airborne attacks). Such controllers need to wear body armor or have some other kind of protection to survive heavy combat.

The link between controller and arcane machine is pretty impressive, allowing each to see and sense what the other experiences. Those who go through the bonding ritual can actually control their Automatons at a distance of their Spirit \times 2; otherwise, the operator must be in physical contact with the arcane golem. For a typical pilot, use the stats of the Combat Mage (page 24), and assume she has Piloting d8 and the Automaton version of the Robot Armor Jock Edge. In combat, Automatons are vehicles following the same rules as robot armor.

BATTLELORD

A mighty, reliable Automaton, highly popular among those who operate such golems, the Battlelord is a hulking metal powerhouse 24 feet tall. Made of gleaming metal with ornate crafting and a gargantuan sword, the Battlelord suggests a fantastic temple's guardian statue come to life. The operator has a fine command compartment atop the head, with ram horns and a roaring lion edifice to provide cover, and he can use the Battlelord's tremendous, booming voice to shout across the battlefield as needed.

Though the vast majority of Battlelords remain in the control and service of Dweomer, there are a few out there that were either given to their operators, or were stolen. A handful are in the possession of Dunscon's forces, which is of great concern to The Three.

Battlelord: Size 7, Crew 1, Strength d12+6, Toughness 32 (15), Pace 18

Notes: M.D.C. Armor

- **Spellcasting:** The operator can cause the Battlelord to cast the following spells, using the lower of his Piloting or Spellcasting Skill. These spells draw on the Automaton's near-unlimited PPE store, and all can be cast using their Mega Powers: *barrier, darksight, deflection, detect/conceal arcana, entangle, farsight.*
- **Special Qualities:** The Battlelord has Improved Arcane Resistance, which it shares with its controller. This can be activated and deactivated at will. It also has Fast Regeneration, but the operator must spend his own 10 PPE to activate it, and it only lasts three rounds per activation.

Weapons:

- Magic Two-Handed Sword (Str+2d12, AP 4, Mega Damage)
- Lightning Blasts (Range 80/160/320, Damage 3d10, RoF 1, AP 6, Mega Damage)
- Eye Beams (Range 120/240/480, Damage 3d6, RoF 4, AP 5, Mega Damage)

EARTH THUNDER

A considerably more common model, the Earth Thunder's simplistic bipedal construction—smooth stone skin, a block-like head with shining eyes—is nonetheless imposing on the battlefield. It has a pilot compartment carved into its back, which grants the riding operator considerable cover (though they must rely on the Automaton's senses to see anything). Most controllers, preferring personal mobility, walk alongside the arcane machine if they have the bonding link with it.

Earth Thunders are 10–12 feet tall, making them relatively small in the “arcane robot” category. But they are solid, reliable, and plenty dangerous to any foe.

Earth Thunder: Size 3, Crew 1, Strength d12+3, Toughness 18 (6), Pace 14

Notes: M.D.C. Armor

- **Spellcasting:** The operator can cause the Earth Thunder to cast the following spells, using the lower of the his Piloting or Spellcasting Skill. These spells draw on the Automaton's PPE store of 30 (the operator can also substitute his own PPE), and all can be cast using their Mega Powers: *barrier, bolt, burst, deflection, detect/conceal arcana, telekinesis.*
- **Special Qualities:** The Earth Thunder has permanent *darksight*, shared with its controller. It also has Fast Regeneration, but the operator must spend his own 10 PPE to activate it, and it only lasts two rounds per activation.

Weapons:

- Magic Sword (Str+d10, Mega Damage)

SAVAGE TALE: MEET THE NEW BOSS

Wickliffe, in what was once the state of Kentucky, is one of the most distant towns with which Castle Refuge has regular contact. Tomorrow Legion teams usually must cross difficult territory—including a swing by the CS-friendly city-state of Whykin—to reach the Mississippi river port town, but the effort is worthwhile. Folks in Wickliffe have a fairly strong sense of what's going on in the Magic Zone, thanks to regular trade along the river and otherwise.

The team, carrying messages and some vital medicines, must evade or deal with the usual challenges (feel free to throw in an encounter with a Coalition patrol on the way). They have no reason to expect any particular trouble once they reach Wickliffe. However, a very unpleasant surprise awaits them when they arrive, shortly after sunset.

Wickliffe's modest docks handle a decent amount of river traffic and trade. But the first sign of trouble is the lack of the usual ferry to convey heroes to the east bank. In fact, the docks look nearly abandoned, and no one on that side of the river is paying attention for the usual signal—a lit, oversized lantern—to call for the ferry.

CROSSING THE MISSISSIPPI

The river is about 3,000 feet (over half a mile, or about 500 game inches) across at the point where the team normally takes the ferry. The heroes need a plan to cross, which might include finding an abandoned boat somewhere north or south of them on the west bank; the use of magic to fly everyone across or allow them to swim/walk on the riverbed; or one team member crossing to retrieve the abandoned ferry, and bringing it back to the rest of the group.

In the last case, whoever makes it to the docks must make a Notice check, opposed by the Murder Wraith patrolling the area. If the hero is particularly sneaky about his efforts, he may make a Stealth check, opposed by the Murder Wraith. It's possible neither entity notices the other, in which case nothing happens. Otherwise, whoever went to get the ferry is in for a nasty surprise and possibly an ugly fight all on his own, unless he retreats.

Alternately, should the whole team come across together, the Murder Wraith attacks them all. However the conflict occurs, other enemies are drawn to any loud noises, clarifying that the town's been taken over by members of the Grim Reapers!

☠ **Murder Wraith:** See page 27.

- **Grim Reaper Juicers (2):** Use Juicer stats (page 63); both are on Last Call with only 3 Burn each.
- **Mercenary Soldiers (4):** Use Bandit stats (page 56).

OCCUPIED WICKLIFFE

The team's usual contacts, including Mayor Anthony Graele, are either dead or in hiding. In fact, Anthony's head adorns the lintel over the main entrance to the town's city hall. There the new, self-appointed ruler of Wickliffe, Ambrosia Skyler, rules what's left of the population with an iron fist and sadistic glee. Ambrosia is in Last Call, and her final days are truly upon her. She awaits her transition into a Murder Wraith, living out a vicious hedonistic fantasy between bouts of spasms and delirium. Townspeople have been turned into slaves to serve her every whim. The city building is a twisted melding of nihilistic nightmare and non-stop, drug-fueled rave.

The sheer noise coming out of the building is likely the only thing that didn't bring more of her people running to the fight on the docks, giving the Legionnaires a chance to scout out the situation and make a plan. There are entrances to the building in the front and back, both guarded by four men and two Murder Wraiths. There's also a staircase on one side leading to a basement entrance, guarded by two Juicers.

(If the heroes decide, for some reason, to wait until daylight hours to act, the Murder Wraiths disappear inside, replaced by one Juicer each. Notably, the creatures go around to the basement entrance and enter there.)

CITY HALL

There are innocents inside; if the team watches for any reasonable length of time, they see men and women (humans and D-Bees) being dragged out of the place, obviously exhausted and terribly mistreated, wearing torn up clothes that might otherwise have been nice. More are gathered up from nearby buildings (where they are being held captive in larger groups) and hauled back in. This makes any plan involving simply leveling the building with explosives or heavy-weapons fire problematic, to say the least.

On the first floor, among the various people passed out, dancing, drinking, or otherwise occupied with party activities, there are five armed soldiers and two more Grim Reaper Juicers. Ambrosia is on the second floor, "holding court," with three

GLITTER BOYS AND ROBOT ARMOR PILOTS

A lot of the combat in this scenario happens inside, with innocents as potential bystanders. This makes it pretty close to impossible to take a Glitter Boy or robot armor vehicle into the fight. So this is one of those scenarios where the pilots need to rely on their other abilities and gear to get through. That's OK, and should happen every once in a while, as a balancing factor against their otherwise devastating role in most conflicts.

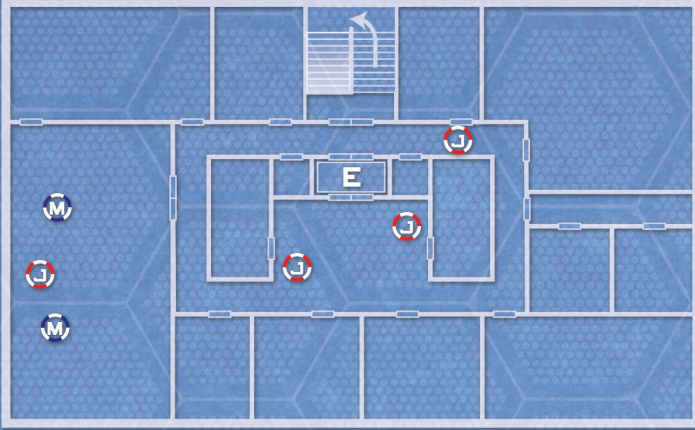
more Juicers and two Murder Wraiths (even if it's daytime, when they suffer penalties). Again, there are innocents everywhere, including a handful of males and females chained to the makeshift throne she's had crafted for herself.

Given half a chance, Ambrosia taunts the heroes first, letting them know her immortal godhood is at hand, and they're just in time to witness it. When she launches herself into combat, it's with total abandon—she intends to die in this fight, and she spends the last of her Burn unleashing on the team.

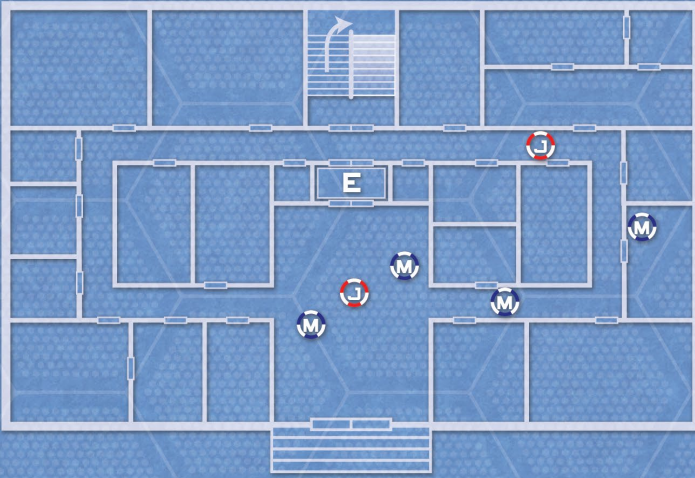
The entire building's interior is awash in pounding, thundering techno music. All hearing-based Notice checks are at -4. The lighting is pretty crappy, as well, imposing Dim (-1) penalties on attack rolls for anyone who doesn't have some kind of offsetting enhancement.

- ☠ **Ambrosia Skyler:** Juicer (page 63), on Last Call with 2 Burn left, which she will spend.
- ☠ **Murder Wraiths (2):** See page 27, both are on second floor.
- **Grim Reaper Juicers (5):** Use the Juicer stats (page 63); all are on Last Call with only 3 Burn each. Two are on the first floor, three are on the second floor.
- **Mercenary Soldiers (5):** Use Bandit stats (page 56). All are on the first floor.

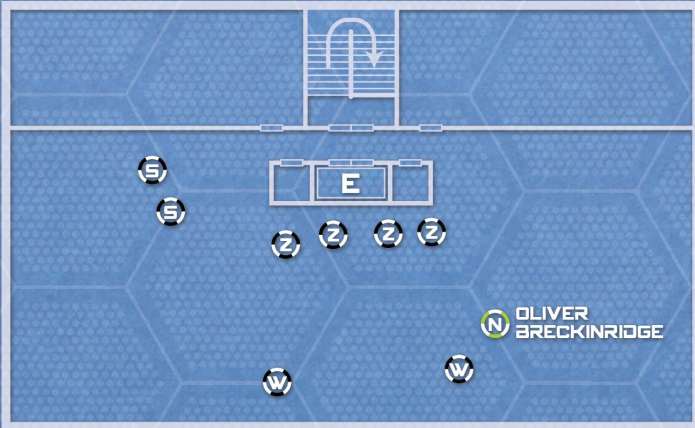
SECOND FLOOR




GROUND FLOOR



BASEMENT



1 HEX = 6 YARDS

-  GRIM REAPER JUICER
-  MERCENARY
-  NECROMANCER
-  MURDER WRAITH
-  SKELETON
-  ZOMBIE

WICKLIFFE TOWN HALL

IN THE BASEMENT

The real leader of the operation is a Grim Reaper Necromancer by the name of Oliver Breckinridge. He's made his lair in the basement of the Wickliffe City Hall. He's the one Ambrosia is linked to, who brings her to full Murder Wraith status once she finally dies. He's hoping to set himself up in the local area as a powerful warlord, taking firm control of this outlying region of the Magic Zone to curry favor with Lord Dunscon and the more highly-placed Grim Reapers in the City of Brass.

He's been preparing ritual tables for Ambrosia, with preliminary work for the other Juicers in his service for when they get closer to the time as well. There are numerous cages full of people he plans to sacrifice to generate power for the rituals.

Oliver keeps a handful of zombies and skeletons on hand to defend him, as well as three Murder Wraiths.

- ☠ **Oliver Breckinridge:** He's a Necromancer (page 29).
- ☠ **Murder Wraiths (3):** See page 27.
 - **Zombies (5):** See page 30.
 - **Skeletons (3):** See page 30.

THE BLACK MARKET

In the world of Rifts Earth, the Black Market is no longer simply a term for the mechanisms by which folks attain contraband and goods otherwise not available openly or readily. While this definition still holds true, there is an actual global structure to the concept now, whereby well-organized and very powerful criminal organizations form a vast, wealthy network dedicated to the pursuit of credits and power.

In North America, the greater organization known as the American Black Market is ruled by five factions—Bandito Arms (the criminal manufacturing cartel of the New West); the Chicago Network (the reorganized Mob, overseeing business throughout the cities of middle and eastern America); El Oculta (the darkest and most violent cartel, working throughout the American Southwest and Mexico); the Immortal Hand (an arcane-oriented faction based primarily in the Magic Zone); and Le Marche Noir (the Canadian arm, dealing primarily with Free Quebec). While these five factions constantly vie with each other for power, influence, and market share, they agree on greater matters such as tradition, rules of commerce and interaction, and keeping the trade goods and money flowing. They also work together against common threats, such as Coalition security forces, depredations from the Federation of Magic, and bandits and predators across the continent.

Meanwhile, the average person still interacts with what she understands to be the Black Market, including sales agents, backroom dealers, smugglers, enforcers, and other foot soldiers and operatives who do the day-to-day business. Any given Black Market outfit operates fairly independently, in a cellular fashion. If something happens to it, the damage to the greater cartel to which it belongs is usually slight, and damage to the American Black Market Network is practically nil. Nonetheless, the bosses of this vast network of criminal enterprises take *any* damage to their enterprises poorly, and retribution is often swift and final. In



addition to the special agents detailed below, mercenaries and specialists (page 56) are regularly employed to handle all kinds of troubleshooting.

GILBERT FAIRCHILD, CAPTAIN OF THE RAZORBACK CREW

With the addition of Fort Eldorado to the Empire of the Coalition, all kinds of new opportunities blossomed in the Missouri and Arkansas region. Gilbert Fairchild is a Chicago Network agent sent into the area to exploit the new opportunities, as well as scout out potential new smuggling routes.

Gilbert came up through the ranks as a soldier and enforcer, but he studied everything he could get his hands on about how the various businesses and operations of the Black Market run. He asked questions, watched experts at work, and showed initiative at every opportunity. He was determined to be more than muscle, looking forward to the day he'd have his own territory and operations, with agents, soldiers, enforcers, and more serving under him.

His ambition and initiative paid off, and now he has a crew of his own. Granted, it's fairly small for now, but he has the framework to build upon what the Chicago Network fronted him for the operation, and he fully intends to maximize his opportunities, no matter what it takes. He set up shop in Fayetteville, Arkansas, in the restored ruins of what was probably a university of some kind. His team took the name "Razorbacks" from some old sports-oriented paraphernalia they found while cleaning out and rebuilding some of the buildings in the area.

The community quickly figured out Gilbert's people were not to be messed with. At the same time, he ensures his people treat the locals with respect and fairness; establishing rapport and friendly relations with the neighbors, especially this far away from major metropolitan centers, is just good business. Folks understand they can get a lot of supplies and even luxury items they never had access to, thanks to the Razorbacks. As well, Gilbert's troops and mercenaries ensure Fayetteville is fairly

well protected against monsters, bandits, and other threats.

Meanwhile, the Fayetteville Trade Market is rapidly becoming known as a source of supplies and commerce. It's just one more step in Gilbert Fairchild's rise to power, which makes him a potentially useful contact, ally...or enemy to the Tomorrow Legion.

His time as a Black Market soldier, and then Enforcer, made Gilbert Fairchild a very tough customer. He's also smart, and educated about things that matter to his plans. His laser rifle has an integrated grenade launcher loaded with plasma grenades (Range 18/36/72, Damage 3d10, Mega Damage, SBT).

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12+1, Vigor d8

Skills: Driving d6, Fighting d10, Gambling d6, Intimidation d8, Investigation d6, Knowledge (Business) d8, Knowledge (Politics) d6, Notice d8, Shooting d10, Stealth d6, Streetwise d8, Taunt d6, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 17 (8)

Hindrances: Greedy (Minor), Loyal, Vengeful (Major)

Edges: Brawler, Bruiser, Combat Reflexes, Combat Sense, Command, Command Presence, Connections (Black Market), Dirty Fighter, Dodge, First Strike, Hard to Kill, Killer Instinct, Level Headed, Natural Leader, Nerves of Steel, Steady Hands, Strong Willed

Gear: Crusader Heavy Combat Armor (+8, Full Environment Protection), NG-LG6 Laser Rifle (Range 25/50/100, Damage 3d6+2, RoF 1, AP 2), NG-56 Light Ion Pistol (Range 10/20/40, Damage 1-3d6, RoF 1), Chain Long Sword (Str+2d8, AP 2, Mega Damage).

Cybernetics: Bionic Strength Augmentation, Core Electronics Package, Cyber-Wired Reflexes, Optics Package (+2 sight-based Notice), Range Data System (offset Shooting penalties by two), Subject Matter Expert Port (any one Smarts-linked skill at d10).

BLACH MARKET ENFORCER

The Black Market employs thousands of soldiers, mercenaries, and specialists on both temporary and permanent bases, but the bosses and captains greatly count upon

Enforcers to ensure things get done (and correctly). Enforcers are powerful combatants, certainly, but they are also expected to think on their feet, analyze the needs of the organization, and provide leadership in a crisis. Those who reach the rank of Enforcer in the Black Market are highly valued, but they also face strict and even deadly consequences for failure.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Driving d6, Fighting d8, Intimidation d8, Knowledge (Business) d6, Notice d6, Shooting d8, Stealth d6, Streetwise d6, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 12 (6)

Hindrances: Greedy, Loyal, Vow (Major—Serve the Black Market)

Edges: Brawler, Command, Connections (Black Market), Dirty Fighter

Gear: Urban Warrior Tactical Armor (+6, Full Environment Protection), L-20 Pulse Laser Rifle (Range 25/50/100, Damage 3d6+1, RoF 4, AP 2), Wilk's 237 Laser Pistol (Range 15/30/60, Damage 2d6+1, RoF 1, AP 4), vibro-sword (Str+d10, AP 4, Mega Damage), 2x frag grenades (Range 5/10/20, Damage 3d6, Mega Damage, LBT).

BLACK MARKET EXPEDITOR

Outside the regular security and combative elements, many thousands of specialists in the Black Market serve to ensure smooth daily operations, as well as seek out and exploit new opportunities. Expeditors are well-rounded agents who combine the various skill sets valued by the organization to maintain and expand the business. They aren't afraid to get their hands dirty and take direct action, either.

Such agents are often placed in charge of specific tasks and limited operations, rather than running a permanent gang or facility. An Expeditor often has one or two Enforcers as well as numerous soldiers and specialists to call upon if needed.

LIFELINE ADVENTURE SEED

LIFELINE

A town within the Castle Refuge alliance suffers from an outbreak of a serious disease. A supply of vital medicine on its way was hijacked by assailants unknown. The team is sent to Fayetteville, where rumors say a Black Market operation is set up that may have some medicine to replace what was stolen. As it turns out, Gilbert just bought the medicine from the thieves, which he intends to mark up considerably. However, if the team negotiates well and in good faith, he actually offers to sell them the medicine at a slight loss. The catch? He wants them to owe him a favor, which has very specific connotations within Black Market culture.

ONE GOOD TURN

While stopped at a trading post to exchange information and resupply, the team sees two men purchasing what turns out to be weapons from an independent Northern Gun dealer. Just as they are loading the cases of weapons onto a mule-drawn wagon, a handful of bandits (page 56) attempt to relieve the men of their purchase. If the heroes intervene, they discover the men are militia for a group of farming settlements desperate to defend themselves against bandits and monsters. Unfortunately, the bandits were hired by Gilbert Fairchild, who is quite put out with the team's interference with his efforts to stymie Northern Gun direct sales. He wants the weapons returned, and lets the heroes know this through an intermediary. If they owe him a favor (from **Lifeline**, above), this is when he calls in his marker. Should the team fail to accede to his demands, there are no immediate repercussions... but Fairchild has a long memory and a vengeful streak.

However, when muscle and enforcement are called for, most Expeditors feel they've made a mistake. The exception, of course, is when interlopers stick their noses into an operation and muddy the waters, at which point, the Expeditor is all too happy to see the irritant removed.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Driving d4, Fighting d6, Intimidation d8, Knowledge (Business) d8, Knowledge (Politics) d8, Lockpicking d6, Notice d8, Persuasion d8, Shooting d8, Stealth d8, Streetwise d8, Taunt d8

Cha: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 11 (6)

Hindrances: Greedy, Loyal, Vow (Major—Serve the Black Market)

Edges: Charismatic, Connections (Black Market), Dodge, Extraction, I Know a Guy, Scrounger, Strong Willed, Thief

Gear: Urban Warrior Tactical Armor (+6, Full Environment Protection), L-20 Pulse Laser Rifle (Range 25/50/100, Damage 3d6+1, RoF 4, AP 2), Wilk's 237 Laser Pistol (Range 15/30/60, Damage 2d6+1, RoF 1, AP 4), vibro-sword (Str+d10, AP 4, Mega Damage), 2× frag grenades (Range 5/10/20, Damage 3d6, Mega Damage, LBT).

RIFT RUNNER

The Black Market's Immortal Hand faction relies heavily on wielders of magic and supernatural beings to operate within and around the Magic Zone. They've cultivated specialized operatives known

as Rift Runners—effectively Ley Line Walkers who focus their magic on

smuggling, stealth, communication, and travel. Most Rift Runners have little interest in raw power, combat dominance, or political influence; rather, they're in it for the money, wielding their amazing magic capabilities to earn fat paychecks and juicy perks.

This doesn't mean a Rift Runner won't put up a nasty fight if cornered. The best of them are known for finding what is required, accomplishing the job, and getting goods to market,



1ST APOCALYPTIC CAVALRY

regardless of how it is done. Rift Runners are also frequently employed as thieves, snatching magic artifacts, alchemical supplies, or anything else their bosses want to sell elsewhere.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d8, Investigation d8, Knowledge (Arcana) d8, Knowledge (Computers) d6, Lockpicking d6, Persuasion d6, Notice d10, Persuasion d8, Shooting d8, Spellcasting d10, Stealth d8, Streetwise d8, Survival d4

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (3)

Hindrances: Greedy, Loyal

Edges: Arcane Background (Magic), Extraction, Investigator, Ley Line Observation Sphere, Ley Line Phasing, Master of Magic, Rapid Recharge, Thief

Powers: *Blind, confusion, darksight, deflection, disguise, intangibility, invisibility, light/obscure, speak language, speed, teleport, wall walker.*

PPE: 25

Gear: Ley Line Walker Light Armor (+3 Armor, +4 Vigor checks vs. toxins and disease), NG-56 Light Ion Pistol (Range 10/20/40, Damage 1–3d6, RoF 1), 2 extra clips.

Special Abilities:

- **Expanded Awareness:** Rift Runners can use *detect arcana* at will as a free action, with no PPE cost.
- **Ley Line Walker Abilities:** Rift Runners share the following Ley Line Walker special abilities—Ley Line Magic Mastery, Ley Line Rejuvenation, Ley Line Sense, Ley Line Transmission, and Ley Line Walking (see **Ley Line Walker** in *The Tomorrow Legion Player's Guide*).
- **Magic Bag:** Rift Runners learn a very special application of the *invisibility* power which allows them to designate a single carried container (backpack, satchel, suitcase, etc.) and all of its contents unseen by normal vision. As long as the Rift Runner has at least one PPE in reserve, he can maintain this effect indefinitely. This ability is a closely guarded secret, only taught to those Ley Line Walkers who serve the Immortal Hand.

The 1st Apocalyptic Cavalry was founded nearly 30 years ago by a young, angry man named Kenneth Sprite. One of only seven survivors of the D-Bee raid that left Connelly, Missouri burning, Sprite began a quest for vengeance that day. Over the years it evolved into a movement and an army.

These days, there's at least a couple thousand dedicated soldiers who ride with and support the Cavalry, all loyally serving under General Kenneth Sprite. Many sincerely believe they are doing good work, ending the threat of monsters and D-Bee marauders against humanity. Many more simply enjoy the opportunity to ride wild, pick fights, kill non-humans, and take whatever they wish in the name of the 1st Apocalyptic Cavalry's justice. Hundreds of communities and thousands of people—humans all—throughout Missouri, Kansas, Nebraska, and Iowa consider the soldiers of the Cavalry heroes and saviors, holding the General in nearly deific regard. Many thousands more know them for the violent, murderous, thieving human-supremacists they are, at least when dealing with communities or travelers where D-Bees are found.

In the past, the Coalition actually attempted to recruit General Sprite's forces as a special unit. Sprite was having none of it; he never really forgave the CS for failing to help or avenge his village in the aftermath of the raid. As well, he and his soldiers too greatly enjoy their freedom to serve a greater master in the guise of Emperor Prosek. In the aftermath of Tolkeen's fall, Coalition forces provide tacit support and information to the Cavalry as a means of seeing to the D-Bee refugees escaping into the states they patrol.

Though there are those who ride various vehicles, the majority of the 1st Apocalyptic Cavalry earn the name honestly by riding robot horses, hovercycles, and even real horses. This keeps them highly mobile in rough wilderness, which comprises vast swaths of the territories they patrol.

Although Missouri is a Coalition State, Sprite still sends forces into the region regularly, knowing the CS Missouri military is stretched thin and primarily focused on the larger agricultural estates. This means any D-Bees in the area are at risk when the Cavalry rides through, easily placing them in direct confrontation with the Tomorrow Legion. Also, there are more than a few patrol and raid leaders who don't much care *who* they maraud if they want to grab resources or money before heading home.

Speaking of rides, a great many of the Cavalry soldiers ride horses. General Sprite goes out of his way to collect the best combat-trained mounts for his troops, with a number of ranches serving this purpose.

1ST APOCALYPTIC CAVALRY HORSE

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 14 (4)

Edges: Fleet-Footed

Gear: Cavalry barding (+4).

Special Abilities:

- **Kick:** Str+d4.
- **Size +3:** These horses are bred for power and stature.

ROBOT HORSE

A large number of Sprite's cavalymen ride robot horses or hovercycles, giving them extraordinary speed and combat capabilities.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+5, Vigor d12

Skills: Fighting d8, Notice d8, Survival d6

Pace: 12; **Parry:** 6; **Toughness:** 20 (10)

Special Abilities:

- **All-Terrain:** Ignores penalties for rough terrain, and each inch counts as 1.5" instead of 2"
- **Armor +10:** High strength alloy, M.D.C.
- **Handling:** Riders gain +2 on all Riding checks.
- **Kick:** Str+d6, Mega Damage.
- **Sensor Suite:** Power Armor sensors and communication, including 360 radar, thermal imagine, night vision, HUD, and +2 to Notice checks.

- **Size +2:** Based on the mustangs of old, these robot horses are of a strong, compact model.

- **Travel Speed:** The robot horse's listed Pace is for combat situations. Its overland speed is rated as Acc/TS 10/50.

GENERAL HENNETH SPRITE

The man inspires incredible loyalty, watches over the human communities he claims under his protection, and truly cares about his troops. For all that, Kenneth Sprite's heart is black and virtually without mercy where it comes to the "inhuman monsters" who killed his family and still try to destroy the lives of good people throughout the Midwest. Still, there are Native Americans who call him "Crying Death," for he often sheds tears after administering what he calls justice.

Though there are plenty of mercenary-hearted men and women who serve under his banner, General Sprite does all he can to discourage banditry, thievery, and greed among his soldiers. He truly believes he serves a just cause, no matter how bloody and dirty the job is. If any under his command can be proven to have harmed innocent *humans*, Sprite takes terrible and swift vengeance against those troops. In his heart and mind, however, injustices against D-Bees aren't possible—they shouldn't be here, anyway.

Note that Sprite's "Six-Shooter" pistols actually have 20 shots each. The BigBore shotgun fires explosive shells, doing Mega Damage.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d8, Vigor d10

Skills: Driving d4, Climbing d6, Fighting d10, Healing d6, Intimidation d10, Knowledge (Battle) d6, Notice d8, Riding d10, Shooting d12, Stealth d6, Survival d8, Swimming d6, Throwing d6, Tracking d8

Cha: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 12 (5)

Hindrances: Loyal, Vengeful (Major), Vow (Minor—Destroy D-Bees and monsters)

Edges: Ambidextrous, Charismatic, Combat Reflexes, Command, Command Presence, Elan, First Strike, Harder to Kill, Improved Level Headed, Inspire, Marksman, Martial

Artist, Natural Leader, Nerves of Steel, Quick Draw, Steady Hands, Tactician, Two-Fisted, Woodsman

Gear: Light Combat Armor and Reinforced Duster (+5), Two Wilk's-Remi 130 "Six-Shooter" Laser Pistols (Range 15/30/60, Damage 2d6+1, RoF 1, AP 2), Wilk's 457 Pulse Laser Rifle (Range 40/80/160, Damage 3d6+2, RoF 3, AP 2), Bandit BigBore Sawed-Off Shotgun (Range 10/20/40, Damage 1-3d6, RoF 1, Mega Damage).

Cybernetics: Core Electronics Package.

SERGEANT OLIVIA RODRIGUEZ

Sergeant Rodriguez is the leader of C-Troop, 4th Company for the 1st Apocalyptic Cavalry. Her unit is often sent into the far southern reaches of Missouri, and frequently enters into Arkansas. Like General Sprite, she has cause to hate D-Bees, though her hate is fresher and even more vicious. Her entire extended family was nearly wiped out by vampires near the border of Mexico, and those that escaped were murdered by a band of D-Bee marauders. They left a four-year-old Olivia to die in the elements, which was their worst mistake.

Olivia was rescued by a group of merchants. As soon as she was able, she ran off to join up with General Sprite. At 11, she was too young to start riding, so she did everything she could to serve, learning all she could from whoever would teach her. Finally, General Kenneth Sprite saw her out-riding, out-shooting, and out-fighting everyone around her, so she got her spurs at the age of 14 and never looked back.

Sergeant Rodriguez and her troops share a desire to make the land safe for humans again, so they are highly motivated to seek out any D-Bees they can eliminate. However, she prefers to focus on those who put up a fight, and generally only harasses and takes resources from D-Bees and communities

who harbor them if no one actually stands up to her or her men.

Olivia rides into the field astride her robot horse, Firebrand.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d6, Piloting d6, Riding d8, Shooting d10, Stealth d6, Survival d6, Tracking d6

Cha: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 11 (5)

Hindrances: Loyal, Stubborn, Vengeful (Major)

Edges: Attractive, Brawler, Combat Reflexes, Marksman, Steady Hands, Woodsman

Gear: Light Combat Armor (+5), Wilk's-Remi 157 "Judgment Day" Laser Pulse Rifle (Range 40/80/160, Damage 3d6+2, RoF 3, AP 2), Wilk's-Remi 136 "Big Man" Laser Pistol (Range 15/30/60, Damage 2d6+1, RoF 1, AP 4), vibro-knife (Str+d6, AP 4, Mega Damage), 2 extra clips each firearm.

1ST APOCALYPTIC CAVALRY SOLDIER

Though few would qualify as elite soldiers, the troops under General Sprite's command aren't allowed to go into the field without knowing how to ride a horse and pilot a hovercycle, and they need to be able to fight and shoot while mounted and moving.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Piloting d6, Riding d6, Shooting d6, Stealth d6, Survival d4, Tracking d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (5)

Hindrances: Greedy (Minor), Loyal

Edges: Steady Hands

Gear: Light Combat Armor (+5), Wilk's-Remi 130 "Six-Shooter" Laser Pistol (Range 15/30/60, Damage 2d6+1, RoF 1, AP 2), vibro-knife (Str+d6, AP 4, Mega Damage), 2 extra clips.



THE PECOS EMPIRE

The southern two-thirds of Texas, though ostensibly on the map as part of the Coalition State of Lone Star, is in reality the territory of the Pecos Empire. Most outsiders laugh at the designation of “empire,” and it’s even a source of some amusement within the ranks of its denizens. Nonetheless, the vast majority of those living in the region stand firm on calling it that, if for no other reason than to show a united front against the Empire of the Coalition, the greatest single threat to the territory.

Emperor Sabre Lasar is the powerful leader and personality responsible for the coalition of bandit gangs, nomads, and far-flung communities around what was once Texas falling under a united banner. He’s the warlord of the strongest gang in the region, and while he would be capable of crushing almost any other group and forcing submission, he instead lets all of the various factions go about their business and do as they will. He only calls for unity when a true crisis threatens everyone, and he provides effective and dominating leadership at such times. When the crisis passes, he relinquishes his overriding authority and lets things get back to normal.

Normal for the Pecos Empire tends to be a mix of mostly agricultural communities continuing the eternal struggle to strive and thrive, while gangs of bandits and raiders roam the Midwest and Southwest, plying their criminal and violent trade against anyone they can exploit. The CS and others tend to view the people of the Empire as barbarians, hell-bent on denying civilization for the sake of their own sense of freedom and criminal ways. There are those who see the potential someone like Sabre Lasar represents, hoping he one day actually unites the people into something more stable and less threatening.

EMPEROR SABRE LASAR

While most folks smirk or even laugh when the phrase “Pecos Empire” is used with any seriousness, few are willing to deny Sabre

Lasar his self-appointed title of Emperor. Too many times, he’s successfully stepped up, rallied the various clans, tribes, and gangs, and fought off challenges to the sovereignty of the region and serious dangers to the region’s people. When he speaks of a land that will one day be a shining example of what could be in this new world, even the most cynical of his followers harbor a deep hope he might be right. Such is the charisma and leadership of the man...

...who is no man, as it turns out. In truth, Emperor Sabre Lasar—leader of the most powerful armed force in the area once known as Texas—outside of the Lone Star CS research facility—is a young adult dragon. He never lets down his guard or his disguise, however, having learned how to maintain his human form indefinitely. He’s happy to let rumors abound about why he is so insanely strong (“He’s not a Juicer; no bio-comp wires or cables. A Crazy, maybe, or a mutant, or some kind of D-Bee?”), and many believe he has a magic amulet giving him additional armor on top of what he wears.

Though he can be cold and merciless to true enemies, Sabre is known for his good nature and code of honor. He dislikes the Coalition and has no love for tyrants or bullies, yet he never allows his feelings to drive him to foolish encounters or to risk his men needlessly. He definitely wants to unite all of the tribes and gangs of the Pecos Empire into a unified whole—a true kingdom, one of enlightenment and diversity—but he’s playing the long game and isn’t pushing too hard or too fast. In the meantime, he’s enjoying playing the hero, secretly soaking up the “great man” accolades he receives even as he tries to humbly demure.

For all his public demeanor (and public relations efforts), neither Lasar or his personal army, the Sabre Warriors, are particularly *good* at heart. While they aren’t wanton in their destruction, they are still bandits and raiders who survive and thrive primarily on taking what they want or need from others. Sabre avoids targeting folks closest to where he resides and roams, but he’ll let his troops be who they are and do what they do, stopping them just short of excessive murder or other atrocities. Encounters with Sabre Warriors do not *need* to result in combat,

but they won't hesitate to throw down with anyone who interferes with their business.

The stats presented are for Sabre Lasar when he's in his human form (which is almost always). Should he take on his dragon form (which would only be in a truly desperate situation, and never around anyone who knows him), use the Flame Wind Dragon (Young Adult) write-up on page 71. Even in this form, he is insanely powerful and tough (though he does all he can to act like he's not *quite* that indestructible or strong).

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d12+8, Vigor d12

Skills: Fighting d12, Intimidation d8, Investigation d8, Knowledge (Arcana) d10, Knowledge (History) d8, Knowledge (Megaverse®) d8, Knowledge (Politics) d8, Notice d10, Persuasion d10, Psionics d10, Shooting d10, Spellcasting d10, Stealth d8, Streetwise d6, Taunt d8, Throwing d8, Tracking d6

Cha: +2; **Pace:** 8; **Parry:** 8; **Toughness:** 16 (6)

Hindrances: Cautious, Loyal, Quirk (Keeping a really big secret)

Edges: Alertness, Arcane Background (Magic), Arcane Background (Psionics), Brave, Charismatic, Elan, First Strike, Improved Frenzy, Improved Level Headed, Jack-of-All-Trades, Killer Instinct, Linguist, Marksman, Master of Magic, Mentalist, Steady Hands, Strong Willed, Wizard

Powers (Magic): *Armor, banish, barrier, blast, boost/lower Trait, deflection, dispel, entangle, environmental protection, light/obscure, intangibility, quickness, slumber, speak language.* **PPE:** 40

Powers (Psionic): *Beast friend, confusion, detect/conceal arcana, healing, mind reading, puppet, succor, telekinesis, telepathy.* **ISP:** 20

Gear: Modified Coalition Dead Boy Armor (+6 Armor, +2 Toughness, Full Environmental), light rail gun (Range 100/200/400, Damage 2d10+4, RoF 3, AP 10, Mega Damage), NG-57 Heavy Duty Ion Blaster (Range 12/24/48, Damage 1–3d6+1, RoF 1), 4× plasma grenades (Range 5/10/20, Damage 3d10, Mega Damage, SBT).

Special Abilities:

- **Darkvision:** Sabre can see heat signatures so well, he ignores all Illumination penalties.
- **Expanded Awareness:** Sabre can use *detect arcana* at will as a free action, with no PPE cost.
- **Fast Regeneration:** Sabre makes a natural healing roll every round. He also gains +2 to recover from being Shaken.
- **Impervious to Fire:** No fire or heat of any kind—natural or magical, environmental or as an attack—harms Sabre Lasar.
- **Invisibility:** Sabre can use the *invisibility* power on himself at will, no roll required. He only gains the base success level (–4 to be detected, –4 to be attacked). He uses this very sparingly, not wishing to appear cowardly or to give away all his secrets.
- **Ley Line Walker Abilities:** Sabre has the following Ley Line Walker special abilities: Ley Line Magic Mastery, Ley Line Rejuvenation, Ley Line Sense, Ley Line Transmission, and Ley Line Walking (see **Ley Line Walker** in *The Tomorrow Legion Player's Guide*).
- **Low Light Vision:** Sabre ignores penalties for Dim and Dark conditions.
- **Metamorphosis:** As a dragon, Sabre may change his shape and size at will, appearing as any living creature from the size of a house cat to anything his natural size and weight. He can maintain any such form indefinitely, even while sleeping. The dragon gains no special properties of what he mimics, only the size and appearance, but he retains most of his own abilities except those only usable in dragon form (Armored Hide, Claws/Bite, Fear, Fire Breath, Flaming Scales, Tail Lash). Only gear carried in humanoid form is assumed into any new shape. Any other objects are dropped when transforming to a new body.
- **Nigh-Immortality:** Unless killed through violence or other means, Sabre can live anywhere from 6,000 to 12,000 years. He requires only magical energy to sustain himself, eating and drinking simply for pleasure. He is also immune to normal poisons and diseases.
- **Teleportation:** Sabre can use the *teleport* power, rolling Spirit for the check and

drawing on his PPE to fuel the attempt. This doesn't count as casting a spell for the round.

WARLORD JAKUUL

The Pecos Empire welcomes all beings, so long as they play along with Lasar's authority. Magic is accepted, and D-Bees have all the opportunities humans enjoy if they are clever or strong enough to seize them—preferably both. Jakuul is one such being from beyond the Rifts, combining intelligence and power to secure himself a role of authority and increasing wealth.

Jakuul's appears vaguely similar to a Grackle Tooth, though he is green and much more reptilian. He is also far less amiable than most Grackles, instead coming across as cold and calculating. Most Pecos Empire bandits who ride with him keep their distance; only a handful seem to have his trust and confidence. Still, he takes good care of his people. A recent series of highly successful raids against CS Fort Eldorado forces has them singing his praises and ready for more action.

The so-called Warriors of Jakuul frequently cross the border into southern Missouri and Arkansas, which puts them on a likely collision course with Tomorrow Legion personnel. Such an encounter doesn't necessarily need to end in violence, but if the Legion folks interfere with a raid, avoiding bloodshed is unlikely.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d10

Skills: Climbing d6, Fighting d10, Knowledge (Battle) d8, Intimidation d8, Notice d8, Shooting d8, Stealth d6, Survival d6, Throwing d6

Cha: -2; **Pace:** 10; **Parry:** 7; **Toughness:** 15 (6)
Hindrances: Greedy (Minor), Overconfident, Stubborn

Edges: Brawny, Charge, Combat Reflexes, Combat Sense, Command, Fervor, First Strike, Fleet-Footed, Improved Frenzy, Marksman

Gear: Juicer Assassin Plate Armor (+6 Armor, +1 Toughness), C-12 Heavy Assault Laser Rifle (Range 30/60/120, Damage 3d6+1, RoF 3, AP 2), Impact Hammer (Str+2d6, Mega Damage, Raise Damage d10).

Special Abilities:

- **Armor +2:** Jakuul has natural Armor.
- **Claws:** Str+d4; +2 Climbing.
- **Infravision:** Jakuul halves the penalties for Dark lighting against living targets.
- **Slow Regeneration:** Jakuul gains a natural healing check once per day.
- **Weakness (Cold):** Jakuul's reptilian species suffers +2 damage from cold attacks, and -2 on Fatigue checks to resist cold conditions.

PECOS EMPIRE BANDIT

Trained in hit-and-run tactics, Pecos Bandits are far more inclined to strike fast and grab all they can carry rather than dig in for a prolonged fight. Most flee a truly capable foe, unless a strong leader demands they stay and fight. Things are different when they defend a place they consider home.

For those astride a hovercycle, replace the Driving skill with Piloting d6.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Intimidation d6, Notice d6, Riding d6, Shooting d6, Stealth d6, Survival d4, Streetwise d4, Tracking d4

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (5)

Hindrances: Greedy (Major), Loyal, Mean

Edges: Extraction, Steady Hands

Gear: Light Combat Armor (+5), Wilk's 447 Laser Rifle (Range 40/80/160, Damage 3d6, RoF 1, AP 2), Wilk's 320 Laser Pistol (Range 18/36/72, Damage 2d6, RoF 1, AP 4), vibro-knife (Str+d6, AP 4, Mega Damage), frag grenade (Range 5/10/20, Damage 3d6, Mega Damage, LBT), 1 extra clip each firearm.

WELLINGTON ROAD BOSS COMBAT CHOPPER

Wellington Road Boss Combat Chopper: Size 2, Acc/TS 20/80, Toughness 18 (8), Crew 1

Notes: Exposed Crew, M.D.C. Armor

Weapons:

- 3 × Fire-Linked Light Lasers
- 2 × Mini-Missile Launchers



ATLANTIS

One of the most profound events connected to the Coming of the Rifts was the return of the continent of Atlantis to this reality. True to ancient myth, Atlantis was the first advanced civilization of Rifts Earth, and only through a series of costly magical experiments did the people of Atlantis lose all they developed and held dear. The very mystical energies the Atlanteans mastered eventually drew too many enemies and too much uncontrollable Rift-driven energy, shattering the realm and casting it into dimensional limbo.

Now the continent once again lies in its original place, not far from what is left of Florida, yet large enough to also be close to South America, Africa, and Europe. The Devil's Sea (what was once called the Bermuda Triangle) remains a nearly-impassible barrier for anyone wishing to travel in from the west, which is just as well—anyone not of sufficient power, to include all humans and most D-Bees, is likely to be destroyed or enslaved and put up for sale in the Interdimensional Market of Splynn, a shopping bazaar serving as a Megaversal crossroads where anyone can buy or sell anything.

Atlantis is ruled by the hideous and god-like Splugorth (specifically, one named Splynncryth), with those who serve with any status known as Splugorth Minions. All others are subjects, visitor, or slaves; the latter actually make up the vast majority of the population in Atlantis. Most such beings never leave the continent, but there is a subset of entities frequently sent to the North American lands (and elsewhere) to explore, raid, and return to Atlantis with whatever slaves and treasures can be attained. Encounters with Minions of the Splugorth cannot help but result in spectacular violence, for they are truly evil, monstrous beings who see humans and most other sentient beings as slaves, food, or worse.

SPLUGORTH SLAVER

Easily the most recognizable Atlantean monster on foreign shores, the Slaver is demonic, with dark-gray skinned, eight writhing tentacles, a huge mouth with dozens of shark-like teeth, and massive arms ending in viciously clawed hands. The creature is embedded via bio-wizard methods into a magic floating barge, which has five giant eye orbs embedded and another five floating nearby (usually within 5", though they can be sent off for miles in any direction) in levitating spheres.

Splugorth Slavers are sadistically cruel predators, happy to torment and eat anyone who they deem unfit for capture. Sent so far away from home, they are armed with many magical tools and weapons of Splugorth bio-wizardry origin; this is a vile form of arcane practice that even other evil magic wielders tend to avoid, as it involves turning living beings (more than a few sentient) into permanently-enslaved mystic tools.

Note that any Splugorth Slaver encountered has at least four, and usually six, Altara Warrior Women (see below) aboard their barges. His various magic powers come directly from the barge, his Staff of Eylor, and the various eye-spheres he has under his command.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d8, Spellcasting d10, Survival d6, Tracking d8

Cha: -4; **Pace:** 12; **Parry:** 6; **Toughness:** 23 (10)

Hindrances: Bloodthirsty, Mean, Overconfident, Ugly

Edges: Arcane Background (Magic), Command, Command Presence, Danger Sense, Fervor, Hard to Kill, Improved Combat Sense, Improved Level Headed, Improved Sweep, Master of Magic, Nerves of Steel, Steady Hands

Powers: *Blind, bolt, burst, confusion, deflection, detect/conceal arcana, dispel, fear, invisibility, light/obscure, speak language.* **PPE:** 40.

Gear: Forearm plasma blaster (Range 30/60/120, Damage 3d10, RoF 1, Mega Damage), barge-mounted stun blaster (Range 18/36/72, targets roll Vigor check, -2

if the attacker scored a raise, to avoid being Shaken, MBT), Staff of Eylor (Str+d10, Mega Damage).

Special Abilities:

- **Barge Shielding:** The barge is usually covered in a dome-like energy shield that functions like the *barrier* power, providing +16 M.D.C. protection for anyone aboard. If damage penetrates this shield, it's temporarily knocked down until the start of the Slaver's next turn, though it returns in full strength at that time. The shielding does *not* block attacks originating within the barge, so occupants can fire at opponents.
- **Bio-wizard Slime:** Slavers have +10 Armor and +2 Toughness.
- **Claw/Bite:** Str+2d6, AP 6.
- **Fear:** Slavers are terrifying, causing Fear checks when encountered.
- **Flight:** The barge flies at Pace 12 with a d10 run die, with a maximum height of 500 feet.
- **Floating Eyes System:** Between the five emplaced eyes and the five separate spheres, the Splugorth Slaver gains +4 to all Notice and Tracking checks; can see even fully invisible creatures; and has the *darksight* and *farsight* powers active at all times, with raise effects.
- **Large:** Splugorth Slavers are big, especially with their barges, granting opponents +2 on attacks against them.
- **Ley Line Transmission:** Slavers can send and receive spoken messages along ley lines over any distance.
- **Tentacles:** Slavers' tentacles provide Reach 2. They can make three melee attacks a round with no multi-action penalty.
- **Size +3:** Splugorth Slavers, atop their great floating barges, are massive at 14 feet in height.
- **Slow Regeneration:** Slavers gain a natural healing roll once per day.
- **Symbiotes:** Splugorth Slavers carry dozens of bio-wizardry-crafted symbiotes and parasites with them, useful for binding and controlling slaves as well as healing. Assume all captured slaves are under the effects of *puppet* (opposed by a skill roll of d12), and the Slaver can use

the *healing* power at a skill roll of d12 as well.

- **Telepath:** Slavers use the *telepathy* power at will, rolling their Spirit. They also gain +2 to resist mind-affecting powers, such as *mind reading* and *puppet*.
- **Tracking Scent:** Splugorth Slavers can track by blood scent, giving them a +2 on Tracking checks.

ALTARA WARRIOR WOMAN

These rather infamous slave warriors are seen in the company of Splugorth Slavers on raids throughout the world. Generally silent—they can speak, but rarely do—these naturally blind, cloned slaves are always female, always stunningly beautiful, and always deadly. Descended from human stock on another Splugorth-conquered planet over 2,000 years ago, these beings were experimented on with extensive bio-wizardry and ultimately turned into yet another vision of “perfect warriors.”

Altara Warrior Women have numerous other sensory abilities to overcome their lack of sight. As well, there are no males of the species; instead, they clone themselves via a very personal process, a form of highly advanced asexual reproduction. Most of these beings are fully conditioned to follow orders without hesitation and with enthusiasm. A large percentage, however (some believe as many as 25%), are actually desperate for a chance to break free from their captors.

In full combat against heavily armed foes, Warrior Women use their ranged weapons from behind the barge's shielding. When ordered to engage in melee, or to round up slaves, the Altarans leap out and gracefully launch themselves into battle. Many who encounter them believe they may be a form of Crazy or Juicer. They are neither, instead the result of extensive bio-wizard modifications and extreme training techniques.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12+1, Vigor d10

Skills: Climbing d6, Fighting d10, Healing d6, Notice d8, Shooting d10, Stealth d8, Survival d6, Tracking d6

Cha: +2; **Pace:** 10; **Parry:** 7; **Toughness:** 14 (7)

Hindrances: Death Wish, Overconfident
Edges: Acrobat, Alertness, Ambidextrous, Attractive, Combat Reflexes, Danger Sense, First Strike, Fleet Footed, Improved Combat Sense, Improved Frenzy, Quick, Two-Fisted

Gear: Light combat armor (+3), magic amulet (Armor +4), 2× forearm plasma blasters (Range 18/36/72, Damage 2d10+2, RoF 1, Mega Damage), Mental Incapacitator (Range 12/24/48, targets roll Vigor check, -2 if the attacker scored a raise, to avoid being Shaken, MBT), 2× vibro-knives (Str+d6, AP 4, Mega Damage).

Special Abilities:

- **Bad Reputation:** Altara Warrior Women are infamous as the servants of Splugorth Slavers worldwide. The average person hates and fears them; Altara suffer a -4 Charisma penalty with most folks who discover who and what they are.
- **Blind:** Although created blind, this is only a minor drawback for the Altara, as they have a natural radar ability extending out 1,200 feet (200") which compensates for the penalties. They still cannot read, see colors, or otherwise detect purely visual information.
- **Instilled Ignorance:** Altara are taught only what they need to serve their masters, and extreme brainwashing is used to dampen their intellectual acumen. This leaves them woefully undereducated and naive about the world at large. They suffer a -2 to all Smarts rolls.
- **Storm-Fouled Senses:** In strong inclement weather, or conditions where the environment is greatly disturbed (sand storms, fires with lots of smoke), the Altara suffer a -2 penalty to Notice, Fighting, Shooting, and Throwing.

SUNAJ ASSASSIN

Clad in black, fully covering armor, with helmets shaped in monstrous visages, the Sunaj Assassins are another tool used by the Splugorth to execute their will across the Megaverse®. They are believed to be a monstrous, evil race who entangled themselves with the Splugorth in some supernatural, dark pact having to do with

their homeworld or another planet. Here on Rifts Earth, they continue to pay their debt to the powerful race through covert and deadly services.

The truth is something far more sinister, and more heartbreaking. The original Atlanteans—evolved humans who mastered sorcery and science, who built a truly advanced civilization before all others—are not gone. In fact, many of them, scattered across the Megaverse®, look to the return of their original realm with great sadness, and a determination to do even more good in the various worlds to make up for the evil pouring out of Splynncryth's Atlantis. Unfortunately, their largest clan, numbering over a million across the many realities, has a different plan. The Aerihman clan of True Atlanteans wants nothing less than a full restoration of their original empire, and the road to that dream is on the bodies of the rest of their species!

To this end, they have made a pact with Splynncryth, one which he finds delicious in every way. He's determined to help them achieve their goal, the destruction of the rest of the original Atlanteans, all the while extracting from the so-called Sunaj all the dark and terrible service he can from them. One day, when their terrible secret is at last exposed, he and his kind will revel in the tragic fall of those they long ago defeated and whose realm they stole.

Nearly superhuman in form to begin with, the Sunaj are also masters of Tattoo Magic, covering their bodies in these totems of power. Sunaj are ruthless, efficient, and utterly dedicated to their cause. They destroy themselves rather than risk any chance their secret might be revealed. Sunaj Assassins are used as agents across the Megaverse®, and are frequently sent into regions where the Splugorth wish to learn more about potential enemies.

Like all True Atlanteans, Sunaj Assassins have Tattoo Magic, which effectively gives them minor superpowers. Some tattoos act as spell powers (requiring a roll and the expenditure of PPE), while others confer certain abilities and protections on the bearer.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d10, Healing d6, Intimidation d8, Lockpicking d8, Notice d8, Persuasion d8, Psionics d10, Shooting d10, Stealth d10, Streetwise d8, Survival d6, Tattoo Magic d10, Throwing d8

Cha: +2; **Pace:** 8; **Parry:** 7; **Toughness:** 15 (6)

Hindrances: Loyal, Vengeful (Minor), Vow (Major—Serve the clan)

Edges: Acrobat, Alertness, Arcane Background (Magic), Arcane Background (Psionics), Assassin, Charismatic, Counterattack, Extraction, First Strike, Fleet-Footed, Improved Frenzy, Improved Rapid Recharge, Major Psionic, Martial Artist, Quick, Thief

Powers (Magic): *Armor, bolt, darksight, detect/conceal arcana, fly, healing, smite.* **PPE:** 30

Powers (Psionics): *Boost/lower Trait, clairvoyance, deflection, illusion, mind reading, telepathy.* **ISP:** 20

Gear: Sunaj Assassin Plate (+6, Full Environmental), L-20 Pulse Laser Rifle (Range 25/50/100, Damage 3d6+1, RoF 4, AP 2), flaming sword (Str+d10, AP 4, Mega Damage), 2× silver throwing knives (Range 3/6/12, Damage Str+d4).

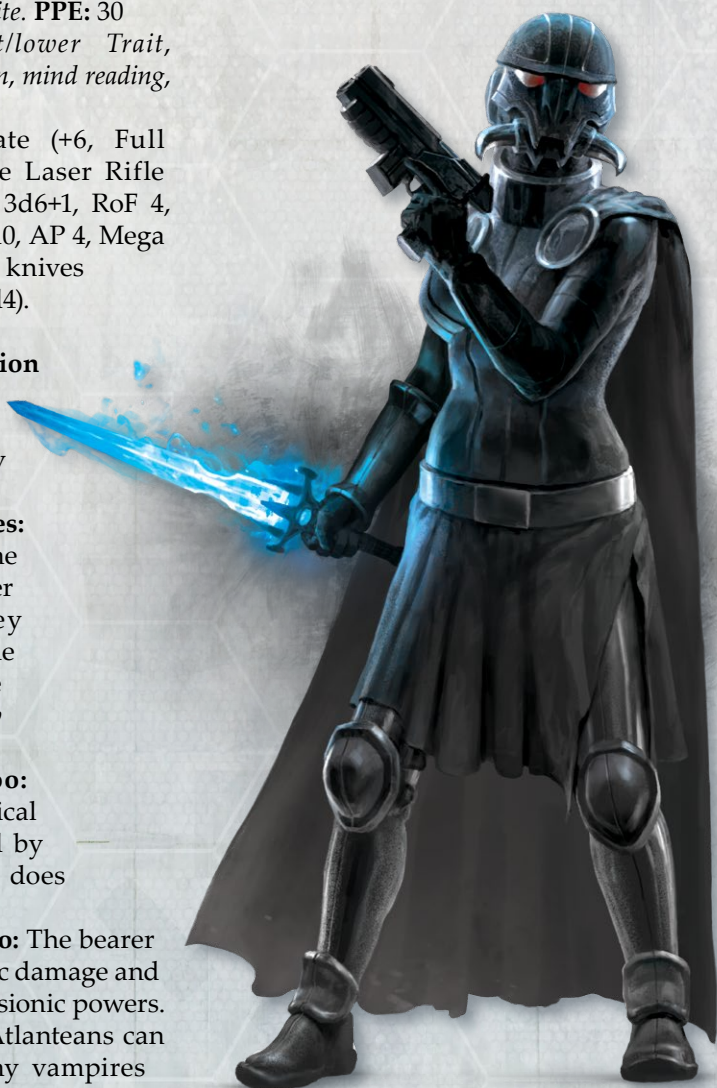
Special Abilities:

- **Atlantean Transformation Immunity:** True Atlanteans cannot be forcibly transformed by magic or other means.
- **Ley Line Walker Abilities:** True Atlanteans have the following Ley Line Walker special abilities—Ley Line Sense and Ley Line Phasing (see **Ley Line Walker** in *The Tomorrow Legion Player's Guide*).
- **Magic Weapon Tattoo:** Any melee or non-technical ranged weapon wielded by the bearer of this tattoo does Mega Damage.
- **Psionic Protection Tattoo:** The bearer gains +4 armor vs. psionic damage and +4 on any rolls to resist psionic powers.
- **Sense Vampires:** True Atlanteans can roll Notice to detect any vampires within line of sight.

- **Tattoo Magic:** A special form of magic, based out of Atlantis, using arcane tattoos to activate various powers and abilities. Any power activated by a tattoo automatically has Mega Powers available. Some Magic Tattoos imbue specific abilities and protections, rather than powers.

- **Tattoo Resilience:** Beings with a large number of Magic Tattoos gain extraordinary endurance and resistance to damage. The Sunaj Assassin gains +2 Toughness.

- **Vampire Protection Tattoo:** The bearer gains +4 armor vs. attacks from vampires and +4 to resist any vampiric powers.



MERCENARIES & SPECIALISTS

These are the types of people heroes might meet under any number of circumstances. They could be allies, rivals, enemies, or just the residents of a given town. They might have useful information or a set of desperately needed skills. They might have an agenda that runs counter to what the heroes are out to accomplish. Whatever the circumstances of meeting them, these are the folks who do things and make things happen in the world of Rifts Earth.

The most common use for many of these denizens is that of additional soldiers serving as backup to any number of villains, bandit leaders, masterminds, and opportunists presented throughout this book (and elsewhere).

BANDIT

Basic rough-and-ready types, ready for a fight if they think they can win or there's something worth fighting for. These are the types of thugs and miscreants usually found raiding and tormenting nice folks who are trying to scrape a living out of this dangerous world. These stats are also useful for militia folk or other armed allies who might come to the aid of Tomorrow Legion folks and other heroes.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d6, Intimidation d6, Notice d6, Shooting d8, Stealth d6, Survival d4, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (5)

Hindrances: Greedy, Mean

Gear: Huntsman Armor (+5), NG-L5 Laser Rifle (Range 25/50/100, Damage 3d6, RoF 1, AP 2), Wilk's 320 Laser Pistol (Range 18/36/72, Damage 2d6, RoF 1, AP 4), vibro-knife (Str+d6, AP 4, Mega Damage), 2× frag grenades (Range 5/10/20, Damage 3d6, Mega Damage, LBT), 1 extra clip each firearm.

BURSTER

For sheer terrifying destructive capacity, Bursters are highly popular as mercenaries. Interestingly, Bursters are also popular in communities where fire is a concern, thanks to their ability to control and extinguish flames as well as create them.

Mercenary Bursters tend to be less concerned with money and more concerned with opportunities to use their powers. Raiders and aggressive forces employ Bursters to create as much distraction and collateral damage as possible, especially when dealing with opposition forces in defensive positions.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d10, Notice d6, Psionics d10, Shooting d6, Stealth d6, Streetwise d6, Taunt d6

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 12 (6)

Hindrances: Overconfident, Quirk (Constantly plays with fire), Stubborn

Edges: Arcane Background (Psionics), Improved Flame Bolt, Major Psionic, Sweep

Powers: *Armor, blind, darksight, deflection, fly, telepathy.* **ISP:** 20

Gear: Bursters don't normally bother with armor or weapons.

Special Abilities:

- **Everything Burns:** The flames of a Burster set most things on fire. Roll a d10, with normally flammable things catching on a 6–10. Highly flammable things catch on a 3–10, and even things that don't normally burn do so on a 10.
- **Fiery Aura:** Bursters can surround themselves with a fiery aura at will, no roll required. The aura grants them +6 Armor (which stacks with the *armor* power, but not worn armor) and a *damage field* of 3d6. Both remain active for as long as the Burster wishes, or until she is Incapacitated or otherwise unconscious. If she spends 3 ISP when activating the field, the armor is M.D.C. capacity, and the field does Mega Damage.
- **Fire Mastery:** The Burster can pick a spot within 12" and place a Large Burst Template, where she can create, control, or extinguish flames as a free action, no

roll required. As an action, she can roll her Psionics skill to impose -2 to Trait rolls over the area (-4 with a raise) due to heat, smoke, and other conditions.

- **Firewalker:** Burstlers are completely immune to fire, plasma, and heat effects. They suffer only half-damage from lightning, electricity, and lasers.
- **Flame Bolt:** The Burstler can hurl forth a flaming bolt of 4d6 damage with a range of 12/24/48. This costs no ISP and does Mega Damage. The Burstler may add +2 AP by spending 1 ISP per Flame Bolt, up to +4 AP for 2 ISP (AP is doubled when on a ley line, for up to 8 AP for two ISP). Note that rolling a 1 on the Psionics die does not result in Brainburn (per *Savage Worlds*).

CITY RAT

Urban experts with a penchant for cybernetics and fast vehicles, City Rats are the specialists for anyone wanting to deal with a large town or city. Most have a gift for larceny, and they certainly know where to find things and who to talk to. City Rats also tend to be brave and brazen to a fault.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Driving d6, Fighting d10, Lockpicking d6, Notice d8, Piloting d8, Shooting d10, Streetwise d8

Cha: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 11 (5)

Hindrances: Greedy (Minor), Overconfident, Wanted (Minor)

Edges: Acrobat, Ambidextrous, Scrounger, Thief, Two-Fisted

Cybernetics: Core Electronics Package (+4 Repair and Common Knowledge), Optics Package (+2 sight-based Notice, thermal and night vision), Subject Matter Expert Port IV (up to four die types in Smarts-linked skills), Targeting Eye (+2 Shooting).

Gear: Huntsman Armor (+5), 2× Wilk's 237 Laser Pistols (Range 15/30/60, Damage 2d6+1, RoF 1, AP 4), vibro-sword (Str+d10, AP 4, Mega Damage), NG-357 Hovercycle, 2 extra clips/belts each firearm.

CIVILIAN

These are the most common residents of Rifts Earth and other worlds.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Notice d6, Shooting d4, Stealth d4, Survival d4, Throwing d4

Pace: 6; **Parry:** 4; **Toughness:** 5

Gear: Basic melee weapon (Str+d4), basic ranged weapon (Range 12/24/48, Damage 2d6).



COMMANDO

These hombres aren't your typical soldier; they're highly trained and motivated.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Driving d6, Fighting d8, Healing d6, Notice d8, Shooting d8, Stealth d8, Streetwise d6, Survival d8, Swimming d6, Throwing d6, Tracking d8

Edges: Fleet-Footed, Frenzy, Marksman, Martial Artist, Steady Hands, Woodsman

Pace: 8; **Parry:** 6; **Toughness:** 11 (5)

Gear: Huntsman Armor (+5), advanced melee weapon (Str+d8, AP 2, Mega Damage), advanced ranged weapon (Range 15/30/60, Damage 3d6, RoF 1, AP 2), advanced heavy ranged weapon (Range 18/36/72, Damage 3d6+2, RoF 1, AP 2, Mega Damage).

CRAZY

Despite the obvious issues involved in working with someone with an unstable psyche, Crazies effectively combine super-soldier capabilities with psionics. Most have figured out how to combine their insanity with their effectiveness, making them perfectly viable mercenaries and operatives for those who seek active operations against foes. Those with more defensive concerns tend to shy away from Crazies, however, because sitting around and waiting for something to happen tends to be a recipe for disaster where their unstable psyches and desperate need for action are concerned.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d10, Notice d6, Psionics d8, Shooting d10, Stealth d6, Streetwise d6, Taunt d6, Throwing d8

Cha: 0; **Pace:** 12; **Parry:** 7; **Toughness:** 12 (5)

Hindrances: Delusional (Major), Loyal, Overconfident, Stubborn

Edges: Acrobat, Arcane Background (Psionics), Gun Nut, Improved Frenzy, Quick, Quick Draw

Powers: *Confusion, darksight, deflection, telepathy.* **ISP:** 15.

Gear: Huntsman Armor (+5), Wilk's 447 Laser Rifle (Range 40/80/160, Damage 3d6, RoF 1, AP 2), Wilk's 237 Laser Pistol (Range 15/30/60, Damage 2d6+1, RoF 1, AP 4), chain

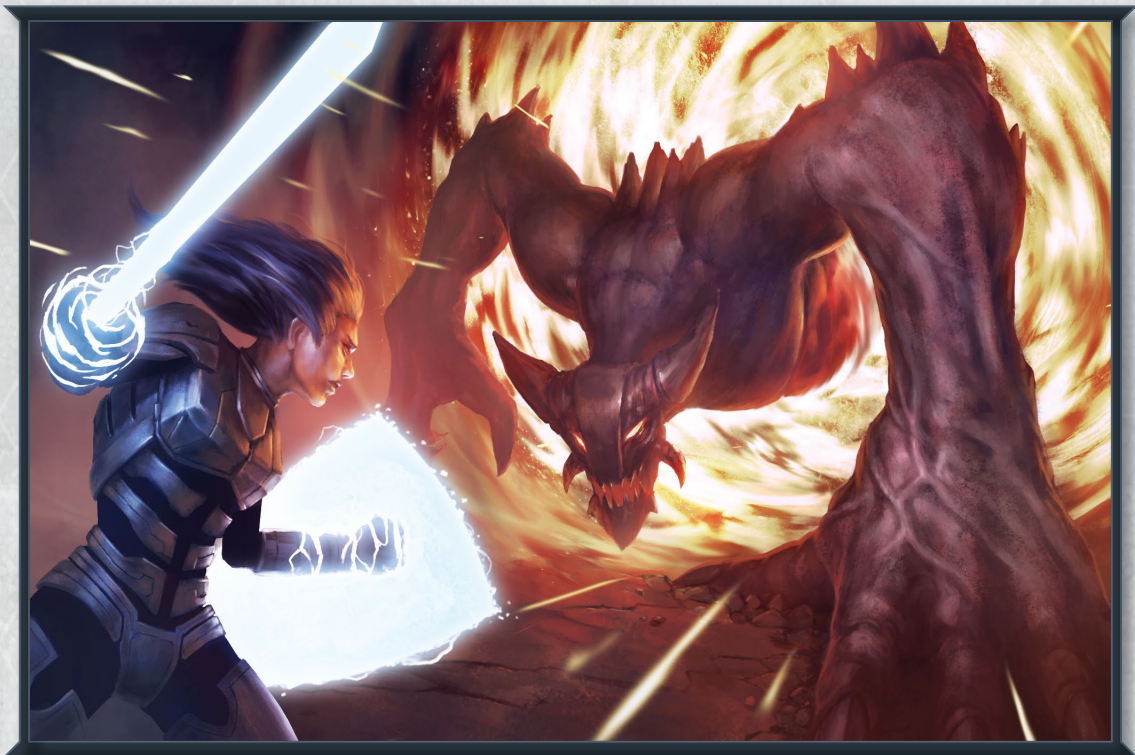
greatsword (Str+2d10, AP 2, Mega Damage), 4x frag grenades (Range 5/10/20, Damage 3d6, Mega Damage, LBT), 4x AP grenades (Range 5/10/20, Damage 3d8, AP 8, Mega Damage, SBT), 2x plasma grenades (Range 5/10/20, Damage 3d10, Ignores all but sealed armor, SBT), 2 extra clips each firearm.

Special Abilities:

- **Bio-Regeneration:** Crazies make a natural healing roll once per day.
- **Distinctive Appearance:** In addition to the protruding Mind-Over-Matter (M.O.M.) nodules on their heads, most Crazies are readily identified by the extraordinary number of tattoos, piercings, and other body modifications they undergo.
- **Heightened Senses:** Crazies gain +2 on Investigation, Notice, and Tracking checks.
- **Losing It:** As an action, a Crazy can go Berserk (as per the Edge) at will. He is also Fearless (as per the Monstrous Ability) while Losing It. The Gun Nut Edge allows him to use firearms while in this state. See the Crazies Iconic Framework in *The Tomorrow Legion Player's Guide* for information on how a Crazy comes out of this state.
- **Needs Action:** When a Crazy goes without action for an extended period of time, he tends to become agitated, irritable, and fidgety. This gives him a -2 Charisma and -1 on all Trait rolls until he sees some action again.
- **Super Endurance:** Crazies only need four hours of sleep and gain +4 on all checks against Fatigue.
- **Uncanny Reflexes:** -2 to be hit by all attacks.

CYBER-KNIGHT

Knights-errant of every species and gender, unique to the world of Rifts Earth, Cyber-Knights are post-apocalyptic paladins wandering the world helping those in need. Theirs is not the chivalric code of ancient Earth history. Instead, they follow a much more fantastic, yet wholly righteous code: the freedom of all people from harm and tyranny. Rarely is more than one encountered at a time, often standing against impossible odds she could probably use some help in



facing. When a group of Cyber-Knights is encountered together, it likely means things have gone terribly pear-shaped in the area.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Healing d6, Intimidation d6, Notice d6, Persuasion d8, Psionics d8, Shooting d8, Survival d4

Cha: +2; **Pace:** 10; **Parry:** 7; **Toughness:** 15 (6)

Hindrances: Code of Honor, Heroic

Edges: Ambidextrous, Champion, Elan, Fleet-Footed, Improved Sweep, Two-Fisted

Powers: *Deflection, smite, speak language, speed.* **ISP:** 15

Gear: Medium Cyber-Knight Armor (+6), NG-L5 Laser Rifle (Range 25/50/100, Damage 3d6, RoF 1, AP 2), Wilk's 320 Laser Pistol (Range 18/36/72, Damage 2d6, RoF 1, AP 4), 2 extra clips each firearm.

Special Abilities:

- **Cyber-Armor:** Cyber-Knights have +2 Toughness from their embedded techno-magic nanotech.
- **Cyberkinetic Combat:** Cyber-Knights are -2 to be hit by technology-based attacks, such as laser rifles and vibro-blades.

- **First Into Battle:** A Cyber-Knight has +2 Pace and a d10 run die. If she has Fleet-Footed, this stacks, giving her another +2 Pace and a d12 Run Die.
- **Mind and Body:** The Cyber-Knight can use *deflection, smite, and speed* on herself as a free action, but she cannot use these abilities on anyone else.
- **Psi-Sword:** The Cyber-Knight can summon a single blade doing single Str + Spirit $\times 2$ damage—in this case 3d8—AP 6, or two blades doing the same damage, but only AP 2. This is a free action.
- **Revered Protector:** Cyber-Knights gain +2 Charisma due to their status on Rifts Earth among most civilized people.

FALLEN CYBER-KNIGHTS

There have always been a few Cyber-Knights, here and there, who either fooled their mentors and trainers into thinking they were worthy in the first place, or who lost their way due to some tragedy along the way. However, the war for Tolkeen created a terrible rift in the ranks of the Cyber-Knights, leading many of them to become Fallen Cyber-Knights. Too many, going against Lord Coake's wishes, stayed in service



CYBORG

to Tolkien even as horrific demons were summoned and terrible atrocities committed in the name of defeating the Coalition. Others simply became disillusioned after seeing too many horrors of war, walking away from the knighthood and the code to find another way through life.

Most Fallen Cyber-Knights are loners, no longer identifying with the organization, yet they still use what gifts they retain to try and do *something* worthwhile in the world. A large (and growing) number of them have become Blackguards—Robber Knights, Justiciars, and Despoilers. These are truly evil individuals who exploit the innocent, revel in violence and murder, and seek to use their gifts for their personal aggrandizement and power. Despoilers, in particular, go out of their way to ruin the good name of Cyber-Knights.

Fallen Cyber-Knights have the same abilities, though they lose their Champion Edge and the Revered Protector Charisma bonus. Blackguards regain the Champion status, but in reverse; they are Champions for evil, gaining bonuses against supernatural forces of good.

Built for combat and heavy work, Cyborgs are very popular as mercenaries and hired muscle. There's just enough living being left in a Cyborg to make him want for good food, good drink, and leisure distractions of various kinds, which means money is a motivator. Requiring expensive repairs when things go badly in a combat means money is a *serious* motivator.

Cyborgs are highly mobile heavy-weapons platforms who also pose a very serious threat in melee combat. They require Mega Damage to hurt, making them a major concern for any group unfortunate enough to meet one.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12+3, Vigor d12

Skills: Driving d6, Fighting d10, Intimidation d6, Notice d6, Repair d6, Shooting d10, Streetwise d6, Throwing d8

Cha: -2; **Pace:** 8; **Parry:** 7; **Toughness:** 24 (12)

Hindrances: Greedy (Minor), Overconfident, Stubborn

Edges: Improved Frenzy, Rock and Roll!, Steady Hands, Sweep

Gear: Mini rail gun (Range 75/150/300, Damage 2d8+4, RoF 4, AP 6, Mega Damage), NG-57 Heavy Duty Ion Blaster (Range 12/24/48, RoF 1, Damage 1–3d6+1), chain greatsword (Str+2d10, AP 2, Mega Damage), 2× high explosive grenades (Range 5/10/20, Damage 3d8, Mega Damage, MBT), 2 extra clips/belts each firearm.

Cybernetics: Armor (+4 M.D.C.), Audio Package (+2 hearing-based Notice), Core Electronics Package (+4 Repair and Common Knowledge), Embedded Combat Coding, Optics Package (+2 sight-based Notice, thermal, and night vision).

Special Abilities:

- **Improved Movement:** Cyborgs have +2 Pace and d10 run die.
- **Inhuman Appearance:** Cyborgs suffer –2 to their Charisma.
- **Loss of Dexterity:** Cyborgs excel at combat tasks, but their systems aren't designed for delicate or even common use. All non-combat Agility checks are at –2.

- **Malfunctions:** Cyborgs are subject to the Technical Difficulties rules (Tomorrow Legion Player's Guide).
- **M.D.C. Armor:** Cyborgs have +8 M.D.C. armor and +3 Toughness.
- **More Machine:** +2 to recover from Shaken; Ignore one wound level; self-contained breathing; immune to diseases and poisons.
- **Size +1:** Cyborgs are large and heavy.
- **Unarmed Damage:** Str+d6, Mega Damage.

GLITTER BOY

Most Glitter Boy pilots honor their heroic history. Unfortunately, there's no guarantee a given pilot is anything like that, and the suit can be used like any weapon—for good or ill. Of course, should other Glitter Boys discover someone besmirching their good name and history, there's likely to be a conflict of rather epic proportions.

Glitter Boy mercenaries can command exorbitant fees should they wish to. Most



pilots charge only a token fee, unless they're the greedy and unscrupulous type. Those who face a serious threat, and wish to send a devastating message, likely pay whatever is asked to have that Boom Gun at their service.

If caught out of his suit, this Glitter Boy pilot has a suit of Huntsman Armor (+5).

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12+1, Vigor d8

Skills: Fighting d10, Knowledge (Battle) d6, Notice d6, Piloting d8, Repair d6, Shooting d10, Streetwise d6, Survival d6

Cha: 0; **Pace:** 18; **Parry:** 7; **Toughness:** 30 (18)

Hindrances: Greedy or Loyal, Heroic or Overconfident, Stubborn

Edges: Marksman, Mr. FixIt, Power Armor Jock

Gear: Glitter Boy Armor Suit (see sidebar), Boom Gun (Range 250/500/1,000, Damage 4d12+6, RoF 1, AP 25, Mega Damage, MBT), NG-LG6 Laser Rifle (Range 25/50/100, RoF 1, Damage 3d6+2, AP 2), NG-LG6 Integrated Grenade Launcher (Range 18/36/72, high explosive grenades Damage 3d8, RoF 1, Mega Damage, MBT), 2 extra clips/belts each firearm.

Cybernetics: Cyber-Wired Reflexes.

Special Abilities:

- **Boom Gun Sonic Boom:** Firing a Boom Gun causes a sonic boom affecting

GLITTER BOY ARMOR

Glitter Boy Armor: Size 3, +18 M.D.C. Armor, +6 Toughness, Pace 10 (Run d10), Swim Pace 6

Notes: Enhanced Strength (d12+4), half-damage from lasers, Life Support (self-contained breathing, immune to heat, cold, radiation, environmental toxins, and disease), Full Electronics Suite.

Weapons:

- Boom Gun (Range 250/500/1000, Damage 4d12+6, RoF 1, Shots 1,000, AP 25, MBT, Mega Damage)
- Melee (Str+d6 Mega Damage, not considered Unarmed.)

everyone (except the pilot) within a Large Burst Template. A failure on a Vigor roll -2 inflicts Hard of Hearing (Major) for 3d6 minutes and makes the character Shaken. If he fails with a 1 on the Vigor die, he is Incapacitated and makes a Vigor roll each round to become conscious but Shaken. Anyone in environmentally sealed armor gains +2 to the roll, as do characters with Hard of Hearing (Minor). Characters with the Major version are immune!

- **Targeting Computer:** The system offsets up to -2 Shooting penalties.

HEADHUNTER TECHNO WARRIOR

While not as "near-robot" as a Cyborg, the mercenaries known as Cybernetic Techno Warriors, or "Headhunters" more colloquially, are filled to the gills with almost all the machinery their meat can stand. This makes them noticeable, and it also makes them valuable as soldiers, guardians, and especially bounty hunters.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12+2, Vigor d8

Skills: Driving d6, Fighting d10, Intimidation d6, Notice d6, Repair d6, Shooting d10, Stealth d6, Streetwise d6, Throwing d6

Cha: -2; **Pace:** 8; **Parry:** 7; **Toughness:** 21 (12)

Hindrances: Greedy (Minor), Overconfident, Illiterate

Edges: Brawny, Nerves of Steel, Quick Draw, Rock and Roll!, Steady Hands, Sweep, Upgradable

Gear: Heavy Combat Armor (+8, Full Environmental Protection), mini rail gun (Range 75/150/300, Damage 2d8+4, RoF 4, AP 6, Mega Damage), NG-57 Heavy Duty Ion Blaster (Range 12/24/48, RoF 1, Damage 1-3d6+1), chain greatsword (Str+2d10, AP 2, Mega Damage), 2x high explosive grenades (Range 5/10/20, Damage 3d8, Mega Damage, MBT), 2 extra clips/belts each firearm.

Cybernetics: Armor (+4 M.D.C.), Bionic Strength Augmentation III, Core Electronics Package (+4 Repair and Common Knowledge), Cyber-Wired Reflexes II, Leg Upgrades, Nano-Repair System.

JUICER

Ready to die, but only if something awesome or glorious can be accomplished in the moment, Juicers are powerful allies and dangerous foes. Juicers are popular as mercenaries, especially if a particular job is dangerous and holds a high likelihood of combat.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Climbing d4, Fighting d10, Intimidation d6, Notice d6, Shooting d10, Stealth d8, Streetwise d6, Survival d4

Cha: 0; **Pace:** 16; **Parry:** 7; **Toughness:** 15 (6)

Hindrances: Death Wish, Overconfident

Edges: Brawny, Burn Brighter, Burn Past the Pain, Combat Reflexes, First Strike, Fleet-Footed, Improved Frenzy, Quick

Gear: Juicer Plate (+6), JA-9 Laser Rifle (Range 40/80/160, Damage 3d6+1, RoF 1, AP 3), C-18

Laser Pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), chain long sword (Str+2d8, AP 2, Mega Damage), 2 extra clips each firearm.

Special Abilities:

- **Burn (6):** Juicers can spend 1 Burn to add a d10 to any Trait or damage roll.
- **Drug-induced Euphoria/Tranquility:** Juicers do not gain the benefits of the Quick Edge or the Uncanny Reflexes ability on the first round of combat.
- **Internal Repair System:** Juicers have Slow Regeneration. As well, three times a day, they can roll a Vigor check at +2 to give themselves a healing check.
- **Super Endurance:** Juicers only need 4 hours of sleep and gain +2 on all checks against Fatigue.
- **Super Speed:** Juicers double their Pace, and have a d10 run die.
- **Uncanny Reflexes:** -2 to be hit by all attacks.



LEY LINE WALKER

For many in the world of Rifts Earth, Ley Line Walkers are the ultimate expression of arcane might and mastery. Their overall magical power is truly impressive, and their knowledge of and talent with ley lines is often vital to successful missions, and even survival. Unsurprisingly, Walkers often command pretty high prices as mercenaries and mission specialists.

As Masters of Magic, Ley Line Walkers call upon truly powerful energies to challenge the strongest armor and most devastating weapons. Whenever possible, a Walker arranges to do battle near a ley line, as she enjoys unlimited fuel for all of her devastating spells.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Investigation d6, Knowledge (Arcana) d8, Knowledge (History) d6, Notice d10, Shooting d6, Spellcasting d10, Stealth d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Curious, Quirk, Stubborn

Edges: Arcane Background (Magic), Level Headed, Ley Line Phasing, Master of Magic, Rapid Recharge, Wizard

Powers: *Armor, banish, blast, bolt, darksight, deflection, dispel, entangle, quickness, speak language, teleport.* **PPE:** 25

Gear: for Adventure Survival Armor (+4, +2 environmental Vigor checks), TK Revolver (Range 12/24/48, Damage 2d6+2, RoF 1, AP 1).

Special Abilities:

- **Disconnected:** Ley Line Walkers tend to be awkward with normal people and situations. They suffer -2 Charisma.
- **Expanded Awareness:** Walkers can use *detect arcana* at will as a free action, with no PPE cost.
- **Ley Line Walker Abilities:** Ley Line Magic Mastery, Ley Line Rejuvenation, Ley Line Sense, Ley Line Walking, and Ley Line Transmission (see **Ley Line Walker** in *The Tomorrow Legion Player's Guide*).

MIND MELTER

When a leader or faction wants the most powerful psionic capabilities available, the Mind Melter is the specialist of choice. There are none stronger in matters of the

mind, and Mind Melters are equally useful in overt combat situations and covert infiltration and information-gathering operations. Of course, they are also masters of psychological warfare.

Mind Melters can demand extraordinary wages for all of the reasons above, and also because they are without question the best asset a unit can have in counterpsionic warfare.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Investigation d6, Knowledge (Arcane) d6, Notice d8, Psionics d10, Shooting d4, Stealth d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (5)

Hindrances: Arrogant or Curious, Loyal or Stubborn, Quirk

Edges: Arcane Background (Psionics), Danger Sense, Major Psionic, Master Psionic

Powers (Psionics): *Armor, bolt, mind reading, puppet, speak language, telepathy.* **ISP:** 35

Gear: Huntsman Armor (+5), NG-33 Laser Pistol (Range 15/30/60, Damage 2d4+1, RoF 1, AP 2).

Special Abilities:

- **Expanded Awareness:** Mind Melters can use *detect arcana* at will as a free action.
- **Generally Feared:** Most folks are terrified of Mind Melters. They suffer -2 Charisma.
- **Mental Resistance:** +4 on opposed checks to resist psionic effects, +4 armor versus psionic damage.

MINDLESS MINION

These followers take many forms, but low intellect and ferocity are common to all.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d10

Skills: Climbing d4, Fighting d8, Notice d6, Shooting d6, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 9 (2)

Gear: Basic melee weapon (Str+d6), basic ranged weapon (Range 12/24/48, Damage 2d8).

Special Abilities:

- **Armor +2:** Mindless minions are tough.
- **Claws/Bite:** Str+d4.

MYSTIC

Most Mystics are generally good and decent folk, interested in aiding those in need and defending the weak from danger. Some Mystics, however, ally with evil forces, making them terrifying enemies. A few follow spiritual paths guiding them to self-interest, more than willing to sell their services as mercenaries.

The combination of psionics and arcane powers makes the Mystic a formidable ally or terrible foe. Combining raw power with subtle manipulations, Mystics are often true wild cards in any encounter, and they excel in supporting their teammates in combat and against various dangers. Finally, a Mystic's ability to call upon his spiritual connections for information and guidance often helps weight the dice to his favor.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Healing d8, Knowledge (Arcana) d8, Mysticism d10, Notice d8, Psionics d10, Shooting d6, Stealth d6, Survival d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 8 (3)

Hindrances: Arrogant or Heroic, Loyal or Stubborn, Quirk

Edges: Alertness, Arcane Background (Miracles), Arcane Background (Psionics), Danger Sense, Healer, Holy/Unholy Warrior, Master of Magic, Rapid Recharge

Powers (Miracles): *Armor, bolt, boost/lower Trait, dispel, entangle, healing.* **PPE:** 20

Powers (Psionics): *Mind reading, puppet, speak language, telepathy.* **ISP:** 15

Gear: Ley Line Walker Light Armor (+3 Armor, +4 Vigor checks vs. toxins and disease), NG-33 Laser Pistol (Range 15/30/60, Damage 2d4+1, RoF 1, AP 2).

Special Abilities:

- **Cosmic Confluence:** Exchange ISP for PPE, and vice-versa, at a 2-for-1 rate.
- **Mystic Awareness:** Mystics can use *detect/conceal arcana* at will as a free action, at no PPE or ISP cost. They can also sense supernatural beings with a Notice check within line of sight.
- **Spiritual Channel:** Mystics have a connection to the divine or spiritual, allowing them to use the *divination* power at will, costing no PPE or ISP.

However, each time the power is used, a Vigor check is rolled to resist Fatigue, and a cumulative -1 penalty is applied for each added use over a day. The penalties are removed after a full night's rest, which also gets rid of any Fatigue accumulated this way.

OPERATOR

Like Techno-Wizards, Operators command huge fees as mercenaries and hired specialists. Expert operation and repair of the technology so many depend on is a rarity in a part of the world where education and training are difficult to come by. Many Operators enjoy the opportunity to travel far and wide, exploring the lands as they find plenty of work to be done. This Operator comes with her own fully decked-out Mountaineer ATV (see sidebar).

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Boating d4, Driving d8, Fighting d6, Knowledge (Computers) d6, Knowledge (Electronics) d8, Lockpicking d6, Notice d8, Piloting d6, Repair d8, Shooting d8, Streetwise d6, Survival d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (5)

Hindrances: Greedy and/or Overconfident

Edges: Ace, Combat Ace, McGyver

Gear: Huntsman Armor (+5), Wilk's 227 Pulse Laser Pistol (Range 18/36/72, Damage 2d6+1, RoF 2, AP 2), extensive tool kit, 2 clips ammo.

Cybernetics: Core Electronics Package (+4 Repair and Common Knowledge), Optics Package (+2 sight-based Notice, thermal and night vision), Range Data System (offset Shooting penalties by two).

ROBOT PILOT

Anyone with a walking tank and the skill to pilot it can demand fairly high wages. Most Robot Pilots get at least a few cybernetic enhancements to ensure they have the edge in the kind of combat that can level a city.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Driving d6, Fighting d6, Notice d8, Piloting d10, Repair d6, Shooting d10, Survival d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 11 (5)
Hindrances: Greedy and/or Overconfident
Edges: Ace, Combat Ace, Robot Armor Jock
Gear: Huntsman Armor (+5), C-18 Laser Pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Triax X-500 Forager Combat Robot.
Cybernetics: Core Electronics Package (+4 Repair and Common Knowledge), Cyber-Wired Reflexes, Optics Package +2 sight-based Notice, thermal and night vision), Range Data System (offset Shooting penalties by two).

SOLDIER

These rank-and-file troops serve in various armies throughout the Megaverse®.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d4, Fighting d6, Notice d6, Shooting d8, Stealth d6, Survival d4, Throwing d6

MOUNTAINEER ATV

Mountaineer ATV: Size 5, Acc/TS 10/50 (Maximum speed 120 mph), Toughness 25 (14), Crew 1+5, Remaining Mods 5

Notes: All-Terrain, Handling 1, Environmental Systems, Nuclear Engine, Sensor Suite

Weapons:

- Light Laser (Fixed)
- Light Rail Gun
- Mini-Missile Launcher (Fixed)

TRIA X-500 FORAGER COMBAT ROBOT:

Triax X-500 Forager Combat Robot: Size 6, Crew 2+2, Strength d12+6, Toughness 33 (15), Pace 10

Notes: M.D.C. Armor

Weapons:

- Dual Linked Medium Ion Cannon
- 2 × Medium Missile Launchers

Pace: 6; **Parry:** 6; **Toughness:** 11 (5)
Gear: Huntsman Armor (+5), advanced melee weapon (Str+d6, AP 2, Mega Damage), advanced ranged weapon (Range 15/30/60, Damage 3d6, RoF 1, AP 2), 2× grenades (Range 5/10/20, Damage 3d6, Mega Damage, LBT).

TECHNO-WIZARD

As mercenaries, Techno-Wizards can command a very steep fee, and those wishing to avoid lots of combat are usually obliged. Their inherent mastery of machines and electronics makes TWs incredibly valuable as specialists (not to mention top-quality tech support). Many military-oriented outfits use Techno-Wizards as combat engineers, responsible for dealing with technical and mechanical challenges as well as keeping the unit's gear and vehicles running.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d8, Vigor d6

Skills: Driving d6, Fighting d6, Investigation d6, Knowledge (Arcana) d6, Knowledge (Computers) d8, Knowledge (Engineering) d6, Knowledge (Science) d6, Notice d8, Piloting d6, Repair d10, Shooting d8, Techno-Wizardry d10

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 12 (7)

Hindrances: Curious, Greedy, Stubborn, Quirk

Edges: Ace, Arcane Background (Weird Science), McGyver, Mr. Fix It

Powers (Weird Science): *Armor, blast, bolt, boost/lower Trait, speed.* **PPE:** 20

Gear: Combat Mage Armor (+7, Full Environmental), Shard Pistol (Range 15/30/60, Damage 2d8+1, RoF 3, AP 1, *lower Trait* using Shooting, ice Trappings), Techno-Wizard toolkit and devices.

Special Abilities:

- **Arcane Machinist:** Techno-Wizards begin with a variant of the Gadgeteer Edge which grants enormous flexibility. As an action (instead of 1d20 minutes), the character produces a magical gadget replicating any power available to Techno-Wizards. To make the device requires a successful Techno-Wizardry roll at -2 per Rank the power is above her own. The device has its own pool of

PPE equal to half the Techno-Wizard's normal maximum PPE pool (round down). With a raise, the device gets +5 PPE. The item can only be activated with its own PPE and once used up (or at the end of the session), the device burns out or otherwise becomes unusable. A Techno-Wizard can use Arcane Machinist up to half her Smarts die per session.

- **Machine Maestro:** A Techno-Wizard can interface with any electronic or mechanical device with a touch, giving her +2 to all related non-combat skill rolls where the machinery is involved. This includes bypassing security, picking locks, operating vehicles, using sensors, etc. When interfacing with an arcane (almost always Techno-Wizard) device, the bonus increases to +4. For combat-related Trait rolls, these bonuses are reduced to +1 and +2, respectively.

WILDERNESS SCOUT

Many towns, merchant operations, and other organizations like to have those trained in wilderness travel and scouting on the payroll. Scouts make excellent early-warning operatives, as well as pathfinders for those travelling across the most dangerous parts of the world—which is pretty much most of the world. Wilderness Scouts also tend to be excellent hunters...and snipers.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d10, Healing d6, Notice d8, Shooting d10, Stealth d8, Survival d8, Throwing d6, Tracking d8

Cha: 0; **Pace:** 8; **Parry:** 7; **Toughness:** 14 (7)

Hindrances: Arrogant or Heroic, Cautious, Stubborn

Edges: Assassin, Brawny, Elan, Fleet-Footed, Marksman, Woodsman, Steady Hands

Gear: Bushman Armor, modified (+7 Armor, Full Environmental), NG-LG6 Laser Rifle (Range 25/50/100, Damage

3d6+2, RoF 1, AP 2), Wilk's 320 Laser Pistol (Range 18/36/72, Damage 2d6, RoF 1, AP 4), vibro-sword (Str+d10, AP 4, Mega Damage), 2× frag grenades (Range 5/10/20, Damage 3d6, Mega Damage, LBT), 1 extra clip each firearm.



CHAPTER THREE

MONSTERS AND CREATURES

AMONG the inescapable truths of life on Rifts Earth is this: monsters are real, and they are a constant danger. Truly advanced cities have plenty of defenses against most of them, and yet even urban dwellers are not immune to the danger a vicious, hungry, and malicious beast (or horde of them) represents. For those who live outside of the great cities, or who travel the wilderness between civilized realms, the threat is constant and terrifying.

MONSTERS OF THE WORLD

All the creatures that follow are found in the wilds of North America; many are also encountered across the planet. There are many wild animals and rapacious creatures, driven merely to feed or to defend their territories. Many are native to Earth, while many more hail from alien worlds across the dimensions. This section, however, deals with the much more horrifying threats of monsters driven by a will to conquer and kill, seeking power or the sheer visceral thrill of bringing more evil into the world.

BRODKIL

Nine feet tall, hulking bodies, enormous mouths with bone-crushing jaws—Brodkil are a terrifying race of sub-demons in their natural forms. Their love of cybernetics makes them all the more dangerous, and they frequently sell their considerable talents for mayhem in order to gain one or more bionic implants.

Brodkil are mostly found in North America and Europe, and are believed to have arrived in overwhelming numbers during the Great Cataclysm. Most of them wander the land in aggressive nomadic tribes, though a large number happily sell their services as mercenaries, especially to the True Federation of Magic.

Brodkil have bronze skin and no hair (aside from a tuft at the back of their skull). They love high tech, even though they have no capacity for industry or crafting. Instead, they trade their services for such, or scavenge what they can from the bodies of their foes. In the case of snatched cybernetics, they take whatever they can and find an unscrupulous cyber-doc to install the purloined pieces.

Following is a brodkil without any implants, carrying fairly typical gear. Note brodkil have a natural ability to turn *invisible*, which is lost when they take on one or more cybernetic enhancements.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6, Survival d4

Pace: 8; **Parry:** 6; **Toughness:** 11 (2)

Gear: NG-L5 Rifle (Range 25/50/100, Damage 3d6, RoF 1, AP 2), vibro-sword (Str+d10, AP 4, Mega Damage).

Special Abilities:

- **Armor +2:** Brodkil have armored hides.
- **Bite/Claws:** Str+d6.
- **Fear:** All demons cause Fear checks when first encountered.
- **Infernal Form:** Immune to normal fire, heat, and cold (but affected by Mega Damage sources); immune to disease and poisons.
- **Infravision:** Brodkil halve the penalties for Dark lighting against living targets.
- **Invisibility:** As the power, but used at will without a roll (at the base -4 level). Brodkil use this to ambush foes, but rarely remain *invisible* once combat is underway, instead relying on their horrific presence to unnerve foes.
- **Size +2:** Brodkil are significantly taller and tougher than the average human.
- **Slow Regeneration:** Brodkil gain a natural healing roll once per day.
- **Weakness (Holy Weapons):** As demons, Brodkil take +4 damage from holy attacks and weapons.

BRODKIL WITH CYBERNETICS

Use the above, with the following adjustments:

- Increase Strength to d12+2 (cybernetic arms).
- Add +2 for all Notice checks and Shooting rolls (cybernetic eye).
- Add +4 M.D.C Armor (plating).
- Add +2 Pace and increase the run die to d8 (cybernetic legs) *or* +1 Action at no multi-action penalty (extra cybernetic arm).
- Remove the *invisibility* Special Ability.



BRODKIL LEADER

A far more dangerous customer is the brodkil strong and vicious enough to control a pack of his own kind. He is festooned with cybernetics and a truly frightening opponent.

Attributes: Agility d12, Smarts d8, Spirit d10, Strength d12+4, Vigor d12

Skills: Fighting d12, Knowledge (Battle) d8, Intimidation d10, Notice d6, Repair d4, Shooting d10, Stealth d6, Survival d6

Cha: -4; **Pace:** 8; **Parry:** 8; **Toughness:** 16 (6)

Hindrances: Bloodthirsty, Greedy

Edges: Berserk, Charge, Improved Sweep

Gear: Heavy plasma ejector (Range 30/60/120, Damage 3d10+3, RoF 1, Mega Damage), L-20 Pulse Laser Rifle (Range 25/50/100, Damage 3d6+1, RoF 4, AP 2).

Cybernetics: Armor Plating (+4 M.D.C.), Extra Arms (+1 Action, no multi-action penalty), Optics + Targeting Eye (+2 all sight-based Notice checks and Shooting rolls), Built-In Chain Sword (Str+2d8, AP 2, Mega Damage).

Special Abilities:

- **Armor+2:** Brodkil have a thick armored hide.
- **Fear:** Brodkil leaders are even more terrifying, causing Fear checks at -2.
- **Infernal Form:** Immune to normal fire, heat, and cold (still affected by Mega Damage sources); immune to disease and poisons.
- **Infra-vision:** All Brodkil halve penalties for Dark lighting against living targets.
- **Size +2:** Brodkil are significantly taller and tougher than the average human.
- **Slow Regeneration:** This is what makes brodkil such good candidates for cybernetics, granting them a natural healing roll once per day.
- **Weakness (Holy Weapons):** As demons, Brodkil take +4 damage from holy attacks and weapons.

DRAGON

Cosmic powerhouses of immense supernatural might, dragons are drawn to Rifts Earth in droves thanks to the unlimited sources of nourishment provided by ley lines and Rifts. Some dragons are benevolent protectors, some are self-interested loners,

and more than a few seek power through sheer terror or even outright worship from “lesser” beings.

Even very young dragons—called Hatchlings—are forces to be reckoned with. They know very little of the world or how to live in it, only hours from their birth, but they are experts with their natural abilities and capable of at least moderately intelligent discourse. For reasons not entirely understood, Hatchlings emerge from their shells alone, and they tend to imprint upon the first sentient beings they encounter, adopting the social and ethical mores of those beings over time.

There are many species of dragons, but the most famous are the fire-breathing types below. They have red scales (although a wide range of red is possible); long, sinewy bodies; massive wings; and a long, serpentine, prehensile tail. Of course, this is in their natural form, and dragons are quite fond of using their Metamorphosis ability to look like the humans or D-Bees they enjoy spending time with (either as friends, or in order to study their prey).

FLAME WIND DRAGON (HATCHLING)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+4, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d8, Psionics d6, Shooting d8

Cha: 0; **Pace:** 8; **Parry:** 6; **Toughness:** 35 (16)

Edges: Arcane Background (Psionics), Frenzy, Linguist

Powers: *Beast friend, detect/conceal arcana, healing, succor, telepathy.* **ISP:** 20

Special Abilities:

- **Armored Hide*:** The hatchling has +16 M.D.C. Armor with +6 Toughness.
- **Claws/Bite*:** Str+3d6, AP 4, Mega Damage.
- **Fear*:** In his natural form, a Dragon Hatchling is a terrifying creature to most folks, who must make a Fear check when first seeing him.
- **Fire Breath*:** Flame Wind Hatchlings can fire a bolt of flame at Range 12/24/48 and Damage 4d6 (Mega Damage), using their Shooting skill. Alternately, they can do 2d10, Mega Damage in a Cone Template starting from their mouths. Every target within the cone makes an

Agility roll -2 to avoid the attack. Those who fail suffer 2d10 damage.

- **Flight***: The Hatchling has a Flying Pace of 12" and Climb 0.
- **Impervious to Fire**: No fire or heat of any kind—natural or magical, environmental or as an attack—harms a Flame Wind Dragon.
- **Infravision**: Dragons halve penalties for Dark lighting against living targets (round down).
- **Inherently Magical**: Hatchlings have a natural pool of 10 PPE and can use any Techno-Wizard devices. A dragon who takes an Arcane Background adds their starting PPE to any gained from the Edge. When taking the Power Points Edge, he gains +10 PPE instead of +5.
- **Large**: When in his natural form, the Dragon Hatchling is +2 to be hit by attacks.
- **Limited Metamorphosis**: A dragon begins life able to adopt a single human or humanoid form for a limited amount of time each day. He can maintain this humanoid form for a number of hours equal to his Spirit die before needing at least six hours of rest. The dragon gains no special properties of what he mimics, only the size and appearance, but he retains all of his own abilities except those only usable in dragon form (marked with an *). Weapons and other personal effects (up to body armor) are assumed into the dragon's form and reappear when returning to humanoid form. Any other objects are dropped. The process does not work in reverse, all gear carried by the dragon is dropped when transforming into humanoid form.
- **Nigh-Immortality**: Unless killed through violence or other means, dragons live anywhere from 6,000 to 12,000 years. They require only magical energy to sustain themselves, eating and drinking simply for pleasure. They are also immune to normal poisons and diseases.
- **Size +6***: In their natural forms, Dragon Hatchlings are usually 15–20 feet from snout to tail-tip, and weigh up to 7 tons..
- **Slow Regeneration**: These creatures can even regenerate lost limbs over time, making a natural healing roll once per day.

- **Tail Lash***: The dragon can sweep all opponents in his rear facing in a 2" long by 4" wide rectangle. This is a Fighting attack which ignores size penalties, doing Str+d8 (Mega Damage).

FLAME WIND DRAGON (YOUNG ADULT)

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d12+8, Vigor d12

Skills: Fighting d10, Intimidation d10, Investigation d8, Knowledge (Arcana) d10, Knowledge (History) d8, Knowledge (Megaverse®) d8, Notice d10, Persuasion d8, Psionics d10, Shooting d10, Spellcasting d10, Stealth d8, Streetwise d6, Taunt d8, Tracking d6

Cha: +2; **Pace**: 8; **Parry**: 7; **Toughness**: 44 (20)

Edges: Alertness, Arcane Background (Magic), Arcane Background (Psionics), Brave, Charismatic, Elan, First Strike, Improved Frenzy, Improved Level Headed, Jack-of-All-Trades, Linguist, Master of Magic, Mentalist, Strong Willed, Wizard

Powers (Magic): *Armor, banish, barrier, blast, boost/lower Trait, deflection, dispel, entangle, environmental protection, light/obscure, intangibility, quickness, slumber, speak language.* **PPE**: 30

Powers (Psionic): *Beast friend, confusion, detect/conceal arcana, healing, mind reading, puppet, succor, telekinesis, telepathy.* **ISP**: 20

Special Abilities:

- **Armored Hide***: The dragon has +20 M.D.C. Armor with +8 Toughness.
- **Claws/Bite***: Str+3d8, AP 8, Mega Damage.
- **Fast Regeneration**: Dragons make a natural healing roll every round; +2 to recover from Shaken.
- **Fear (-2)**: In his natural form, an adult dragon is a terrifying creature to most folks, who must make a Fear check at -2 when first seeing him.
- **Fire Breath**: Flame Wind Dragons can fire a bolt of flame at Range 12/24/48 and Damage 4d6 (Mega Damage), using their Shooting skill. Alternately, they can do 2d10, Mega Damage in a Cone Template starting from their mouths. Every target within the cone makes an Agility roll -2 to avoid the attack. Those who fail suffer 2d10 damage.

- **Flaming Scales:** Flame Wind Dragons can immolate themselves, their scales alight with terrible fire. The fire acts like a *damage field*, but it does 3d6 Mega Damage. Dragons can maintain such a field indefinitely.
- **Flight:** The dragon has a Flying Pace of 24" and Climb 0.
- **Huge:** When in his natural form, the dragon is +4 to be hit by attacks.
- **Impervious to Fire:** No fire or heat of any kind—natural or magical, environmental or an attack—harms a Flame Wind Dragon.
- **Low Light Vision:** Dragons can develop strong night vision, which enables them to ignore penalties for Dim and Dark conditions.
- **Metamorphosis:** The dragon may change his shape and size at will, appearing as any living creature from the size of a house cat to anything his natural size and weight. He can maintain any such form indefinitely, even while sleeping. The dragon gains no special properties of what he mimics, only the size and appearance, but he retains most of his own abilities except those only usable in dragon form (Armored Hide, Claws/Bite, Fear, Fire Breath, Flaming Scales, Tail Lash). Only gear carried in humanoid form is assumed into any new shape. Any other objects are dropped when transforming to a new body.
- **Nigh-Immortality:** Unless killed through violence or other means, dragons live anywhere from 6,000 to 12,000 years. They require only magical energy to sustain themselves, eating and drinking simply for pleasure. They are also immune to normal poisons and diseases.
- **Size +8:** In their natural forms, adult dragons are 40–50 feet from snout to tail-tip, and weigh up to 15 tons.
- **Teleportation:** Dragons can use the *teleport* power, rolling their Spirit for the check and drawing on their PPE to fuel the attempt. This doesn't count as casting a spell for the round.
- **Tail Lash*:** The dragon can sweep all opponents in his rear facing in a 2" long by 4" wide rectangle. This is a Fighting

attack which ignores size penalties, doing Str+d8 (Mega Damage).

FURY BEETLE

Most monsters encountered on Rifts Earth are named locally based on their appearance and behavior. The Fury Beetle is a classic example of this: it looks at least somewhat beetle-ish (if a beetle were 10 feet tall and 20 feet long!) and moves like an insect. Agitated or in battle, a Fury Beetle skitters around rapidly, emitting a horrible wailing noise.

Though not normally aggressive, Fury Beetles are easily startled and lash out at anything that disturbs them. The "fury" part of their name comes from their determination to fight to the death, unless an opponent flees—or "plays dead," which has been known to work in a number of encounters. Despite their armored hide (which many hunters use to make effective armor) and many legs, Fury Beetles are more animal than insect, and have been hunted and even domesticated in some places as a food source.

The Simvan (page 75) favor Fury Beetles as riding animals, a practice other cavalry-oriented nomads have adopted as well. Wild Fury Beetles are most likely a challenge for anyone who stumbles across them, whether the beetle is hunting for food—they are omnivores—or protecting its domain.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+7, Vigor d12+2

Skills: Fighting d8, Notice d8

Pace: 12; **Parry:** 6; **Toughness:** 25 (12)

Edges: Alertness, Charge, Frenzy

Special Abilities:

- **Armored Shell:** Fury Beetles have +12 M.D.C. Armor and +2 Toughness.
- **Claws/Bite:** Str+2d8, AP 8, Mega Damage. The Fury Beetle can gut a Glitter Boy.
- **Full-Spectrum Vision:** Able to see in the infrared and ultraviolet spectrums, as well as sense thermal patterns and possessed of full night vision, the Fury Beetle ignores all Illumination penalties.
- **Large:** Fury Beetles make big targets and are +2 to be hit.
- **Psionic Senses:** Fury Beetles have natural psionic sensory gifts. They can

make a Notice check to psychically find water, and are also able to sense any arcane or psionic energies.

- **Rapid Movement:** All those legs give the Fury Beetle exceptional Pace, with a d10 Run die.
- **Size +4:** Fury Beetles grow up to 20 feet long and half that in height.
- **Slow Regeneration:** These creatures gain a natural healing roll once per day and can regenerate lost limbs over time.

GARGOYLE

Sub-demons from a hellish dimension, the gargoyles predominantly settled in Europe where they clash constantly with the New German Republic and its major corporate benefactor, Triax Industries. However, plenty of gargoyles can be found in North America, especially since the Coalition's war against (and total destruction of) Tolkeen. The sorcerers of the besieged magic kingdom called forth any supernatural entities they could lure to battle, and gargoyles by the many thousands responded.

In the aftermath of the war, gargoyles can be found in great numbers in the Federation of Magic, happily serving Lord Dunscon and his fellow mages. Many others wander the lands, preying on anyone they perceive as weaker or in possession of things they desire. Gargoyles have developed a decided appreciation of technology, especially where weapons are concerned. As well, they consider most humans and humanoid D-Bees to be fine eating.

While there are a number of sub-species, the typical gargoyle stands around 12' to 15' tall, is powerfully muscular and tough, and has an enormous bat-like wingspan. Though reptilian in appearance and hatched from eggs, gargoyles are actually warm-blooded. They have huge beak-like maws with sharp fangs, glowing yellow eyes, and skin tones ranging from dark green to gray.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Intimidation d6, Notice d8, Shooting d6, Stealth d6, Survival d4

Pace: 6; **Parry:** 6; **Toughness:** 21 (9)

Gear: Usually none. One in five encountered has *one* of the following: TX-30 Ion Pulse Rifle (Range 12/24/48, Damage 1-3d8, RoF 3), NG-E4A Heavy Plasma Ejector (Range 30/60/120, Damage 3d10+3, RoF 1, Mega Damage), mini rail gun (Range 75/150/300, Damage 2d8+4, RoF 4, AP 6, Mega Damage), impact maul (Str+1d8+1d6).

Special Abilities:

- **Armored Hide:** Gargoyles have +9 Armor and +2 Toughness.
- **Claws:** Str+2d6, AP 6.
- **Fear:** Even lesser, relatively common demons cause Fear checks when first encountered.
- **Flight:** The gargoyle's wings give him flight at Pace 12 with a d8 run die and Climb 0.
- **Size +3:** Tall and powerfully built, gargoyles weigh around 1,500 pounds.
- **Slow Regeneration:** An injured gargoyle heals on his own, gaining a natural healing roll once per day.
- **Superior Vision:** Gargoyles enjoy +2 to all vision-based Notice checks and have low light vision (ignoring penalties for Dim and Dark conditions).
- **Tail:** The gargoyle's tail, while not fully prehensile, can still pack a solid wallop of Str+d4, and the attack doesn't inflict a multi-action penalty.

NEURON BEAST

One ton, 20 feet tall, possessing four arms and well over a dozen tentacles beneath a spiky, horrific body, the Neuron Beast (so named for its similarity a cluster of human nerve endings) is another alien demon to plague humanity and civilization since the first days of the Rifts. Psychic vampires who feed on strong emotion, most Neuron Beasts are not only drawn to conflict, they actively manipulate situations and beings to create and *promote* conflict.

Though capable of engaging in direct combat, Neuron Beasts much prefer to hover nearby, soaking in the psychic energies generated when two or more factions engage in an argument or battle engineered by their efforts. Not every Neuron Beast is evil, but most regard humans and D-Bees as lesser beings best used to their purposes. Their demonic origins mean Cyber-Knights

and others with the Champion Edge enjoy bonuses when fighting them.

Since the fall of Tolkeen, many Neuron Beasts made their way into the Magic Zone and now work with Lord Dunscon. Many others wander the lands, looking for people or factions to manipulate, posing as mighty demon lords or godlings ready to grant wishes for the services they seek. If forced into combat, they have considerable arcane and psionic might, as well as all those arms and tentacles.

Attributes: Agility d8, Smarts d12, Spirit d12, Strength d12+1, Vigor d10

Skills: Fighting d8, Intimidation d12, Investigation d8, Knowledge (Arcana) d10, Knowledge (History) d8, Knowledge (Megaverse®) d10, Knowledge (Science) d8, Notice d10, Persuasion d10, Psionics d12, Spellcasting d12, Stealth d8, Taunt d10

Cha: +2; **Pace:** 8; **Parry:** 6; **Toughness:** 25 (17)

Edges: Alertness, Arcane Background (Magic), Arcane Background (Psionics), Improved First Strike, Improved Level Headed, Jack-of-All-Trades, Linguist, Major Psionic, Master of Magic, Mentalist, Psi-Blade, Sixth Sense, Scholar (Arcana, Megaverse®), Strong Willed, Wizard

Powers (Magic): *Armor, barrier, blast, bolt, boost/lower Trait, burst, dispel, entangle, environmental protection, light/obscure, intangibility, invisibility, slumber, speak language.* **PPE:** 40

Powers (Psionic): *confusion, darksight, deflection, detect/conceal arcana, healing, mind reading, puppet, smite, stun, telekinesis, telepathy.* **ISP:** 40

Special Abilities:

- **Claws/Tentacles:** Str+2d6, AP 10. The talons on a Neuron Beast's hands and the spikes on its tentacles are strong and sharp.
- **Fear:** One of these beasts can send folks running, invoking a Fear check when first encountered. This is why most try to use stealth and *telepathy* to interact from hiding.
- **Flight:** These creatures naturally hover, able to *fly* at their Pace.
- **Four Arms:** This monster suffers no off-hand penalties and can make up to four attacks a round at no

penalty. It can summon a Psi-Blade for each hand.

- **Immunities:** Neuron Beasts are immune to natural flames and heat sources (though magical or psionic sources still harm them). They are also immune to disease.
- **Monstrous Hide:** Neuron Beasts have +12 Armor and +3 Toughness.
- **Size +5:** Neuron Beasts are huge and formidable-looking.
- **Slow Regeneration:** These creatures gaining a natural healing roll once per day, and can regenerate lost limbs.
- **Tentacles:** A Neuron Beast has many tentacles, which can be used in place of or in addition to its arms for attacks on a round. When a target is struck by a tentacle (Shaken or wounded), she must make a Vigor check against Paralysis on the **Poison Effects Table** (*Savage Worlds*).
- **Weakness:** These creatures suffer +2 damage from cold-based attacks, and -2 to resist other cold effects (such as on Fatigue checks against extreme cold).

RHINO-BUFFALO

It's easy to see how this Rift-delivered beast got its name, as it certainly looks like a gargantuan buffalo and a giant rhinoceros managed to breed true and create a devastating predator. A favored prey is dinosaurs, which should tell the wary traveler something about how wide a berth to give a Rhino-Buffalo. As apex predators, the creatures rarely travel in groups larger than four, and most are solitary.

Rhino-Buffalos range from 18–25 feet in height, and up to 40 feet long, weighing multiple tons! More than one robot pilot has reported being charged by one of these monsters, clearly looking to answer a challenge or acquire food. Rhino-Buffalos are another favored mount for Simvan Monster Riders (see below).

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+6, Vigor d12

Skills: Climbing d8, Fighting d8, Notice d8, Tracking d6

Pace: 12; **Parry:** 6; **Toughness:** 35 (18)

Edges: Charge, Fleet-Footed, Frenzy, Sweep

Special Abilities:

- **Armored Hide:** These beasts have +18 Armor and +3 Toughness.
- **Claws/Bite:** Str+2d6, AP 12, Mega Damage. A Rhino-Buffalo can gut a giant robot.
- **Gore:** When Rhino-Buffalos move at least 6" before attacking, they add +4 to their damage.
- **Hardy:** Some believe these beasts are too ornery to know when to quit; they don't suffer additional wounds from being Shaken more than once.
- **Large:** Rhino-Buffalos make big targets and are +2 to be hit.
- **Leap:** Their powerful legs allow Rhino-Buffalos to leap up to 6"!
- **Size +6:** Rhino-Buffalos are large enough to treat dinosaurs as their favored prey!

SIMVAN MONSTER RIDER

Originally arrived through the infamous Calgary Rift, the nomadic Simvan are a race of D-Bees who, by and large, see only themselves as worthy of respect and life. Most other beings—humans, D-Bees, supernatural entities, and so forth—tend to be rivals, enemies, and prey. There are plenty of exceptions, in the form of Simvan who understand more about the world they've come to inhabit. A few tribes trade with non-Simvan communities for technology and other items they need or want.

However, the population overall is aggressive, sometimes to the point of brutality, with other societies and people. The fact that humans and humanoids make fine meals to the cannibalistic Simvan doesn't help matters at all.

They are known far and wide as the Simvan Monster Riders due to their preternatural ability to capture, tame, and ride creatures considered dangerous and monstrous by others. In fact, perilous challenges are a daily goal for most Simvan, who revel in and excel at combat, hunting, and living as one with the land around them. Natural cavalry warriors, the Simvan Monster Hunters use exceptional

tactics to challenge enemies far greater in number and technological capacity.

Simvan Monster Riders are almost never encountered without their mounts, all of which are dangerous in their own right. Simvan often raid communities distant from their own, and they particularly enjoy attacking groups of mercenaries or well-equipped travelers who have the kinds of weapons and armor they like. In addition to the Fury Beetle (page 72) and the Rhino-Buffalo (page 74), the Ostrosaurus is a favorite mount—in fact, it's the most common monster the Simvan train and ride.



Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Healing d6, Intimidation d6, Notice d6, Psionics d6, Riding d10, Shooting d8, Stealth d6, Survival d6, Swimming d6, Tracking d6

Pace: 6; **Parry:** 6; **Toughness:** 11 (5)

Edges: Alertness, Arcane Background (Psionics), Beast Bond, Beast Master, Woodsman

Gear: Huntsman Armor (+5), NG-L5 Laser Rifle (Range 25/50/100, Damage 3d6, RoF 1, AP 2), Wilk's 320 Laser Pistol (Range 18/36/72, Damage 2d6, RoF 1, AP 4), vibrosword (Str+d10, AP 4, Mega Damage), weapons and hunting gear.

Powers: *Beast friend, clairvoyance, detect/conceal arcana, healing, greater healing, succor, telepathy.* **ISP:** 20

Special Abilities:

- **Instinct Over Intellect:** Simvan prefer to act on their instincts rather than think things through. Intellectual pursuits are not common for them. They suffer a -1 penalty to Smarts rolls.
- **Low Light Vision:** Simvan ignore lighting penalties for Dim and Dark conditions.
- **Monstrous Beast Affinity:** Simvan have a natural affinity for large creatures. When using the *beast friend* power, they pay half the cost for a creature's Size (effectively 1 ISP per +1 Size). Additionally, they may take a larger-than-normal creature with their Beast Master Edge as a mount (see the list above of common riding animals).

OSTROSAURUS

Similar to terrestrial dinosaurs, the Ostrosaurus stands 12–15 feet tall on its powerful hind legs, with a similar stance as that of a T-Rex. Its arms, however, are considerably longer and more useful. Ostrosauruses are carnivorous, aggressive predators, with impressive animal intellect and high speed, which is why the Simvan love them as mounts.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+3, Vigor d10

Skills: Climbing d6, Fighting d8, Notice d8, Tracking d6

Pace: 10; **Parry:** 6; **Toughness:** 22 (10)

Edges: Alertness, Fleet Footed

Special Abilities:

- **Armored Hide:** An Ostrosaurus has +10 Armor and +2 Toughness.
- **Claws/Bite:** Str+2d6, AP 6, Mega Damage.
- **Leap:** An Ostrosaurus can leap up to 3" with a rider, or 4" unburdened.
- **Size +3:** These creatures are large and powerful.

THORNHEAD DEMON

Wicked, cruel, and territorial, a Thornhead Demon is a terrible thing to encounter in the wilderness. Though not brilliant by any stretch, these creatures are sentient and capable of negotiating with those unfortunate enough to pass within their domain—which is usually marked with corpses and skeletons hung from trees or poles. Sufficient amounts of alcohol have been used to buy a group's way out of a fight, though usually the Thornhead Demon demands something (or someone) to eat.

Thornhead Demons are 12 feet of supernatural evil, with a horrifying face full of spiky teeth, gargantuan antlers, four glowing eyes, and spikes and muscles all over. Their most terrifying feature may be the two serpent-like tentacles extending out from either side of their mouths; each of these things has its own set of vicious teeth and seems to move of its own will.

Like most demonic beings, Thornheads enjoy dominance over what they see as lesser beings. More than a few villages and communities have found themselves forced to "worship" a Thornhead Demon, providing sacrifices of living things and precious items as tribute. The demons hoard anything deemed of value to others, even when such things are basically useless to the monster.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+3, Vigor d12

Skills: Climbing d6, Fighting d10, Intimidation d8, Notice d6, Spellcasting d8, Stealth d6, Survival d6, Tracking d6

Pace: 8; **Parry:** 7; **Toughness:** 14 (4)

Edges: Alertness, Arcane Background (Magic), Fleet-Footed, Improved Frenzy, Master of Magic

Powers: *Banish, blast, bolt, dispel, environmental protection, fear, flight, invisibility, puppet, speak language, zombie.* **PPE:** 25

Special Abilities:

- **Armor +4:** Thornhead Demons have a tough, armored hide.
- **Claws/Antlers:** Str+d6.
- **Fear:** A terrifying demon, the Thornhead causes any who encounters it to make a Fear check.
- **Immunities:** Thornheads are immune to all natural flames and sources of heat or cold (although magical or psionic sources still harm them).
- **Low Light Vision:** These creatures ignore penalties for Dim and Dark lighting conditions.
- **Metamorphosis:** At will, a Thornhead can *shape change* into any normal insect native to the area it resides in (such as a beetle, wasp, or centipede).
- **Size +2:** Thornhead Demons tower over most beings.
- **Slow Regeneration:** Thornheads get better over time if left alive, making a natural healing roll once a day.
- **Tentacles:** Each of the two serpent-like mouth tentacles acts independently, attacking and casting spells without causing the Thornhead any multi-action penalties. They have Reach 1, bite for Str+d4 damage (using the demon's Strength), and can use the following powers with the Thornhead's Spellcasting roll—*blind, confusion, drain Power Points, slumber.* These powers draw from the demon's PPE.

WILD VAMPIRE

The vampires of Rifts Earth represent both the classic notion of vampires from myth and history, as well as a strange, devastating alien threat. The origins of the vampire "curse" are found across the dimensions, unknown to all but a few experts and scholars. A race of incredibly powerful arcane monstrosities reach out to corrupt and evil beings, offer them eternal life and power, and a master vampire is born. From there, the mystical disease is intentionally spread until an army of undead, blood-sucking monsters is created...

Thanks to extensive efforts on the border with Mexico, vampires are fairly rare in North America. Unfortunately, they're being created by the thousands, and those known as wild vampires (by far the most numerous) are encountered with increasing frequency in recent months. Unsurprisingly, vampires willing to toe the line are welcome in Lord Dunscon's ever-growing army in the Federation.

Wild vampires are gaunt, horrific parodies of humanity, with extended jaws full of fangs and sharp teeth. Their skin is stretched and pale, their eyes dramatically sunken and bugged-out, and they reek of rotten meat and worse. They speak rarely, snarling and howling as they lope along, and go berserk at the slightest provocation. They delight in causing pain, and while atavistic in nature, they can be cunning and enact plans going beyond mere hunting and feeding. Some retain just enough presence of mind to take leadership of a pack, and if there's any talking to do, it's with such a leader.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Climbing d8, Fighting d10, Intimidation d6, Notice d6, Psionics d6, Stealth d8, Survival d4, Tracking d8

Pace: 8; **Parry:** 7; **Toughness:** 9

Edges: Arcane Background (Psionics), Fleet-Footed

Gear: Random melee weapons (Str+d8).

Powers: *Detect/conceal arcana, mind reading, puppet, slumber.* **ISP:** 10

Special Abilities:

- **Bite:** Str+d6. Following a successful grapple, a wild vampire can bite a victim. If a target is Shaken or wounded by this attack, they must make a Vigor check to resist suffering Fatigue as well.
- **Change Form:** As an action, a vampire can *shape change* into a wolf or bat with a Smarts roll. Changing back into humanoid form requires another action and Smarts roll.
- **Claws:** Str+d4.
- **Fast Regeneration:** Vampires make a Vigor roll every round to heal damage—even after being "killed." A success heals one wound, two with a raise. Certain Weaknesses (below) bypass this ability.

- **Immunities:** Vampires are immortal and ignore poison, disease, fire, cold, radiation, and virtually all other sources of mundane damage or negative effects. They need no food or water (only blood, the lack of which drives them insane).
- **Invulnerable:** Vampires can only be Shaken by most attacks, including those that do Mega Damage.
- **Mist Form:** Wild vampires can turn into mist with an action and a Smarts roll at -2. Wild vampires rarely do this.
- **Perfect Night Vision:** Vampires ignore Illumination penalties up to -6.
- **Thrall:** A target Incapacitated by the bite attack of a vampire is under its control (if she is not outright killed, which is usually the case for wild vampires). This is like being permanently under the *puppet* power, and remains in effect until the controlling vampire is destroyed.
- **Turn:** Instead of creating a thrall, the vampire can turn a victim of its bite. When a wild vampire attempts to create a new vampire, the victim makes a Vigor check after being Incapacitated (either by the damage or Fatigue); the roll is made with all the penalties appropriate to damage done and Fatigue inflicted. On a failure, the victim dies. On a success, the victim makes a Spirit roll at the same penalty. Failure means she is now a wild vampire; success means she somehow resists and is still alive.
- **Undead:** +2 Toughness; +2 to recover from Shaken; called shots do no extra damage (with exceptions noted below).
- **Weakness (Decapitation and Burning):** Once a vampire is Incapacitated (via a wooden stake or silver bullet, for example), it is vulnerable to normal damage and fire. Its head must be removed, and the head and body must be burned in separate pyres, after which the ashes must be scattered.
- **Weakness (Garlic and Wolf's Bane):** A vampire must make a Spirit check to cross a threshold protected by these herbs, and the attack roll is made at -2 to bite anyone wearing either.
- **Weakness (Holy Symbols):** Holy symbols of Christianity (or any religion where good is revered over evil) can hold a vampire at bay; the vampire must beat the wielder in an opposed Spirit check. With a successful Touch Attack (Fighting +2), the holy symbol causes 1d10 fire damage to the vampire.
- **Weakness (Magic and Psionics):** Vampires can be affected by magic and psionics, though damaging powers *must* do Mega Damage to actually harm a vampire. Vampires *cannot* be destroyed by magic or psionics, however (unless the power has a component that otherwise fulfills the requirement, such as water, sunlight, or silver Trappings). Magic weapons can damage a vampire, but have the same restrictions as above.
- **Weakness (Silver and Wood):** Vampires suffer +4 damage from purely wooden or silver weapons, or combinations of the two (including stakes, arrows, spears, bullets, etc.). A called shot to the heart (-4) forces a vampire to make a Vigor check against the damage total. If successful, it suffers damage normally; if it fails, it is Incapacitated and is vulnerable to all normal weapons and sources of damage. It is *not* destroyed, however, and requires decapitation and burning to be eliminated permanently.
- **Weakness (Sunlight):** Vampires catch fire if any part of them is exposed to sunlight (clothing and armor do not help; the vampire must be within a solid, enclosed structure). They burn for 2d10 damage every round until they are turned to ash (or somehow manage to get under cover again). None of their powers work while they burn. As well, vampires suffer an automatic level of Fatigue during daylight hours.
- **Weakness (Vampires):** Vampires can be hurt by other vampires' natural attacks.
- **Weakness (Water):** Water can damage and destroy a vampire. Small sources (a bucket, a squirt gun) do 1d10 damage. Larger sources (a hose, a "super soaker") do 2d10. Immersing the vampire or using a very large water source (stream, lake, fire hose) causes 3d10 damage.

Holy water (blessed by a priest or practitioner of a spiritual path) does +4 damage. A vampire Incapacitated this way is destroyed.

WITCHLING

Supernaturally evil creatures of magic, Witchlings are truly malevolent beings who crave two things: personal power and the suffering of others. Witchlings belie the usual assumption that monsters, demons, and other supernaturally evil beings prefer solitude; they actually enjoy working with others for a greater common cause. Many Witchlings serve Lord Dunscon and his Federation of Magic for this reason.

Grotesque, hag-like creatures in disheveled tatters and rags, Witchlings have scaly gray skin, tiny black eyes, and vaguely elfin ears. They have no legs, floating above the ground instead. Witchlings are cunning, treacherous, and fond of inflicting pain and suffering. They are disinclined to fight to the death, preferring to run away and plot revenge, or simply find a better opportunity.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d10, Knowledge (Arcana) d8, Notice d10, Spellcasting d10, Stealth d10, Streetwise d6, Survival d6

Pace: 8; **Parry:** 5; **Toughness:** 6

Edges: Arcane Background (Magic), Improved Extraction, Master of Magic, Wizard

Powers: Bolt, boost/lower Trait, burst, clairvoyance, confusion, darksight, detect/conceal arcana, entangle, greater healing, growth/shrink, healing, light/obscure, pummel, puppet, slumber, telekinesis. **PPE:** 40

Special Abilities:

- **Fear:** Terrifying and ugly. Any who encounter them to make a Fear check.
- **Flight:** Witchlings can hover and fly in any direction at their Pace.
- **Immunities:** Witchlings are immune to normal fire, heat, and cold (they suffer normal damage and effects from supernatural sources). They are also immune to poison and disease.

- **Invisibility:** As the *invisibility* power, but at will and for no PPE cost, using Stealth as the skill roll.
- **Ley Line Transmission:** Per the Ley Line Walker's ability (see *The Tomorrow Legion Player's Guide*).
- **Slow Regenerations:** Witchlings make a natural healing roll once per day.
- **Speak Languages:** As the *speak language* power, but an innate ability that only works on themselves.

XITICIX

The insectoid race called the Xiticix is one of the great dangers to all other beings in the world. Some believe them to be the *greatest* danger to life and civilization the world has ever known, possibly fulfilling a rather famous Doomsday Prophecy—potentially naming them as them as the Seventh Demon and the Fourth Danger.

Erupting from a Rift almost 300 years ago, during the Dark Ages, a horde of these “Bug Men” set up one, then many Hivelands in the remote regions of Minnesota and Manitoba. Wherever they settled, the very terrain rapidly transformed into an alien landscape inherently hostile to anything not Xiticix. Worse, they're expanding at a geometric rate, and expert scientists are convinced they will be unstoppable within 10–20 years if a massive effort to cull them isn't undertaken soon.

Though they are most threatening far north of the region where the Tomorrow Legion operates, warrior scouts are frequently sent across the continent in search of likely places to establish new colonies. The wilderness offers easy opportunities to establish a hive and place a queen, which could easily spell the end of all life in the area if such activities aren't spotted and stopped. The two types of Xiticix likely encountered in such parties are Hunters and Warriors.

Both are humanoid in structure, though with wings and extra limbs, as well as alien insect heads with multiple large, multifaceted eyes. Warriors are gray in color, while Hunters are green. All Xiticix have low-level inherent psionic ability, enabling them to wield most Techno-Wizard items (including special ones created by their queens).

XITICIX HUNTER

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Notice d8, Shooting d10, Stealth d10, Survival d8, Tracking d8

Pace: 6; **Parry:** 6; **Toughness:** 10 (4)

Edges: Alertness, Ambidextrous, Danger Sense, Extraction, Two-Fisted, Woodsman

Gear: 2× Xiticix hooked short swords (Str+d6, AP 1, Mega Damage), TK Rifle (Range 40/80/160, Damage 3d6, Mega Damage).

Special Abilities:

- **Acid Spit:** Range 3/6/12, Damage 2d4, AP 6, Mega Damage. Most Xiticix can spit a glob of acid capable of eating through heavy armor. They use their Shooting skill. The acid continues to damage whatever it hits for



1d6 rounds, unless it's removed by some means (salt water is an effective neutralizer).

- **Antennae:** Xiticix can operate by motion sense and sound, thanks to their highly developed antennae. They suffer no lighting penalties for attacks or actions, even in Pitch Darkness. This ability is negated if a source of white noise or extreme sonic effect is introduced into the area.
- **Armor +4:** Hunters have tough exoskeletons.
- **Death Scent:** When a Xiticix dies violently, it releases a distinctive scent, barely noticeable unless one possesses extraordinary scent abilities (like a Dog Boy). This scent can reach other Xiticix within four miles!
 - **Extraordinary Senses:** Xiticix Hunters gain a +4 to Notice and Tracking rolls.
 - **Flight:** Xiticix fly at Pace 12 with a d10 run die.
 - **Low Light Vision:** Even when the antennae are somehow neutralized, Xiticix eyes see into the ultraviolet and infrared ranges, allowing the creature to ignore Dim and Dark penalties.
 - **Marking Spray:** Hunters seek out those who channel PPE in some fashion, as they are valuable to the hive. Xiticix use beings strong in PPE to create a special sludge that accelerates the growth of their young. To tag a potential target, the Hunter makes a Shooting roll (Range 4/8/16); on a success, no damage is done, but the target is now detectable by other Xiticix and can be tracked by them from two miles away. It takes two weeks to wear off, unless an alchemist, herbalist, or someone very knowledgeable helps the target wash it off.
- **Natural Camouflage:** Hunters can alter their color schemes to fit their backgrounds, granting them +2 on all Stealth checks.
- **Psychic Senses:** Hunters can make a Notice check to sense PPE and supernatural entities.

- **Slow Regeneration:** Xiticix make a natural healing roll once per day, and this can restore lost wings, limbs, and antennae.
- **Trail Scent:** Xiticix leave a mild scent trail that is easily followed by others of their kind.
- **Ultrasonic Communication:** Xiticix can communicate with each other at frequencies most beings cannot detect without special technology or unique abilities.

XITICIX WARRIOR

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d10, Notice d6, Shooting d10, Stealth d6, Survival d4, Tracking d6

Pace: 6; **Parry:** 7; **Toughness:** 13 (6)

Edges: Alertness, Ambidextrous, Danger Sense, First Strike, Improved Frenzy, Steady Hands, Two-Fisted

Gear: 2× Xiticix long swords (Str+d8, AP 1, Mega Damage), Xiticix spear (Str+d6, AP 2, Mega Damage, Reach 1"), 2× resin spike guns (Range 20/40/80, Damage 2d6+1, RoF 3, AP 3).

Special Abilities:

- **Acid Spit:** Range 3/6/12, Damage 2d4, AP 6, Mega Damage. Most Xiticix can spit a glob of acid capable of eating through heavy armor. They use their Shooting skill. The acid continues to damage whatever it hits for 1d6 rounds, unless it's removed by some means (salt water is an effective neutralizer).
- **Antennae:** Xiticix can operate by motion sense and sound, thanks to their highly developed antennae. They suffer no lighting penalties for attacks or actions, even in Pitch Darkness. This ability is negated if a source of white noise or extreme sonic effect is introduced into the area.
- **Armor +6:** Tough exoskeleton.
- **Bite:** Str+d4, AP 2. If the target is at least Shaken, he must make a Vigor check against Venomous poison (see the **Poison Effects Table**, *Savage Worlds*).
- **Death Scent:** When a Xiticix dies violently, it releases a distinctive scent, barely noticeable unless one possesses extraordinary scent abilities (like a Dog

Boy). This scent can reach other Xiticix within four miles!

- **Extraordinary Senses:** Xiticix Warriors gain a +2 to all Notice and Tracking rolls.
- **Flight:** Pace 12, d10 run die, Climb 0.
- **Four Arms:** Warriors can use all four of their arms in combat with no multi-action penalty.
- **Low Light Vision:** Even when the antennae are somehow neutralized, Xiticix eyes see into the ultraviolet and infrared ranges, allowing the creature to ignore Dim and Dark penalties.
- **Slow Regeneration:** Xiticix make a natural healing roll once per day, and this can restore lost wings, limbs, and antennae.
- **Trail Scent:** Xiticix leave a mild scent trail that is easily followed by others of their kind.
- **Ultrasonic Communication:** Xiticix can communicate with each other at frequencies most beings cannot detect without special technology or unique abilities.

SAVAGE TALE: AMOH

Harry Mayborn III wanted to be a Techno-Wizard. He loved technology and gadgets, was great at working on the cars and tractors around his home town, and even built a pretty sweet computer from spare parts. He wanted to take his natural arcane gifts and apply them to his passion. It was not to be, however, for Harry's father was a Shifter, as was his father before him.

So Harry took up the study and practice of tearing holes in quantum space and yanking extradimensional beings from their homes to serve at his command. He has no passion for it, but he did well enough in his core studies that his father declared him a Shifter and bade him go into the world and, "Do something with your profound, hereditary gifts!"

Harry wandered for a while, never once really practicing his true gifts and getting by on his other magic abilities and knowledge. However, the fateful day came when someone recognized the name Harry Mayborn and insisted on hiring the young Shifter of such a prestigious family line to summon a particular demon, Rozarre the

Rancorous. She'd had previous dealings with the demon in question and was keen to renew her acquaintance, her family having fallen on hard times due to debts owed to Stormspire.

Harry had never before summoned a greater demon. Certainly, he knew the process well enough, but this wasn't something he was comfortable with. He'd always managed to forestall his father's requests to call forth a being of terrible supernatural evil by, instead, showing off his ability to bring other interesting beings from other realms. Harry's mother intervened and ultimately kept her son from that onerous task, but the Lady Gabriene was having none of it. Unless he was prepared to answer to his father for failing to live up to the family's reputation...

DEMON HUNTERS

A large troupe of demons are amok in an area protected by the Tomorrow Legion, and someone needs to deal with them. The team is dispatched eastward from Castle

Refuge to the area where reports last placed them, with the mission to track and destroy the monsters.

Two destroyed villages later, the heroes are on the trail of the beasts, and ultimately, they come upon a third community under attack. Grotesque, bat-winged demons are tearing the place apart, accompanied by some Brodkil who've decided to join the fun.

- **Lesser Demons (4):** See page 90.
- **Brodkil (6):** See page 68. One or two have cybernetics.

ENTER HARRY

Near the end of the fight, magical help comes from an unexpected source as Harry steps in and banishes one of the Lesser Demons. He helps the heroes fight whatever monsters are left, and asks to talk to them when the battle is over. Cyber-Knights or other characters with supernatural senses can tell Harry has residual demonic "taint" on his aura, though he doesn't read as fully supernatural evil.



"Yes, I am the one responsible for the demons—well, the bat-winged ones, anyway. Not sure where the Brodkil came from, unless he's recruiting...oh, dear."

Harry comes across as someone in over his head, and very unhappy about circumstances as they are. He won't lie, but he's hoping to minimize how bad he looks to these people—he's very much afraid they're going to kill him when they discover what he's done.

"You see, I'm a Shifter, and I was hired to summon a specific demon lord for this lady who claimed to have the requisite means to bind him. She did not, however, and neither did I, so...look, I am really very sorry about this, I never meant to get this far down my father's path. I just wanted to make a little money, try not to embarrass him too much. I just...look, I want to help, OK?"

Assuming the party hears him out, Harry explains Rozarre the Rancorous is a particularly powerful demon of the classic variety, with the unfortunate ability to summon Lesser Demons under his dominion. He can only summon a few each day, but if he's not stopped, he'll soon have an army of unspeakable power to command.

Rozarre is exceptionally tough, and promises to be extremely difficult to put down—among other things, being invulnerable to non-magical weaponry. However, Harry managed to extract (he won't say how) some important information from Lady Gabriene, and he believes he can banish Rozarre if the heroes help him get near enough.

If the heroes agree to this plan, the next step is to find Rozarre the Rancorous and get Harry within 10" of the demon lord (the range for his *banish* spell). Because of what he learned from Gabriene, he only needs a simple success on the opposed roll against Rozarre's Spirit to send the Greater Demon away, which also *banishes* any remaining Lesser Demons.

Although Harry should come off as somewhat sympathetic, suspicions about him and his capabilities are more than reasonable. He summoned the demon in the first place, and it's clear he didn't think through the consequences. He wants to get

things under control, but altruism is only a part of the picture. The truth is, he's far more concerned about his reputation and what his father will think of him for his failure.

ROZARRE THE RANCOROUS

The gigantic leather-winged demon called Rozarre the Rancorous leaves a path of flaming destruction nearly impossible to miss, leading any who would dare to follow him to Tiptonville, Tennessee. There, he's gathered a small but growing army of his own Lesser Demons, along with a couple of Daemonix and some Gargoyles who seek to join his new kingdom. Rozarre has many plans for this new world, where he expects to be worshipped and feared!

The local population has fled, is in hiding, or is already dead at the monsters' hands. A running battle pits the firepower and gifts of the heroes (who may be trying to keep Harry alive as they fight) against a swarm of supernatural monsters Hell-bent on destroying them before they reach Rozarre.

Give Harry to one of the players to run for the combat as an ally. Treat him as a Wild Card with two Bennies. He is cautious using his PPE, wanting to ensure he has enough for the confrontation with Rozarre.

The fight eventually leads to the ruins of the Northwest Correctional Complex, a one-time maximum security prison. Rozarre wants to build his palace atop these ruins, as they are still steeped in psychic misery.

- ☠ **Rozarre the Rancorous:** Use Greater Demon stats on page 90.
- ☠ **Harry Mayborn III:** Use Shifter stats on page 30. Remember that Shifters gain +2 with *banish* spells.
- ☠ **Feculence Daemonix:** See page 33.
- ☠ **Immolator Daemonix:** See page 35.
 - **Gargoyles (12):** See page 73.
 - **Lesser Demons (12):** page 90.

After all is said and done, if Harry is still alive (and he strives very hard to be), the group needs to decide what they wish to do with him. He'd just as soon be left to continue his wanderings, preferably far away from his father. If someone decides to try to recruit him to the Legion, he asks what kind of Techno-Wizard training he could receive...

CREATURES FROM THE RIFTS

Rifts Earth is a cosmic crossroads for the entire Megaverse®, which means pretty much anything can wind up coming through a Rift to wander the planet. This provides Game Masters nigh-infinite possibilities for challenges and adventures. As a GM, you should feel free to craft whatever you like, or tap into the countless sources of *Savage Worlds* and Palladium Rifts® materials to create enjoyable mash-ups.

IT CAME FROM A RIFT

The following series of tables are another tool for you, enabling you to quickly generate a random entity—or group of entities—to come through a Rift. Perhaps one of the heroes decided to tinker with a ley line nexus unexpectedly, or you decide things are slow enough that a random Rift pops open to liven things up. Maybe you just want to see what interesting elements you can generate and craft a scenario around.

Whatever the case, grab some dice and see what strangeness comes about!

NUMBER

Roll on the following chart to determine if the Rift disgorges a single entity, a group, or a horde. The number of dice in parentheses for the two group listings indicates how many entities are in the group.

NUMBER	
d6	RESULT
1-2	Single Entity
3-4	Small Group (2d6)
5	Large Group (3d12)
6	Horde

Once you get a result here, go to one of the three following sets of charts—**Single Entity**, **Group**, or **Horde**—that fits the result.

SINGLE ENTITY

Roll on this chart to determine the size of the entity that comes through.

SIZE	
D6	RESULT
1	Gargantuan (Size = 1d4+8)
2	Huge (Size = +8)
3	Large (Size = 1d4+3)
4-5	Normal (Size = 1d4-1)
6	Small (Roll 1d6: 1-4, Size -1; 5-6, Size -2)

Roll on this chart to determine the essential nature of the entity. Natural means the being has inherent powers and abilities, while Magical and Technological indicate other sources of special abilities and powers.

ESSENTIAL NATURE	
D6	RESULT
1-2	Natural
3-4	Magical
5-6	Technological

This chart gives you some guidance on the appearance of the entity, though you should either choose or modify as your imagination demands.



GENERAL APPEARANCE

D8	RESULT
1	Horrifically ugly and terrifying (Fear -2)
2	Bizarre, alien, and disturbing (Fear)
3	Odd, somewhat alien, off-putting (Cha -2)
4-6	Humanoid and relatively normal
6	Attractive, alluring, captivating (Cha +2)
8	Unearthly beautiful and mesmerizing (Cha +4)

Now skip to Entity Abilities, below, to generate more information.

SMALL/LARGE GROUP

Roll on the following chart to determine the size of the beings in the group.

SIZE	
D6	RESULT
1	Huge (Size = +8)
2	Large (Size = 1d4+3)
3-5	Normal (Size = 1d4-1)
6	Small (Roll 1d6: 1-4, Size -1; 5-6, Size -2)

Use the other charts—**Essential Nature** and **General Appearance**—from the **Single Entity** section for the rest of the group's basic information.

Now skip to **Entity Abilities** to generate more information.

HORDE

As the name implies, a horde is a large enough population of beings that an exact count is pointless. There are anywhere from dozens to thousands coming through, indicating a long-term problem or challenge for those encountering the visitors.

Roll on the following chart to get the size of the beings in the horde.

SIZE	
D6	RESULT
1	Large (Size = 1d4+3)
2-3	Normal (Size = 1d4-1)
4-5	Small (Roll 1d6: 1-4, Size -1; 5-6, Size -2)
6	Swarms

For the Swarms result, roll 2d8 to determine how many hang around the immediate area and must be dealt with by whoever is there. Dozens (or hundreds) more Swarms spread out rapidly throughout the region. Swarms are found in *Savage Worlds*.

If you want to make the Swarms particularly awful, increase their damage to 2d6 and make it Mega Damage! As well, increase their Toughness to 10.

Use the other charts—**Essential Nature** and **General Appearance**—from the **Single Entity** section for the rest of the horde's basic information.

Go to **Entity Abilities** to generate more information.

ENTITY ABILITIES

The following series of charts help you build the stat block for the entity or entities encountered. When dealing with a group or a horde, you may wish to create a special entry for one or more leaders, and a separate entry for the rank-and-file soldiers or others who accompany the leaders. Near the end of this section, there is a **Follower Type Table** you can roll for or choose from.

For a single entity or the leader of a group or horde, roll five times on this chart to determine the die type for each of the five Attributes (Agility, Smarts, Spirit, Strength, Vigor). For Large entities, add +2 to the roll for the being's Vigor. For Huge entities, add +4 to the result for Vigor.

For Large and Huge beings, don't roll for their Strength. Instead, automatically

set their Strength at d12. For a Large being, roll a d6 and add that to the final result. For a Huge being, roll 2d6 and add that to the final result.

For example, if you roll 7 on 2d6 for a generated Huge being, it would have a Strength of d12+7.

ATTRIBUTE	
D12	RESULT
1	d4
2-5	d6
6-8	d8
9	d10
10	d12
11	d12+1
12	d12+2

Skills depend on results on following charts.

Roll 1d4 to determine how many times to roll on the following chart, which will determine one or more roles the entity fulfills (and, thus, what skills and Edges she will have). Ignore and re-roll when the same result is rolled. If any of the results come up as Mindless Intruder, immediately stop rolling on this chart and ignore all previous results from this chart; if an entity is a Mindless Intruder, that's all it is.

WHAT ARE THEY?	
D12	RESULT
1-2	Mindless Intruder
3-4	Commander
5	Explorer
6	Psionic
7	Scientist/Scholar
8	Spellcaster
9	Trader
10-12	Warrior

Where skills are granted multiple times (from rolling more than once above), take the highest indicated result. As well, you should definitely tinker any final write-ups to make sure they make sense in the end.

MINDLESS INTRUDER

Traits and Edges: Smarts d4 (A), Fighting and Shooting set at Agility level (minimum d6), Notice d6, Frenzy, Sweep.

Special: Natural ranged attack (Range 20/40/80, Damage 3d8, RoF 1, AP 2, Mega Damage), 1d4+2 additional rolls on the **Special Abilities Table**.

Followers: Group or Horde followers are automatically Mindless Minions (page 64).

COMMANDER

Traits and Edges: Fighting d8, Knowledge (Battle) d8, Notice d8, Shooting d8, Command, Command Presence, Hold the Line!

Followers: Group or Horde followers are either Commandos or Soldiers (ignore other results), see page 58 and page 66.

EXPLORER

Traits and Edges: Smarts d8 (minimum), Climbing d6, Fighting d6, Healing d6, Notice d8, Shooting d6, Stealth d6, Survival d8, Tracking d8, Woodsman.

PSIONIC

Traits and Edges: Smarts d8 (minimum), Spirit d8 (minimum), Fighting d6, Notice d8, Psionics set at Smarts level, Arcane Background (Psionics), Energy Control (Electricity) Major Psionic, Master Psionic, Mentalist.

Powers: *Armor, detect/conceal arcana, mind reading, puppet, speak languages, telekinesis, telepathy.* ISP: 30.

SCIENTIST/SCHOLAR

Traits and Edges: Smarts d8 (minimum), Healing set at Smarts level, Investigation set at Smarts level, Knowledge Skills (choose three, all set at Smarts level), Notice set at Smarts level, Repair set at Smarts level, Survival d6, Scholar.



SPELLCASTER

Traits and Edges: Smarts d8 (minimum), Spirit d8 (minimum), Fighting d6, Notice d8, Spellcasting set at Smarts level, Arcane Background (Magic), Master of Magic, Wizard.

Powers: *Armor, bolt, detect/conceal arcana, dispel, invisibility, slumber, speak language* (all have Mega Trappings). **PPE:** 30.

TRADER

Traits and Edges: Smarts d6 (minimum), Spirit d8 (minimum), Gambling set at Smarts level, Persuasion set at Spirit level, Streetwise set at Smarts level, Charismatic.

WARRIOR

Traits and Edges: Agility d8 (minimum), Strength d8 (minimum), Vigor d8 (minimum), Fighting set at Agility level, Healing d6, Shooting set at Agility level, Survival d6, Throwing d6, Frenzy, Marksman.

After determining the basics for the leader(s) above, roll on the following table to determine the core stat block for any group or horde followers:

FOLLOWER TYPE	
d6	RESULT
1	Civilians (page 57)
2	Commandos (page 58)
3	Mindless Minions (page 64)
4-6	Soldiers (page 66)

It's important to be creative with these followers. Gear can be of any genre—fantasy, steampunk, sci-fi, etc.—and style, or it may not be gear at all, instead representing some natural ability or bio-attachments or whatever. Where civilians are concerned, they should probably have a number of skills related to the nature of who they are and where they come from, and especially who they follow. For example, if their leader is a Trader, they may be merchants, farmers, and the like. If their leader is a Spellcaster, they may be apprentices, acolytes, or worshippers.

Finally, it's time to determine what kind of special abilities the entity or entities possess. Whatever is rolled on this chart should apply to any leaders and followers, since they're expected to be from the same place and probably related, species-wise.

Either choose how many times you wish to roll, or roll a d4+1 to determine how many

SPECIAL ABILITIES

D20	RESULT
1	Aquatic
2	Armor (1d4+1 points of natural armor)
3	Burrowing 12"
4	Construct
5	Elemental (Roll 1d4—1: Air, 2: Earth, 3: Fire, 4: Water)
6	Ethereal (Roll 1d6—1-4: at will; 5-6: permanent)
7	Fearless
8	Flight 12", Climb 0
9	Hardy
10	Infravision
11	Immunity (Choose one or more conditions)
12	Invulnerability (Must choose at least one Weakness, as per Monstrous Abilities)
13	Low Light Vision
14	Paralysis
15	Poison (Choose one from the Hazards section of <i>Savage Worlds</i>)
16	Regeneration (Roll 1d6—1-4: Slow Regeneration; 5-6: Fast Regeneration)
17	Stun
18	Undead
19	Wall Walker
20	Select one Edge

rolls to make. As always, ignore and re-roll anything you don't like or that doesn't make sense. Most of the abilities below are found in the **Monstrous Abilities** section of *Savage Worlds*.

WHY ARE THEY HERE?

This chart is optional (even more optional than the others), because you may have a strong idea of how you want to use what you generate, or maybe you're really only looking for it to be a mighty knock-down, drag-out fight. However, if you'd like some inspiration leading to a more involved scenario, this table provides the inspiration.



WHY ARE THEY HERE?

D8	WHY ARE THEY HERE?
1	Hungry, looking for food and shelter.
2	Escaping, looking for refuge.
3	Exploring, looking for new discoveries.
4	Ambitious, looking for new opportunities.
5	Good, looking to bring light to a new world.
6	Evil, looking to torment and terrorize a new world.
7	Angry, just looking for a fight.
8	Confused and have no idea why they are here.

CLASSIC RIFT CREATURES

DEMON

As it turns out, the Chinese had it right along—there's more than one hellish realm from which truly evil supernatural beings hail. Demons are frighteningly common on Rifts Earth, frequently summoned by Shifters and other arcane practitioners for any number of purposes. As well, there are plenty who simply come through the Rifts to a playground awash in chaos and strife, to which they are all too happy to add.

The following are stats for classic demonic beings, but the exact appearance and Trappings can vary wildly for each encounter. Use them for Shifter summonings or as foot soldiers in any evil arcane force.

GREATER DEMON

The kind of monstrosity that prefers to be treated as a god (and it's hard to argue with him). He is a powerful opponent on his own for most groups.

Attributes: Agility d12, Smarts d10, Spirit d12, Strength d12+6, Vigor d12+4

Skills: Fighting d12+2, Intimidation d10, Knowledge (Battle) d8, Notice d10, Spellcasting d12+2

Pace: 8; **Parry:** 15; **Toughness:** 43 (23)

Edges: Arcane Background (Magic), Brawny, Champion, Charge, Elan, Improved Block, Improved Frenzy, Improved Sweep, Master of Magic, Master (Fighting), Master (Spellcasting)

Gear: Enchanted demonic armor (+9 Armor, M.D.C.), giant enchanted flaming sword (Str+2d12, AP 16, Mega Damage, +4 Fighting), enchanted demonic bracers (Parry +4).

Powers: *Banish, blast, bolt, burst, detect/conceal arcana, disguise, dispel, growth/shrink, invisibility, puppet, quickness, smite, speak language, summon ally.* PPE: 40

Special Abilities:

- **Abyssal Nature:** This demon suffers half-damage from non-magical attacks (round down).

- **Demonic Hide:** Demon lords gain +14 Armor (which stacks with their demonic armor) and +3 Toughness.
- **Combat Hardened:** Greater Demons gain +2 to recover from Shaken.
- **Fast Regeneration:** Even against attacks that can hurt it, a Greater Demon recovers quickly and requires extraordinary effort to truly slay. He makes a Vigor roll every round to heal damage—even after being “killed.” A success heals one wound, two with a raise. Certain Weaknesses (below) prevent this effect.
- **Fear (-2):** The appearance and supernatural aura of the Greater Demon causes all opponents to make a Fear check at -2.
- **Fearless:** Nothing in the Megaverse® frightens a Greater Demon, and they're also immune to Intimidation.
- **Infernal Form:** Demons are immune to disease, poison, normal fire, heat, and cold.
- **Infra-vision:** Demons reduce all Illumination penalties by half (round down) when fighting beings with body heat.
- **Large:** Attackers gain +2 to hit the very sizable Greater Demon.
- **Size +6:** At 18 feet tall and a couple of tons, a Greater Demon is massive.
- **Weakness (Holy Weapons):** Demons are vulnerable to weapons and attacks wielded by those who are considered holy opponents, such as those who have the Champion or Holy Warrior Edge. Cyber-Knights and Mystics who follow any kind of “path of light” spiritually fall into this category. Such attacks inflict +4 damage and wounds caused by such attacks cannot be regenerated.
- **Weakness (Silver):** Silver weapons and attacks have the same effect as Holy Weapons, inflicting +4 damage and negating demonic regeneration.

LESSER DEMON

This is the rank-and-file demon soldier, sent in great numbers against enemies of summoning casters and demon lords. They are hulking, powerful, and not particularly bright, but they love causing damage and mayhem.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d6, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 12 (3)

Edges: Arcane Resistance, Brawny, Charge, Frenzy

Gear: Demonic armor (+3), demonic melee weapon (Str+d8), medium shield (+1 Parry, +2 Armor vs. ranged damage).

Special Abilities:

- **Armor +2:** Armored hide.
- **Abyssal Nature:** This demon suffers only half damage from non-magical attacks (round down).
- **Fear:** Even Lesser Demons are terrifying when first encountered, causing opponents to make a Fear check.
- **Infernal Form:** Demons are immune to disease, poison, normal fire, heat, and cold.
- **Infravision:** Demons reduce all Illumination penalties by half (round down) when fighting beings with body heat.
- **Size +2:** Lesser Demons are hulking monsters.

- **Weakness (Holy Weapons):** Demons are vulnerable to weapons and attacks wielded by those who are considered holy opponents, such as those who have the Champion or Holy Warrior Edges. Cyber-Knights and Mystics who follow any kind of “path of light” spirituality fall into this category. Such attacks inflict +4 damage and wounds caused from such attacks cannot be regenerated.

- **Weakness (Silver):** Silver weapons and attacks have the same effect as holy weapons, inflicting +4 damage and negating demonic regeneration.

GIGANTIC RAGING MONSTER

Blessedly rare, such beasts nonetheless represent potential extinction-level events for any region where they emerge from a Rift. They can look like anything—massive dinosaurs, titanic kaiju, enormous and angry gorillas, towering elder horrors from beyond the stars—so feel free to get creative or even use a favorite picture of something you want to scare your players with.



Such beasts are usually not much more than mindless sources of destruction, though occasionally one may be smarter and more aware than it first appears, with an agenda the players must try to figure out. Most of the time, however, the only way to deal with such a terror is to bring out the big guns, lure it away from civilization, and blow it to bits before it kills everyone.

Attributes: Agility d6, Smarts d4 (A), Spirit d10, Strength d12+12, Vigor d12+4

Skills: Fighting d8, Intimidation d10, Notice d6

Pace: 20; **Parry:** 6; **Toughness:** 58 (30)

Edges: Berserk, Improved Frenzy

Special Abilities:

- **Armor +30:** The monster has natural M.D.C. armor.
- **Claws/Bite:** Str+2d12, AP 25, Mega Damage.
- **Fear (-4):** So large and terrifying, the monster causes Fear checks at -4.
- **Fearless:** Unaffected by Fear and Intimidation.
- **Gargantuan:** The creature's massive size grants M.D.C. armor and all attacks do Mega Damage. It also counts as Huge, human-size attackers gain +4 to attack rolls.
- **Giant Gait:** This creature rolls 2d8 when running.
- **Hardy:** These monsters are never hurt by a second Shaken result.
- **Massive Attack:** Using a stomp, tail lash, or slam (Fighting roll), the monster may attack all targets in a Medium Burst Template for Str+2d6 AP 10 damage adding its Size (minus the target's Size). Non-vehicular targets get a chance to Dive for Cover.
- **Single-Minded:** The creature adds its Size to Smarts and Spirit rolls to resist powers.
- **Size +12:** A Gigantic Raging Monster from the Rifts is at least 100 feet tall, but some are even larger (though usually no more than Size +20). Add +1 Strength for each +1 Size, and over Size +16, increase the Massive Attack to a Large Burst Template.
- **Tough:** The creature has +6 Toughness.

HUGE FLYING SWARM THINGS

Another opportunity to get creative with descriptions, this could be any kind of flying terror from anywhere in the Megaverse®. Dog-sized insects, alien bloodsucking horrors, or organic-metal parasites are all great ideas to play with. Regardless of appearance, the tactics are generally the same—try to get them away from civilized areas and use massive and area-effect attacks to wipe them out before they do the same to the entire region. This may be more than a little difficult, since such creatures most often are encountered by the dozens, or even hundreds!

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6

Pace: 8; **Parry:** 5; **Toughness:** 7 (2)

Special Abilities:

- **Armor +2:** Chitin or other protective carapace provide natural armor.
- **Claws/Bite:** Str+d4, AP 2.
- **Flight:** Pace 8, run die d8. Rapid-beating wings or some other form of propulsion.
- **Poison (Optional):** Some such creatures poison their victims when they attack. If the Stinger causes a wound or a Shaken result, the victim is injected with a venomous poison; he must make a Vigor check, and if he fails, he dies in 2d6 minutes. With a success, he suffers one wound and the Exhaustion level of fatigue. Even on a raise, he suffers the Exhaustion effect. See *Savage Worlds* for rules on treating **Poison**.
- **Stinger:** If one of these things gets a raise on an attack, it strikes with its stinger (or extra-long needle tongue, or similar) instead, dealing Str+d10 damage, AP 6. As an option, you can decide the creatures have some kind of special acid or their stingers are made of something truly devastating, making such an attack inflict Mega Damage.
- **Swarm Attack:** These creatures are expert at swarming an opponent; they may gain up to a +6 for Gang Up bonus.

SAVAGE TALE: THE ENEMY OF MY ENEMY

Despite the Coalition's position against non-humans and magic use, plenty who wear the uniform of the CS military are decent, honorable people just trying to do their jobs. Many truly believe they're trying to save humanity, not necessarily understanding many of the magic practitioners and D-Bees they're attacking are, themselves, decent beings who also want to save and help people.

Then there are the veterans—the ones who know the truth is somewhere outside Chi-Town "official policy." There are plenty of monsters, demons, and outright evil beings out there threatening civilization, yet not every caster of a spell or non-human sentient is an enemy of the state. Careful to conceal their sympathies and their open-minded perspective, these CS troops are the ones most travelers and dwellers outside of Coalition influence hope to meet.

Unfortunately, most units of CS troops tend to have something of a mix of reasonable folks and those who drink deep from the well of Coalition propaganda.

CS MISSOURI, PUPPET STATE OF CHI-TOWN

By the accounting of many in and out of the Empire of the Coalition, Missouri is little more than an extension of the CS Chi-Town regime, though it functions bureaucratically as an independent state. Aside from the fairly sizable city of New Chillicothe, there are no major urban centers in Missouri. There are a handful of small-to-large military installations, including a fairly major army operation in St. Louis where the permanent Gateway Arch Rift (aka "The Devil's Gate") poses a constant threat. There are quite a few naval posts on the banks of the Mississippi as well.

Most of Missouri is either dangerous wilderness or extensively managed agricultural estates. The rest of the Coalition Empire depends heavily on Missouri as a breadbasket region, providing a huge amount of the food needed to feed the populations of the other states and the ever-expanding military. Much of the armed forces present in Missouri are dedicated to protecting agricultural assets, a duty many of the soldiers stationed there have been engaged in for many months, or even years.



Many of the unit commanders, not wishing to provoke armed conflicts at every turn, develop a pragmatic attitude about just which magic practitioners and D-Bees they need to enforce rules and regulations upon in their comings and goings.

A TENSE ENCOUNTER IN LONGRUN

To the northeast of Castle Refuge, not far over the Missouri border, there's a small town called Longrun. More a trading post and refueling station than anything, it's also a stopping place for Tomorrow Legion patrols who venture into Missouri to look after the folks the CS military mostly ignores this far south.

Unfortunately, the team encounters one of the rare Coalition patrols to make it down this far. The patrol is led by Sergeant Brandon McAllister, a man who's seen more action and more death than most of his unit. He's not interested in fighting anyone, and he's only in Longrun as part of an extended "show the flag" tour to remind folks this far south they still reside in the Coalition State of Missouri. He escorts a civilian who collects nominal taxes as well, though nothing like a shakedown is occurring. In fact, many folks in the region are pleasantly surprised that a sufficient display of hard luck relieves them of any tax burden.

As the Legionnaires arrive on Longrun's outskirts, advance scouting or observation reveals a squad of Dead Boys and a couple of Coalition-marked all-terrain vehicles parked outside the main trading post (which also serves as the town hall when anything resembling government matters comes up). There are civilians everywhere, mostly gawking at the CS troops, but some are simply going about their business.

If any heroes are in a "shoot first, ask questions later" mood, this winds up nothing more than a bloody firefight which could have been avoided. Be sure to point out the enormous opportunity for collateral damage and innocent bystander casualties. If the team employs cautious tactics in approaching the town, the Dead Boys may not even know they're around. From that point, the heroes need to decide what they want to do, if anything.

If, however, the group simply arrives in town as they might normally—not expecting a Coalition presence—both sides soon become aware of each other. A grunt radios Sergeant McAllister right off, while Corporal Willem Hatfield—who really hates magic wielders, having lost a couple of friends in combat against Federation forces—is more than a little mouthy if anyone in the team is obviously arcane or mystical in nature.

Sergeant McAllister comes out to the street to see what's going on. Given half a chance, he's willing to discuss matters—even if there are obvious D-Bees or magic wielders in the group. If things get tense, he's the one to point out,

"We don't want any of these nice folks getting hurt, so let's tone it back a notch, OK?"

"Technically, this is CS Missouri territory, so if anyone needs to leave, I'd ask it to be you folks. If we can avoid any needless unpleasantness, I am OK with you topping off your supplies and handling whatever business you came here for, first."

"And no more attitude from you, Hatfield. Let it be!"

Assuming the heroes are willing to let things go at conversation and parting company, that seems to be the end of it. Whether they leave town shortly thereafter, or remain to keep an eye on the CS force (which doesn't do much more than hang around the town hall while McAllister and the accountant finish up business inside), there's no more conflict unless the heroes start it.

- ☛ **Sergeant Brandon McAllister:** Use Coalition Grunt stats on page 8. He uses a C-14 "Fire Breather" Laser Rifle (Range 30/60/120, Damage 3d6, RoF 1, AP 2) with plasma grenades loaded in the attached grenade launcher. He also has Combat Reflexes and Marksman.
- ☛ **Corporal Willem Hatfield:** Use Coalition Grunt stats on page 8.
 - **Coalition Grunts (7):** See page 8.
 - **Coalition ATVs (2):** Toughness 25 (14 M.D.C.), Acc/TS 10/50, Medium Laser Turret (Range 150/300/600, Damage 3d10, RoF 1, AP 10, Mega Damage).

BIG UGLY MONSTER

About an hour after the team arrives, any Ley Line Walker in the group becomes aware of a surge of energy nearby. A couple of ley lines run into each other approximately three miles to the east of the town, and a Rift just opened up! Even without a Ley Line Walker in the group, the team notices violent atmospheric disturbances off to the east, with the kind of blue-white lightning promising Rift activity.

The team, having been in the area, also knows there's a mid-sized farming estate in the area, and the residents are bound to be in serious danger from whatever is happening. Should they choose to head that way, those with advanced hearing of any kind start picking up horrifying, monstrous roars, and once within about a mile, the ground shakes as something truly gargantuan is stomping about!

Even closer, the heroes catch glimpses of a giant monster laying waste to the landscape and everyone around. Humanoid in general makeup, the thing is thickly muscled with mottled green-and-gray skin, a massive, vaguely saurian head, tiny eyes, and horns and spiky protrusions all over its body. It stands over 100 feet tall, its massive feet and hands feature talon-like claws, and it has a tail capable of smashing sturdy buildings!

Worse, there are smaller, flying creatures buzzing all around it, apparently symbiotically connected to the thing somehow (possibly as parasites). These creatures look like a grotesque mash-up of a warthog and a wasp!

Even as the team closes into combat range with the monster, they observe one of the Coalition ATVs they saw back in Longrun barreling headlong into battle with the thing. Sergeant McAllister's brought most of his men—leaving only two back in the town with the accountant and the other ATV—to try and do something about the beast. If there's communication, he's clear about his willingness to coordinate efforts, so it's up to the heroes if they are also willing. If they agree, feel free to parcel out the Coalition Grunts as allied Extras for the fight, but keep the sergeant and Corporal Hatfield under your control.

During the fight, Hatfield tries to create an opportunity for some “friendly fire” against any magic users on the team. You need to determine if McAllister or any of the other grunts witness this. Should the sergeant observe it, he shoots Hatfield himself. If the other CS troops don't witness the act, and the heroes take action against Hatfield, this threatens their unified efforts and may cause a knockdown fight unless someone endeavors to negotiate. Of course, all negotiation must wait until the giant monster and its parasites are dealt with.

- **Gigantic Raging Monster:** See page 91.
- **Huge Flying Swarm Things (30):** See page 92. They have the Poison option for their stingers.

AFTERMATH

Depending on how things go, the team has gained—in the guise of Sergeant McAllister—anything from an implacable foe to a tacit ally in the CS Missouri forces. If they fought well together and there wasn't much in the way of true antagonism between the forces (except on the part of Corporal Hatfield), this squad of Dead Boys won't have anything official to say to their superiors about the heroes. There may even come a day when they call in the team for help with something *really* dangerous.



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**IN A WORLD FULL OF MONSTERS AND MADNESS,
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