SAVAGE WORLDS

ADVENTURE EDITION



RIFTS®

Atlantis and the Demon Seas

Joshua Danish (Order #49370917)

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RIFTS®

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PINNACLE ENTERTAINMENT GROUP

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INTRODUCTION

Atlantis is a mysterious continent steeped in cataclysmic history, and shrouded from North America by the treacherous Demon Seas. Those mortals who manage to travel to the continent, or wash up on its shores, are in for a ruthless awakening.

Though timeless fables tell of a land of splendor and advanced human civilization, the monsters which now inhabit the dread continent are cruel in the extreme. Their Atlantis is a land of slavery, subjugation, and exploitation. It is a massive isle ruled by the Splugorth entity known as Splynncryth—a cosmic evil unparalleled in the depraved, the alien, and the bizarre.

Already the unquestioned master and ruler of multiple worlds and servitor races, this chthonic being finds entertainment in the mayhem of Rifts Earth and sees her inhabitants as his playthings. There are few more malevolent forces that could take root in the world, and yet by attempting to seek out the most enjoyment and advantage for himself, Splynncryth is allowing the world to continue on largely without his involvement.

SOURCE BOOKS

Rifts® Atlantis & The Demon Seas covers the factions linked to the legends of Atlantis, Lemuria, and the myths of the sea—including the Bermuda Triangle and Davey Jones.

Longtime Rifts® fans will find this book to be a helpful reference which ties plot threads from many books together into one convenient volume. Of course, you will want to check out the Palladium Books® supplements which were the foundation for this addition to the lore of the Megaverse®.

The list of primarily referenced books includes: *Rifts® Ultimate Edition, Rifts® Aftermath, Rifts® Sourcebook 4: Coalition Navy, Rifts® Mercenaries, Rifts® World Book 2: Atlantis, Rifts® World Book 7: Underseas, Rifts® World Book 21: Splynn Dimensional Market,* and *Rifts® World Book 32: Lemuria.*

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Excepting of course the constant slave raids and chattel trade performed by the Splugorth's minions, the horrific reality of Atlantis is an enigma to the rest of the world. If they truly understood Atlantis and its connection to the threats of the Megaverse®, every human nation of Earth would be shaken to its core with despair.



SUBJECT SIERRA

****

TRANSMIT_TOP_SECRET_NOFORN

****

ORIGIN: Chi-Town Level 2 Detention Section Alpha Command Staff

ROUTING: ISS Courier 01V-3H8

RECEIVE: Col. Thaddius Lyboc, Eyes Only

REF NO: 02249, 08 July 109

AUTHOR: Maj. Kerry Jefferson
RE: Subject Sierra Recruitment

INTERROGATION

Below is a transcript of the most important portions of the subject's testimony regarding his experiences following enemy capture. Our Psi-Battalion attache is confident the sergeant is telling the truth as he recalls it, though most specific elements are almost impossible to independently corroborate.

+++INTERVIEW VIDEO ATTACHED+++

Yessir, to sum things up after I was captured by the sploogs—the Splugorth—the rest of the prisoners and I were taken back to Atlantis via some sort of gate at the top of a new pyramid built out of rock. It was northeast of Quebec, as far as I can reckon, in the middle of a demon settlement. Once in Atlantis, I could hear 'em calling the city Splynn. I was separated out by one of their High Lords then put in a massive tank of corrupt liquid…and tortured while they did experiments on me. Us. They did the same with all the other Dead Boys, laughin' and grinnin' the whole time. Like they knew. Hedisen, Delambre, Brundle, none of them made it more than a week in the vats but me, slow cookin' in some sort of evil stew.

Subject Sierra, a stocky warrior sitting in the shadowy corner of the interrogation room, seems troubled by the recollection. The officer seated at the other side of the small table prompts him to continue.

Yeah, it was hell. It hurt so damn much, like my insides were squirming so bad they were ripping apart. I thought I was gonna die. I shoulda' died from the pain, hell I shoulda' drowned in the juice but somehow it kept me alive—didn't even need to breathe. I know what pain is. You can't see the scars anymore because of my…condition, but I been shot by plasma before. It's in my service record from the Quebec campaign, but this hurt even worse.

I got no idea how long it all lasted, weeks or months, but when they were finally done they threw me in their blood sport arena. And it wasn't like the Robodome with rules and medics, everything I saw was a brutal fight to the gory death. An' that's when I realized it. I was strong. Too strong. Too tough. Too fast.

Even in the dim lighting, some bulbous *thing* visibly undulates across the soldier's chest under the skin. The interrogator freezes to absolute stillness, one hand locked over his hip where a sidearm would normally be. The holster is of course empty, at this security level all weapons are relinquished upon entry. The moment passes and the officer awkwardly nods to the poor captive across from him.

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At first they put me against D-Bee gladiators, an' I killed 'em. Why not? I killed 'em too quick though, so they whipped me until I realized the crowd wanted them torn apart real slow. I didn't like that, it ain't even right to make animals suffer—but these monsters, they like the sufferin'.

Then it was filthy magic-users I was battling. Kilt plenty of them, too before I realized their sorcery didn't seem to work on me any more. At least, sometimes we would fight in teams and their magics would kill another man, but when I got caught by the same spell it just wouldn't do much. Seems they liked that, the Splugorth.

Then my luck changed. In the gladiator pens I met a fella called Spartacus, an olive skinned too-perfect-lookin tower of a man all covered in tattoos, foul magic ones that can come to life. I seen him kill monsters with them while the crowds roared. He took them apart step by step. Spartacus weren't trained in no slave pens, let me tell ya…

The officer interjects with a short statement followed by a request for verification.

Yessir that's right, lieutenant. He's the one who told me there was a way out. An underground railroad to free the slaves. Of course I didn't believe him, but lo and behold when we got the chance we jumped one of the Overlords—I told you about them last time—then Lanista, the head combat trainer, he helped me escape through a secret passage.

Yeah, Spartacus stayed behind. That's everything you wanted me to review, right?

Wait sir, please. Before you leave, what's the status of my request for cybernetic reconstruction?

The interrogator begins to reply in an officer's practiced, neutral tone as Subject Sierra leaps to his feet. Stripped to the waist, he leans into the light to reveal a misshapen, mottled face. Drooping skin hangs loosely over a body wrapped in uneven, unnaturally corded muscles. On his shoulder, a half formed mouth is locked in an eternal scream. Near the center of his chest an extra, baseball-sized eye opens and observes the room as the warrior locks eyes with the lieutenant.

Please! Look what they did to me. You know I'm loyal to the Coalition, loyal to humanity. I remember how to get back to Atlantis. I can guide a team! Just, I'm just begging you, I don't want to stay a monster. I want to be rid of this corrupt flesh! Cut it off! Cut it off!

HIDDEN COMMS

Colonel, this next file was recently recovered from an encrypted data slug by an Internal Security Service Inspector operating out of Chi-Town (ID in attached personnel addendum). His investigation took him to the outskirts of New Chillicothe.

It appears Subject Sierra's wife, Catherine, fled there with their young child as she attempted to escape state territory. The following audio file contains references to a banned Pre-Catalclysm musical, which we believe are coded instructions for his wife to rendezvous with him at a predetermined location.

Catherine's only relatives on record are listed as residing in Los Alamo. Therefore, we suspect she is heading to the Texas Freelands via the unincorporated Missouri-Arkansas border region. We checked their residence, credit account, and deposit box—all have been emptied of valuables.

The ISS has issued a bulletin to Fort Simmons, Lone Star, and El Dorado for her capture. In addition, the DSD has activated an informant in the border town of Rustic which lies along her most likely route.

+++AUDIO ATTACHED+++

My love, I miss you and Amelia with all my heart. I want you to know that I'm alive, but

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I'm not well. I don't have time to fully explain, but some terrible things've happened. I want to see y'all, but I'm afraid they won't let me. I think they're gonna make me to do another mission first. And they aren't gonna give me the…treatment I need before then.

There is a pause as Subject Sierra gathers his breath.

One of my good buddies from — well, let's just leave that out. But I'll just say I've saved his bacon a couple more times than he's saved mine. I know I can trust him to get this message to you, and you can trust him, too. Let him know if you need any help.

I wish we could be together. You should check in with the von Trapp family for me. I love to hear their singin'…

The chirp of an authenticated key card and the clack of a heavy metal lock opening are heard in the background.

Oh! Gotta' go, hun. I love you. Be safe.

INCIDENT REPORT

The following report is from an incident at a checkpoint along the Missouri Oklahoma border near the ruins of Kansas City. The assailant matches the description of Subject Sierra, see surveillance footage addendum.

+++VIDEO REPORT ATTACHED+++

Ahem, this is Staff Sergeant John Rodriguez. Incident report.

One lone humanoid male assailant; possibly human.

He traveled along the main dirt road, approached us from within *the Missouri border, and was attempting to leave Coalition administered territory.*

Assailant did not display known state, faction, or partisan uniform or markings.

Encountered 16 May 109 at approximately fourteen hundred.

Wearing a 'burbs tuxedo and a survival poncho, he appeared unarmed and unarmored.

Location is Missouri checkpoint zero niner seven.

Checkpoint traffic was light, probably due to rain all morning. Our only Psi-Hound was on short range patrol with fire team bravo just outside the wire. As the assailant approached our position — manned by fire team alpha and four skelebots — we heard the Dog Boy let out a fierce howl.

The assailant charged the checkpoint and didn't respond to commands. We opened fire with multiple laser weapons and a plasma rifle. The fire was accurate but ineffective at stopping the individual. Jenkins and Church tackled him and — though he appeared to be pulling his punches — the assailant struck both of them, knocking them nearly ten yards through the air into the tank traps lining the border. Both troopers have since been medevaced to New Chillicothe.

After crossing the border, fire team bravo observed Sparky — our Psi-Hound — sprint ahead. The unarmed subject attempted to evade Sparky until he was cornered near a rocky outcropping. The Dog Boy engaged the unarmed subject in single combat using a vibro-blade paired with a neural mace, and was immediately killed in action.

The assailant's human mannerisms, strength, and resistance to fire suggest a 'Borg or a Juicer, but the appearance did not match. He bypassed the checkpoint's walk-through metal and Psi-Scanner, but we know Sparky — his response indicated he'd caught scent of a supernatural creature…

[there is an audible sigh]

Incident report over.

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TERMINATION SIGNAL

On your orders I received the following communique regarding the team you dispatched to eliminate Subject Sierra. Unfortunately, it appears the team failed.

+++EVIDENCE SCAN ATTACHED+++

Colonel Lyboc,

From the best we can tell, your team caught up with Subject Sierra about twenty kliks due west of Fort Simmons—just outside the range of established foot patrols.

Poor weather meant low visibility, but my augmented Light Reconnaissance Platoon observed a short firefight followed by several explosions. Since your strict orders were to only engage if requested by your team, we continued to follow the beacon carried by your agent, the massive Combat Cyborg called Hank Morrigan. My scouts swept the battlefield later and found friendly casualties at the site.

We followed Morrigan and the remaining members of your team for the next few days without event. On the evening of three July one oh nine we followed Morrigan's beacon to the outskirts of the ruins of Dallas—an area high in ley line activity. The city limits are wracked with frequent supernatural events of a spectral nature and known to be inhabited by a horde of murderous ghost cavalry. Near midnight a powerful ley line storm picked up, rendering most electronics unreliable. We subsequently lost the signal from Morrigan's beacon.

At zero one thirty five on the 4th a series of explosions lit up the night sky. We never received a request to engage from your team. As the ley line storm subsided our equipment returned to functional levels, but we were unable to reacquire your team's signal.

I sent my Rangers into the Dallas ruins the following day. They found no trace of Morrigan or any other members of your team. My platoon searched the surrounding countryside for a week with no result. I regret to inform you of their loss.

Due to the sensitive nature of your team's activities, I have followed your contingency instructions and destroyed all traces of the mission and its documents. This physical letter is the last remaining piece of hard evidence it ever existed.

Hail Prosek,
Captain Jerome Washington

ATLANTIS MISSION

Colonel Lyboc, Subject Sierra has most likely reunited with his family in Los Alamo. I think it unwise to pursue him any further. Per your orders I have initiated Bravo level disavowal procedures. If he or his family turn up in Coalition territory again our databases will contain no public record and the ISS will be notified.

I suggest we continue with the planned mission to Atlantis. Though we no longer have Subject Sierra to guide them, I believe his interrogation logs contain all of the mission critical information necessary to brief Tango squad.

Signing Off,
Major Kerry Jefferson

****

END_TOP_SECRET_NOFORN

****

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Yes, transmutation can be painful. Mortals seeking unnatural abilities must endure it, and any who trespass the law are punished with its agony. But fear is a beautiful thing. It can be liberally used to control the weak, and is the best tool for reprogramming pliable minds.

—High Lord Dorgoth, Imperial Bio-Wizard

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CHAPTER ONE

CHARACTER OPTIONS

This chapter presents new Iconic Frameworks, new MARS packages, and new Races for starting characters to choose from. Existing characters will find new Edges to acquire that may help as they brave Atlantis and the Demon Seas.

ICONIC FRAMEWORKS

The following Iconic Frameworks are special paths for characters to follow.

BIO-BORG

For untold millennia, the Splugorth have used Bio-Wizardry to control and strengthen their servants. This depraved magic harnesses the essence of supernatural beings to create powerful tools of war and subjugation, or melds multiple creatures together to create living weapons. Slavers, Powerlords, and Conservators are the most common examples among the Minions of Splugorth. The most powerful are hideous chimeras called Bio-Borgs—poor captives forcefully altered, brainwashed, and trained to serve terrible new masters.

HERO'S JOURNEY (TWO ROLLS)

Bio-Borgs gain two rolls on any of the following tables: **Education**, **Experience & Wisdom**, **Training**, or **Underworld & Black Ops**.

A NEW BREED OF AUGMENTATION

Bio-Borgs are like Cyborgs, but instead of melding body with machine the host is transformed through dark alchemy and surgically implanted with pieces of powerful monsters. Experiments in this depraved technology are often fatal, but sometimes lead to terrifying mutations and test subjects with unexpected powers.

There are hundreds of reliable Bio-Wizard treatments available for empowering the Splugorth's loyal Minions, tried and true combinations to deliver desirable results. However, the most powerful creations are inevitably unstable, resulting in painful mental and physical deformities. As such, only disposable slaves are subjected to the most extreme augmentation. The tortuous process washes away memories and identity, creating a new hybrid organism born anew through pain and fusion with alien life.

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BIO-BORG SPECIAL ENHANCEMENTS

Most Bio-Borgs are unique creations, the lucky survivor of an evil High Lord Bio-Wizard's nefarious experiments. Choose *one* of three enhancement options listed below to represent a unique quality for the hero.

- **Physical Enhancement:** Choose or randomly determine two Strain worth of the following Physical Transmutations (see page 68) for the Bio-Borg: Regeneration, Resistance, Size, Strength, or Toughness.
- **Symbiote Enhancement:** Choose or randomly determine one Parasite or Symbiote (page 65) to enhance the hero.
- **Gifted Enhancement:** The Bio-Borg has uncanny abilities. Gain Arcane Background (Gifted), a die type in Focus, and one starting power from the following list (ignore Rank requirements): *arcane protection*, banish, barrier, blind, blast, bolt, burrow*, burst, confusion, damage field*, darksight*, deflection*, disguise*, elemental manipulation, empathy, entangle, fear, fly*, havoc, healing, illusion, intangibility*, invisibility*, protection*, relief, speed*, slumber, smite*, sound/silence, speak language*, stun, telekinesis, teleport, warrior's gift**. Powers marked asterisk (*) have the Personal limitation; reduce Power Point costs accordingly. The Bio-Borg gains access to the Mega Modifiers for all known gifted powers.

BIO-BORG ABILITIES AND BONUSES

Bio-Borgs are mighty foes with unique abilities, and often the equivalent of any Combat Cyborg or Dragon Hatchling for raw destructive power.

- **Bio-Wizard Transmutation:** Bio-Borgs begin with an extra four die types in Strength, three die types in Agility, and three die types in Vigor. These traits don't have an attribute maximum.
- **Extra Abilities and Senses:** Roll a d10 four times (there are 10 total special abilities and senses) or choose four **Bio-Wizard Special Abilities** or **Bio-Wizard Senses**, see the tables on page 69. Those with an Eye of Eylor gain the Major version of the Wanted Hindrance listed below.
- **Extra Appendages:** Roll a d12 four times or choose four **Bio-Wizard Appendages**, see the table on page 69.
- **Fear:** Bio-Borgs are terrifying creatures — the first time anyone sees them they must make a Fear check.
- **Supernatural Transformation:** Bio-Borgs have become supernatural creatures, gaining +4 Toughness and immunity to Gritty Damage. They radiate a supernatural aura and abilities affecting such targets affect them, and vice versa.
- **Unarmed Combat:** Bio-Borgs deal Str+d4 Mega Damage in unarmed combat and are considered armed.



SPLUGORTH CONSERVATOR BIO-BORG

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BIO-BORG COMPLICATIONS

Life as a Bio-Borg is far from easy.

- **Bio-Borg Insanity:** Bio-Borgs must live with the psychological repercussions of their brutal arcane transformation, enslavement, and indoctrination. Choose or roll twice on the **Bio-Borg Insanity Table**.

BIO-BORG INSANITY

DIE	MAJOR HINDRANCE
1	**Arrogant:** loves competition, danger
2	**Bloodthirsty:** enraged if provoked
3	**Delusional:** being tracked by *them*
4	**Habit:** addicted to a substance
5*	**Mania:** cleanliness and sanitation
6	**Mute:** from emotional trauma
7†	**Pacifist** and **Mild Mannered**
8	**Phobia:** Bio-Wizardry and Bio-Borgs
9	**Phobia:** Splugorth and Minions
10	**Phobia:** Undead, includes Vampires
11	**Suspicious:** paranoid, lost all trust
12	**Vengeful:** violent over small slights

*see *The Tomorrow Legion Player's Guide*
†entry is two Minor Hindrances

- **Dark Hybrid:** Bio-Borgs don't choose a race. Instead, increase an attribute one die type, take an Edge (meeting all requirements), or—with the GM's approval—choose a racial ability (e.g. a Psi-Stalker's Psychic Sense, Lyn-Srial's Flight, Rulian's Linguistic Savant, etc.) to reflect their original racial heritage.
- **Full Transmutation:** Becoming a Bio-Borg uses all of a character's personal Strain ever. They can only gain more Strain from the Upgradeable or the Beyond the Limit Edge, and can never take another Bio-Wizard Physical Transformation—it would kill them.
- **Strange Build:** Each Bio-Borg has unique proportions which make common equipment problematic. They can't wear most armor or clothing, it must be custom-designed—tripling costs. Likewise, the majority of power armor is not an option. Subtract 2 from Trait rolls when using gear not designed for them (including weapons and vehicles). Equipment and food costs triple the listed price.
- **Ugly (Major):** Bio-Borgs are grotesque misshapen hybrids often mistaken for demons; subtract 2 from all Persuasion rolls.
- **Wanted (Minor):** Minions of Splugorth and their allies will attempt to capture or kill rogue Bio-Borgs to claim the Atlantean bounty on escaped slaves. Other factions are likely to assume they're Splugorth agents or attempt to catch them for study.
- **Weird Physiology:** Due to hybrid anatomy all checks to heal a Bio-Borg use the lower of Healing and Occult at a penalty of –2. Compatible medical supplies, services, and cybernetics are –2 Availability—if they can be found at all.

TO SURVIVE AND THRIVE—THE BIO-BORG

- Choose your beginning abilities carefully—Bio-Borgs start out powerful, but new Bio-Wizard Augmentations are only available from the vile Splugorth and rarely gained during campaign play.
- Bio-Borgs are much more flexible than Combat Cyborgs. To make the most of this before selecting abilities first determine a theme and build towards your goal.
- While they don't need spare parts and repair facilities, Wounded Bio-Borgs without the right abilities can be difficult to heal.

BIO-BORG STARTING GEAR

As escaped slaves Bio-Borgs begin with only the equivalent of an NG-S2 Survival Pack and 4d6 × 100 credits in gear or valuables.

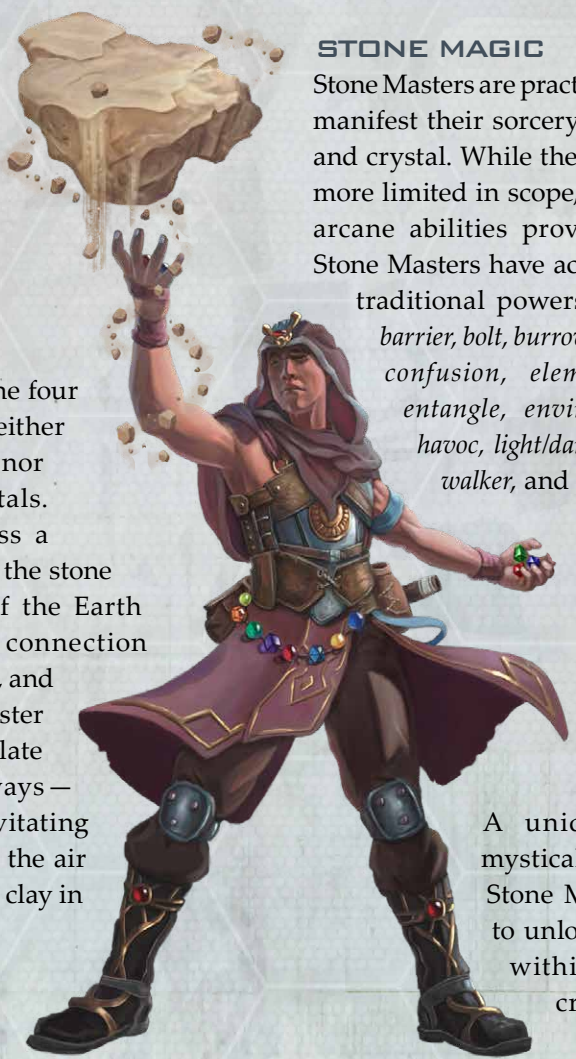
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STONE MASTER

Masters of communion with and channeling energies through stones, rocks, gems, and crystals, the Stone Masters are part of an ancient society responsible for the construction and use of pyramids. Pioneered by the Atlanteans of antiquity, the only other societies known to have mastered this potent arcane art are the Splugorth and Chiang-Ku dragons. Though most races are capable of learning its secrets, Stone Mastery remains an enigma to the majority of civilizations throughout the Megaverse®, and a source of immense power to the few who have embraced it.

HERO'S JOURNEY (TWO ROLLS)

Stone Masters gain two rolls on *any* table of their choice, except for **Cybernetics**, **Psionics**, or **Magic & Mysticism**.



A PECULIAR ART

Stone Masters have a deep attunement to the planet and ley lines. They aren't connected to the four elements and can neither communicate with nor manipulate elementals. Instead, they possess a mystic connection to the stone and energy flows of the Earth itself. This mind connection seems almost psionic, and allows the Stone Master to mentally manipulate stone in potent ways—from effortlessly levitating tons of rock through the air to shaping a gem like clay in his hands.

AN ANCIENT ART

Stone Masters find natural geological formations to be immensely beautiful; they see planets as massive gardens filled with magnificent sculptures and titanic stone monuments. They feel privileged to rework the beauties of these natural gardens and seek to enhance their splendor while bringing harmony to the primal energies flowing through the landscape.

Stone Masters built the legendary Atlantean pyramids by hand and thought. The fall of Atlantis wiped these epic structures from the face of the Earth. When compared to the works of the Atlanteans, the pyramids built by the Mayans, Chinese, Egyptians, and other civilizations were weak in power and size.

STONE MAGIC

Stone Masters are practitioners of magic who manifest their sorcery through gem, stone, and crystal. While their spell knowledge is more limited in scope, they gain expanded arcane abilities provided the right foci. Stone Masters have access to the following traditional powers (Rank permitting): *barrier, bolt, burrow, detect/conceal arcana, confusion, elemental manipulation, entangle, environmental protection, havoc, light/darkness, protection, wall walker,* and *warrior's gift.*

Stone Masters may only choose rock, gem, and crystal Trappings for their powers.

GEM MAGIC ABILITIES

A unique aspect of the mystical arts known by the Stone Masters is the ability to unlock the arcana stored within precious stones, crystals, and quartz.

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Gems can be cut and polished, but must be naturally formed and without flaw to channel arcane energy.

To draw the power from a gem the sorcerer checks Spellcasting as an action and spends the listed PPE from the **Gem Magic Powers** table. The Stone Master doesn't need to know the power—it comes from the gem itself. Non-instant powers expire after their base duration, but if the gem is dropped or lost the power immediately ends. With a

GEM MAGIC POWERS

POWER (MODIFIERS & TRAPPINGS)	BONUS EFFECTS	PPE	STONE	CREDITS
arcane protection (self)	exalted arcane protection	1	Tourmaline	200
banish	banish the horde	2	Salt Crystal	10
blast (area effect, fire trapping)	greater blast, +10 AP	1	Red Ruby*	20k
blind	greater blind	1	Sulfur Crystal	150
bolt or *burst* (fire trapping)	greater bolt/burst, +10 AP	1	Red Zircon	5k
confusion (area effect, selective)	greater confusion	1	Blue Ruby*	18k
darksight and *farsight* (self)	exalted darksight	1	Alexandrite	10k
deflection (self)	greater deflection	2	Citrine*	15k
detect arcana (self, presence sense)	greater detect arcana	1	Amber	2k
disguise (self)	illusory mask	1	Smoky Quartz	5k
dispel	power, exalted dispel	2	Axinite*	20k
empathy	empathic transmission	1	Garnet	1k
environmental prot. (self, heat)	also *protection*	1	Ruby Quartz	1k
environmental prot. (self, water)	also *speed*	1	Aquamarine	8k
fear	greater fear, MBT	1	Brown Zircon	500
fly (self)	swift flight	2	Clear Zircon*	4k
healing (greater healing)	crippling injuries	2	Topaz*	2k
healing (neutralize disease)	mass healing, MBT	1	Rose Quartz	800
healing (neutralize poison)	mass healing, MBT	1	Agate	200
illusion (sound, mobility)	strong, greater illusion	2	Black Sapphire*	20k
intangibility (self)	greater intangibility	2	Diamond*	15k
invisibility (self)	true invisibility	2	Emerald*	16k
light (mobile, cast on gem)	exalted light	1	Clear Quartz	200
mind reading	mind walk	2	Sapphire*	14k
protection (self, toughness)	greater protection	1	Green Zircon	6k
puppet	mind control	2	Amethyst	2k
stun	greater stun, MBT	2	Star Sapphire*	20k
teleport (self)	greater teleport	1	Gold Zircon	500
Special: 5 PPE available when activated at –2, usable once per day.			Jadeite*	100k+

**Gems are rare without global mining and trade. Availability is –2, or –4 if marked asterisk (*).*

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success or raise the power activates as usual and with the listed modifiers and trappings. Besides what is listed, no modifiers, trappings, or effects of any kind may be added or subtracted. Even with a failure the power activates, but the gem crumbles to dust and is destroyed at the end of the power's duration. However, with a result of less than 1 or a Critical Failure the gem is lost and the power immediately fails causing **Dynamic Backlash** (see *Savage Worlds*).

A Stone Master with the Gem Mastery Edge gains the Bonus Effects of Gem Magic Powers by activating a magic gem at a penalty of –2, see page 40.

Unlike most magic requiring a large expenditure of personal PPE plus Gestures and Speech, a Stone Master expends limited energy and requires only physical contact with a gem to activate its power—thus they often include powerful gems in worn jewelry such as rings, amulets, and gauntlets.

PYRAMID TECHNOLOGY

The various facets of Stone Magic are each an outgrowth of the efforts to build, understand, and harness the immense power of the stone pyramids. Even the Stone Masters themselves are mystified by the most powerful effects of the pyramids, especially those beneficial to human biology.

The ancient Stone Masters of Atlantis would first build a pyramid at a site of ley line confluence—damming the flow of energy—and then use the harnessed power to build magnificent cities. Utilizing the pyramids, the Stone Masters could slow aging, heal the sick, calm ley line storms, control the weather, prevent spontaneous rifts, instantly communicate with other pyramids, and teleport across vast distances. Thus the pyramids were located at the heart of each settlement and were potent places of healing, learning, trade, and industry.

COMMON PYRAMID ABILITIES

These abilities of magical stone pyramids are always in effect.

Slow Aging: Sleeping in a stone pyramid removes all Fatigue from any creature. True Atlanteans are physically rejuvenated and increase their lifespan by one day for each night's sleep in a pyramid.

Heal Wounds: Wounded True Atlanteans, humans, ogres, lemurians and dragons roll Natural Healing every two days while recovering inside a stone pyramid. Once all Wounds are healed, they may roll once a week to heal an Injury!

Calm Ley Lines: Stone pyramids are mystic dams with a harmonious effect on rivers of primal arcane energy. Ley line storms and random dimensional rifts rarely occur at these sites, and even then are less intense and can be controlled or ended by an attending Stone Master. Opening a Dimensional Portal from a stone pyramid negates 2 points of arcane skill roll penalties.

Store Potential Psychic Energy: The core function of stone pyramids is to harness and regulate the flow of natural PPE. Without a Ritual or Meditation at the pyramid, the normal bonuses (see **Arcane Effects** under Ley Lines in *The Tomorrow Legion Player's Guide*) are *not* available at a ley line or nexus with a stone pyramid, nor is ambient wild PPE available (see **Ley Line Energy** in *The Tomorrow Legion Player's Guide*). Instead, 2d4 × 25 PPE is available at a ley line stone pyramid or 2d6 × 50 PPE at a nexus pyramid; the energy replenishes every six hours. Magic users at the site recover PPE at quadruple the normal rate.

SPECIAL PYRAMID ABILITIES

These magical pyramid abilities can only be activated by a Stone Master, True Atlantean, or anyone with a PPE based Arcane Background that has been trained to operate them—though it is tricky and requires

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weeks of training. With an Occult check the arcanist may use Pyramid Communication, Pyramid Teleport, or Pyramid Dimensional Gate as listed below. The other abilities are limited to Stone Masters.

Control Weather: Stone Masters can control the local weather, calming or summoning storms and other weather effects per *elemental manipulation* with Elemental Fury (costs 50 PPE) or even summoning ley line storms (100 PPE), within a Range of Spirit in miles for a Duration of Spirit in hours as a Difficult Dramatic Task using Occult.

Empower Stone Magic: Quadruple the Range and Duration of all Stone Master powers and abilities; attacks deal +8 damage, defenses gain +4 Toughness.

Stasis Sleep: Stone Masters may enter suspended animation at a pyramid as long as desired, and will awake if it is attacked.

Pyramid Communication: Stone Masters and skilled operators may magically converse via live hologram or leave a holographic message with any pyramid on the planet for 1 PPE per minute of the communication, or 10 PPE for other dimensions.

Pyramid Teleport: As an action, a Stone Master or skilled operator may check Occult to *teleport* flawlessly to any pyramid on the planet whose location he knows. For 20 PPE he may bring with him up to Smarts × 4 passengers or Size points of cargo (1 ton of loose cargo equals roughly one passenger).

Pyramid Dimensional Gate: For 100 PPE, a Stone Master or skilled operator may check Occult to use a stone pyramid built on a nexus point to dimensionally Pyramid Teleport to a nexus pyramid in any dimension or other planet known of or visited by him. Traveling by this method is exceptionally safe as other beings may not manipulate, sense, or travel through the gate as they could a normal dimensional rift.

TO SURVIVE AND THRIVE—THE STONE MASTER

- Though they have normal magic casting abilities, novice Stone Masters shouldn't forget Gem Magic. Carefully choose your hero's first gems.
- Stone Masters can unlock powerful unique abilities through Edges like Crystal Mastery, Gem Mastery, and Geomancy. Consider taking these before Master of Magic.
- Don't forget to make use of your hero's Stone-based special abilities whenever possible; they can often have powerful effects.

Pyramid Scan: Stone Masters may spend one minute concentrating to scan all locations ever connected by dimensional gate or portal to a nexus pyramid, and may choose to travel to those destinations via Pyramid Dimensional Gate or Dimensional Portal. As an action he may check Occult to survey a possible destination. Success reveals a wealth of knowledge including environmental conditions, whether magic poor or rich, if there's a temporal shift, whether it is a parallel dimension or the same one as Rifts® Earth (and if so the general distance away), if there is a strong supernatural presence on the other side, and similar relevant information.

STONE MASTER ABILITIES AND BONUSES

The masters of stone have returned to Rifts Earth, along with their secrets.

- **Arcane Background (Magic):** Stone Masters begin with Arcane Background (Magic), the *barrier*, *burrow*, and *entangle* powers, the Power Points and Rapid

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Recharge Edges, as well as a d6 Spellcasting skill. Stone Masters begin with 15 PPE (10 PPE base, plus 5 PPE from the Power Points Edge).

- **Earth & Water Sense:** Stone Masters may detect secret passages or compartments inside a stone or underground structure as an action up to Range Spirit; likewise, they sense water (lakes, streams, springs, sewers, etc) and the presence of underground supernatural beings at a Range of Spirit in miles.
- **Expanded Awareness:** Stone Masters have the *detect arcana* power which they may activate as an Innate Ability with the reduced Power Points cost from both the Range (Self) and Aspect limitations (see **Trappings** in *Savage Worlds*). They may sense supernatural beings within line of sight with a Notice check.
- **Ley Line Sense:** Stone Masters have this Ley Line Walker ability, see *The Tomorrow Legion Player's Guide*.
- **Levitate Stone:** At a cost of 1 PPE per minute Stone Masters may check Occult as an Innate Ability to activate *telekinesis*, only usable on stone, with a Strength of d12 plus half Spirit. This ability doesn't require Gestures or Speech, and the sorcerer may even pluck rocks out of the ground as if scooping stones from water.
- **Mold Stone:** Stone Masters can shape gems and stones using their mind and the Occult skill as if the materials were clay in the hands of a master sculptor. The sorcerer can create openings and tunnels through solid rock, pluck gems and crystals out of solid rock, or pull material out from a stone surface to create solid rock formations using the *barrier*, *burrow*, or *entangle* powers. At no additional PPE cost and as an Innate Ability the Stone Master may check the lower of Spellcasting or Occult to make the resulting stone formation permanent!
- **Move Stone:** Stone physically carried by a Stone Master has only one hundredth of its normal Encumbrance weight.
- **Stone Mastery:** Stone Masters have the *elemental manipulation* power which they may activate as an Innate Ability for no PPE to pull rocks, stones, or pebbles out of the ground and move, control, and levitate them. As an action, they may activate the Elemental Fury and Exalted Manipulation modifiers at no PPE cost. Non-arcane environmental protection has no effect against this ability.

STONE MASTER COMPLICATIONS

Stone Masters are still subject to the common pitfalls of most magic users.

- **Cybernetics:** Cyberware wreaks havoc on the flow of arcane energies Stone Masters rely on, imposing –1 to Spellcasting for each point of Strain.
- **Enemies:** As with all magic users, Stone Masters are usually designated "shoot-on-sight" targets for the Coalition and those who violently reject all forms of the supernatural. Those who swear fealty to a power opposing Lord Dunscon may find the True Federation to be hostile territory as well.
- **Power Activators:** Stone Masters must have their hands free to Gesture and have the ability of Speech to work their powers (see **Power Activators** in *The Tomorrow Legion Player's Guide).* Entangled, Bound, silenced or otherwise muted Stone Masters can't activate new magic powers until they are free.

STONE MASTER STARTING GEAR

Begin with standard Starting Gear substituting Ley Line Walker Light Armor, plus 3d6 × 500 credits worth of precious gems.

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TATTOOED WARRIOR

Amongst the nearly innumerable slaves of Atlantis, the Tattooed Warriors are the most famous of them all. Captured, bought, or—sadly—often bred for the purpose, these "T-Men" and "T-Women" are robbed of their potential, subjected to the grueling process of being branded with magic tattoos, and conditioned to become warrior slaves or enforcers for despicable masters.

The vast majority of T-Warriors never escape their new life of continually being forced to hunt, brutalize, and murder for their puppeteers. Combined with their other traumatic experiences, T-Warriors inevitably exhibit severe emotional dysfunction, violently hot tempers, long-term psychosis, or even mental breaks and insanity.

HERO'S JOURNEY (TWO ROLLS)

Tattooed Warriors gain two rolls on any of the following tables: **Education**, **Experience & Wisdom**, **Training**, or **Underworld & Black Ops**.

IT'S A HARD-KNOCK LIFE

Knowing they will be sold as chattel to the highest bidder, often monstrously cruel inhuman owners, nearly a quarter of the captives slated to become T-Warriors take their own life or are terminated in escape attempts. Still, the business is a lucrative one and a favorite of the Splugorth High Lords, who place absolutely no value on human life, and thus the mortal cost is of no concern to them—it's barely a minor accounting consideration.

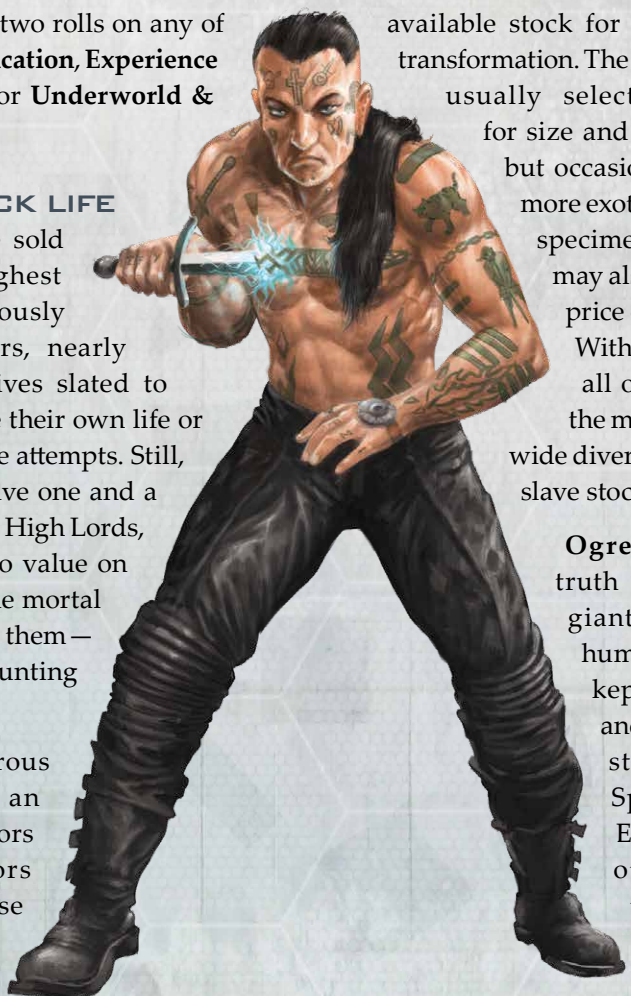
While their monstrous overlords do raise an elite breed of T-Warriors called Maxi-Warriors up from infancy, these indoctrinated prizefighters take over a decade to train and reach young adulthood; they will never be numerous enough to fulfill the massive demand of the interdimensional slave market.

Thus, every day a staggering number of innocents are consigned to a life of misery as an arcane freak, with their tattoos seen as a literal slave brand that can never be removed—even in death. The most impressive physical specimens captured by the Splugorth Slavers or kidnapped by the world-wide raids of pirates like the Horune are purchased directly by the High Lords in Atlantis and prioritized for transformation into Tattooed Warriors.

COMMON STOCK

Humans: The original inhabitants of Rifts® Earth are the most widely available stock for Tattoo Magic transformation. The evil Splugorth usually select T-Warriors for size and raw strength, but occasionally choose more exotic or beautiful specimens since they may also fetch a high price on the market. With captives from all over the globe, the monsters offer a wide diversity of human slave stock.

Ogres: The sad truth is that these giant cousins of humans are often kept in kennels and bred as slave stock by the Splugorth on Earth and their other worlds throughout the



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Megaverse®. Wild Ogres brought to the Splynn Dimensional Market in the capital of Atlantis also fetch an incredibly high price from the High Lords.

Elves: The Minions of Splugorth revel in the oppression and misery of mortals, especially those who are exceptionally beautiful or kind-hearted. Elven physiology is compatible with Tattoo Magic, but just barely. The process is often mentally or physically debilitating and can cause horrific scarring. The High Lords like it that way.

True Atlanteans: This venerable offshoot of humanity doesn't create Tattooed Warriors in the same fashion as the Splugorth, but members of their race are occasionally captured and forced into servitude as tattooed gladiators. As with elves, the High Lords particularly enjoy the irony involved and the grief it causes.

TATTOOED WARRIOR ABILITIES AND BONUSES

T-Warriors are powerful combatants who are trained in both the brutal skills of personal combat and to harness the power of their unique arcane tattoos.

- **Accustomed to Horror:** T-Warriors gain a free reroll on all Fear checks.
- **Impressive Physical Specimens:** T-Warriors are specially chosen for their physique. Begin with either the Attractive *or* Brawny Edge and increase two physical attributes — Agility, Strength, Vigor — by one die type each; this does not increase the Trait maximum.
- **Magical Tattoos:** Tattooed Warriors start with 12 magic tattoos (14 total for True Atlanteans), 17 PPE (5 PPE base +1 PPE for each tattoo), and the Rapid Recharge Edge. Select two Simple Weapon or Shield tattoos, two Weapon Tattoos of any type, two Animal tattoos, two Monster tattoos, two Power Tattoos, and two additional tattoos of any type. See **Tattoo Magic** on page 73. T-Warriors can use their PPE to activate TW devices.
- **Physical Transformation:** The numerous arcane images inscribed onto the bodies of T-Men and T-Women alter their resilience and longevity. Each of their magic tattoos grants +1 Toughness and they are immune to Gritty Damage (see **Blood & Gore** in *The Tomorrow Legion Player's Guide*).
- **Previous Life:** Most T-Warriors were common folk such as farmers, prospectors, trappers, vagabonds, soldiers, and even professionals like Cyber-Docs or Operators before their enslavement by the Splugorth. To represent this they gain two die-types in a non-combat skill and two non-Combat Edges of choice. With the GM's permission one Edge may be traded to instead gain the skill-based special ability of a MARS Framework (e.g. the Operator's **Gearhead** ability could be taken this way, but the Robot Vehicle Ace's **Killing Machine** ability couldn't, see *The Tomorrow Legion Player's Guide*).
- **Trained for the Arena:** Tattooed Warriors gain a die type in Athletics, a die type in Fighting, their choice of either the Brawler *or* Martial Artist Edge, and one Combat Edge of choice.
- **Upgradeable:** T-Warriors start with the Upgradeable Edge.

TATTOOED WARRIOR COMPLICATIONS

No T-Warrior chose their path, and for good reason — the process scars the soul.

- **Body Suit:** Most of the T-Warrior's body is covered in magic tattoos, using up all of a character's personal Strain ever. They start with only the 6 Strain from the Upgradeable Edge (or 4 Strain for True Atlanteans, –2 due to the Marks of Heritage). Tattooed Warriors can only gain more Strain from the Beyond the Limit Edge.
- **Compatibility:** Only Human, Ogre, and True Atlantean physiology is truly

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compatible with Tattoo Magic. Those races and Elves (with some difficulty) are the only ones that can become Tattoo Warriors, see page 75.

- **Cybernetics:** Even a single mechanical limb interferes with a T-Warrior's connection to his magic tattoos. Each point of Strain from cyberware imposes a –1 penalty on rolls to activate Tattoo Magic.
- **Mentally Scarred:** All T-Warriors are challenged by the psychological repercussions of their brutal arcane transformation, enslavement, and indoctrination. Choose or roll twice on the **Tattoo Insanity Table**.

TATTOO INSANITY

DIE	MAJOR HINDRANCE
1	**Bloodthirsty:** irrationally sadistic
2	**Driven:** seeks a "glorious end"
3*	**Delusional:** being tracked by *them*
4	**Habit:** addicted to a substance
5	**Mania:** Bio-Wizardry and monsters
6	**Mute:** from emotional trauma
7†	**Pacifist** and **Mild Mannered**
8	**Phobia:** getting new tattoos
9	**Phobia:** Splugorth and tentacles
10	**Suspicious:** paranoid, lost all trust
11	**Vengeful:** violent over small slights
12	**Yellow:** willpower is broken

*see *The Tomorrow Legion Player's Guide*
†entry is two Minor Hindrances

- **Physical Requirements:** Tattooed Warriors are hand picked for their fitness. Before applying the bonus from Impressive Physical Specimen they must have a minimum of d6 in Agility, Strength, and Vigor. They can't take the Blind, Elderly, Hard of Hearing, One Arm, or Slow Hindrances.
- **Touch Activation:** Tattooed Warriors must have their hands free to physically touch their tattoos to activate them. Being Bound, armored, or even heavily clothed can stop them from using their powers. For this reason many T-Warriors wear minimal, loose clothing.
- **Uncoupled from Magic:** Having more than 6 magic tattoos means T-Warrior can't take an Arcane Background using PPE—their connection to free flowing arcane energies is stilled.
- **Wanted (Minor):** Minions of Splugorth and their allies will attempt to capture or kill rogue Tattooed Warriors to claim the Atlantean bounty on escaped slaves. Other factions are likely to assume they are Splugorth agents.

TO SURVIVE AND THRIVE—THE TATTOOED WARRIOR

- Tattooed Warriors are powerful combatants, carefully choose Power Tattoos to best suit your preferred combat tactics. For instance, a Broken Chain and Warrior in Full Armor are good choices for melee focused heroes.
- Your hero must physically touch tattoos to use them, so you generally won't wear armor. Edges like Tattoo Harmony and Tattoo Unity help mitigate this.
- Taking Combat Edges that pair well with your weapon tattoos is a strong path to martial victory.

TATTOOED WARRIOR STARTING GEAR

Most T-Warriors are escaped slaves possessing little more than what they took when they fled, and even those who aren't usually shun mundane weapons and armor. Begin with only the equivalent of an NG-S2 Survival Pack and 3d6×1,000 credits worth of gear (chosen from this book or others) and valuable items, subject to Game Master approval.

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UNDEAD SLAYER

Atlantean Undead Slayers are an ancient order of interdimensional champions sworn by sacred vow to eliminate supernatural evil, the vampiric kind in particular, wherever it may be found across the Megaverse®. Every True Atlantean clan, no matter what dimension they reside in, contributes their bravest and brightest to the cause of eradicating the undead and their monstrous allies.

HERO'S JOURNEY (TWO ROLLS)

Undead Slayers gain two rolls on any of the following tables: **Close Combat Weapons, Education, Enchanted Items & Mystic Gadgets, Experience & Wisdom, Training, Underworld & Black Ops**.



FEW ARE CHOSEN

Many True Atlantean youth volunteer to become Undead Slayers, but only the most capable and driven are able to overcome the ritual trials necessary to be selected for the honor. These few adolescents are celebrated by the clan and then leave their previous life and family behind to be inducted into an uncompromising warrior culture.

The inductees are relocated to remote training areas—often some of the most dangerous planets ever discovered by their clan—where they undergo the physical, mental, and spiritual transformation necessary to become an Undead Slayer… elite monster hunters feared throughout time and space by supernatural evil.

A SPARTAN UPBRINGING

The young can endure and recover from Tattoo magic easier than most, so the budding initiates are continually marked with new arcane runes at every interval of their training. Through meditation and secret practices Undead Slayers are physically transformed to a greater degree than a common Tattooed Warrior, gaining superhuman strength and unique abilities. When their indoctrination and training has ended, the new champions are immediately sent throughout the Megaverse® to engage monstrous evil in mortal combat.

Undead Slayers are akin to questing knights, with a singular focus on eradicating vampires or other supernatural evil if none of the undead can immediately be found. They are experts in vampire lore and tactics, and know every trick in the bloodsucker's book. While they are dedicated to helping and protecting others, their vows are very specific. They avoid becoming entangled too deeply in the affairs of others or local politics. Instead of stopping and setting down roots,

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they relentlessly go from one ruthless battle against evil to the next. Their life is one of traveling from dimension to dimension in an unending war to destroy vampires and their wicked allies.

HOMECOMING

Undead Slayers are attracted to Rifts Earth, their civilization's birthplace and the home of their fellow humans. Like most True Atlanteans, they enjoy the company of good-hearted people and often find common cause with other adventurers of noble spirit and heroic purpose.

However, their own brand of heroism is often brutally pragmatic in the destruction of supernatural evil, and mercilessly efficient when combating vampires. Undead Slayers are not knights in shining armor, they're vengeful exterminators. This often rubs other heroes the wrong way—until they realize the single minded dedication of this martial order belies a great compassion for all sentient beings living throughout the Megaverse®.

UNDEAD SLAYER ABILITIES AND BONUSES

These elite champions are aided in The Endless Crusade against the undead by a number of extraordinary abilities, in addition to those gained from their True Atlantean heritage.

- **Advanced Pyramid Knowledge:** Undead Slayers gain a free reroll on checks to operate Stone Pyramids.
- **Combat Training:** Undead Slayers gain a die type in Athletics, a die type in Fighting, the Martial Artist Edge, and one Combat or Professional Edge of choice.
- **Interdimensionally Renowned:** The hero is a member of the Undead Slayer faction, and has Connections with the group and its allies. They gain +1 to social checks with most folks and Reactions start one level higher than normal. The faction's Enemies—including all vampires, the Splugorth, powerful monsters, supernatural evil, and villains—constantly plot the hero's downfall.
- **Magical Tattoos:** In addition to their two Marks of Heritage (page 37), Undead Slayers start with 16 more magic tattoos. They have 23 PPE (5 PPE base +1 PPE for each tattoo) and the Rapid Recharge Edge. They gain the following tattoos: a Winged Weapon simple bow and arrow, a Holy Symbol, a Warrior in Full Armor, a Chained Cloud, a Rose with Blood, an Eyes of the Wolf, and Eye of Knowledge. In addition, the Undead Slayer selects two Simple Weapon or Shield tattoos, two Weapon tattoos of any type, two Animal tattoos, one Monster tattoo, and two Power tattoos of choice. See **Tattoo Magic** on page 73. Like all True Atlanteans, Undead Slayers can use their PPE to activate TW devices.
- **Supernatural Transformation:** The numerous arcane images inscribed into the bodies of Undead Slayers alter their resilience and longevity. Each of their magic tattoos grants +1 Toughness and they are immune to Gritty Damage (see **Blood & Gore** in *The Tomorrow Legion Player's Guide*). In addition, their Strength is increased by two die types and has no attribute maximum (see **Supernatural Strength** in the *Tomorrow Legion Field Manual*).
- **Upgradeable:** Undead Slayers start with the Upgradeable Edge.
- **Vampire Sense:** In addition to gaining a free reroll on the True Atlantean Vampire Awareness ability (page 38), Undead Slayers can sense the presence of vampires nearby (roughly 25") but can't pinpoint an exact location or specific individual. By checking Notice they recognize vampires or their mortal thralls, and by successfully Networking in a community they may guess where a suspected lair is located.

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TO SURVIVE AND THRIVE—THE UNDEAD SLAYER

- The Undead Slayer is a super soldier in every way, but he's not invulnerable. Taking cover and closing with those who have big guns are two important tactics.
- Your hero must physically touch tattoos to use them, so you generally won't wear armor. Edges like Tattoo Harmony and Tattoo Unity help mitigate this.
- The inherent reverence many have for Undead Slayers means your hero may want to focus on being a good "face" for the group, leading social interactions.

- **Vampire Slayer:** Undead Slayers are hardened experts in vampire eradication. Their exhaustive scholarly knowledge of the undead is eclipsed only by their day to day experience, which gives them an almost preternatural ability to combat them. Undead Slayers gain a free reroll on *all* Trait rolls made against or relating to vampires. This represents gut feelings, hunches, battle tactics, lore knowledge, mental training techniques, and even just sheer grit and willpower whenever their great enemy is involved.

UNDEAD SLAYER COMPLICATIONS

A life without community spent waging eternal interdimensional warfare is rough.

- **Atlantean:** All Undead Slayers are trained by their clan and members of the Atlantean race, see page 37.
- **Body Suit:** Most of the Undead Slayer's body is covered in magic tattoos, using up all of a character's personal Strain ever. They start with only 4 Strain (6 from the Upgradeable Edge, –2 from Marks of Heritage), and can only gain more from the Beyond the Limit Edge.
- **Cybernetics:** Even a single mechanical limb interferes with an Undead Slayer's connection to his magic tattoos. Each point of Strain from cyberware imposes a –1 penalty on rolls to activate Tattoo Magic.
- **Touch Activation:** Like all Tattooed Warriors, Undead Slayers must have their hands free to physically touch their tattoos and activate them. Being Bound, armored, or even heavily clothed can stop them from using their powers. Most Undead Slayers wear minimal, loose clothing.
- **Uncoupled from Magic:** Having more than 6 magic tattoos means Undead Slayers can't take an Arcane Background using PPE—their connection to free flowing arcane energies is stilled.
- **Vow of Eradication:** Undead Slayers are sworn to destroy vampires and their minions at every opportunity. On Rifts® Earth this means they will constantly be tempted to follow up on even the smallest leads and will drop everything to pursue credible evidence of vampires in need of slaying.
- **Vow of Poverty:** Undead Slayers value only the weapons needed to carry out their mission and care little for wealth, valuables, or personal property. They give whatever they don't need away to those in need. This functions as the Poverty Hindrance.

UNDEAD SLAYER STARTING GEAR

Begin with standard Starting Gear substituting an L-20 Pulse Rifle for Body Armor.

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MARS

These new packages follow the same rules as those in *The Tomorrow Legion Player's Guide*, including use of the **Fortune & Glory Table**. Depending on a hero's origins GMs may allow equivalent gear substitutions from this and other *Savage Rifts*® books.

ATLANTEAN NOMAD

It is custom for True Atlantean adolescents to go on a nomadic interdimensional pilgrimage as a coming of age ritual. These nomads are given extra magic tattoos to aid them on their journey. This "walkabout" has no set destination, nor a set end. In fact, many True Atlanteans spend the first century or two of their lives on their Megaversal® wanderings…and some never stop exploring.

- **Atlantean:** All Nomads are of the Atlantean race, see page 37.
- Begin with a die type increase in Athletics, Common Knowledge, Occult, and Survival.
- Begin with +2 skill points and one Edge of choice, ignoring Rank requirements.
- **Magical Tattoos:** In addition to their two Marks of Heritage (page 37), Atlantean Nomads also start with the Eye of Knowledge and two other tattoos of any kind. They have 10 PPE (5 PPE base from Natural Arcane Affinity and +1 PPE for each tattoo) and the Rapid Recharge Edge. In total, their five magic tattoos confer a bonus of +5 Toughness. For further information see **Tattoo Magic** on page 73.
- Atlantean Nomads can use their PPE to activate TW devices.
- Begin with standard Starting Gear substituting any one light or medium Body Armor, and an extra 4d6 × 1000 credits in gear or valuables.

LEMURIAN BIRD WARRIOR

The bravest of the Lemurian Tangatu Manu clan of Easter Island are the Bird Warriors, an ancient order of noble defenders dating back to before the Atlantean disaster thousands of years ago. They are the original protectors of Lemurian society only supplemented in the past century after the return to Rifts Earth and the dangers that now inhabit it.

The bravest Tangatu Manu ritually swim through shark infested waters to the small island of Motu Nui to retrieve an egg of the fabled Sooty Tern. Initiates who succeed gain a supernatural link to their new lifelong companion, are awarded by their clan's Biomancers with a suit of Avian Bio-Armor, and inducted into their martial order.

- **Lemurian:** All Bird Warriors are of the Lemurian race, see page 32.
- Begin with a die type increase in Athletics, Fighting, Occult, Shooting, Stealth, and Survival plus the Alertness Edge.
- **Manutara Familiar:** The Bird Warrior's familiar (see page 185) starts each session with a Benny, shares Bennies with its master per the Common Bond Edge, and may Advance. The link makes it immune to *beast friend* and allows both the familiar and master a free reroll to resist *puppet*. It can't speak but communicates via *mind link* with unlimited range and by concentrating (no other actions possible) the master may experience the creature's senses as his own. If it dies the hero takes a Wound and must roll on the Crazy's **Psyche Degradation** table, and can't take another one until an act of redemption or revenge is completed.
- **Uncanny Reflexes:** Bird Warriors are –2 to be hit by any attack they are aware of and +2 on Evasion rolls.
- Begin with standard Starting Gear substituting Avian Medium Bio-Armor and a Lava Projector Rod (page 145).

Joshua Danish (Order #49370917)

LEMURIAN SERPENT HUNTER

These paladins of the sea are legendary even among surface dwellers due to various sightings around the world. Serpent Hunters are masters of battling and taming sea serpents, dragons, and monsters.

Serpent Hunters follow a strict warrior's code, and put the safety of the weak before their own. They are the protectors of the ancient traditions and rites of Lemurian civilization, yet are surprisingly down to earth and humble. Serpent hunters normally ride terrific aquatic mounts created for them by the Biomancer Gene-Mages, but are able to tame other monstrous mounts when needed amongst surface dwellers.

- **Lemurian:** All Serpent Hunters are of the Lemurian race, see page 32.
- Begin with a die type increase in Athletics, Fighting, and Riding plus the Beast Bond and Steady Hands Edges.
- **Serpent or Monster Mount:** When using *beast friend* Serpent Hunters may affect "unnatural" animalistic beasts and serpents—including dinosaurs—up to Size 7 but not sentient dragons or monsters. Once accomplished, he may bond with the creature and make it his mount. A Serpent Hunter may only have one mount at a time. As a Lemurian, the hero's Beast Master Edge may be used to either modify this mount *or* to gain a regular animal companion.
- **Serpent and Monster Slaying:** Serpent Hunters gain a +2 bonus on *all* Trait rolls made against or relating to aquatic serpents and monsters, while those beasts are –2 on rolls made against the Hunter.
- Begin with the Major Psionic Edge and the New Powers Edge, gaining *arcane protection** and *detect/conceal arcana**.
- Begin with the Code of Honor Hindrance for no added benefit.
- Begin with standard Starting Gear substituting Leviathan Heavy Bio-Armor and a Serpent Trident (page 145).

OCEAN WIZARD

Many intelligent aquatic races or those living in coastal areas or on islands have mages who have learned to become one with the water. These Ocean Wizards are the sorcerers of the sea and are often employed by sea captains and coastal communities.

- Begin with Occult d6, Spellcasting d6, Arcane Background (Magic), 10 PPE, Master of Magic, and use the Ley Line Walker's spell list. Start with *environmental protection*, *elemental manipulation* and three other powers to start. All spells must have a water, sea flora and fauna, or storm trapping. In addition to Ley Line or Nexus Point effects, when cast on or near water attack spells deal +2 Damage, defensive spells gain +1 Toughness, and double the range of *elemental manipulation*.
- Gain a special ability which varies by the Ocean Wizard's race:
  - **Whale Singer:** Aquatic races gain the Water Sense ability of the Sea Druid below. In addition they are able to cast underwater ultrasonic song **Rituals** (see *The Tomorrow Legion Player's Guide*) that ignore 2 points of penalties and—at the GM's discretion—require no materials.
  - **Aquatic Adaptation:** Races which were not already Aquatic become Aquatic (see *Savage Worlds*). If the race was already Semi-Aquatic, gain a die type in Spellcasting.
- **Ley Line Rejuvenation:** Same as the Ley Line Walker ability, see *The Tomorrow Legion Player's Guide*.
- **Ley Line Sense:** The same as the Ley Line Walker ability.
- **Ley Line Transmission:** The same as the Ley Line Walker ability.
- Begin with standard Starting Gear, substituting Ley Line Walker Medium Armor and a Blue-Green Laser Pistol, plus a set of SCUBA gear if needed.

Joshua Danish (Order #49370917)

SEA DRUID

These sorcerers select a sea creature as their totem, and may also take its shape. Sea Druids are sensitive to the ecosystem and environment of the areas they inhabit, making them valuable allies and informants.

- Begin with Occult d4, Faith d6, Arcane Background (Miracles), 10 PPE, Master of Magic, and use the Mystic's miracles power list. Start with *environmental protection, elemental manipulation* and three other power to start. All powers must have a water, sea flora and fauna, or storm trapping.
- **Enhanced Aquatic Abilities:** Races which were not already Aquatic become Aquatic (see *Savage Worlds*). If the race was already Semi-Aquatic, gain a die type in Faith. Aquatic races instead gain a die type in Faith and a Power Edge of choice.
- **Sense Underwater Danger:** While in water Sea Druids have Danger Sense.
- **Totem Powers:** Sea Druids choose one mundane sea creature—not supernatural—of animal intelligence which they may *shape change* into as an Innate Ability for no PPE. For 4 PPE they may also *beast friend* their totem animal as an action, calling one individual within a mile to their aid for Spirit ×10 minutes. If no such creature is present the ability fails, therefore most Sea Druids choose a common animal as their totem. Most dolphins, porpoises, and whales are too intelligent to be summoned by this ability.
- **Water Sense:** Sea Druids know the exact details of water up to a Range of Spirit in miles as an action. They know water location, depth, purity, etc and can sense water elementals and spirits.
- Begin with standard Starting Gear, substituting Adventure Survival Light Armor and a Blue-Green Laser Pistol.

SEA INQUISITOR

Those who heard the maddening siren call of the Lord of the Deep but rejected it and maintained their sanity are forever changed—they're instead transformed into avenging champions. Most were at least latent psychics. Now they prowl coastal areas searching for cultists of the deep, or set off on personal journeys as demon and witch hunters. They have no central organization, yet are all united in purpose and abilities.

- Begin with Psionics d6, Arcane Background (Psionics), Major Psionic, 20 ISP (10 base doubled), plus *divination*, *mind reading*, and *smite**.
- **Fearless Paragons:** Sea Inquisitors begin with the Arcane Resistance, Brave, Champion Edges. The bonus from each of these increases by +1 for each Rank after Novice.
- **Sense Supernatural Evil:** Similar to a Psi-Stalker, Inquisitors may use Notice to detect the presence and location of supernatural beings or items, and with a raise know if it's evil or not. They can track beings and items using the Survival skill.
- **Shield of Inner Spirit:** By expending 3 ISP as a free action the Sea Inquisitor can summon a mystical shield granting herself a bonus to Toughness equal to her Spirit for five rounds, after which it may be maintained for 1 ISP for an additional five rounds. Doesn't stack with the *protection* power.
- Begin with the Heroic and Driven (Major—eradicate evil) Hindrances for no extra benefit.
- Begin with standard Starting Gear, substituting a Blue-Green Laser Pistol plus a Vibro Weapon of choice.

Joshua Danish (Order #49370917)

AMPHIBS

Before the Coming of the Rifts® an illegal and experimental genetic engineering program attempted to alter the genetic structure of humans with that of aquatic animals—including frogs and fish—in the hope of creating a hybrid race of beings that looked completely human yet had the ability to breathe and swim underwater without special gear or cyberware.

The results were terribly unstable and horrifically killed or crippled all but one in ten test subjects! After these crimes against humanity were uncovered by the general public the entire program was dismantled and its creators jailed.

However, the surviving mutants were highly capable aquatic beings able to tolerate incredible undersea depths. These "amphib-sapien" survivors were deemed heroes and assigned to the great Tritonia project to tame the last great unexplored region of Earth; the undersea. Over the centuries these "amphibs" flourished in a society intermixed with humans and have come to be considered Tritonia's "native" inhabitants (see page 139).

- **Environmental Resistance:** Amphibs can tolerate depths of up to a mile, gain a +4 bonus versus Cold, and take −4 damage from Cold attacks.
- **Low Light Vision:** Ignore penalties for Dim or Dark illumination.
- **Mutant:** Amphibs are spurned by many humans but the reaction is more often disgust than hostility, making it difficult to fully assimilate into society. Many human communities that accept D-Bees still find human mutants off-putting, in these cases their Reaction starts at Uncooperative.
- **Alien Physiology:** Amphibs are unstable genetic hybrids; each one has its own unique physiology. Those unfamiliar with one's biology are at a −2 penalty to Healing and cybernetics checks. Juicer and Crazy augmentations don't work. Compatible medical supplies/services and cybernetics cost quadruple the listed price.
- **Unstable Hybrids:** Each Amphib chooses or rolls once on the **Amphib Mutation** table to determine their appearance and associated abilities using the rules from the **Building Races** section of *Savage Worlds* and the **New Negative Racial Abilities** table in *The Tomorrow Legion Player's Guide*.

AMPHIB MUTATION

DIE	GAINED POSITIVE/NEGATIVE RACIAL ABILITIES
1	**Appears Perfectly Human:** gain Semi-Aquatic* and one Novice Edge
2	**Webbed Hands and Feet:** Semi-Aquatic*, 3 × Pace* (water only), and Non-Standard Build (−1)†
3	**Frog Skin, Flippers:** Semi-Aquatic*, Leaper*, 2 × Pace* (water only), Non-Standard Build (−1)†, Ugly (Minor)
4	**Frog-Head:** Aquatic*, Leaper*, 2 × Pace* (water only), Non-Standard Build (−1)†, Ugly (Major) Hindrance
5	**Fish Scales:** Armor*, Semi-Aquatic*, 3 × Pace* (water only), Non-Standard Build (−1)†, Ugly (Minor)
6	**Fish-Head:** Aquatic*, Armor*, 3 × Pace* (water only), Non-Standard Build (−1)†, Ugly (Major)
7	**Big Frog:** Aquatic*, Leaper*, 2 × Pace* (water only), Size +1*, Non-Standard Build (−2)†, Ugly (Major)
8	**Big Fish:** Aquatic*, Armor*, 3 × Pace* (water only), Size +1*, Non-Standard Build (−2)†, Ugly (Major)

*see **Building Races** in *Savage Worlds*
†see *The Tomorrow Legion Player's Guide*

Joshua Danish (Order #49370917)

HORUNE

Regarded as pirate scum across Rifts Earth, the Horune are natural born sea raiders; see page 116. Though many people mistake them for reptiles or amphibians, these multi-eyed D-Bees are physically similar to Earth's birds — or possibly dinosaurs — that have adapted to life in an ocean environment.

While Horune are almost without exception despicably cruel ruffians, there are the rare better-hearted outcasts and loners — "better" being an especially subjective term when applied to these miscreants. Horune are incredibly instinct driven. They see no problem in preying on other races, but are steadfastly loyal to their own kind. Even the most good-hearted deviant who abandons Horune culture to live amongst outsiders will only have to endure light mocking and torment from other Horune.

- **Alien Physiology:** Horune physiology gives a –2 penalty to Healing checks. Compatible medical supplies/services cost double the listed price.
- **Bad Reputation (Major):** Horune are infamous on Rifts Earth. Due to their ferocious appearance and violent history, their initial Reactions with Strangers are two levels worse than usual.
- **Communal:** Horune gain the Loyal Hindrance for no extra benefit.
- **Cyber Resistant:** Horune can't take cybernetics of any kind.
- **Disagreeable D-Bee:** Horune suffer a –1 Persuasion penalty, and their reputation for abduction and mayhem result in initial Reactions which are typically Hostile at best. Human supremacists are immediately violent unless a social skill check is successful. Merchants will refuse to sell wares or provide services.
- **Ignorant:** The Horune's insular culture and life at sea make them naive about the wider world. They suffer a –2 penalty on all Common Knowledge rolls.
- **Infravision:** Horune halve Illumination penalties for targets radiating warmth.
- **Instinct Over Intellect:** Horune act on instinct, intellectual pursuits aren't common for them. They suffer a –2 penalty to Smarts rolls, but not linked skills.
- **Natural Psionics:** Horune begin with Arcane Background (Psionics) and the following three powers: *arcane protection, elemental manipulation* (water/hydrokinesis), and *relief*. If a Horune chooses a framework providing Arcane Background (Psionics) he follows all the normal rules except three of his starting powers are the ones listed above (even if not normally allowed), and gains two additional power to his starting total (e.g. a Horune Burster starts with five powers).
- **Natural Seafarers:** Horune begin with one die type in Boating.
- **Powerful:** Horune start with Strength d8 and Vigor d6, raise Trait maximums accordingly.
- **Regeneration:** Make a natural healing roll daily to recover Wounds, or weekly for Injuries once all Wounds are healed.
- **Semi-Aquatic:** Horune are semi-aquatic and can hold their breath for 15 minutes before checking for drowning.
- **Skilled Swimmers:** The Horune move their full Pace when swimming and are +2 on Athletics (swimming) checks.

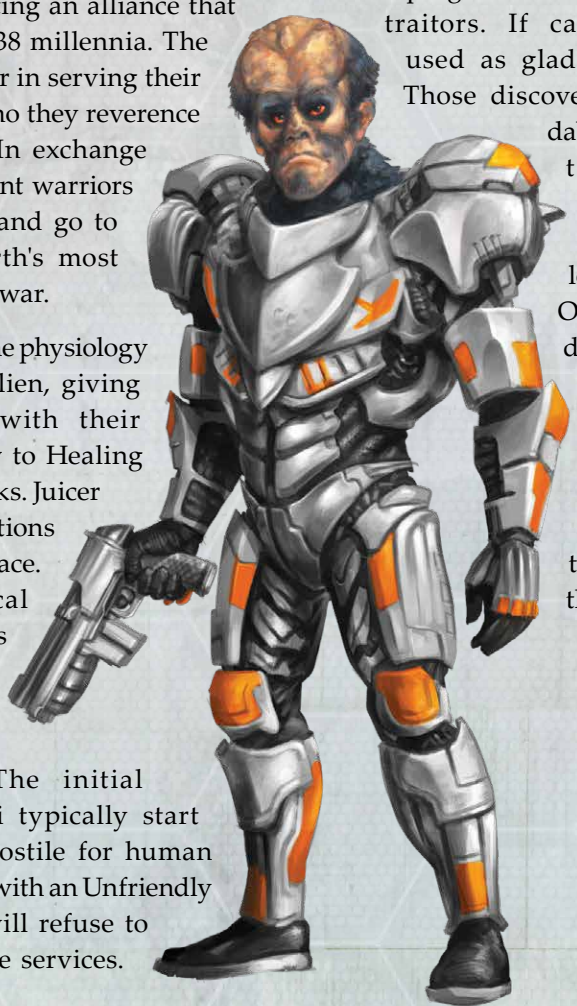


Joshua Danish (Order #49370917)

HITTANI

The Kittani are a technologically inclined race of cruel conquerors. They resemble ape-men with gorilla-like facial features and a bulbous, bald cranium. They're highly intelligent, industrious, and creative. In their lost and forgotten home dimension the Kittani subjugated star system after star system. That was until their galactic exploration fleets happened upon a genocidal, berserk race of hyper advanced cyborgs. The ensuing cataclysmic war destroyed the Kittani empire. The proud warrior race was forced to abandon their home planet and retreat into deep space.

Splynncryth discovered an escaping Kittani armada and opened a massive arcane portal that allowed them to flee to another dimension. The Kittani leaders struck a deal with their savior, creating an alliance that has endured for over 38 millennia. The Kittani find great honor in serving their powerful overlords, who they reverence as great conquerors. In exchange these incredibly brilliant warriors invent, manufacture, and go to battle in the Splugorth's most advanced machines of war.



- **Alien Physiology:** The physiology of Kittani is quite alien, giving those unfamiliar with their biology a –2 penalty to Healing and cybernetics checks. Juicer and Crazy augmentations don't work for this race. Compatible medical supplies/services and cybernetics cost double the listed price.
- **D-Bee (Major):** The initial reactions to Kittani typically start at Unfriendly, or Hostile for human supremacists. Those with an Unfriendly or lower Reaction will refuse to sell wares or provide services. Failed social checks with Hostile parties often result in violence.
- **Intelligent:** Kittani are staggeringly intelligent, begin with a d8 Smarts. This makes their natural Trait maximum d12+2.
- **Natural Psionics:** Kittani begin with Arcane Background (Psionics) and the following three powers: *arcane protection*, *mind link*, and *object reading*. If a Kittani chooses a framework providing Arcane Background (Psionics) he follows all the normal rules except three of his starting powers are the ones listed above (even if not normally allowed), and gains two additional power to his starting total (e.g. a Kittani Burster starts with five powers).
- **Strong:** Kittani start with d6 Strength, adjust the Trait maximum accordingly.
- **Wanted (Major):** Any Kittani not serving the Splugorth are hunted down as traitors. If captured they are used as gladiators and slaves. Those discovered to have been dabbling in magic are terminated—the Splugorth don't want them to learn those secrets. Other factions who discover a Kittani's origins will treat them as spies of Atlantis and seek to imprison and interrogate them for the rest of their life.

Joshua Danish (Order #49370917)

HYDIANS

Kydians are a race of rapidly reproducing burly giants with pink or purplish gray skin, black eyes, tiny tusks, and a pair of small horns on their chin. Their early age of maturity and quick birth rate—Kydian females birth litters of 3 to 6 young—led to the chronic overpopulation of their home world. In an unusually bloodless conquest, the Splugorth offered the teeming trillions of desperate Kydians a new life in paradise if they would serve them for the rest of time. Doomed with few years before their planet's ecosystem was predicted to collapse, the Kydians accepted the generous offer.

This pact led to 53,000 years of prosperity, health, and longevity for the race. Instead of cramped doom, the Kydians have been set loose to explore and conquer the universe. Kydians—widely known as "Overlords"—are the Splugorth's most common front line enforcers. Millions may die in the conquest of a planet or exploration of a dangerous new dimension, but this is a small price to pay for a luxurious life enjoying the combat and adventure every Kydian craves.

- **Alien Physiology:** Kydians are quite alien, giving those unfamiliar with their biology a –2 penalty to Healing and cybernetics checks. Juicer and Crazy augmentations don't work. Compatible medical supplies/services and cybernetics cost double the listed price.
- **Brawny:** Kydians begin with the Brawny Edge.
- **D-Bee (Major):** The initial reactions to Kydians typically start at Unfriendly, or Hostile for human supremacists. Those with an Unfriendly or lower Reaction will refuse to sell wares or provide services. Failed social checks with Hostile parties often result in violence.
- **Low Light Vision:** Kydians ignore Dim and Dark Illumination.
- **Powerful:** Kydians start with Strength d8 and Vigor d6, raise Trait maximums accordingly.
- **Restricted Path:** Kydians can't take an Arcane Background or framework using ISP.
- **Size 2 (Normal):** Kydians stand 8'–10' tall and weigh 400–600 lb. Their Size grants them +2 Toughness.
- **Smarts Penalty:** Kydians suffer a –1 penalty to Smarts rolls, but not linked skills.
- **Wanted (Major):** Any Kydian not serving the Splugorth are hunted as traitors. If captured they are used as gladiators and slaves. Those discovered dabbling in magic are terminated—the Splugorth don't want them to learn those secrets. Other factions who discover a Kydian's origins will treat them as spies of Atlantis and seek to imprison and interrogate them for the rest of their life.



Joshua Danish (Order #49370917)

LEMURIANS

Millennia ago Lemurians were humans from ancient Southeast Asia, but they've used Biomancy to alter their "code of life" (DNA) to ascend to what they consider the perfectly balanced physical form. They're graceful with almond eyes, delicate features, and a slight, muscular build. They have gills behind their jaw beneath their pointed ears, and don't grow hair below the eyebrow level. Most Lemurians sport a thick mane of silver to gold, copper, red, or violet hair often streaked with blue or green highlights. Their skin varies from golden to grayish brown and is speckled with iridescent blue or green flecks down the neck to the shoulders then along the top of the arms.

Lemurian civilization—contemporary with the True Atlanteans—emphasizes education, ethics, and harmony with the natural world; it rejects "machine technology." They're siblings to all animals, and foes of the unnatural undead and supernatural evil. Their altered form is attuned to the arcane, which they consider the only tool worthy to shape the world with.

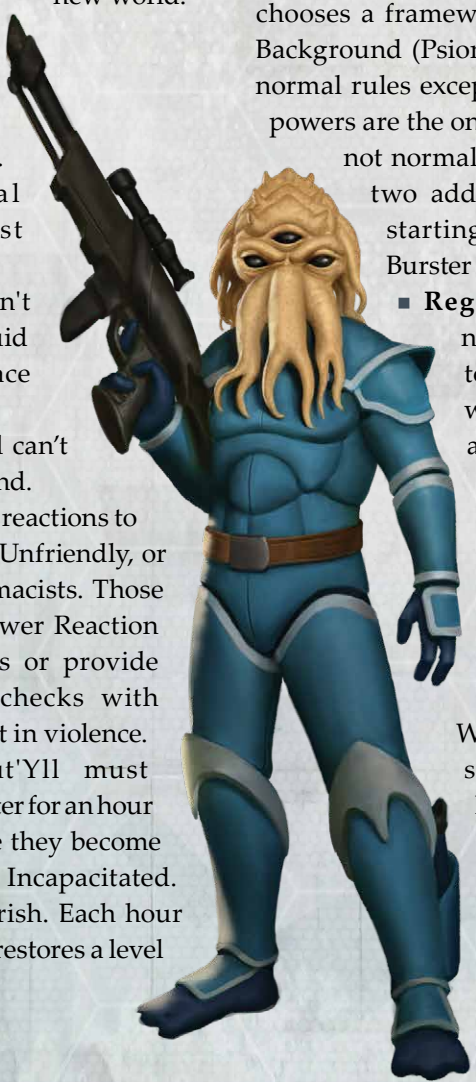
- **Aquatic:** A Lemurian can't drown in oxygenated liquid, moves her full Pace when swimming, and can communicate using ultrasonic sounds like a dolphin.
- **Animal Empathy:** A Lemurian's psionic connection to animals grants the Beast Master Edge—they often have Aquatic Lemurs as beloved companions.
- **Biomancy Perfection:** Instead of the normal rule for determining base Attributes at character creation, a Lemurian starts with a d8 in one attribute and a d6 in the others. Increase all Trait maximums to d12+1.
- **Cyber Resistant:** Lemurians can't take cybernetics of any kind.
- **Driven (Major):** Lemurians live in harmony with and protect nature.
- **Environmental Resistance:** Lemurians can tolerate depths of up to a mile, gain a +4 bonus versus Cold, and take −4 damage from Cold attacks.
- **Human Offshoot:** Lemurians are spurned by some humans but the reaction is more often discomfort than hostility, making it difficult to fully assimilate into their society. Unfamiliar human communities often confuse them for D-Bees—in these cases their Reaction starts at Uncooperative.
- **Low Light Vision:** Ignore penalties for Dim or Dark illumination.
- **Natural Arcane Affinity:** Lemurians have a bonus of +5 PPE and the ability use arcane devices—even TW gear, though they abhor it—whether they pursue a magic path or not. This PPE isn't multiplied by other Edges or Abilities (e.g. a Lemurian Ley Line Walker begins with 25 PPE).
- **Natural Psionics:** Lemurians begin with Arcane Background (Psionics) and the following three powers: *beast friend*, *empathy*, and *mind link*. If a Lemurian chooses a framework providing Arcane Background (Psionics) she follows all the normal rules except three of her starting powers are the ones listed above (even if not normally allowed), and gains two additional powers to her starting total (e.g. a Lemurian Burster starts with 5 powers).
- **Near-Human Physiology:** Those unfamiliar with Lemurian physiology suffer only a −1 penalty to Healing.
- **Retrotech (Major):** A Lemurian wishing to interact with advanced technology must spend a Benny and check Spirit. Even with a success she makes her rolls to do so at a penalty of −2.
- **The Endless Crusade:** Like their True Atlantean cousins, Lemurians are targeted first for destruction by the undead, demons, and supernatural evil. Such beings hunt them, plot against them, and when encountered are immediately violent unless a social skill check is successful; all social checks with supernaturally evil beings or their servants are made at −2.

Joshua Danish (Order #49370917)

NAUT'YLL

The Naut'Yll are organized, militaristic D-Bees bent on conquering Rifts Earth—both on the land and sea! The amphibious bipeds have webbed hands with two thick fingers and a thumb and webbed feet with three frog-like toes. Their faces sport three eyes and three short trunks, each ending in three small tentacles. Internal air/water bladders control their buoyancy, letting them swim like an eel at great speeds.

The Naut'Yll are taught to hate all other intelligent beings—their word for "outsider" is the same as their word for "evil" and "enemy." While most Naut'Yll are fanatically loyal to their empire, a notable number have left their civilization to enjoy freedom and explore the wonders of this new world.



- **Alien Physiology:** Naut'Yll physiology gives a −2 penalty to Healing checks. Compatible medical supplies/services cost double the listed price.
- **Aquatic:** Naut'Yll can't drown in oxygenated liquid and move their full Pace when swimming.
- **Cyber Resistant:** Naut'Yll can't take cybernetics of any kind.
- **D-Bee (Major):** The initial reactions to Naut'Yll typically start at Unfriendly, or Hostile for human supremacists. Those with an Unfriendly or lower Reaction will refuse to sell wares or provide services. Failed social checks with Hostile parties often result in violence.
- **Dependency (1):** Naut'Yll must immerse themselves in water for an hour out of every 24, otherwise they become Fatigued each day until Incapacitated. A day after that, they perish. Each hour spent recovering in water restores a level of Fatigue.
- **Environmental Resistance:** Naut'Yll can tolerate depths of up to two miles, gain a +4 bonus versus Cold, and take −4 damage from Cold attacks.
- **Environmental Weakness (Heat):** Naut'Yll are at a −4 penalty versus Heat, and take +4 damage from Heat and Fire based attacks.
- **Ignorant:** The Naut'Yll culture is insular, making them naive about the wider world. They suffer a −1 penalty on all Common Knowledge rolls.
- **Low Light Vision:** Ignore penalties for Dim or Dark illumination.
- **Natural Psionics:** Naut'Yll begin with Arcane Background (Psionics) and the following three powers: *arcane protection*, *mind link*, and *telekinesis*. If a Naut'Yll chooses a framework providing Arcane Background (Psionics) he follows all the normal rules except three of his starting powers are the ones listed above (even if not normally allowed), and gains two additional powers to his starting total (e.g. a Naut'Yll Burster starts with five powers).
- **Regeneration:** Make a natural healing roll daily to recover Wounds, or weekly for Injuries once all Wounds are healed.
- **Strong of Mind and Body:** Naut'Yll start with Smarts d6 and Strength d6, raise Trait maximums accordingly.
- **Weakness (Magic):** While their arcane sensitivity makes Naut'Yll powerful psychics, they take +4 damage from magic and supernatural sources of attack.

Joshua Danish (Order #49370917)

OGRES

Ogres are giant neanderthal-like humanoids. Not only do they look like humans, but their DNA and physiology are remarkably similar. This and other coincidences has led many scholars to speculate that ogres and humans do in fact have some sort of shared ancestry.

Because of their popularity as Splugorth slave stock and other factors, their numbers are slowly growing on Rifts Earth. Although some might think Ogres appear slightly dim-witted, they are the intellectual equivalent of humans. The main difference seems to be their increased size and raw physical power. This can be a liability, though, as many people see their threatening stature and assume the worst. The Ogre reputation for eating the flesh of humanoids hasn't seemed to help in this regard, either.



Ogres can be found lightly sprinkled throughout the world wherever humans thrive. They reproduce slowly and often live dispersed from one another. Ogre majority tribes are rare but not unheard of.

A sizable portion of Ogres tend to assimilate into the hierarchies of other races and societies that value their impressive physical characteristics like those of the Pecos Empire as well as Orcs, Simvan, and similar D-Bees. An equal number seem to find common cause with other "more civilized" humanoids like Elves, Dwarves, or Humans and eagerly join their communities.

- **Bad Reputation (Minor):** It's widely known that some Ogres—but not all—enjoy the taste of humanoid flesh. The initial Reactions of strangers are one level worse than usual (factored in below).
- **D-Bee (Minor):** The initial Reaction to Ogres typically start at Unfriendly, or Hostile for human supremacists. Those with an Unfriendly or lower Reaction will refuse to sell wares or provide services. Failed social checks with Hostile parties often result in violence.
- **Low Light Vision:** Ignore penalties for Dim or Dark illumination.
- **Near-Human Physiology:** Those unfamiliar with Ogre physiology suffer only a –1 penalty to Healing.
- **Powerful:** Ogres start with Strength d6 and Vigor d6, raise Trait maximums accordingly.
- **Size 1 (Normal):** Ogres stand 7′–9′ tall and weigh 250–400 lb. Their Size grants them +1 Toughness.
- **Surly:** Ogres are either Mean, Stubborn, or Vengeful (Minor) for no extra bonus.

Joshua Danish (Order #49370917)

RULIANS

Rulians are cone-headed D-Bees known across dimensions for their natural abilities as translators. Their services are widely sought as most beings are more comfortable communicating with a Rulian than using magic, psychic, or mechanical methods of translation which can often feel unnatural, awkward, or void of depth and nuance.

Rulians have especially capable vocal cords, acute hearing, and a special brain organ refined to the most minute subtleties of communication. They're naturally adept at mathematics, cryptology, as well as symbolism and make wonderful poets, mediators, artists, and historians.



- **Alien Physiology:** The physiology of Rulians is quite alien, giving those unfamiliar with their biology a –2 penalty to Healing and cybernetics checks. Juicer and Crazy augmentations don't work for this race. Compatible medical supplies/services and cybernetics cost double the listed price.
- **Brains over Brawn:** Rulians are less physically inclined. They suffer a –1 penalty to all Agility and Strength checks (including damage), but not Agility or Strength linked skills.
- **D-Bee (Major):** The initial reactions to Rulians typically start at Unfriendly, or Hostile for human supremacists. Those with an Unfriendly or lower Reaction will refuse to sell wares or provide services such as healing, repairs, etc. Failed social checks with Hostile parties often result in violence.
- **Intelligent and Spiritual:** Rulians are highly intelligent and spiritual, beginning with a d6 Smarts and Spirit. This makes their natural maximums for those Traits d12+1.
- **Minor Psionic:** Rulians begin with Arcane Background (Psionics), 10 ISP and these three powers: *empathy, mind link,* and *mind reading*. If a Rulian chooses a framework providing Arcane Background (Psionics), three of her starting powers are the ones listed above (even if not normally allowed to that Framework) and she adds two powers to her starting total (e.g., an Rulian Burster starts with five powers).
- **Linguistic Savants:** Rulians can understand or communicate in any spoken or written language by checking Smarts. As long as they don't roll a Critical Failure they communicate in the target language at a skill level equal to their Smarts die for the next 24 hours. With a success Reactions begin one step higher, and a raise grants a free reroll on all Social checks (Intimidation, Persuasion, Taunt). Each time a Rulian takes the Language skill they learn two languages. When communicating in known languages they always check with a skill level equal to Smarts and the effects of a raise as listed above.
- **Natural Telepaths:** Rulians can communicate entirely through a weaker form of *mind link* (which they activate with no roll or ISP cost as a free action, Range of Spirit × 5), and gain a free reroll to read thoughts or identify emotions via *empathy* or *mind reading*.
- **Telepathically Vulnerable:** Due to their extreme empathic nature, Rulians are particularly susceptible to *empathy, mind link,* and *puppet*—when targeting a Rulian these powers are activated at a +2 bonus, and Rulians are at a –2 penalty on all checks to resist.

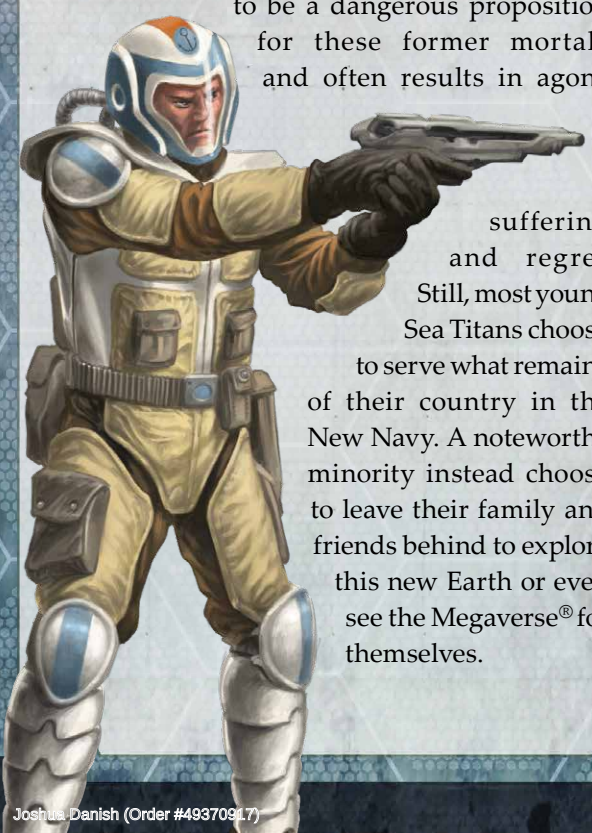
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SEA TITANS

During the immediate aftermath of the Great Cataclysm, as humanity teetered on the brink of extinction, 22 crew members of the USS Ticonderoga had an unexplainable experience. While on an away mission they were all exposed to strange, powerful transdimensional radiation. After the crew recovered they realized the energy hadn't damaged their bodies, but had instead transformed and exalted them!

Two centuries later the crew members—now dubbed the Sea Titans—have developed powerful uncanny abilities and appear to no longer age. Even weirder still, they always pass on the same traits to their children… even if the other parent is a "normal" human. There are now over 2000 Sea Titans. Fortunately, their powers don't manifest until their late teens—they can mature into regular adults before superhuman power is thrust upon them.

Despite their amazing abilities, all but six of the original Sea Titans have died—usually in service to their fellows. Learning the limits of superhuman abilities seems to be a dangerous proposition for these former mortals, and often results in agony, suffering, and regret. Still, most young Sea Titans choose to serve what remains of their country in the New Navy. A noteworthy minority instead choose to leave their family and friends behind to explore this new Earth or even see the Megaverse® for themselves.



- **Cyber Resistant:** Sea Titans can't take cybernetics of any kind.
- **Doesn't Breathe:** Sea Titans don't breathe, can't drown, and don't suffocate in a vacuum. They can survive ocean depths of up to a mile unaided.
- **Heroic:** Sea Titans have the strong impulse to always help those in need.
- **Immune to Poison and Disease:** Sea Titans are effectively immortal. They can't take the Elderly or Young Hindrances and are immune to all Diseases and Poisons.
- **Overconfident:** Sea Titans often believe they can do anything, endangering themselves and others.
- **Perfect Form:** Instead of the normal rule for determining base Attributes at character creation, Sea Titans start with Strength d10, Vigor d8, and a d6 in all other Attributes. Strength and Vigor have no Trait maximum, all others remain d12.
- **Regeneration:** Make a natural healing roll daily to recover Wounds, or weekly for Injuries once all Wounds are healed.
- **Salty Side of Fate:** Sea Titans start with one less Benny per session.
- **Supernatural Beacon:** Sea Titans radiate supernatural good as if they were a beacon, all arcane sensitives are +2 to Notice this emanation. This makes them the mortal enemy of *all* varieties of evil.
- **Toughness:** Sea Titans have +3 Toughness.
- **Wanted (Major):** Besides being hunted by all evil, if they ever learn the truth many powerful groups would perform grueling medical experiments and research on a captured Sea Titan. The Coalition, Splugorth, Gene Splicers, and Mindwerks would be especially interested.
- **Weakness (Supernatural & Unholy):** Attacks dealing bonus damage to supernatural or good/holy targets deal +4 damage to Sea Titans. Powers and abilities affecting such targets also affect them.

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TRUE ATLANTEANS

Once an advanced civilization of ancient humans related to the early Greeks, and written of by Plato the Athenian philosopher and many other ancient societies, the inhabitants of ancient Atlantis became something more. Magic was their science and arcane stone pyramids the centerpiece of every settlement. The inhabitants of Atlantis used their pyramids to open portals in space and time to travel between their settlements on Earth, and to enable trade, exploration, and the colonization of the Megaverse®. Unfortunately, their scholars and researchers pushed the boundaries of dimensional travel too far, creating a super rift that decimated human civilization across the globe and cut Earth off from the natural flow of arcane energies that powered all of their technology. The Atlantean continent was cast into interdimensional oblivion and its people scattered across space-time.

Thousands of years later came the Great Cataclysm, and with it the return of magic and the barren continent of Atlantis to Rifts Earth. The True Atlanteans are aghast at what has become of Earth and their ancient human ancestors. The rise of the Vampire Kingdoms and the fate of their home continent—now overrun by their ancient enemies the Splugorth—is particularly distressing. Having wandered across dimensions for millennia fighting the good fight, their battle now returns to Earth.



POSITIVE RACIAL ABILITIES

The True Atlanteans are more than human.

- **Alchemical Evolution:** Instead of the normal rule for determining base Attributes at character creation, True Atlanteans start with a d6 in all Attributes and may choose one to increase to d8. They increase Trait maximums to d12+1, except Strength and Spirit which become d12+2.
- **Dimensional Travelers:** Regardless of where in the Megaverse® they hail from, True Atlanteans roll Common Knowledge to operate stone pyramids (Pyramid Communication, Teleport, and Dimensional Gate), recall vampire lore, and for fluency in Dragonese/Elven and Atlantean (an ancient Greek dialect).
- **Ley Line Affinity:** True Atlanteans begin with Ley Line Sense and Phasing. They may take Ley Line Rejuvenation as a Novice Background Edge, see *The Tomorrow Legion Player's Guide*. Those who take a Framework providing these abilities (like Ley Line Walker) gain a free reroll on related checks.
- **Marks of Heritage:** All True Atlanteans are marked with a pair of magical tattoos. On their left wrist is an Aura Weapon tattoo; a flaming silver longsword with their clan's crest on the hilt and motto on the blade. If activated with a raise the hero is +1 to hit and +1 to Parry with their clan sword. On their right wrist is a tattoo of a Heart pierced by a wooden stake. Together these tattoos grant +2 Toughness.
- **More Human Than Human:** Because of their physical alchemical

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transformation True Atlanteans are remarkably long-lived (500+ years), but they can't reproduce with normal humans. The Coalition isn't fully aware of their existence, but will reject them as D-Bees if their heritage becomes known (tattoos and bio-alchemy mark them as supernatural). True Atlanteans *do* still count as human for purposes of selecting Iconic Frameworks (like Elemental Fusionists).

- **Natural Arcane Affinity:** True Atlanteans have +5 PPE base and can use TW devices whether they pursue a magic path or not. After factoring in their Marks of Heritage, True Atlanteans begin with +7 PPE (+1 PPE for each Tattoo). This PPE isn't multiplied by other Edges or Abilities (e.g. a True Atlantean Ley Line Walker begins with 27 PPE).
- **Transformation Immunity:** True Atlanteans can't be turned into undead, were-animals, or anything else. In addition, the powers of *growth/shrink*, *intangibility*, and *shape change* have no effect on them. They're unaffected by Bio-Wizard Augmentation (except torture). Note that Bio-Wizard microbes, parasites, and symbiotes still have full effect.
- **Vampire Awareness:** True Atlanteans may Notice any vampires within line of sight. Those who already have the ability to Notice the supernatural gain a free reroll on such checks versus vampires.
- **Versatile:** Begin play with either 2 additional skill points or a Novice Edge of choice (meeting its Requirements as usual). These choices are often guided by a clan's society and reflect their cultural values.

NEGATIVE RACIAL ABILITIES

True Atlanteans fight through time and space against evil, earning them powerful enemies.

- **Atlas Shrugged:** Myths say the founder of Atlantis, the titan Atlas, was burdened with the weight of all creation on his shoulders. His offspring continue his legendary tradition and bear the fate of the Megaverse® on their collective back. True Atlanteans are either Heroic or Overconfident for no extra bonus.
- **Cybernetics:** True Atlanteans halve their max Strain threshold for cyberware. They can't become Juicers or Crazies, take any Framework with 4 or more Strain in cybernetic systems, or roll on the Cybernetics Hero's Journey table.
- **Hunted Across the Stars (Wanted Major — the Splugorth):** True Atlanteans fight the Splugorth across multiple dimensions and have liberated many worlds from their oppression. In return they're hunted by the Minions of Splugorth. This includes being stalked by Sunaj Assassins, pursued by Slavers, and attacked on sight by their henchmen and allies, including many bounty hunters.
- **Sworn to the Clan (Vow Major — Serve the Clan):** True Atlanteans are raised to put the clan before self and are regularly called upon to serve the clan in their journeys through the Megaverse®. This often takes the form of performing treacherous tasks, secretly providing information, or regularly donating money and valuables to the clan's cause.
- **The Endless Crusade (Racial Enemies — Undead & Demonkind):** Just as True Atlanteans ruthlessly hunt supernatural evil, they're targeted first by the undead, demons, and servants of evil who war against them. Such beings are violent unless a social skill check is successful. Persuasion checks with evil beings or their servants are at a –2 penalty.



ZEMBAHK

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ZEMBAHH

The Zembahk are a race of large fleshy worms with a single white eye in the center of their head and an opposable tail-end. Zembahk bodies evolved to store incredible arcane energies to fuel their supernatural abilities. The gentle creatures generally lived in harmony with nature until the Splugorth came. They enslaved the peace-loving race, and used their lobotomized bodies or vital organs (like hearts, brains, and eyes) in wicked Bio-Wizardy devices. Billions of the "mystic worms" are held in stasis by the Splugorth, who regularly raid their home world and various breeding colonies for new stock (these locations are a priceless secret).

Zembahk are almost child-like in their views on life, seeing everything in black and white. There is only good and evil, love and hate, friend and foe. They care not for possessions, desiring only freedom, goodness, and adventure.

- **Arcane Feeders:** Zembahk absorb ambient energy, and do not eat or drink.
- **Bizarre Physiology:** Zembahk physiology gives a −4 penalty to Healing checks. Compatible medical supplies/services cost quadruple listed price.
- **Can't Speak:** Zembahk have no mouth and communicate through *mind link*, which they activate with no roll or ISP cost as a free action, Range of Spirit × 5. Ignore speech requirements for power activation.
- **Cyber Resistant:** Zembahk can't take cybernetics of any kind.
- **D-Bee (Major):** The initial reactions to Zembahk typically start at Unfriendly, or Hostile for human supremacists, see *The Tomorrow Legion Player's Guide*.
- **Instinct Over Intellect:** Zembahk act on instinct, suffering a −2 penalty to Smarts rolls, but not linked skills.
- **Intuitive Psionics:** Zembahk begin with Arcane Background (Psionics), +5 ISP, and the following powers: *detect/conceal arcana**, *healing*, *protection**, *smite**, and *telekinesis*. If a Zembahk chooses a Framework providing Arcane Background (Psionics) it follows all the normal rules except five of its starting powers are the ones listed above (even if not normally allowed), and gains four powers to its starting total (e.g. a Zembahk Mind Melter starts with nine powers).
- **Intuitive Casters:** Zembahk begin with Arcane Background (Miracles), +5 PPE, and the following powers: *arcane protection*, *bolt*, *dispel*, *environmental protection*, and *elemental manipulation*. If a Zembahk chooses a Framework providing Arcane Background (Miracles) it follows all the normal rules except five of its starting powers are the ones listed above (even if not normally allowed), and gains four powers to its starting total (e.g. a Zembahk Mystic starts with seven Miracles powers).
- **Low Light Vision:** Ignore penalties for Dim or Dark illumination.
- **Mystic Worm:** Zembahk begin with Spirit d6 (trait maximum d12+2), and treat all arcane skills as linked to Spirit.
- **One Prehensile Appendage:** Tasks that require two hands, such as some Athletics rolls (GM's call) or using a two-handed weapon, suffer a −4 modifier.
- **Reduced Pace:** Reduce Pace by 1 and running die by one die type.
- **Reject the Material:** Zembahk don't wear clothing or armor, and don't have the opposable digits needed for using complex equipment and weapons. Most have no use for starting gear, and care not for wealth.
- **Severely Restricted Path:** Zembahk are limited to the Ley Line Walker, Mind Melter, or Mystic Iconic Frameworks.
- **Size −1 (Normal):** The average Zembahk is 4' long; −1 Toughness.
- **Thick Skinned:** Zembahk have +3 Toughness.
- **Uncanny Reflexes:** Zembahk's reflexes grant them −2 to be hit by any attack they are aware of and +2 on Evasion rolls.
- **Wanted (Major):** By the Splugorth.

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HINDRANCES

HINDRANCE UPDATE

On Rifts Earth there are entire cultures that reject technology—including electronics and advanced machines—even though highly advanced tech exists all around them. The following new Hindrance is available in addition to the All Thumbs Hindrance from *Savage Worlds*.

RETROTECH (MAJOR)

Also called "Retros" or Luddites, some philosophies and societies reject high technology in favor of an old-world lifestyle. Such heroes are revolted by advanced tech of any kind including energy weapons, rail guns, vibro-blades, robot vehicles, computers—as well as similarly advanced Techno-Wizardry devices. Lemurians generally draw the line at Medieval technology, while most human Retrotech factions reject anything from the 1900s or later (they accept simple mechanical firearms, and tools).

Retrotechs wishing to interact with advanced technology in any way (using advanced weapons, means of travel, etc.) must first check Spirit. With a success they may spend a Benny to interact with the item.

In addition, any rolls made to use the item are made at a penalty of –2. Similarly, all Trait rolls to perform actions while aboard a high-tech vehicle or wearing high-tech armor are made at a penalty of –2. Retrotechs also suffer a –1 penalty on social interactions with sentient robots, cyborgs, and other mechanical beings.

With the GM's approval, heroes with Retrotech may swap technological Starting Gear for comparable low-tech alternatives—see the **Gear** chapter of *Arcana & Mysticism* for alternate Armor and Weapon options.

EDGES

ICONIC EDGES

CRYSTAL MASTERY

Requirements: Novice, Stone Master, Smarts d8+, Occult d8+

The Stone Master adds the *banish*, *blast*, *blind*, *burst*, *damage field*, *smite* and *teleport* powers to those available through his power list—if taken those powers, and optionally *bolt*, have a light trapping with a +2 bonus to damage or to affect supernatural evil and beings with a Weakness to any kind of light trapping.

In addition, the Stone Master learns the *summon ally* power, which may only be used as a Ritual (see *The Tomorrow Legion Player's Guide*) or in conjunction with the Create Golem Edge.

GEM MASTERY

Requirements: Seasoned, Stone Master, Occult d10+

The Stone Master has learned to unlock the ultimate power hidden within gems. By activating a magic gem at a penalty of –2 the relevant power activates with Bonus Effects listed on the Gem Magic Powers table, on page 15. The Stone Master can also use Rituals (see *The Tomorrow Legion Player's Guide*) to increase the effects of powers activated through Gem Magic while at a stone pyramid.

GEOMANCY

Requirements: Seasoned, Stone Master *or* Elemental Fusionist (Earth only) *or* Ley Line Walker, Spirit d8+, Occult d8+

The caster has learned the secrets of Geomancy, one of the oldest forms of magic known to humankind. The caster gains

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the *divination* and *boost/lower Trait* powers (any Trait) and access to all related Power Modifiers and Mega Power Modifiers, but can only activate these powers as a Ritual (see *The Tomorrow Legion Player's Guide*).

MAXI-KILLER TREATMENT

Requirements: Novice, Juicer, Special

Commonly known as Maxi-Killers, Bio-Wizard Juicers are super-soldiers created using the Splugorth's own perversion of the human Juicer augmentation. Instead of a bio-comp, the subject is joined for life with a symbiote called the Maxi-Inducer. The symbiote attaches to the subject's back and weaves its tendrils around every muscle and organ, transformed them into a Juicer with the following changes:

- **Carapace:** The Maxi-Inducer grows a shell, granting two levels of the Armored Hide augmentation, see page 69.
- **Enhanced Regeneration:** The Internal Repair System can recover Injuries once all Wounds are healed.
- **Forearm Blades:** Maxi-Killers sprout wicked blades, granting the Claws Bio-Wizard Augmentation, see page 69.

The Maxi-Killer loses a point of Burn, gains the Ugly (Minor) Hindrance, begins with Bio-Borg Starting Gear, rolls once on the **Bio-Borg Insanity** table (page 13), and can't attempt the detox process—removing the Maxi-Inducer will kill him. This Edge may only be taken at character creation, and can't be combined with other Juicer Treatments or the Freshly Juiced Edge. With the GM's permission, Races with Alien Physiology may take this Edge to become Juicers in exchange for losing an extra two points of Burn (three total) at character creation.

MAXI-WARRIOR

Requirements: Novice, Tattooed Warrior

Some tattooed warriors—usually those captured in early childhood—are raised and indoctrinated to become the elite masters of their craft. Unlike most slaves, Maxi-Men and Maxi-Women are treated with decency and understanding by their trainers. Acts of bravery or devotion to the Splugorth are carefully rewarded with special privileges and even increased rank within the hierarchy of their minions—many Maxi-Warriors become generals, advisors, and even governors! As a result a significant number of them are quite happy with their lot, and disturbingly loyal to their masters.

Maxi-Warriors only roll once on the **Tattoo Insanity** table (page 21). When gaining new tattoos they halve the recovery time (see Tattoo Magic Recovery on page 75). Instead of gaining the skills and Edges listed in the Tattooed Warrior's "Previous Life" ability, the Maxi-Warrior gains +2 skill points—which may be spent on Athletics, Fighting, or Shooting—as well as two Combat or Professional Edges of choice. This Edge may only be taken at character creation, and can't be taken in combination with the Tattooed Monster Warrior Edge.

TATTOOED ARCHER

Requirements: Novice, Tattooed Warrior

The Tattooed Warrior specializes in the use of unique ranged weapon tattoos created by the Splugorth High Lords, and unknown to the True Atlanteans or even the Chiang-Ku! The "T-Archer" gains the ability to take Bloody, Aura, Serpent, Skull Pierced, and Winged versions of Medieval Ranged Weapons. Bloody thrown weapons deal the same damage as Bloody melee weapons. Bloody Shooting weapons deal 2 × their base damage in Mega Damage with AP equal to damage die type.

Make the following changes to the normal abilities listed for the Tattooed Warrior:

- **Trained for the Arena:** The ability instead grants a die type to Fighting, two die types to Shooting, plus the Marksman

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and Sharpshooting Edges (see *Empires of Humanity*).

- **Magic Tattoos:** Instead of the currently listed magic tattoos select two Simple Weapon or Shield tattoos, four Weapon Tattoos of any kind, one Animal tattoo, one Monster tattoo, two Power Tattoos, and two additional tattoos of any type.

This Edge may only be taken at character creation, and can't be taken in combination with the Tattooed Monster Warrior Edge.

TATTOOED MONSTER WARRIOR

Requirements: Novice, Tattooed Warrior

Also known as "T-Monster Men" (or Women), the sanity of these warriors is taxed by inscribing more summoning tattoos than is normally considered safe. Many Ogres become T-Monster Warriors. Make the following changes to the normal abilities listed for the Tattooed Warrior:

- **Unhinged:** In addition to being mentally scarred, T-Monster Warriors also roll once on the Crazy's **Psyche Degradation** table (see *The Tomorrow Legion Player's Guide*).
- **Hardened Summoner:** When a T-Monster Warrior's tattoo creatures become Incapacitated he gets a free reroll on resulting Vigor checks, and with a failure he may choose to suffer a Wound instead of a level of Fatigue.
- **Magic Tattoos:** Instead of what is listed select one Simple Weapon or Shield tattoo, two Weapon Tattoos of any type, three Animal tattoos (usually large predators), four Monster tattoos, a Skull with Batwings tattoo, a Warrior in Full Armor tattoo, and two additional tattoos of any type. This brings the total to 14 tattoos instead of 12, refactor Toughness and PPE accordingly.

This Edge may only be taken at character creation, and can't be taken in combination with the Maxi-Warrior or Tattooed Archer Edges.

COMBAT EDGES

GLADIATOR

Requirements: Novice, Smarts d6+

The hero has learned to fight dirty and seize on every advantage possible in mortal combat. Whenever the hero gets a raise on a Test attempt, he may spend a Benny to gain The Drop on the opponent for that round. If many opponents are likewise affected by the same Test, he chooses one to get The Drop on.

POWER EDGES

CREATE GOLEM

Requirements: Veteran, Master of Magic, Occult d8+, *summon ally*

The arcanist gains access to the following Mega Power Modifier:

- **Golem (10 PPE):** Creating a humanoid golem (see *Arcana & Mysticism*) requires sculpting a clay body—a skilled artist or Stone Master is often employed. Once this is prepared the caster adds gems for eyes to its face, an iron heart in its chest, and a special rune marked scroll in its skull—all in total worth 2500 credits—during an hour-long ceremony. The Golem is animated to "life" until Incapacitated by Wounds. The Power Points used to raise it are "invested" and unavailable until it's destroyed. The caster may terminate his creations' animation at any time, regardless of sight, distance, or other factors. His Power Points then begin recharging normally. Golems not terminated by their caster remain animated even if their creator is slain!
- **Permanent Golems:** Most creators go a step further and use Major Item Creation (see *Arcana & Mysticism*) during the preparation before the ceremony to infuse *summon ally* (cast at Veteran Rank, may not use Modifiers, counts as a Major Upgrade) and at least 10 PPE (one Major

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or two Minor Upgrades) into the iron heart, which maintains the power for the caster. The item becomes part of the Golem when the ceremony is completed; it remains animated even if the creator dies and will only obey the creator and those he designates.

PROFESSIONAL EDGES

UNDERWATER ACCLIMATION

Requirements: Novice, Athletics d6+

The hero has experience in underwater operations and combat. He ignores the typical –2 penalty to Agility and Agility based skills for operating while submersed (see Underwater on page 71). Heroes with the Can't Swim Hindrance can't take this Edge.

SALVAGE EXPERT

Requirements: Novice, Smarts d6+, Repair d8+, Science d6+

Some heroes have a gift for salvaging damaged or wrecked equipment of vessels, and skillfully managing to retain as much value as possible in the process. As long as they have the proper equipment and crew, whether raising ships from a watery grave or retrieving other wrecked gear, the salvage expert increases the credit value of offers by +25% when Selling Gear (see *The Tomorrow Legion Player's Guide*) and is skilled at getting scrap value from completely wrecked items. To find the scrap value the Salvage Expert rolls Repair, the result is the percentage of the item's original value gained in credits.

WEIRD EDGES

DIMENSION SENSE

Requirements: Seasoned, Ley Line Sense, Occult d8+

With a successful Occult roll, the hero can determine a wealth of information about a dimension he is in or views through a Rift. Such information might include environmental conditions, whether magic poor or rich, if there's a temporal shift, whether it is a parallel dimension or the same one as Rifts Earth (plus general distance away), if there is a strong supernatural presence on the other side, and similar relevant information.

If they know how to operate dimensional stone pyramids, heroes with this Edge (and all Shifters) may also perform Pyramid Scans; see page 17.

NEW INK

Requirements: Novice, Dragon or Elf or Human or Ogre or True Atlantean, Vigor d6+, Special

If the GM agrees the character has an "in" with a Tattoo Master, she gains one new magic tattoo. Non Tattooed Beings (those with more than six magic tattoos) can't take Power Tattoos unless they are of Veteran Rank or higher. This Edge may only be taken once per Rank.

TATTOO HARMONY

Requirements: Seasoned, Agility d6+

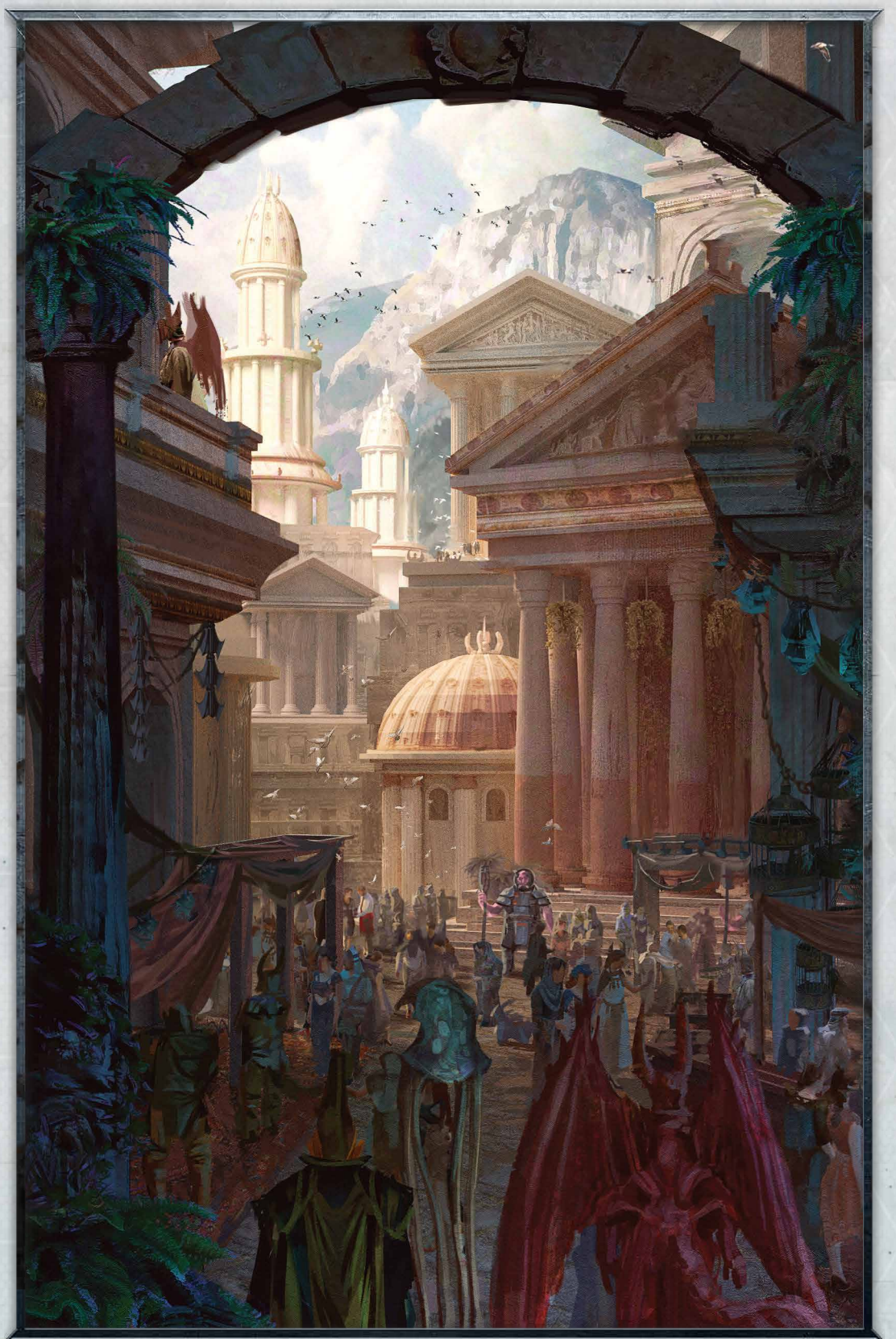
The hero has mastered the art of quickly tapping her tattoos to unleash their magic. Once per round he may activate a Magic Tattoo at no Multi-Action penalty, and may even activate them while enraged, Berserk (per the Edge), or in similar states of duress.

TATTOO UNITY

Requirements: Veteran, Tattoo Harmony, Spirit d8+

The hero has become so attuned to the mystical markings embedded in her flesh she may activate them by concentration alone. Magic Tattoos must still be uncovered to function, but may be activated without physical touch, even if Bound.

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CHAPTER TWO

GEAR

Heroes will find that as they adventure at sea and underwater, they'll need the right kind of equipment to have a chance at surviving let alone accomplishing whatever their mission is.

GEAR AVAILABILITY

Humans and other mortals will have a hard time openly buying items in certain places; the mechanical effects are included on the **Manufacturer Modifiers** sidebar below.

Gear created by the Kittani and Splugorth will be difficult to acquire outside of their markets. Other equipment, like that of the Naut'Yll, Lemurians, or other secretive factions is often only provided to proven allies, or available after defeating their forces in battle. Occasionally though, the odd piece of equipment may be acquired from pirates, scavengers, or found at a random market.

THE SPLYNN DIMENSIONAL MARKET

The Splynn Dimensional Market (see page 100) is rumored to be the place where anything and everything from across the Megaverse® can be found for sale by those willing to look hard enough. Gear Availability in Splynn has a +4 Economy modifier for being one of the largest cities on Rifts® Earth and a teeming trade hub (see **Gear Availability** in *The Tomorrow Legion Player's Guide*).

Other Splugorth colonies or trade outposts like Slaver's Port in South America, First Citadel in Newfoundland, London of Splynn in England, and Gorth on the Ivory Coast (see Chapter 4 on page 91) gain a +1 Economy modifier to Availability over what a settlement of that level would usually merit.

ADVENTURING GEAR

COMMON ADVENTURING GEAR

The gear listed below is generally available throughout the world.

Gas Mask: A face mask with goggles and filters designed to protect the wearer from airborne threats. Provides a +4 bonus versus airborne Poison, Disease, and Radiation by filtering out and absorbing dangerous particles. A filter lasts 8 hours before needing

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Naval gear is complicated, requires specialized designs to function properly, and is largely a lost art on Rifts Earth. Most major nations and factions hoard its secrets for their own military use, though the Coalition and other North American powers have reduced enforcement of these policies since they've begun to rely on privateers to protect shipping after the decimation of the CS and Free Quebec navies during their civil war. As such, even the gear produced by human manufacturers can be difficult to locate and expensive.

Avenger Armaments (includes Tritonia and the New Navy): Formerly known as Iron Heart Armaments, this corporation was founded by researchers from CS Iron Heart who had uncovered a wealth of designs based on Pre-Cataclysm technical readouts. After getting shut down by the Coalition for producing formidably effective modern war machines like naval vessels and tanks, the organization was resurrected as Avenger Armaments. In addition to their original Pre-Cataclysm designs, the group has partnered with Tritonia and the New Navy to produce authorized versions of their most common equipment, a deal that benefits both parties (see page 149 for more information). Like Coalition gear—and the American Empire gear it is based on—their equipment is sturdily built, gaining +1 to Repair. Their gear has standard Availability throughout major ports in the Great Lakes, Gulf Coast, and coastal regions of North America (including Tampico in Mexico), South America, the west coast of Africa, and western Europe. Everywhere else in the western hemisphere it is −2 Availability.

Kittani: Because of its advanced manufacture, often in another dimension, Kittani equipment is best serviced by Kittani technicians found in Atlantis and its trade outposts—Kittani gear has the normal listed Availability in these regions. Kittani gear occasionally shows up all over the western hemisphere of Rifts Earth. The sleek metallic equipment is of obvious D-Bee manufacture and thus highly Restricted (it's usually seized by authorities) throughout the Coalition, Free Quebec, Northern Gun territories, the New German Republic, Colombia, and Cordoba. In other areas of the western hemisphere it is virtually unheard of imposing a −6 on Availability rolls. Kittani gear is well made. A Critical Failure when using their gear allows the user to make an immediate Common Knowledge roll as a free action; a success avoids any Technical Difficulty. Repair rolls made for Kittani gear are made at −4 due to alien designs engineered to thwart reproduction or tampering. Salvaged parts are outrageously expensive to acquire (quadruple the usual cost).

Splugorth: Apart from Kittani gear, equipment constructed by the Splugorth inevitably functions using the foul principles of Bio-Wizardry. Such gear is not "high-tech" and is thus not subject to Technical Difficulties. Availability is the same as Kittani.

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to be changed. (1 lb, 250 credits, 25 credits per filter)

Geiger Counter: Detects Radiation levels, and types of radiation with an Electronics or Science roll. (1 lb, 50 credits)

Hazmat Suit: A sealed full Environmental body suit with twelve hours of air that protects the wearer from all Poisons and Disease. Provides a +4 bonus versus Radiation by blocking contact and absorbing dangerous particles. (10 lb, 750 credits)

NG-600 Sea Pack: An underwater jetpack based on the Coalition's "Deep-Six" sea pack, the NG-600 has the same attachment system as jet packs for ease of use with most environmental body armors. Avenger Armaments and the Black Market sell nearly identical Sea Packs. The system is Handling +0 with a Top Speed of 30 MPH, and a max range of 600 miles. (40 lb, 60K credits for the electric model; 400K credits for the nuclear-powered version).

Power Jaw Helmet: This helmet—compatible with power armor systems—adds a bite attack for use in melee combat using powerful hydraulics and vibro-fields for the teeth. Styles available range from the monstrous or demonic to those resembling various animals. Cost includes integration into an existing suit of power armor. The bite attack deals the Str+2d4 Mega Damage, AP 8, and is considered a **Natural Weapon**, see *Savage Worlds*. (5 lb, 50K credits, 0 Mods)

SCUBA Gear: A set of self-contained underwater breathing apparatus and harness able to sustain a human with air for up to an hour per tank and allow them to safely reach a depth of 120' or 20". (40 lb, 1K credits)

SCUBA Diving Suit and Rebreather: A set of technologically advanced self-contained underwater breathing apparatus featuring a sealed suit with a rebreather and integrated computer. It's able to sustain a human with air for up to five hours per tank and allows the wearer to safely reach a depth of 1000' or 165". Grants the wearer +4 versus Cold. (200 lb, 5K credits)

Wet Suit: Designed to keep the wearer warm while diving, this suit provides +2 versus Cold. (2 lb, 50 credits)

SPLUGORTH ADVENTURING GEAR

This gear is usually only available at Atlantean cities and trade posts.

Kizh Sensor Gauntlet (TW): Built by the Techno-Wizards of an enslaved race known as the Kizh, the Sensor Gauntlet grants +2 to Notice and detects chemicals, heat, motion, radiation, and radar within 25" (50 yards). For one Power Point the system activates *darksight*, *detect arcana*, or *farsight* on the wearer. (5 lb., 64K credits)

Wing Pack (TW): Popular among adventurers, and unlike many comparable devices, this bit of Techno-Wizardry provides the power of flight even when traveling far away from a ley line. The backpack houses a pair of wings—often demonic or angelic—that are quite powerful. The system is Handling +0 with a Top Speed of 90 MPH. Along a ley line the range is indefinite, or it can fly for two hours from an energy reserve and costs 7 PPE to recharge. (15 lb, 150K credits)

BOTS

The Kittani sell useful robots on par with anything produced by Northern Gun or Triax Industries, though their sleek insectoid alien design aesthetic may be off-putting to some human customers.

KITTANI ABS-3 BASIC SECURITY DRONE

An odd looking metallic cluster of various pods, antennae, spotlights, and weapon protrusions all clustered around a central pillar, the ABS-3 is a flexible security system able to speak prerecorded messages and

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warnings or act as the avatar and two-way communications conduit for personnel at a nearby security station (within a 5 mile range via scrambled radio). The drone is commonly used to patrol building and exterior grounds, but is also used for exploration, scouting, escort, and recreation (it can broadcast music and illuminate outdoor areas). It has a nuclear engine allowing it to function tirelessly around-the-clock. (800 lb., Rarity –3, 6 million credits)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+2, Vigor d12
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d8+4, Shooting d6+1, Stealth d6, Survival d8
Pace: 0 **Parry:** 5 **Toughness:** 21 (8)
Hindrances: Vow (Major — Obey owner)
Edges: Ambidextrous
Special Abilities:

- **Armor:** Heavy alloy casing, +8 Armor, +4 Toughness.
- **Flight:** Handling +1, Top Speed 60 MPH
- **Immobile:** Kittani drones cannot move except when using their Flight ability.
- **Construct:** +2 to recover from Shaken; doesn't breathe or eat, immune to Poison and Disease, ignores 1 point of Wound penalties.
- **Fearless:** Kittani drones are immune to Fear and Intimidation.
- **Sensor Suite, Advanced:** +4 to Notice checks or to offset Range penalties; ignores Illumination penalties; detects chemicals, motion, radar, and radiation; +1 Shooting.
- **Size 1 (Normal):** The Security Drone is 9' tall, 5' wide, and weighs 800 lbs.
- **Weapon Mount (Siren):** Emits an ear splitting screech that can be heard up to half a mile away. Organics within a LBT must check Spirit or be Distracted. Activates as a free action.
- **Weapon Mount (Tear Gas Grenade Launcher):** Range 15/30/60, MBT, Mild Poison effect, Shots 12, see *Savage Worlds*.
- **Weapon Mount (Dual linked Laser):** Range 75/150/300, Damage 4d6, AP 5, RoF 1
- **Weapon Mount (AP Mini-Missile):** Range 100/200/400, 4d6 Mega Damage, AP 20, RoF 1, Shots 2.

KITTANI ABW-4 BASIC WORK DRONE

An inexpensive substitute for low-skill workers, the bot is proficient at construction, maintenance, working assembly lines, loading and unloading cargo transports, stocking shelves, and similar tasks. An optional combat program suite costs 25K credits. It has a nuclear engine allowing it to function tirelessly around-the-clock. (1400 lb., Rarity –1, 3 million credits)

Attributes: Agility d4, Smarts d6, Spirit d4, Strength d12+1, Vigor d12
Skills (Labor Program): Athletics d4, Common Knowledge d4, Electronics d4, Piloting d6, Notice d4, Repair d6
Skills (Combat Program): Athletics d4, Common Knowledge d4, Electronics d4, Fighting d6, Notice d6, Shooting d6
Pace: 0 **Parry:** 5 **Toughness:** 14 (4)
Hindrances (Labor Program): Pacifist (Major), Vow (Minor — Obey owner).
Hindrances (Combat Program): Hesitant, Vow (Major — Obey owner).
Edges: Ambidextrous
Special Abilities:

- **Armor:** Medium alloy casing, +4 Armor, +2 Toughness.
- **Construct:** +2 to recover from Shaken does not breathe or eat immune to Poison and Disease ignores one level of Wound penalties.
- **Fearless:** Kittani drones are immune to Fear and Intimidation, and are programmed for emergency response.
- **Flight:** Handling +0, Top Speed 100 MPH
- **Immobile:** Kittani drones cannot move except when using their Flight ability.
- **Sensor Suite, Basic:** Ignores Illumination penalties.

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A DARK TRADE

The Splugorth engage in the abhorrent trade of intelligent life, which forms the backbone of their economy — these evil beings turn the lives of untold millions into a dimension spanning nightmare. Worse yet, it's said that "those captured by the Splugorth are never again seen on this earth." This isn't always true, but is generally the case for the majority of beings sold on Atlantean slave markets.

Every Splugorth outpost has at least one slave market, usually located in the heart of the settlement near the central dimensional pyramid — for ease of transporting the slaves to other regions or alien worlds. The largest, most impressive, and exotic slave market is located at the Splynn Dimensional Market; Splynn actually has multiple markets and auction places each dedicated to a different type of slave stock. For more information about the Splynn Dimensional Market see page 100.

INTELLIGENT LIFE FORMS

The Splugorth sell enslaved intelligent life forms as domestic servants, laborers, servile gladiators (including T-Warriors), mortal food-stock for demons, parts for Bio-Wizardry devices or reconstruction, and worse. Much worse.

All kinds of races populate the Splugorth slave markets, from humans captured from across the globe, to the familiar elves, dwarves, ogres and orcs to the weirdly alien and strangest D-Bees — sometimes captured on Rifts Earth, sometimes plucked from another dimension. Quite a few intelligent beings are essentially "one of a kind" in the known Megaverse®.

The weakest and least desirable individuals go for the lowest prices, while those with special abilities (psychics, 'borgs, mutants, etc), valuable skills, or exotic attributes fetch the highest slave price.

In general, a slave's selling price includes a method of controlling them; everything from drugs to magic leeches, mind slugs, zombitrons, and other forms of arcane or mechanical control are all employed.

MONSTER MARKET

Particularly popular among the Splugorth slave markets are monstrous trained "pets" — more like trained attack or guard dogs — and various mounts.

Some of these creatures can never truly be tamed. Like the other trained creatures they are obedient and follow commands but will always remain aggressive and dangerous.

MONSTER MARKET

CREATURE	CREDITS
Demonrunner (Wild)	2d4×25K
Demonrunner (Tamed mount)	2d6×50K
Dinosaur, Small Theropod (Wild)*	2d4×2K
Dinosaur, Small Theropod (Tame)*	2d4×5K
Dragonsaurus (Wild)	2d6×1K
Dragonsaurus (Tame)	2d6×5K
Hawrk-ka Humanoid Predator	4d4×20K
Hawrk-ohl Humanoid Predator	4d6×25K
Kryygorth Shellback (Tame)	2d4×5K
Lemur, Aquatic	2d4×25
Ostrosaurus (Tamed mount)†	3d4×2K
Rhino-Buffalo (Tamed mount)†	3d6×5K
YII Tree Climber (Wild)	3d4×10K
YII Tree Climber (Tame)	4d6×25K

* see *Blood & Banes*
† see *Savage Foes of North America*

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NAVAL BODY ARMOR

ITEM	ARMOR	TOUGH	MIN STR	WEIGHT	RARITY	CREDITS
TRIAX AND NORTHERN GUN						
These naval body armors have been in use since before the Great Cataclysm and are produced primarily by Triax, Northern Gun, and of course the Black Market.						
LEWS-9 Light Wet Suit EBA	+3	+1	d4	14	+1	18K
Notes: Water Pace 4" (aqua-jet boots), Max Depth 500', 3 hour air supply (2 tanks).						
MEWS-10 Medium Wet Suit EBA	+5	+2	d6	30	−1	50K
Notes: Water Pace 6" (aqua-jet boots), Max Depth 2000', 8 to 12 hour air supply (rebreather).						
Cyborg LI-U1 Light Deep-Sea EBA	+3	+3	d12+1	50	−3	65K
Notes: MDC Armor, –1 to all Agility-linked non-combat skill rolls. Max Depth 1.5 miles, 20 to 24 hour air supply (rebreather). Usually paired with an NG-600 Sea Pack or vehicle.						
AVENGER ARMAMENTS						
The secrets to producing these advanced maritime body armors were licensed to Avenger Armaments by Tritonia and the New Navy in an effort to spur naval exploration.						
Tritonia SCUBA Medium Plate EBA	+6	+2	d6	21	+0	65K
Notes: +2 Athletics (swimming), Max Depth 2000', 10 hour air supply.						
Tritonia Amphib Heavy Plate EBA	+7	+3	d8	24	−3	75K
Notes: +2 Athletics (swimming), Max Depth 2000', 10 hour air supply. Suit can flood with water for Aquatic Amphibs to breathe. No extra cost for Amphib Non-Standard Build.						
US Navy Light Padded EBA	+4	+2	d4	11	+0	45K
Notes: +2 Athletics (swimming), Max Depth 1000', 5 hour air supply.						
US Marine Corps Medium Plate EBA	+6	+3	d6	21	−2	60K
Notes: +2 Athletics (swimming), Max Depth 2000', 5 hour air supply.						

ATLANTEAN BODY ARMOR

KITTANI						
Kittani armors come in modular sections designed to accommodate creatures of all kinds. Halve cost increases when customizing them for races with Non-Standard Build.						
Pathfinder Light Composite EBA	+5	+1	d4	11	+1	55K
Pilgrim Medium Composite EBA	+6	+2	d6	13	+0	65K
Pioneer Heavy Composite EBA	+7	+3	d6	15	−2	75K
Centaur Heavy Composite EBA	+8	+3	d6	100	−2	125K
Note: Can only be worn by centaurs and similar four legged D-Bees of Size 1 or larger.						
SPLUGORTH						
The Splugorth regularly sell skin suits like those worn by the Altara Blind Warrior Women for use in the gladiatorial arena, and occasionally even magical armor amulets.						
Skin Suit Light Padded Armor	+4	+1	d4	8	+1	20K
Notes: No environmental protection or standard body armor systems.						
Talisman of Armor (BW)	+8	—	—	0.1	−4*	20M
Notes: Bio-Wizard gear. Stacks with body armor. May be activated three times a day for 5 rounds as a free action. *Usually only sold to faithful servants of the Splugorth. All are traceable like a beacon by the Splugorth. Many are booby trapped or cursed if stolen.						

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LEA-51 MERMAID

The LEA-51 "Mermaid" deep sea power armor features a pair of improved jet engine pods sprouting from its shoulders and able to propel the suit through both water and air. The Mermaid is a venerable pre-rifts design manufactured globally from the NGR to Ishpeming.

SIZE	ARMOR	TOUGHNESS	STR	PACE + RUN (MPH)	WEIGHT	RARITY	CREDITS
1 (Normal)	+7 MDC	+4	d12+2	10 + d8 (40 MPH)	450	–2	2.5 M

Notes: Nimble, Flight System (Handling +2, 100 MPH), Water System (Handling +2, 50 MPH), Max Depth 1 mile.

Weapons:

- 2 × Quad Linked Blue-Green Wrist Lasers (Both Forearms, Range 18/36/72, Damage 3d6, AP 2, RoF 1, Reaction Fire)
- Engine Pod Mini-Missiles (Shoulders, Fixed Forward, Mini-Missile, RoF 6, Shots 6)

MEA-52 ORCA

The MEA-52 "Orca" is named for its bulky build and silver with black stylized coloring. Its unique shoulder weapon gimbals house ion blasters and paired vibro-swords that can be used to rake and impale opponents or detached and used as paired melee weapons. The Orca is a venerable pre-rifts design manufactured globally from the NGR to Ishpeming.

SIZE	ARMOR	TOUGHNESS	STR	PACE + RUN (MPH)	WEIGHT	RARITY	CREDITS
2 (Normal)	+10 MDC	+5	d12+4	10 + d8 (40 MPH)	800	–3	4 M

Notes: Flight System (Handling +1, 80 MPH), Water System (Handling +1, 40 MPH), Max Depth 1 mile.

Weapons:

- 2 × Blue-Green Laser Finger (Both Hands, Range 5/10/20, Damage 3d4, AP 2, RoF 1)
- Dual Linked Ion Blasters (Shoulders, Range 18/36/72, Damage 1–3d8+3, AP 0, RoF 1, Reaction Fire)
- "Wing" Vibro-Swords (Shoulder Mounted *or* Handheld, Str+d10 Mega Damage, AP 10, +6 damage if the Orca moves 6"+ before attacking)

HEA-101 DEEP SEA

The HEA-101 "Deep Sea" is a tactical assault exoskeleton built to dominate the undersea battle space, and features two massive shoulder mounted weapons clusters able to rotate 360 degrees and track targets independently. The heavy suit is incredibly strong, resilient, and popular with pirates and the navies of smaller city-states throughout the world. The Deep Sea is a venerable pre-rifts design manufactured globally from the NGR to Ishpeming.

SIZE	ARMOR	TOUGHNESS	STR	PACE + RUN (MPH)	WEIGHT	RARITY	CREDITS
3 (Normal)	+13 MDC	+6	d12+7	10 + d8 (40 MPH)	1.4t	–5	12 M

Notes: Water System (Handling +1, 40 MPH), Max Depth 2 miles.

Weapons:

- Head Blue-Green Laser (Range 18/36/72, Damage 3d6, AP 2, RoF 1, Reaction Fire)
- Quad Linked Particle Beam Cluster (Right Shoulder Turret Pod, Range 20/40/80, 4d10+4 MD, AP 20, RoF 1, underwater the range is halved but no other penalties)
- Dual Linked Blue-Green Laser Cluster (Left Shoulder Turret Pod, Range 36/72/144, 2d10 Mega Damage, AP 10, RoF 1)
- Mini-Torpedo Cluster (Left Shoulder Turret Pod, Mini-Torpedo, RoF 3, Shots 6)

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M-1000 MERBOT

The M-1000 "Merbot" is a pre-rifts amphibious suit designed as a humanoid from the waist up, and as a segmented fish-like tail with two legs from the waist down. While underwater the legs tuck into compartments on their side of the tail. On land the legs are freed for walking while the tail keeps balance and can be used as a brutal lashing weapon. The secrets of the Merbot's construction were nearly lost with the Great Cataclysm. The blueprints survived only in Tritonia, who now export a small number of surplus civilian suits and have licensed their expanded production through Avenger Armaments.

SIZE	ARMOR	TOUGHNESS	STR	PACE + RUN (MPH)	WEIGHT	RARITY	CREDITS
2 (Normal)	+10 MDC	+5	d12+4	10 + d8 (40 MPH)	1t	–4	3 M

Notes: Nimble, Water System (Handling +2, 50 MPH), Max Depth 1 mile.
Weapons:
- Blue-Green Laser (Left Wrist, Range 24/48/96, Damage 4d6, AP 3, RoF 1, Reaction Fire)
- Mini-Missile Launcher (shoulders, fixed front, Mini Torpedo or Missile, RoF 4, Shots 4)
- Tail Lash (Str+3d4 Mega Damage)
- Handheld weapon systems are often used.

K-UNIVERSAL POWER ARMOR

The K-Universal is one of the few suits of Kittani power armor that is openly and publicly sold. The Kittani UPA is a light unit designed for maneuverability, comfort, and speed. Its integrated jet pack system provides limited low altitude flight, but its main purpose is quick overland travel via jet assisted leaps.

SIZE	ARMOR	TOUGHNESS	STR	PACE + RUN (MPH)	WEIGHT	RARITY	CREDITS
1 (Normal)	+8 MDC	+4	d12+2	10 + d8 (40 MPH)	200	–2	1.6 M

Notes: Nimble, Flight System (Handling +1, 100 MPH), Power Jumping (Jump +50" horizontal, +50" vertical, 170 MPH overland speed)—system will overheat after half an hour, but power jumping has unlimited duration and range.
Weapons:
- None, may use personal weapons.

SPLUGORTH BIO-POWER ARMOR

The Splugorth reserve their Bio-Wizardry armors for their minions, but this Bio-Power Armor is sold by connected, discrete merchants. The bulky suit of heavy body armor—similar to the Overlord suit used by the Kydians—is powered by a lobotomized eye of Eylor, but with greatly reduced performance. The armor is operated by mental command.

SIZE	ARMOR	TOUGHNESS	STR	PACE + RUN (MPH)	WEIGHT	RARITY	CREDITS
1 (Normal)	+7 MDC	+4	d12+1	8 + d8 (30 MPH)	30	–5 R	7.5 M

Notes: Eylor PPE Battery (30 PPE, Rapid Recharge), powers activate as an Innate Ability.
Powers: *detect arcana*, *environmental protection* (water), *fly*, *healing* (self only, with Neutralize Poison or Disease), *protection*, *speak languages*, *speed*.
To activate the wearer checks Spirit as an action.
Weapons:
- None, may use personal weapons.

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BIO-ARMOR

- **Biomancy Symbiote:** Bio-Armor is a suit of living armor that lives off of ambient PPE and a symbiotic relationship with its owner. It can be completely removed but needs to be worn at least a few hours each week or it loses its link with the wearer and dies.
- **Concealable:** Bio-Armor is a form-fitting second skin of Light Body Armor. It can be retracted to cover a quarter of the body as a free action. −2 on Notice rolls to detect it.
- **Environmental Protection:** May cover the owner as a free action and provides +4 against Cold, Heat, Disease, Poison, and Radiation as well as an hour of emergency air.
- **Exclusive:** Bio-Armor is formed from willing living beings using Biomancy, a carefully guarded mystic secret. Only the common civilian suits listed below aren't keyed to a specific wearer, and can occasionally be found for sale outside of Lemurian territory.
- **Skill Effects:** Bio-Armor is not Power Armor and has no effect on the wearer's normal use of most skills including magic, psionics, and other Arcane skills.

SIZE	ARMOR	TOUGHNESS	STR	PACE + RUN (MPH)	WEIGHT	RARITY	CREDITS
BIO-SKIN PROTECTIVE SUIT							
0 (Normal)	+4	+2	—	—	5	−5	80K
Notes: Allows wearer to breathe underwater and swim at full Pace, Max Depth 3 miles.							
WAVE STRIDER BIO-ARMOR							
0 (Normal)	+6	+3	d12+1	—	19	−6	200K
Notes: Allows wearer to breathe underwater and swim at their full Pace, +2 Athletics (swimming), Max Depth 2.5 miles, Wave Striding—wearers can walk on the water. *Weapons*: None, may use personal weapons.							



AMPHIB HEAVY EBA



M-1000 MERBOT POWER ARMOR

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NEW VIBRO-WEAPONS

- **Harmonic Blades:** While powered ignore Minimum Strength effects on damage dice for Vibro-Blades; they still do their full damage and provide all noted bonuses.
- **Mega Damage:** All Vibro-Blades deal Mega Damage.
- **Powered Weapons:** Unless noted otherwise, Vibro-Blades lose Mega Damage and other special abilities if unpowered.

WEAPON	DAMAGE	AP	MIN STR	WEIGHT	RARITY	CREDITS
Vibro-Hatchet	Str+2d4	8	d6	3	+1	8K
Notes: Thrown Range 3/6/12.						
Vibro-Axe	Str+2d6	10	d10	6	+0	11K
Vibro-Spear	Str+d8	8	d6	3	+1	8K
Notes: Reach 1, Parry +1 if used two-handed, thrown Range 3/6/12.						
Vibro-Harpoon	Str+d8+1	8	d8	4	+0	9K
Notes: Thrown Range 4/8/16; with a raise Shaken or Wounded targets are impaled and Distracted until the harpoon is removed.						
Vibro-Halberd	Str+d10	10	d8	6	–2	10K
Notes: Reach 1, two hands.						
Vibro-Trident	Str+3d4	12	d10	5	–1	14K
Notes: +1 to Disarm or Test opponents, thrown Range 3/6/12.						

KITTANI MELEE WEAPONS

- **Powered:** Become a standard weapon and lose abilities marked asterisk (*) if unpowered.
- **Mega Damage:** These weapons deal Mega Damage while powered.

WEAPON	DAMAGE	AP	MIN STR	WEIGHT	RARITY	CREDITS
Kittani Energy Trident	Str+3d4+3	12	d10	12	–3	55K
Notes: +1 to Disarm or Test opponents. Thrown Range 3/6/12. *May fire a blue-green laser (Range 24/48/96, 4d6 Mega Damage, AP 2, RoF 1, Shots 30, 3RB).						
Kittani Energy Net	—	—	d6	8	–2	6K
Notes: Thrown Range 3/6/12. Targets hit are Entangled, or Bound with a raise. Hardness 15. *Wielder may shock ensnared target as an action; target checks Vigor or is Stunned.						
Kittani Plasma Net	3d12	—	d6	6	–4	75K
Notes: Thrown Range 3/6/12. Targets hit are Entangled, or Bound with a raise. Net is Hardness 12. *Targets continue to take damage every round they are ensnared.						
Kittani Plasma Whip	Str+d12	—	d4	3	–1	30K
Notes: Parry –2, Reach 2, Ignores shield bonus. With a raise on the attack roll the victim is Entangled instead of bonus d6 damage.						
Kittani Plasma Sword	Str+2d12	—	d6	3	+1	28K
Notes: *May fire a plasma bolt (Range 5/10/20, 3d12 Mega Damage, AP 0, RoF 1, Shots 6).						
Kittani Plasma Chainsaw	Str+2d12+6	—	d12	10	–3	60K
Notes: Parry –1, two hands; Raise adds d12 damage; Critical Failures hit the wielder.						
Kittani Double Bladed Plasma Axe	Str+2d12+3	—	d10	10	+0	32K
Notes: *May fire a plasma bolt (Range 5/10/20, 3d12+3 Mega Damage, AP 0, RoF 1, Shots 6).						

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BIO-WIZARDRY MELEE WEAPONS

- **Bio-Wizardry Gear:** Unlike Techno-Wizardry items, Bio-Wizardry (BW) gear may be used by any wielder. Check Spirit to activate abilities as an action unless noted otherwise.
- **Despicable Creations:** All Bio-Wizardry items are created using the whole or parts of creatures of magic—like spirit entities, Faeries, Eyes of Eylor, or Zembahk—to power their sorcery. Most heroes, including those with Hindrances like Heroic, Pacifist, an ethical Vow, or a good Code of Honor will generally refuse to use such items. Instead, they'll seek to destroy them; liberating the enslaved creature inside or ending its misery.
- **Arcane Devices:** Bio-Wizardry items within 10" of a ley line or nexus point (including those with a stone pyramid) have their effect increased, see **Arcane Effects** in *The Tomorrow Legion Player's Guide*.
- **Mega Damage:** All Bio-Wizardry (BW) melee weapons deal Mega Damage.

WEAPON	DAMAGE	AP	MIN STR	WEIGHT	RARITY	CREDITS
Demon Claw Sica	Str+d8+4	4	d4	3	–5	5M
Notes: Opponents are –2 to Soak Wounds from this weapon. Deals +4 damage to champions of good or light. Deals +8 damage to supernatural creatures of good or light.						
Demon Claw Falx	Str+d12+6	6	d8	7	–7	9M
Notes: Two hands. Opponents are –2 to Soak Wounds from this weapon. Deals +4 damage to champions of good or light. Deals +8 damage to supernatural creatures of good or light.						
Demon Claw Vambrace	Str+2d4+4	4	d6	5	–6	7M
Notes: Parry +1 (must be worn as a pair for the bonus). Count as Claws. Usually two or three claws attached to a gauntlet. Opponents are –2 to Soak Wounds; Deals +4 damage to champions of good or light. Deals +8 damage to supernatural creatures of good or light.						
Domination Staff	Str+d6+3	—	d6	10	–4	2M
Notes: The wielder has command of a possessing entity enslaved to the staff. As an action she may command it to mentally possess one creature by making an opposed roll checking her Spirit versus the target's. Failure means the staff can't be used this way for six hours. With a success, the staff's entity inhabits the target's body per the Possession Edge in *The Tomorrow Legion Player's Guide*, and the wielder may command them as a free action.						
Kinetic Staff	Str+d6+3	—	d8	12	–5	3M
Notes: The wielder has command of three tectonic entities enslaved to the staff. The staff has 30 ISP and the Rapid Recharge Edge. As an action she may command it to cast one of the following powers (may use Mega Power Modifiers): *bolt*, *telekinesis*, and *protection*.						
Dragonfire Sword	Str+2d6+2	10	d8	7	–4	4M
Notes: Deals +4 additional damage to targets vulnerable to Fire (on top of other bonuses). Three times per day as an action the wielder may cast *burst* dealing 6d6 Mega Damage.						
Shield of Invincibility	Str+d8+4	—	d6	10	–8	8M
Notes: Hardness 40 (regenerates in a day if "broken"), provides +20 Toughness if someone attempts to shoot through it. Parry +4, Cover –4. The shield is powered by an Eye of Eylor at its center. As an action three times per day it may cast *deflection* on itself and the wielder.						
"The Fang" Sword	Str+d12	6	d4	5	–2	200K
Venom Blade	Str+2d4	2	d4	5	–3	600K
Notes: Attacks made with the weapon are magically imbued with one type of venom chosen when it was created, see **Poison** in *Savage Worlds*. The types available are: Knockout, Mild (–4 save), and Paralyzing (–2 save). Lethal is Restricted to Splugorth minions.						

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PERSONAL RANGED WEAPONS

COMMON NAVAL WEAPONS

These weapons are pre-rifts designs now made by most major Earth manufacturers.

- **Blue-Green Lasers:** In addition to normal laser properties, these lasers use a light frequency that can fire through water at full effect—no range or damage penalty.

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	RARITY	CREDITS
N-20 Speargun	5/10/20	2d8*	1	2	3	d6	6	+1	21K
Notes: Reload 2. As a free action, switch to blue-green laser (as a BG-15). ****Other Spears***: Use the **High-Tech Bows & Crossbow** rules in *Empires of Humanity*.									
BG-15 Blue-Green Pistol	15/30/60	3d6	1	2	15	d4	2	+0	13K
BG-20 Blue-Green Rifle	24/48/96	4d6	1	2	20	d6	6	–1	20K

SPLUGORTH RANGED WEAPONS

Splugorth weapons have the standard special abilities by type (e.g. Ion has Wide Spread, Plasma has It Burns and deals Mega Damage, etc.) see *The Tomorrow Legion Player's Guide*.

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	RARITY	CREDITS
KEP-Special Ion Pistol	5/10/20	1–3d10	1	—	10	d4	4	+1	26K
K-1 Sniper Laser Rifle & Launcher	24/48/96	4d6	1	2	30	d6	6	+0	60K
Notes: Snapfire, +1 Shooting with laser and launcher, Integrated Multi-Optics Scope. Integral Grenade launcher (15/30/60, damage by grenade, 2 Shots, Reload 2).									
K-4 Laser Pulse Rifle	36/72/144	4d6+1	3	3	30	d4	4	–1	75K
Notes: +1 Shooting, Heavy Pulse.									
K-30 Ion Pulse Rifle	15/30/60	1–3d10+1	3	—	30	d6	7	+0	45K
KE-4 Plasma Ejector	24/48/96	3d12+3	1	—	30	d8	12	–1	60K
K-500 Infantry Rail Gun	50/100/200	2d10+2	3	6	20	d12+1	80	–2	155K
K-1000 Spider Laser Defense System	36/72/144	4d6+4	1	4	40	d12+1	80	–3	1M
Notes: Mega Damage. Can be handheld or spider legs can deploy from the small cannon, allowing it to function as a mobile automated defense system (Construct, all Attributes d4. Athletics d6, Shooting d6, Notice d6. Pace 6+d6. Hardness 15. Vow—Major serve owner)									
Kittani Energy Lance	75/150/300	4d6+4	1	8	40	d8	20	–2	120K
Notes: Mega Damage, Snapfire, +2 on Called Shots. Integrated Multi-Optics Scope. As a melee weapon it deals Str+2d4 Mega Damage, AP 2.									
Kizh Plasma Pistol	10/20/40	3d12	1	—	15	d6	6	–1	24K
Notes: Front fins are an integral melee vibro-weapon: Str+2d4 Mega Damage, AP 8.									
Kizh Ion Rifle	20/40/80	1–3d10+3	1	—	25	d8	13	–2	44K
Notes: Front fins are an integral melee vibro-weapon: Str+3d4 Mega Damage, AP 12.									
Octuril Particle Ejector	36/72/144	4d8+2	1	8	20	d8	14	–2	26K
Notes: Designed to be used by a prehensile tentacle or tail, otherwise –2 on all checks.									

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BIO-WIZARDRY RANGED WEAPONS

- **Bio-Wizardry Gear:** Unlike Techno-Wizardry items, Bio-Wizardry (BW) gear may be used by any wielder. Check Spirit to activate abilities as an action unless noted otherwise.
- **Despicable Creations:** All Bio-Wizardry items are created using the whole or parts of creatures of magic—often spirit entities, Faeries, Eyes of Eylor, or Zembahk—to power their sorcery. Most heroes, including those with Hindrances like Heroic, Pacifist, an ethical Vow, or a good Code of Honor will generally refuse to use such items. Instead, they'll seek to destroy them; liberating the enslaved creature inside or ending its misery.
- **Recharging Shots:** The Shots listed represent how many times a BW weapon can be fired before needing to be recharged. Only High Lords and Techno-Wizards may recharge these items; requires one minute and 10 PPE. Alternatively, Bio-Wizardry devices are fully recharged in one hour when located at a stone pyramid, ley line, or nexus.
- **Arcane Devices:** Bio-Wizardry items within 10" of a ley line, nexus, or stone pyramid) have their effect increased, see **Arcane Effects** in *The Tomorrow Legion Player's Guide*.
- **Mega Damage:** All Bio-Wizardry (BW) ranged weapons may deal Mega Damage.

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	RARITY	CREDITS
Fear Pistol	10/20/40	—	1	—	10	d4	3	+1	50K
Notes: Casts *fear* on one target. Powered by a trapped haunting entity.									
Floodwater Pistol	10/20/40	2d6*	1	—	∞	d6	4	+1	120K
Notes: *4d6+4 damage to Vampires. Unlimited ammo powered by a trapped water sprite.									
Head Laser	24/48/96	2d12+1	1	3	20	d4	1	+0	125K
Notes: Attaches to a helmet or headband. Fires mentally, doesn't require hands to use.									
Jolt Gun	15/30/60	3d4	1	2	20	d4	2	+1	45K
Notes: May deal Nonlethal Damage at no attack penalty. Often used to herd slaves.									
Wrist Blaster	18/36/72	2d12+2	1	4	60	d4	2	+2	22K
Mental Incapacitator	12/24/48	—	1	—	10	d4	2	+1	200K
Notes: SBT. Targets check Vigor, at −2 with a raise, to avoid being Stunned.									
Pain Inducer Rifle	12/24/48	—	1	—	10	d8	12	−1	120K
Notes: Targets check Spirit, at −2 with a raise, to avoid being Distracted, Vulnerable, and half Pace for 1d4 minutes. Evil beings enjoy this weapon. Powered by a trapped poltergeist.									
Paralysis Rifle	12/24/48	—	1	—	10	d8	12	−1	100K
Notes: Targets check Vigor at −2, −4 with a raise, or become Stunned.									
Plasma Forearm Blaster	24/48/96	3d12	1	—	20	d8	5	−1	110K
Notes: It Burns. Powered in part by a lobotomized fire sprite.									
Plasma Rifle	36/72/144	3d12+3	1	—	20	d8	10	−2	150K
Notes: It Burns. Powered in part by a lobotomized fire sprite.									
Slaver's Net Gun	10/20/40	—	1	—	20	d6	4	+0	250K
Notes: Fires magic nets that last 20 minutes. Targets check Agility (at −2 with a raise on the attack roll) to avoid being Bound; victims are −4 to Break Free, net has 12 MDC Hardness.									
Telekinetic Rifle	24/48/96	4d6	1	2	25	d8	10	+1	150K
Notes: +1 Shooting. Powered by a trapped tectonic entity.									
Windstream Pistol	10/20/40	2d6*	1	—	∞	d6	4	+1	200K
Notes: Casts Greater *havoc*. Unlimited ammo powered by a trapped wind sprite.									

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VEHICULAR NAVAL WEAPONS

VEHICLE BLUE-GREEN LASERS

- **Cauterize:** Those Incapacitated by lasers add +2 to Vigor rolls to not Bleed Out.
- **Blue-Green Lasers:** In addition to normal laser properties, these lasers use a light frequency that can fire through water at full effect—no range or damage penalty.

WEAPON	RANGE	DAMAGE	AP	ROF	SHOTS	MODS	RARITY	CREDITS
Anti-Personnel Blue-Green Laser	75/150/300	4d6	5	1	—	1	–2	200K
Notes: Anti-Personnel, Reaction Fire.								
Light Blue-Green Laser	150/300/600	2d10	10	1	—	2	–3	400K
Medium Blue-Green Laser	150/300/600	3d10	20	1	—	3	–4	800K
Heavy Blue-Green Laser	150/300/600	4d10	30	1	—	4	–6	1.6M

VEHICLE DEPTH CHARGES

Depth charges are barrels that explode at a set depth. A vehicle can attack with a depth charge when it is on the same Chase Card as a submerged target in a Chase, or the same tabletop position while it is above the target.

The attacker makes an opposed Boating or Piloting check versus the defender's Boating. If the attacker wins the charge deals the listed damage, or +d6 with a raise as usual.

Depth Charge Launcher	Special	5d12	10	1	6	1	–4	500K

VEHICLE HARPOONS

Harpoons are large barbed spears designed to impale and secure targets. Vehicle harpoons use the Shooting skill. With a raise Shaken or Wounded targets are impaled and Distracted until the harpoon is removed. Most harpoons include an attached cable and reel. By activating the reel as a free action the defender is pulled in towards the attacker—or if the defender weighs more the attacker is pulled towards them. May be used as a grappling line in boarding actions, see the Board Maneuver in *Savage Worlds*.

- **Manual Reload:** Vehicular harpoons are Reload 2.

Harpoon Launcher	20/40/80	3d8	4	1	18	1	+0	25K
Notes: Anti-Personnel, Reaction Fire. Simple ballista-like versions are half price, Reload 3.								
Light Harpoon Cannon	25/50/100	4d6	6	1	12	2	–2	100K
Heavy Harpoon Cannon	30/60/120	4d8	8	1	6	3	–3	200K

VEHICLE TORPEDOES

Torpedoes may only be fired at targets in water, where missiles are ineffective. They're alternate ammo fired from Vehicle Missile Launchers with the same cost and special rules per *The Tomorrow Legion Player's Guide*.

- **DPSE Munitions:** The Kittani, Naut'Yll, and other invaders produce Dual-Purpose Self-Propelled Explosives that can be fired into water as torpedoes, into air as missiles, or from underwater at ground or air targets; double the cost, add an additional –2 rarity.

Mini-Torpedo	100/200/400	5d6	8	1	12	1	–2	1K each
Light Torpedo	150/300/600	6d6	16	1	8	2	–3	3K each
Medium Torpedo	200/400/800	8d6	24	1	4	3	–4	10K each
Heavy Torpedo	300/600/1200	10d6	32	1	2	5	–6	30K each

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COMMON VEHICLES

The following vehicles are based on pre-cataclysm designs. Though poorly understood, they're produced by most industrial powers and in common use throughout the world.

In addition to the vehicles listed here, Game Masters may use the *Savage Worlds Vehicle Guide* to convert real-world air and naval craft to represent salvaged or copied pre-Rifts® designs. The *Science Fiction Companion* may be used to create cutting-edge Golden Age equivalents, or to allow heroes (or their benefactors) to build custom vehicles.

Note that on Rifts Earth the techniques of large-scale shipbuilding have been forgotten, while submersibles and high performance jet aircraft remain a perplexing mystery. Only large scientifically advanced factions have the wherewithal to pursue such complex research and development projects, and even then most choose to focus on improving their traditional land combat capabilities. There are a few factions though, like the Coalition and New German Republic, who are working hastily to rediscover and master the technologies for themselves. They guard these secrets very carefully.

COMMON WATERCRAFT

VEHICLE	SIZE	HANDLING	TOP SPEED	TOUGHNESS	CREW	MODS	CREDITS
Jet Ski	1 (Normal)	+2	110 MPH	12 (2)	1+1	1	40K
Notes: Nimble, Exposed Crew, Max Range 500 miles, Rarity +1.							
UB-20 Underwater Sled	0 (Normal)	+2	15 MPH	10 (2)	1	1	30K
Notes: Exposed Crew, Max Range 800 miles, Max Depth 3K feet, Rarity –1.							
UB-300 Mini-Sub	6 (Large)	+0	25 MPH	22 (7)	1+3	3	6M

Notes: ECC, MDC Armor, STS, Nuclear-Powered, Max Depth 1 Mile, Rarity –3.
Weapons:

- **Blue-Green Anti-Personnel Laser (Belly Turret)**
- **2 × Fin Wing Mini-Torpedo Launcher (Fixed Front):** RoF 3, Shots 3 each.
- **2 × Fin Tip Medium Torpedo (Fixed Front):** RoF 1, Shots 1 each.

COMMON AIRCRAFT

Storm Helicopter	7 (Large)	+1	300 MPH	21 (6)	4+4	4	1M

Notes: ECC, MDC Armor, Max Range 500 miles, STS, VTOL. Doppler Radar (+2 on Survival rolls for weather forecasting or navigation). Winch, cable, and hook (for air assault, personnel rescue, or 10 tons of cargo). Rarity –3 (available from NG and GAW).
Coalition Models: The CS employs variants known as the Black Lightning (CS Army) or Sea Storm (CS Navy). Neither are commercially available.
Weapons:

- **Anti-Personnel Laser (Nose Turret)**
- **Mini-Rail Gun (Nose Turret)**
- **2 × Wing Mini-Missile Launcher Tube (Fixed Front):** RoF 4, Shots 8 each.
- **Wing Options (CS models only — choose one):**
  - 2× Light Rail Gun (left and right Pintle Mount)
  - 4 × Depth Charges (2 per wing)

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AVENGER ARMAMENTS VEHICLES

AVENGER ARMAMENTS SURFACE CRAFT

VEHICLE	SIZE	HANDLING	TOP SPEED	TOUGHNESS	CREW	MODS	CREDITS
Hover JLTV	5 (Large)	+2	150 MPH	24 (8)	2+3	1	1M

Notes: Hover, 1×Cargo Space, ECC, MDC Armor, Nuclear-Powered, STS, Rarity –2.
Weapons:
- **Dual-Linked Anti-Personnel Ion Blaster (Top Turret):** Heavy Pulse (always used)

Iwo-Jima Class MIFV	7 (Large)	+0	100 MPH	28 (10)	3+10	5	40M

Notes: Hover, Cargo Space (5 tons), ECC, MDC Armor, Nuclear-Powered, STS, Rarity –5.
Weapons:
- **Dual-Linked Anti-Personnel Ion Blaster (Front Turret):** Heavy Pulse (always used)
- **Heavy Ion Cannon (Top Turret)**
- **Light Missile Launcher (Fixed Front):** RoF 4, Shots 4.
- **2 × Heavy Missile Launcher (Fixed Front):** RoF 4, Shots 8

Merovingian Amphibious Tank	8 (Huge)	+0	70 MPH (Tracks)	50 (32)	3	1	40M

Notes: Amphibious (50 MPH), ECC, MDC Armor, Nuclear-Powered, STS, Rarity –7.
Weapons:
- **Anti-Personnel Laser "Machine Gun" (Turret Top Pintle Mount):** RoF 4
- **Bow Light Laser (Fixed Front)**
- **Over-And-Under Cannon (Main Turret):** Fires either as a Heavy Laser *or* a 125mm Tank Gun (30 Shots each AP and HE rounds) see *Savage Worlds*.
- **2 × Mini-Missile Launcher (Fixed Front):** RoF 8, Shots 16 each.
- **Heavy Missile Launcher (Fixed to Turret):** RoF 4, Shots 4

AVENGER ARMAMENTS AIRCRAFT

Iron Eagle Attack Helicopter	8 (Huge)	+1	300 MPH	25 (8)	4+2	1	1.5M

Notes: ECC, MDC Armor, Max Range 400 miles, STS, VTOL. Doppler Radar (+2 on Survival rolls for weather forecasting or navigation). Winch, cable, and hook (for air assault, personnel rescue, or 15 tons of cargo). Rarity –3.
Nuclear Option: 24M credits for the Nuclear-Powered model.
Weapons:
- **30mm Autocannon (Nose Turret):** Range 50/100/200, 3d10 Mega Damage, AP 10, RoF 3, Shots 4K, Imp Stabilizer, Hyperkinetic.
- **2 × Wing Mini-Missile Pods (Fixed Front):** RoF 12, Shots 24 each.
- **2 × Medium Missile Pods (Fixed Front):** RoF 4, Shots 4 each.

AVENGER ARMAMENTS WATERCRAFT

T-06 Torpedo Sled	1 (Normal)	+1	50 MPH	14 (4)	1	1	250K

Notes: Exposed Crew, Max Depth 4K feet, Nuclear-Powered (five years), STS, Rarity –1.

T-10 Fin Combat Sled	2 (Normal)	+2	65 MPH	14 (4)	1	1	1M

Notes: Exposed Crew, Max Depth 4K feet, Nuclear-Powered (five years), STS, Rarity –2.
Weapons:
- **Blue-Green Anti-Personnel Laser (Nose Turret)**
- **Gatling Spear Gun (Fixed Front):** Range 10/20/40, Damage 2d8+2, AP 2, RoF 3, Shots 48.
- **3 × Mini-Torpedo Tubes (Fixed Front):** RoF 1, Shots 2 each.

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VEHICLE	SIZE	HANDLING	TOP SPEED	TOUGHNESS	CREW	MODS	CREDITS
T-23 Bottom Feeder Light Submarine	11 (Huge)	–1	30 MPH	30 (8)	4+6	3	5M

Notes: Surface speed 60 MPH, Cargo Space (5 tons), ECC, MDC Armor, STS, Nuclear-Powered (ten years), Max Depth 1 Mile, variants (choose one option), Rarity –5 (all variants).
Integral Weapon:
- **Mini-Torpedo Launcher (Fixed Front):** RoF 2, Shots 2, Reload 3, carries 24 mini-torpedoes.

Option A (T-23AS):
- **Advanced Sensors:** +2 to Electronics and Notice checks.
- **2 × Mechanical Arms:** Str d12+2, +2 on Repair, rescue, or salvage related checks.

Option B (T-23BS):
- **Dual-Linked Anti-Personnel Ion Blaster (Top Turret):** Heavy Pulse (always used)
- **Advanced Sensors:** +2 to Electronics and Notice checks.

Option C (T-23CS):
- **Dual-Linked Anti-Personnel Ion Blaster (Top Turret):** Heavy Pulse (always used)
- **Blue-Green Medium Laser Pods (left and right Pintle Mount)**

Black Eel Torpedo Boat	8 (Huge)	+1	70 MPH	25 (6)	4	1	100K

Notes: Cargo Space (1 Mod), ECC, Max Range 800 miles, STS, Rarity –2.
Weapons:
- **Dual-Linked 20mm Autocannon (Top Turret):** Range 50/100/200, 3d8 Mega Damage, AP 8, RoF 4, Shots 2K, Imp Stabilizer, Hyperkinetic. Gunner is a –6 Called Shot.
- **Heavy Torpedo Launcher (Fixed Front):** RoF 1, Shots 6.
- **Depth Charge Launcher (Rear):** RoF 2, Shots 10.

Triton Patrol Cutter	14 (Gar)	–2	50 MPH	34 (8)	18+20	4	200M

Notes: Cargo Space (10 tons), ECC, Nuclear-Powered, STS, Rarity –4.
Weapons:
- **2 × Dual-Linked Medium Rail Gun (top and bow Turret)**
- **Mini-Missile Launcher (rear Turret):** RoF 16, Shots 160 (plus 320 in storage).
- **2 × Heavy Torpedo Launcher (Fixed Front):** RoF 1, Shots 50 each.
- **2 × Depth Charge Launcher (left and right):** RoF 2, Shots 50 each.

Tempest Destroyer	17 (Gar)	–3	40 MPH	42 (12)	30+36	2	400M

Notes: Cargo Space (500 tons), ECC, 2×Helicopter Pad, Nuclear-Powered, STS, Rarity –6.
Weapons:
- **Dual-Linked Medium Rail Gun (bridge Turret)**
- **Five Inch Naval Gun (bow Turret):** Range 4/8/12 miles, 5d12 Mega Damage, AP 34, RoF 1, Shots 50, Reload 2.
- **2 × Medium Missile Launcher:** RoF 8, Shots 96 each (plus 192 in storage).
- **2 × Heavy Torpedo Launcher (Fixed Front):** RoF 2, Shots 40 each.
- **2 × Depth Charge Launcher (left and right):** RoF 2, Shots 50 each.

Sea King Cruiser	20 (Gar)	–4	40 MPH	58 (20)	42+54	4	600M

Notes: Cargo Space (1K tons), ECC, 4×Helicopter Pad, Nuclear-Powered, STS, Rarity –8.
Weapons:
- **2 × Dual-Linked Medium Rail Gun (Turret)**
- **Dual-Linked Eight Inch Naval Gun (bow Turret):** Range 6/12/18 miles, 6d12 Mega Damage, AP 44, RoF 1, Shots 30 each, Reload 2.
- **4 × Medium Missile Launcher:** RoF 16, Shots 160 each (plus 560 in storage).
- **6 × Heavy Torpedo Launcher (Fixed Front):** RoF 2, Shots 100 each.
- **2 × Depth Charge Launcher (left and right):** RoF 2, Shots 50 each.

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KITTANI VEHICLES

GROUND CRAFT

VEHICLE	SIZE	HANDLING	TOP SPEED	TOUGHNESS	CREW	MODS	CREDITS
KM-700 Uni-Motorcycle	2 (Normal)	+2	220 MPH	18 (8)	1+1	1	750K
Notes: Nimble, Exposed Crew, Nuclear-Powered, Rarity +1. *Weapons*: Anti-Personnel Laser (Fixed Front)							
K-ATV Fan-Jet Skimmer	5 (Large)	+1	260 MPH	20 (6)	1+3	2	1.4M
Notes: Hovercycle, Nuclear-Powered, Rarity +0.							

AIRCRAFT

K-PC Hover Speed Pod	1 (Normal)	+2	1K MPH	12 (3)	1	1	500K
Notes: Nimble, Hovercycle with limited flight (300 MPH above 200' altitude), ECC, Nuclear-Powered (2 years), Rarity +0.							
K-MC Hover War Pod	2 (Normal)	+2	1.4K MPH	15 (5)	2	0	4M

Notes: Nimble, Hovercycle with limited flight (300 MPH above 200' altitude), ECC, Nuclear-Powered (5 years), STS, Rarity –2.
Weapons:
- "Under-Gun" Dual-Linked Anti-Personnel Laser (Belly Turret): Fired by pilot.
- **"Top-Gun" Dual-Linked Particle Beam Cannon (Top Turret):** Fired by gunner.

K-PF20 Patrol Flyer Pod	3 (Normal)	+2	1.4K MPH	18 (7)	1	0	8M

Notes: Nimble, ECC, Nuclear-Powered (5 years), STS, VTOL, Rarity –4.
Weapons:
- **Dual-Linked Anti-Personnel Laser (Fixed Front wing guns)**
- **Light Laser (extendable "arm" Turret)**
- **Modular Missile Launcher (Fixed Front):** RoF 2, can be loaded with Mini-Missiles (Shots 24), Light Missiles (Shots 4), or Medium Missiles (Shots 2).

K-GTRV HOVER SKIMMER ROBOT VEHICLE

A popular exploration and racing robot vehicle produced by the Kittani, the vehicle can hover at high speed or transform into a vaguely humanoid shape with two arms and legs.

SIZE	TOUGHNESS	STR	PACE + RUN (MPH)	CREW	CREDITS
5 (Large)	22 (6)	d12+2	10 + d8 (40 MPH)	1+1	2.1 million

Notes: Nimble, Hovercycle mode (570 MPH, +2 Handling; limbs fold into the vehicle's chassis and can't be used, switching modes is a free action), MDC Armor, Rarity –1.
Weapons:
- Anti-Personnel Laser (Fixed Front)
- In standard mode may use personal weapons or hand-carried vehicular weapons, but they will be dropped when entering hovercycle mode.



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SKYBORNE AIRCRAFT

Skyborne Excursions has a veritable monopoly on taxis and tours in the city of Splynn and the surrounding region. Their Techno-Wizard airships are popular for commuter, sport, or leisure flying and have become a memorable part of the fabled City of Splynn's skyline. Their vehicles are in use throughout Atlantis and on sale in the Splynn Dimensional Market. Sales have begun to expand into the interdimensional market, Atlantean outposts, and the Phoenix Empire of Africa. See page 100 for more information on Skyborne Excursions.

VEHICLE	SIZE	HANDLING	TOP SPEED	TOUGHNESS	CREW	MODS	CREDITS
FLYING PLATFORMS							
These flat hover platforms are thick discs propelled by jets. Many travel routes between places of interest like the Great Palace pyramid in Splynn and Skyborne Excursions in the Dimensional Market. Non-TW versions use traditional fuel and cost 100K credits less.							
Flying Platform, Small	2 (Normal)	+1	40 MPH	10 (2)	1+5	2	250K
Notes: TW, LL, Exposed Crew, VTOL, Rarity +2.							
Flying Platform, Large	4 (Large)	+1	40 MPH	11 (2)	1+10	4	300K
Notes: TW, LL, Exposed Crew, VTOL, Rarity +1.							
Seaside Hover "Boat"	6 (Large)	+0	60 MPH	13 (2)	1+25	6	350K
Notes: TW, LL, Exposed Crew, VTOL, 25 MPH as a traditional watercraft. Rarity +1.							
SKY-FLYERS							
These craft are long egg-like round ovals with stubby wings, tail fins, and a sliding cockpit canopy—making them fun "convertible style" aircraft popular for ley line racing.							
Sky-Flyer Compact	2 (Normal)	+2	120 MPH	13 (3)	1+1	1	1M
Notes: TW, LL (240 MPH on a ley line), VTOL, Rarity +1.							
Sky-Flyer Sedan or Taxi	3 (Normal)	+1	100 MPH	15 (3)	1+4	2	1.6M
Notes: TW, LL (200 MPH on a ley line), VTOL, Rarity +1.							
Sky-Flyer Van	5 (Large)	+1	100 MPH	17 (3)	1+10	3	2M
Notes: TW, LL (200 MPH on a ley line), VTOL, Rarity +0.							
Sky-Flyer Bus	7 (Huge)	+0	100 MPH	19 (3)	1+40	4	4M
Notes: TW, LL (200 MPH on a ley line), VTOL, Rarity +0.							
AIRSHIPS							
Skyborne airships look similar to Pre-Cataclysm dirigibles, but are sleek with bulbous pods and pointed protrusions. Up close the difference is apparent as the craft are made of solid materials enchanted to float, and move silently with no visible engines.							
Airship, Small or Yacht	10 (Huge)	+0	150 MPH	22 (4)	1+30	5	8M
Notes: TW, LL (Handling +2, 300 MPH on a ley line), VTOL, Rarity –1.							
Airship, Medium	12 (Gar)	–1	150 MPH	24 (4)	1+150	6	28M
Notes: TW, LL (Handling +1, 300 MPH on a ley line), VTOL, Rarity –2.							
Airship, Large	14 (Gar)	–2	150 MPH	26 (4)	1+600	7	80M
Notes: TW, LL (Handling +0, 300 MPH on a ley line), VTOL, Rarity –4.							
Airship, Luxury Liner	16 (Gar)	–3	150 MPH	28 (4)	1+1K	8	125M
Notes: TW, LL (Handling –1, 300 MPH on a ley line), VTOL, Rarity –6.							

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BIO-WIZARDRY

Mastered by the Splugorth and administered by their High Lords, Bio-Wizardry (BW) is the cruel arcane science of harnessing, melding, and mutating the flesh of one or more creatures to create terrific results and takes three main forms: organisms, augmentation, and devices—all jealously guarded secrets of Atlantis.

BIO-WIZARD ORGANISMS

Bio-Wizard organisms interface with a host for a variety of effects, some temporary and others permanent. Unscrupulous merchants often mislead customers about their safety to net the highest profit. Since the customers are usually mortal, the Splugorth approve.

MICROBES

The least invasive of the BW organisms are the microbes, though even these tiny beings can have massive effects on their host's body.

MICROBES

Once in a subject's body Bio-Wizard Microbes can't be neutralized and must be allowed to run their course until their life cycle ends. Doses can be inhaled, eaten, or injected. The negative ones are usually injected with a blowgun dart, needle, poisoned blade, or slipped into food/drink. Most won't work on supernatural creatures or demons.

- **Mortals:** Those with marked for "mortal" hosts affect animals, humans, and most D-Bees.

MICROBE	HOST	HOST ENVIRONMENT	LIFE SPAN	RARITY	CREDITS
Aerobes	Mortals	Lungs and Bloodstream	24 hours	+1	15K
Effect: Host can hold breath for twice as long as normal and is +4 vs Poison and Disease.					
Aquarobes	Mortals	Lungs and Bloodstream	8 hours	+1	20K
Effect: Host can't drown in oxygenated liquid, but is Distracted when out of water.					
Clotrobes	Mortals	Bloodstream	6 hours	+2	3K
Effect: Host is +2 on all Healing checks, and gains a Natural healing roll in 1d4 hours.					
Dehibicila	Mortals	Lungs and Bloodstream	48 hours	−1	50K
Effect: Host checks Vigor or becomes Exhausted (Fatigued with a raise). With a failure they're also Vulnerable for the duration.					
Dragoncila	Dragons	Lungs and Bloodstream	72 hours	−3	200K
Effect: Dragons become Fatigued and can't use Metamorphosis or Breath attacks.					
Plastirobes	—	Plastics and Polymers	4 hours	−1	25K
Effect: Destroys 100 lbs of plastics an hour, including computer chips and seals in armor.					
Purirobes	Mortals	Lungs and Bloodstream	4 hours	−1	10K
Effect: Instantly negates most Poison or Disease, some recent microbe doses (50% chance).					
Stasirobes	Mortals	Body and Nervous System	6 hours	+0	70K
Effect: Host sleeps in a coma, but is +2 on Disease, Poison, Healing and to resist Arcane.					
Transfortifiers	Mortals	Skin, Musculature, Organs	20+d4 years	−6	1M
Effect: Gain +2 MDC natural armor, increase Strength a die type, Immunity to Cold and Heat, but is Ugly (Major), reduce Agility a die type, –2 Pace, host dies at end of the Duration.					
Watrobes	—	Water or Fluid	2 hours	+1	5K
Effect: Purifies two gallons of water an hour, eliminating all disease, toxins, pollutants, etc.					

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PARASITES

The most destructive of the Bio-Wizard organisms, parasites feed on and slowly damage the host's body and can cause permanent impairment and deformities. Most parasites are originally from another dimension, but many have been genetically modified by the Splugorth and their minions.

Removal: Destroying a parasite may harm or kill the host. Surgical removal is safest but horrific scarring, physical trauma, brain or organ damage, and death are all quite possible. In addition to the effects listed for Elimination below, with a Critical Failure the host must roll on the **Death and Defeat** table in *The Tomorrow Legion Player's Guide*.

PARASITES

Those marked asterisk (*) reproduce and attack new hosts, use Swarms in *Savage Worlds*.

PARASITE	HOST	BODY LOCATION	LIFE SPAN	RARITY	CREDITS
Brain Beetle*	Psionic Mortals	Burrows into the brain	Special	+1	150K
First 2d4 Months: Euphoria. Double ISP, free reroll to resist Arcane effects and Fear. ***Next 2d4 Weeks***: Lose previous bonuses, –1 on Smarts and Spirit based Trait checks. ***Following 6 Months***: Halve ISP, reduce Smarts and Spirit by one die type. ***Last 4d4 Weeks***: Lose all Psionic abilities, reduce Smarts and Spirit by a second die type. ***Elimination***: If removed penalties are **permanent** (no healing), or die from an eaten brain.					
Heart Worm*	Mortals	Heart, fills it with eggs	1d4+1 years	+0	250K
Abilities: Immune to Disease and Poison, add a die type to Strength and Vigor. ***Elimination***: Surgically replace the heart, or die when the heart is eaten in 1d4+1 years.					
Lobee-Optos*	Any	Bores a hole in the forehead	60 years	–2	500K
Abilities: Gain three standard psionic powers, +10 ISP, and two die types in Psionics. ***Side Effects***: Appears to have a third eye; gain the Anemic and Ugly (Minor) Hindrances. ***Elimination***: Remove the parasite at Healing –4, failure causes the Brain Damage Injury.					
Mind Slug	Mortals	Temples of the forehead	Lifelong	–3	2M
Effects: Psionics gain a +4 bonus on checks to affect the host. The host implicitly trusts the first person they see after the mind slug is implanted (+4 Persuasion). ***Side Effects***: Host gains the Hesitant Hindrance, and is –1 on all skill checks. ***Elimination***: Remove the parasite at Healing –2, failure causes the Hideous Scar Injury.					
Mystic Leech	Any	Anywhere on the body	6 years	+0	250K
Effects: Each leech reduces the host's PPE by 10, ISP by 5, and blocks drawing PPE from outside sources. Psi-Stalkers lose Psychic Sense and the ability to feed as a Psychic Vampire. ***Elimination***: Remove the parasite at Healing –2, failure causes 4d6 Mega Damage in a LBT.					
Oplos*	Mortals	Behind the eyes	Special	+2	50K
Abilities: The host gains a +4 bonus on all sight-based Notice checks, Infravision, and the effects of *detect arcana* (self) at all times at the base level of effect. ***After 6 Months***: A crawling behind the eyes, daily nightmares, and waking hallucinations. ***Every 2 Years***: Roll on the Psyche Degradation table in *The Tomorrow Legion Player's Guide*. ***Elimination***: Remove the eyes at Healing –2, failure causes a **permanent** Blind Hindrance.					
Zombitron*	Mortals	Head, neck, or spine	5 years	+1	500K
Effects: The host is entranced, obeys all simple instructions, and can't talk or fight. Host can barely even walk (half Pace), carry items (half Encumbrance), or eat and drink. ***Side Effects***: Each week check Vigor or gain a level of Fatigue (can cause Incapacitation). ***Elimination***: Easily pulled or knocked off. Often used to transport slaves and prisoners.					

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SYMBIOTES

Symbiotic organisms feed off of their hosts, but don't harm them and often provide a mutual benefit. Most are intelligent, though often alien in thought and motivation. The Splugorth use them to augment their minions or reward loyal allies.

Removal: Removing a symbiote may harm or kill the host. Once bonded, some are so fused with the host both physically and psychically that if either one dies, or they become separated, both die. When surgical removal is possible, in addition to the effects listed for Elimination, with a Critical Failure the host must roll on the **Death and Defeat** table in *The Tomorrow Legion Player's Guide*.

SYMBIOTES

MICROBE	HOST	BODY LOCATION	LIFE SPAN	RARITY	CREDITS
Absurr Life Node	Mortals	Base of the neck	Lifelong	−6	100M
Abilities: Triples the partner's lifespan. The host gains a die type in Spirit and Vigor, +4 Toughness, ignores Gritty Damage, and can't be mind controlled (includes *empathy*, *puppet*). ***Notes***: A tiny creature that only bonds with agreeable hosts, it empathically shares in positive emotions. Once joined it can't be removed. If separated or one dies, both die.					
Chest Crab	Mortals	Torso, neck, lungs, arteries	90 years	−2	6M
Abilities: +20 years to host's lifespan. Host gains +2 Toughness, ignores Gritty Damage, is Nimble, and immune to Poison and Disease. Gains the Danger Sense Edge (it growls). ***Symbiote Action***: Attacks adjacent enemies once each round with a tentacle (Fighting d6, Bite Str+2d6 MD, AP 6, Reach 1, Mild Poison), acts on the host's Action Card as an Extra. ***Side Effects***: +100 lbs to weight, eat twice as much, body is deformed—gain Ugly (Minor). ***Elimination***: Once joined it can't be removed. If separated or one dies, both die.					
Elom	Mortals	Spine at base of neck or back	Lifelong	−5	25M
Abilities: Host is immune to Electrical damage and Hazards. As an action she may check Spirit at no Power Point cost to activate Greater *bolt*, Greater *damage field* (self with Radius), or Greater *protection* (self) with an electricity trapping. ***Symbiote Action***: When threatened it activates an above power each round and will attack those it doesn't trust, acting on the host's Action Card as an Extra with Psionics d6. ***Elimination***: Remove the parasite at Healing −4, failure causes a roll on the **Injury Table**.					
Mindlink	Any	Implanted in the brain	Lifelong	−1	250K
Abilities: The host gains +10 ISP, a die type in Psionics, and the use of the *mind link* power. Commonly used by the Splugorth to enable telepathic communication with their minions. ***Side Effects***: Some suspect it allows Splugorth to listen to the host's mind per *mind reading*. ***Elimination***: Remove the parasite at Healing −1, failure causes the Brain Damage Injury.					
Pathic Healer	Any	Head or chest	200 years	−3	4M
Abilities: Pathic Healers resemble colorful Giant Spiders (see *Savage Worlds*) with Smarts d10 and Spirit d10. They are selfless, benevolent beings that care for assigned patients using *banish*, *healing*, and *relief*. They give their hosts +2 on Healing and Vigor checks. ***Side Effects***: Stays attached to host until recovered. May give philosophical and life advice. ***Elimination***: Usually leaves if asked by the host. May refuse to leave favorite hosts.					
Talo Mind Worms	Mortals	Under the scalp at the temples	Lifelong	−4	5.5M
Abilities: Gain *divination*, *empathy*, *healing* (self), +10 ISP, and two die types in Psionics. ***Side Effects***: None. ***Elimination***: Surgery at Healing −1. Alternatively a host may simply concentrate on negative, depressing, and unhappy thoughts to drive unwanted Talo Mind Worms away.					

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Bio-Wizard Augmentation

Bio-Wizardry can be used to alchemically modify living flesh, replace body parts with those from other creatures, or add alien appendages and organs. The most augmented individuals are called Bio-Borgs, though these are quite rare creations of the Splugorth High Lords. The main difference with cybernetics is that these augmentations are permanent, living changes to the recipient that will naturally heal, integrate, and can't be deactivated or powered off.

The Strain

Bio-Wizardry taxes the body, mind, and spirit with each augmentation. However, unlike Cyberware, Strain gained from Bio-Wizard Transmutation does *not* incur the usual penalty to Arcane Skill rolls made for Arcane Backgrounds using PPE or ISP (see **Strain** in *The Tomorrow Legion Player's Guide*).

The Cost

All Bio-Wizard augmentations are administered by the High Lords—the Splugorth's most senior and trusted minions. There is a listed credit cost on the table below, but this is only half the story. Even when paying full price, the most powerful augmentations are usually reserved for loyal servants and allies of Atlantis. Many hopefuls pay for augmentations by performing services or undergoing a period of indentured servitude.

In truth, mortals and suspected dissidents should be wary when High Lords are quick to offer discounts or powerful upgrades—there are countless stories of them torturing individuals in the Bio-Wizard vats for the sake of revenge, the creation of a custom slave, the sheer joy they derive from the misery of others, or a combination of the three.



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On the other hand, allies are often gifted augmentations without charge as a reward for loyal service or to assist them on special missions. One of the signs someone is likely a valued agent of the Splugorth is powerful Bio-Wizard augmentations.

THE PROCESS

Each Bio-Wizard augmentation requires the subject to be immersed in a tank of viscous green arcane fluid for 72 hours. While in the tank they are in a dreamy trance. If removed from the tank before the process is finished the enhancement fails, the subject is mentally scarred, and becomes a hideously deformed monstrosity—gains the Ugly (Major) Hindrance and 4 points of Hindrances determined by the Game Master. The unfortunate is now immune to further transformation, gaining the Transformation Immunity ability, see page 38.

The Splugorth High Lords skillfully and intentionally use this dark process to cause unending amounts of pain and agony, often driving victims utterly mad or molding them into broken and brainwashed servants.

THE LIMITS

There are limits to what a body can endure.

Physical Transmutations take a toll on those who receive them—each category (Strength, Agility, Armored Skin, etc.) must be performed all at once; attempting the same category of upgrade a second time causes immediate agonizing death.

After six physical transmutations each subsequent transmutation has a 50% chance of killing the subject. Even if the character survives they will gain a small mutation or psychic wound—gain 2 points of Hindrance determined by the Game Master.

BIO-WIZARD AUGMENTATIONS

The number after the name indicates how many times it may be acquired; U is unlimited.

SYSTEM	STRAIN	CREDITS
PHYSICAL TRANSMUTATIONS Repeating the same transmutation or taking more than six can result in death, see above.		
Attractive (2): Gain the Attractive Edge, or Very Attractive if already taken.	1	1M
Attribute, Agility (U): Increase Agility by a die type up to the trait maximum.	1	500K
Attribute, Strength (U): Increase Strength and its maximum attribute limit by a die type. Each step after d12 adds +1.	1	500K
Attribute, Vigor (U): Increase Vigor by a die type up to the trait maximum.	1	500K
Regeneration (1): Make a natural healing roll daily to recover Wounds, or weekly for Injuries once all Wounds are healed. Gain the Cyber Resistant negative racial ability, see *The Tomorrow Legion Player's Guide*.	1	25M
Resistance (U): Gain a +8 bonus to resist a single negative environmental Hazard or effect such as Heat, Cold, Electricity, Disease, Poison, Radiation, etc. Damage from that source is also reduced by 8.	1	5M
Size +1 (2): Limited to maximum Size 3. Each Size point adds +1 Toughness and increases max Strength one step. At Size 2+ gain the Non-Standard Build Hindrance for no extra benefit to represent the challenges of becoming so big.	1	10M
Supernatural Transformation (1): Gain +4 Toughness and immunity to Gritty Damage. The character radiates a supernatural aura and abilities affecting such targets effect him.	2	500M
Toughness (2): +2 Toughness, stacks with the Toughness bonus of worn armor.	1	1M

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SYSTEM	STRAIN	CREDITS
BIO-WIZARD APPENDAGES		
Taking one Strain of appendages confers the base Non-Standard Build Negative Racial Ability while two or more confers the 2 point version, see *The Tomorrow Legion Player's Guide*. Entries marked asterisk (*) are **Natural Weapons** with additional abilities, see *Savage Worlds*.		
Bite (1)*: Fangs dealing Str+d6 damage, AP 2.	1	1M
Claws (1)*: Claws dealing Str+2d4 damage, with AP equal to Agility.	1	1M
Extra Pair of Arms (1): Ignore 2 points of Multi-Action penalties each turn; doesn't stack with the Additional Action ability.	2	8M
Fast (3): Gain +2 Pace and increase running die by a die type.	1	1M
Horns (1)*: Horns dealing Str+d6 damage, with AP equal to 2 × Size.	1	1M
Leaper (1): Gain the Leaper ability per *Savage Worlds*.	1	1M
Living Whip (1): A long, thin, flexible appendage dealing Str+d4 damage. Reach 2, Ignores shield bonus. With a raise on the attack roll the victim is grappled and Entangled instead of bonus d6 damage.	1	2M
Pincers (1): Pincers dealing Str+d12 damage, with AP equal to Strength.	1	1M
Prehensile Tail (1): Acts as an extra limb able to hold items, push buttons, etc. Gain a +2 on climbing and swimming related Athletics checks.	1	3M
Spider Legs (1): Replace the lower torso with an insectoid segment and eight legs. May walk on vertical surfaces normally or inverted surfaces at half Pace.	2	4M
Tentacles (2)*: Gain a tentacle action each time taken, which can be used to make Fighting or grappling attacks. May be retracted into the body.	1	7M
Winged Flight (1): Can fly at personal Pace and "run" for extra movement.	1	10M
BIO-WIZARD SPECIAL ABILITIES		
Armored Hide (3): Thick plates of hide or lobster-like shell cover the body. Gain +4 MDC Armor. Doesn't stack with worn armor, even MDC armor.	1	10M
Breath Attack (1): As an action check Athletics for a fire breath attack emanating from the mouth at Range 12/24/48 dealing 4d6 Mega Damage.	1	5M
Gills and Fins(1): Gain the Aquatic ability per *Savage Worlds*.	1	2M
Poisonous Touch (2)*: Gain the Poisonous Touch ability emitted from a fang, stinger, or gland. If taken twice the ability is upgraded per *Savage Worlds*.	1	5M
Retractable Spikes (1): Unarmed and natural weapon attacks gain +2 damage.	1	1M
BIO-WIZARD SENSES		
Beast Ears (1): Hear hyper-sonic and subsonic sounds, +2 Notice (hearing).	1	1M
Beast Eyes (1): Ignore up to 4 points of Range or Illumination penalties.	1	2M
Beast Nose (1): Can "taste" the air, +2 Notice (smell/taste) or Survival (tracking).	1	8M
Eye of Eylor (1): A third eye in the forehead or chest casts Exalted *detect arcana* (self) as a free action for no Power Points, and has the Beast Eyes ability. +5 PPE.	2	25M
Sensitive Antennae (1): Sense motion and heat. Gain the Danger Sense Edge.	1	4M
TRANSMUTATION HEALING		
Cure Poison and Disease: All Poisons or Diseases are negated and eliminated.	0	10M
Heal Wounds and Injuries: All Wounds and one Injury is completely healed.	0	500K
Regenerate Lost Limb or Organ: One organ or limb is replaced with a clone.	0	1M

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CHAPTER THREE

THE GAME MASTER'S GUIDE

In this chapter are additional rules to help you run games on the high seas or under the water while your Tomorrow Legionnaires brave new challenges.

SETTING RULES

UNDERWATER

Underwater adventurers may visit mysterious submerged settlements, explore sunken ships, or battle bizarre creatures from the deep. Below are the game effects of doing so in this environment.

Underwater Penalties: Races without the Aquatic ability are physically disoriented underwater as their buoyancy and movements are affected by the unfamiliar environment. This inflicts a –2 penalty (–1 if Semi-Aquatic) to Agility and Agility-based skill rolls unless the character has the Underwater Acclimation Edge, see page 43.

Depth Tolerance: Equally important is the effect of different depths on characters. Diving to too great a depth is often fatal because as you travel deeper the water pressure from above becomes more and more crushing. Vehicles or reinforced suits can suddenly collapse, killing their occupants messily. Each round spent at a depth lower than the maximum listed depth (see the **Depth Tolerance** table below) deals one Wound of damage to vehicles and individual characters (may be Soaked), or causes worn pressurized suits a roll on the **Technical Difficulty** table, see *The Tomorrow Legion Player's Guide*.

DEPTH TOLERANCE

TYPE	MAX DEPTH
Human	60' (10")
Human with SCUBA gear	120' (20")
Body Armor*, Dolphin or Semi-Aquatic†	240' (40")
Borgs and Power Armor	480' (80")
Deep Sea Body Armor*	1K' (160")
Deep Sea Power Armor‡	2K' (320")
Submarines‡, Aquatic†	1 Mile

*Wearing Medium body armor is –1 to Athletics (swimming), Heavy is –2.
† see *Savage Worlds*.
‡ varies, see individual entries.

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The Bends: Unprotected divers not traveling in a pressurized environment like a submarine or sealed power armor must deal with the potential effects of water pressure on their body if they travel further than 60' (10") deep. Besides the risk of being crushed, high water pressure also affects the oxygenation of a diver's blood and function of internal organs. Normal humans and D-Bees not in a pressurized suit or vehicle, like those wearing SCUBA gear with a wet suit, can safely travel to a maximum depth of 120' (or 20"). After traveling this deep, care must be taken when resurfacing to avoid "the bends," sickness caused by decompressing—or returning to normal sea level—too rapidly. Divers rising from the maximum depth of 120' (20") to 60' (10") of depth in less than 5 minutes must check Vigor or gain a level of Fatigue. Beginning at 60' (10") of depth, those rising faster than 12' (2") per minute must check Vigor with a –1 penalty for each 6' (1") faster that they rose. Failure results in a level of Fatigue, and Critical Failure results in a Wound. Levels of Fatigue from The Bends can cause Incapacitation.

Reduced Visibility: Even with masks or goggles, the visible range for most unaided humans and D-Bees underwater is typically 120' (20"). Especially muddy or clear waters can modify this distance. Senses like sonar are crucial underwater—beings and gear with sonar ignore such limitations to "vision." Vehicles, power armor, and robots designed for underwater use have sonar included in their Sensor Targeting Suite.

UNDERWATER COMBAT

EFFECTIVE UNDERWATER

The following attacks and abilities are effective underwater:

- **Water-based Magic:** Spells with water-based trappings are designed to be cast from within the water. Magic users activating such powers make arcane skill rolls at no penalty for Speech.
- **Psionics:** Activate most powers at no penalty underwater, but fire and electricity based abilities are less effective, see below.
- **Unarmed Attacks:** fully effective.
- **Melee Weapons:** fully effective.
- **Ion Weapons:** are fully effective underwater, making them a preferred choice for many navies and pirate bands.
- **Blue-Green Lasers:** use a light frequency that can fire through water at full effect—no range or damage penalty.

INEFFECTIVE UNDERWATER

Most weapons aren't designed for use in water. Besides the penalties listed below, Underwater Penalties for those inexperienced with the environment also apply:

- **Power Activators:** Non-Water spells aren't designed to be cast from within the water, so Speech can be a problem. Underwater casters without *environmental protection* (water) or those not in an environment where they can speak can't cast spells. For example, a character wearing SCUBA gear with a mouth piece couldn't cast spells, but one with a full helmet or inside a sub could.
- **Crossbows, Lasers, and Rail Guns:** Range is halved but deal full damage.
- **Modern Firearms:** become Range 1/2/3.
- **Plasma Attacks and Fire-based Powers:** Range and damage are a quarter of normal. The caster or firer is Distracted by roiling bubbles and boiling water.
- **Particle Beam or Electricity-based Attacks and Powers:** Everything in a Medium Blast Template centered on the attacker is dealt a quarter normal damage.
- **Thrown Weapons:** Spears and tridents are half range. Most other thrown weapons, including grenades, can't be thrown—they just fall.
- **Missiles:** are completely ineffective, but launchers can be loaded with Torpedoes instead, see page 58.

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TATTOO MAGIC

Tattoo Magic is a peculiar form of mystical technology that enhances its recipients, allowing them to wield arcane powers through enchanted symbols embedded in their body—and soul. Its secrets are zealously guarded by the Splugorth and remain a mystery across the Megaverse®.

The mystic art of creating tattoos is thought to have been pioneered by the extinct race of dragons called the Chiang-Ku. Many millennia ago, this venerable race is suspected to have shared the secrets of Tattoo Magic with the True Atlanteans in exchange for tutelage in the art of Stone Mastery.

Now, tattoo magic is only known to be practiced by the dwindling race of ancient humans known as the True Atlanteans, who mark their children with them, and the nefarious Splugorth High Lords who use them for power, material gain, and as a terrifying form of punishment.

MAGIC TATTOO BASICS

Tattoo Magic Strain: Magic Tattoos tax the body and soul; each has a Strain value. Unlike Cyberware, Strain from Magic Tattoos does *not* incur the penalty to Arcane Skill rolls made for Arcane Backgrounds using PPE or ISP (see **Strain** in *The Tomorrow Legion Player's Guide*).

Tattoo Magic Effects: Magical Tattoos channel spiritual energy throughout the recipient's body. Each Magic Tattoo grants a bonus of +1 Toughness and +1 PPE. Those without PPE gain 5 PPE with the first tattoo, but this "free" PPE is lost if they take an Arcane Background, Edge, ability, etc providing PPE. The bodies of Tattooed Beings (beings with more than six Magic Tattoos) are strengthened and ignore the effects of the **Gritty Damage** Setting Rule.

Tattoo Magic Limits: Tattoos activate with the listed Power Modifiers, none can be added. They can't be duplicated; trying to add two identical tattoos to a being results in agonizing death. Magic Tattoos will reappear if the bearer is injured—they can only be removed by amputating the limb. Tattooed Beings (those with more than six magic tattoos) can't take Edges with an Arcane Background as a prerequisite unless explicitly granted (e.g. Rapid Recharge).

USING MAGIC TATTOOS

To activate a Magic Tattoo, the caster physically touches the mystical mark on their skin (a free action if not Bound and that area of their body is uncovered), rolls Spirit as an action, and expends the required PPE. If the Spirit roll is failed, no PPE is expended. The specific weapon, creature, or effect type is chosen when taken and can't be changed.

When activated the effects of powers pulse into reality: tigers leap into combat, weapons appear in the caster's hand, etc. When the Duration ends or is canceled by the caster (a free action), it disappears from reality and reappears as a tattoo. Maintaining powers requires spending PPE, figured separately for tattoos that activate multiple powers.

CYBERWARE AND TATTOO MAGIC

Each point of Strain from cyberware imposes a –1 penalty on rolls to activate Tattoo Magic.

SUMMONING TATTOOS

Tattoo summons are manifestations of the bearer's own life force—animals last an hour, monsters last 15 minutes; with a raise it's Resilient. Swarms can't be summoned. If the creature is Incapacitated, the caster checks Vigor at –2 or gains a level of Fatigue; this Fatigue can't cause Incapacitation. However, with a Critical Failure he takes a Wound and an Injury (random, or appropriate to the location of the tattoo) which is healed when the Wound is recovered.

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MAGICAL TATTOOS

For important notes about each type of tattoo, please see Using Magic Tattoos on page 73.

TATTOO	PPE	STRAIN
WEAPON TATTOOS		
Simple Melee: Conjure a Medieval Melee Weapon, see *Savage Worlds*.	1	1
Simple Ranged: Conjure a Medieval Ranged Weapon with 6 Shots.	1	1
Shield: Conjure an Ancient or Medieval Shield of any type.	2	1
Bloody Weapon: As Simple Melee, but deals Str + damage dice ×2 MD, with AP equal to damage die type. E.g. a Bloody Flail deals Str + 2d6 MD, AP 6.	3	1
Aura Weapon: As a Bloody Weapon with Greater *smite* on it and a Trapping.	6	1
Serpent Weapon: As a Bloody Weapon, +8 MD vs reptiles and dragons.	4	1
Weapon Piercing a Skull: As a Bloody Weapon, each hit drains 1d4 PP.	5	1
Winged Weapon: Upgrades a weapon tattoo (together still a single tattoo). If thrown—or a missile shot—it can return to the wielder as a free action.	+1	+0
SUMMONING TATTOOS		
Animal: *Summon ally* animal, PPE cost 1 + Size (at least 1).	Varies	1
Monster: *Summon ally* animalistic supernatural creature with animal intelligence, costs 3 + Size in PPE (minimum 3)—subject to GM approval.	Varies	2
POWER TATTOOS		
Beautiful Dancer: Cast the *puppet* power with Mind Control.	6	2
Black Sun: Cast True *invisibility* (self); usable only in shadows or darkness.	8	2
Broken Chain: *Boost* Strength (self) by two die types, three with a raise.	3	1
Chained Cloud: Cast Greater *havoc* with Strong.	5	1
Chained Skull: Cast Exalted *arcane protection* (self).	2	1
Cracked Skull: Cast Greater *stun*.	4	2
Eye in a Pyramid: Cast Exalted *detect arcana* (self).	2	1
Eye of Knowledge (Lidless): Cast *speak language* (self).	1	1
Eye Pierced by Dagger: Cast Greater *blind*.	4	2
Eye with Tears: Cast *empathy* with Empathic Transmission.	3	1
Eyes of the Wolf: Cast Exalted *darksight* (self) plus Greater *farsight* (self).	4	1
Flaming Skull: Cast Greater *blast* (fire Trapping); SBT, MBT, or LBT.	5	2
Heart, Staked: Cast Exalted *arcane protection* (self); vs undead only, 1 hour.	1	1
Heart in Flames: Cast *environmental protection* (self) versus Heat and Fire.	2	1
Heart with Large Wings: Cast *fly* (self) with Swift Flight.	7	2
Heart with Tiny Wings: Cast Greater *speed* (self) with Quickness.	5	2
Holy Symbol: Cast the *banish* power.	3	1
Lightning Bolts: Cast Greater *bolt* (electricity Trapping) with Onslaught.	5	2
Rose with Blood: Cast Greater *healing* with Neutralize Poison & Disease.	10	2
Shark or Dolphin: Cast *environmental protection* (self, water) plus *speed*.	2	1
Skull with Bat Wings: Cast *zombie* with Armed, Armor, and Skeletal.	3	1
Warrior in Full Armor: Cast Greater *protection* (self) with Toughness.	4	2

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Weapon Tattoos

Summons a specific weapon for 15 minutes. They can be Disarmed, dropped, passed to others, etc as normal but the tattoo bearer may cancel them as a free action at any time.

Melee weapons are the most common weapon tattoos. Bloody, Aura, Serpent, or Skull Pierced weapons are picked from the Medieval Melee Weapons in *Savage Worlds*.

Ranged weapons, including thrown weapons like daggers and javelins, come with the listed number of Shots to make attacks with. If a ranged weapon's Shots are used up it can be dismissed then summoned again to replenish the number.

Tattooed Archers are allowed to take more powerful weapon tattoos as ranged weapons (see the Edge on page 41).

Winged weapons upgrade one of the other weapon tattoo types, allowing a thrown weapon or a fired projectile to be returned to the wielder as a free action.

Getting Magic Tattoos

Tattoo Magic is only compatible with the biological and spiritual makeup of certain races, listed below. Attempting to brand Magic Tattoos into the flesh of others is considered an insidious form of torture and will always result in horrific anguish and a slow, inevitable death.

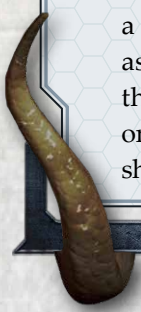
Magic tattoos are incredibly powerful, but gaining them is painful and debilitating. The process inflicts a deep psychic agony, and often causes insanities or chronic berserk outbursts. These behavioral changes are especially pronounced when added in rapid succession—as is the case with most slaves.

Slinging Ink

Only two tattoos can ever be added simultaneously—one at a time is safest—and even then the recipient must recover for at least half a year before gaining another tattoo or they will die in the process.

Tattoo Magic Recovery

- **Simple Weapon and Animal Tattoos:** suffer a level of Fatigue that can't be recovered (no *relief*) for 1d4+1 days.
- **Magic Weapon and Monster Tattoos:** suffer two levels of Fatigue that can't be recovered (no *relief*) for 1d6+2 days.
- **Power Tattoos:** Incapacitated for a day, suffer two levels of Fatigue as above, and gain an Injury (see the Injury Table in *Savage Worlds*) on the tattooed body part until she recovers after 1d8+3 days.



Humans (including True Atlanteans), their close cousins the Ogres, and Chiang-Ku Dragons gain Magic Tattoos as normal.

Children and teenagers of those Races are especially resilient and halve listed recovery times.

Elven physiology is quite different from Humans, but they can still receive magic tattoos, though they do not tolerate them well—double the recovery time for Elves and each magic tattoo reduces their lifespan for a decade. Even worse, every fourth magic tattoo results in a permanent –1 Attribute Penalty to Smarts, Vigor, or the Ugly (Minor) Hindrance; randomly determine one. If the same result is rolled twice, the attribute is reduced a die type or the Ugly (Major) Hindrance is gained. For example, an Elven Tattooed Warrior starting with the standard 12 magic tattoos needs to roll three times for these negative qualities in addition to the other T-Warrior complications.

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MAGIC USERS AND TATTOOS

Tattoo Magic is dangerous for wielders of the arcane. If any being, including a magic user, gains more than six Magic Tattoos they're transformed into a Tattooed Being and cut off from the arcane energies needed to work sorcery. Six tattoos can be received without penalty, but even one more destroys *all* magic capabilities and potential—any Arcane Background using PPE, all powers, and all associated abilities are permanently lost!

This process is brutal for casters and requires the magic user to check Vigor at –2, with failure resulting in a roll on the **Death & Defeat Table** (see *The Tomorrow Legion Player's Guide*). If the character survives, he must check Spirit at –2. A Critical Failure means she is too crushed to carry on meaningfully as a player character. With failure she can carry on but rolls twice on the Tattooed Warrior's **Tattoo Insanity** table (page 21) with a success she rolls only once, or with a raise she's overcome the psychological loss and continues on with life.

DEEP-SEA ADVENTURE

OCEAN EXPEDITIONS

When using the expanded Journey rules found in the *Tomorrow Legion Field Manual*, make the following modifications.

Monster Infested Waters: When traversing the Demon Seas, the Terror Coast, and similarly dangerous sea regions draw for an Encounter for every six hours of travel. Ignore Diamonds (Treasure) results, except for an Ace which is treated normally. Clubs (Obstacles) result in exotic phenomena as listed on the **Dimensional Triangle Effect** table (surface travel), or **Shimmering Waters Effect** table (underwater travel).

Seafaring Encounters: Use the **Demon Seas Encounters** table (page 123) when traveling near magic sea triangles and the Atlantis coastline. On the mainland use the **Atlantis Encounters** table (page 102). For oceanic travel outside the Demon Seas use the table on page 155 for **Atlantic Ocean Encounters**, and the one on page 140 for **Pacific and Indian Ocean Encounters**.

UNDERWATER SALVAGE

The following are rules for using Relic Salvage Operations from *Empires of Humanity* in your deep-sea adventures.

Underwater Ruins: Coastal cities across the world were submerged by the tidal waves and rising sea levels of the Great Cataclysm. For centuries these coastal regions have hidden their vast treasures beneath the waves. With the return of advanced underwater exploration equipment and vehicles, many such regions are now open for exploration. When performing Relic Salvage Operations at sea, Game Masters run them as *Dangerous* Quick Encounters, due to the added threat of undersea mishaps. In addition to any other skill check modifiers, GMs should assign a Horror Factor to the region depending on how dangerous and remote it is—the larger the city or the closer it is to ley line activity, the higher the Horror Factor should be. In return for all of the added danger, draw one extra Action card when determining loot.

Dead Pools: Located at nexus points where two or more ley lines intersect deep underwater, the random rifts that open at these places frequently send thousands of creatures and dimensional travelers to a watery grave every year—leaping blind through a rift is dangerous! These regions are infested by sea monsters and pirates who prey on the unfortunate arrivals. Roll on the **Demon Seas Encounter** (page 123) every six hours, but drawing an Ace or Joker for loot results in a roll on the **Risks and Rewards** table, see the *Game Master's Handbook*.

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DIMENSIONAL TRIANGLE EFFECTS

Critical Failures result in travelers falling overboard in the chaos—they may be lost at sea or drown.

D10	RESULT (EVENTS LAST 2D6 MINUTES UNLESS NOTED OTHERWISE)
1–2	**Dangerous Shower (roll a d4):** 1 boulders, 2 burning plasma, 3 acid, or 4 lightning rains down on vehicles and travelers. All travelers must check Athletics at –4 to avoid taking a personal Wound (or d4 Wounds with results of less than 1). All vehicles must make a maneuvering roll at –2 or suffer Wounds as above and go Out of Control.
3	**Interference:** Arcane, Techno-Wizardry, and electronic equipment goes crazy. Cybernetics and power armor still work but suffer a –2 penalty to all Trait rolls. Radios are garbled, computers crash, and sensors fritz out. A successful relevant skill check at –2 fixes each item in 2d4 days, half that with a raise. Failures cause Technical Difficulties.
4	**Toxic Fog:** Those without EBA or ECCs must check Vigor at –2 every minute to avoid suffering the effects of Paralyzing Poison (or Lethal Poison with results of 1 or less to resist).
5	**Exotic Radiation:** All travelers check Vigor at –2 every minute or suffer a Fatigue from Radiation. EBA and ECCs are moderately effective, check Vigor at +2 instead of –2.
6	**Space Warp:** A bizarre storm arrives—the sky is a weird color, instruments go haywire, watches spin randomly, etc. When it ends the travelers are 2d4 × 100 miles off course.
7	**Time Warp:** As above, but off course 1d6 × 10 miles and 1d20 weeks have passed.
8	**Terror Warp:** The travelers see Horrific visions, all check Fear for Terror at –4. Roll again.
9	**Ley Line Storm:** Use the **Ley Line Storm** tables and rules in the *Game Master's Handbook* to determine the qualities of the storm, which lasts 4d6 × 10 minutes.
10	**A Rift Opens:** It appears within 1d20 × 25 yards of the travelers. Use the **Rifts** tables and rules in the *Game Master's Handbook* to determine the qualities of the Rift.

SHIMMERING WATER EFFECTS

Alluring stretches of the undersea that shine with unnatural light, 1d100×5 yards in diameter, Shimmering Waters can *only* be detected by eyesight, making them a hazard for submarines. Those who enter them experience a disorienting euphoria and temporarily disappear from our dimension.

D8	RESULT (TRAVELERS VANISH FOR D100 MINUTES BEFORE REAPPEARING)
1	**Age Flux (roll a d6):** Travelers 1–3 become 2d4 years younger, or 4–6 are 2d4 years older!
2	**Bio Flux (roll a d6):** Travelers 1–3 are healed of all Injuries, or 4–6 gain a Chronic Disease.
3	**Object Flux:** *All* gear (weapons, vehicles, armor) ages 4d4 × 10 years, roll Technical Difficulties.
4	**Clairvoyant Flux:** All psychic travelers share a clairvoyant vision determined by the GM which can include possible futures, remote viewing of powerful enemies, or flashes of insight.
5	**Warp Flux:** Travelers experience the effects of both a Space and Time Warp as listed above.
6	**Parallel Flux:** Each traveler's history is changed, and their own memories to fit—though they remember the old versions of their fellows. Each person has two points of Hindrances replaced with a random new Major Hindrance. Roll d6: 1–3 it lasts 1d12 days, 4–6 it's permanent.
7	**Reality Flux:** A new Wild Card appears! Roll a d8: 1–3 use the **Contact** tables*, 4–6 use the **Creatures from the Rifts** tables† (make a Single Entity), 7–8 it's a doppleganger of a hero or villain from a permanent Parallel Flux (as above). Find out **Why Are They Here?** using the table†. Roll a d6: the being 1 is hurt, 2 has temporary amnesia, 3 permanent amnesia, 4+ is fine.
8	**Rift Flux:** The Shimmering Water is actually a rift, and the travelers are catapulted through it. Use the **Rifts** tables and rules in the *Game Master's Handbook* to determine their destination.

* See *The Game Master's Handbook*. † See *Savage Foes of North America*.

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DEMON SEAS HERO'S JOURNEY

Whether they're a native or not, your hero's time in these strange environs has given them a unique perspective, obscure knowledge, unusual equipment, or perhaps something stranger.

A New Journey: With the GM's permission, heroes with a Demon Seas background can use this table in addition to those presented in the *Tomorrow Legion Player's Guide*. As always, players and GMs should work together to ensure the results make sense for their campaign.

D20	RESULT
1	Not all magic blades are rune weapons, but such unique treasures can still be a powerful asset. Choose any Medieval Melee Weapon from *Savage Worlds* and double the damage dice (dealing Mega Damage), gain additional AP equal to the damage die, and apply a magical trapping (fire, ice, holy, etc.). For example, a flaming Long Sword does Str+2d8 MDC, AP 8, fire damage.
2–3	Your hero has an "in" with a Tattoo Master. Choose a single 1-Strain Magic Tattoo. If your character can't have Magic Tattoos, reroll this result.
4–5	Whether willingly or not, your hero has been the subject of Bio-Wizardry experimentation. Choose a single 1-Strain Bio-Wizardry Augmentation. Reroll this result if your character can't gain Bio-Wizardry augmentations, or if it'd kill them.
6–7	You picked up a noteworthy piece of gear in your travels on the seas. You start with any body armor, personal melee or personal ranged weapon of your choice from this book; even faction-specific ones (but not Bio-Wizardry items or Rune items).
8–10	Splynn Regular: You've learned the ins and outs of the market and the arena better than most. You gain a +2 on all Networking and Gambling rolls within the city, and your rolls to find gear from this book take no extra penalty when you're not in an Atlantean market; your contacts can find it for you.
11–12	You saved the life of someone with serious clout. They may not have been a "good" person, but they're in your debt. Your hero gains the Connections Edge with one of the factions in this book (subject to GM approval).
13–14	It's a complicated story, but somehow you ended up with an Atlantean Symbiote—choose any from page 66 in this book. However, the experience left a lasting impact; roll once on the Bio-Borg Insanity table!
15–16	Your hero's time at sea has given them the Underwater Acclimation Edge (Aquatic heroes instead gain the Nimble quality while underwater), and a +2 on all Common Knowledge rolls relating to Atlantis, the Demon Seas, or any faction in this book.
17	Your character has experience treating wounds (or experimenting) on a variety of species in the slave pens. Increase their Healing skill by one die type and ignore up to two points of Inhuman Physiology penalties on Healing skill rolls.
18–19	You went on a few missions with the New Navy, either as a member or an auxilliary, and now your hero is well-equipped for any aquatic adventure with their NG-600 Sea Pack and N-20 Speargun. This NG-600 is nuclear powered. You may trade any starting body armor for either the LEWS-9 or MEWS-10 armor on page 50.
20	You may choose any one of the results on this table.

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NEW POWERS

These two new powers are *optional*. If the GM allows, they're available to the following Frameworks — add it to their power list.

- **Energy Disruption:** Elemental Fusionist (Air/Earth), Ley Line Walker, Mind Melter, Techno-Wizard, Zapper.
- **Remote Viewing:** Elemental Fusionist (Fire/Water), Ley Line Walker, Mind Melter, Mystic (Miracles), Shifter, Techno-Wizard.

ENERGY DISRUPTION

Rank: Novice
Power Points: 2
Range: Spirit
Duration: 5
Trappings: Ion discharge, static hum, ghostly energy, gremlins.

The caster sabotages an electronic device no greater than Size –1. All Trait rolls made with the electronic or an electricity powered item are made at –2, or –4 with a raise.

Energy Disruption has no effect on simple tools such as hammers, knives, or most firearms — only devices containing or connected to electric/electronic components. It also has no effect on cybernetic systems due to their integration with a living being.

MODIFIERS

- **DISRUPTION FIELD (+2):** The caster sabotages all electronic devices in the area. All devices within Range are affected for the power's Duration, friend or foe, unless used with the Selective Power Modifier.

MEGA MODIFIERS

- **JAMMING (+1):** Instead of affecting a specific target or area, all communications (radios, transmission lines, etc) and sensory (optics, targeting suites, radars, etc) equipment within Range cease to function. Signals traveling through the area are blocked.
- **GREATER (+3):** Target electronic device (any Size), robot automaton, power armor, vehicle, or robot vehicle suffers the effect of a Critical Hit (vehicles) or a Technical Difficulty; with a raise the caster chooses the result. With a vehicle Chassis hit its next maneuver check is made at –2. Can't be combined with other power modifiers.

REMOTE VIEWING

Rank: Veteran
Power Points: 3
Range: Self
Duration: 5
Trappings: Astral projection, images on a reflected surface, a crystal ball.

The caster spies on a distant item, creature, or location. Casting takes one minute, during which she's Vulnerable, cannot take other actions, and fails if she is Shaken or Stunned.

If targeting an unwilling person, they oppose with Smarts. With a failure, those in the target area able to sense the supernatural are aware of the attempted intrusion.

A caster is –2 to scry targets she hasn't seen before in person, and –4 to scry targets at a location she's never visited (it fails if she doesn't know the place exists). Scrying a different region of the world imposes a –2 penalty, or –4 for another dimension. *Conceal arcana* and similar abilities impose penalties to this roll. All modifiers stack.

Success lets the GM reveal to the caster what they see as if standing nearby. With a raise the caster can see, hear, and smell.

MODIFIERS

- **GROUP SIGHT (+1):** The caster may share her perception with allies within a Range of Smarts for the power's Duration.

MEGA MODIFIERS

- **STRONG (+2):** The caster ignores two points of penalties to her arcane skill roll.

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RUNE ITEMS

The creation of rune items is an advanced form of sorcery related to Bio-Wizardry, except where Bio-Wizardry melds the flesh of supernatural creatures with other living beings or devices, rune magic uses the very soul or essence of a creature to empower and fuel inanimate objects with arcane abilities.

Rune magic steals a creature's soul or essence and imprisons it within an indestructible object, usually a weapon. The victim's life force provides continual power to the device, like a battery. Only beings with a powerful arcane connection can be used to forge rune items. Dragons, minor demigods, powerful supernatural creatures, and the occasional mortal sorcerer who has become one with magic can be used to create lesser rune weapons. The greatest rune weapons are powered by the life force of a god, ancient dragon, greater elemental, demon lord, or powerful spirit of light.

Rune weapons created this way are infused with the personality, intelligence, and cosmic alignment (good/light or evil/darkness) of the being trapped inside.

Most champions of good refuse to learn the secrets of rune item creation because of its enslaving and exploitative nature. However, the most inquisitive unaligned arcane craftsmen often overlook this moral conundrum while evil creatures, such as the Splugorth, relish this aspect of rune magic. Thus, those who master rune magic are often of a darker nature and tend to create items unintentionally tinted with the powers of darkness, or items of an outright evil nature. Occasionally, the most despicable rune smiths will intentionally entrap powerful beings of light in rune items as a form of eternal punishment, and then attempt to hide the powerful artifact out of fear of its retribution.

THE RUNE SMITHS

While various pantheons of god-like beings throughout space and time have been known to create rune items, a few mortal civilizations are also rumored to have mastered their creation. There are tales of powerful kingdoms of elves or dwarves learning these secrets, only to invariably abandon and forsake the practice once they realize its sheer destructive potential.

HOLY FORGES

There are rumors of long-lost gods of light who millennia ago created powerful holy rune weapons, items seemingly powered by spiritual essences that had not yet formed intelligence. These powerful items were created to combat supernatural evil and are usually found in the possession of champions of good.

SPLUGORTH MASTERY

Unknown to most beings throughout the Megaverse®, the Splugorth possess the secret magic arts necessary to create rune items. This is information they guard zealously and do not share with their minions, even the vaunted high lords. The alien intelligences discretely create and distribute these items to their most trusted champions, or use them to guard their most valued property.

RUNE ITEM CREATION

Game Masters may use the following rules to create rune items for use in their campaigns. The rules are only guidelines—GMs are encouraged to be creative in the abilities possessed by items to make them a more unique, memorable, and potentially pivotal part of their stories.

RUNE ITEM BASIC ABILITIES

All rune items have these traits in common:

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- **Form:** Rune items are usually made of a single piece of metal or hard stone, with no moving parts or gears. They generally take the form of an ancient weapon and deal three times the weapon's base damage in Mega Damage with an AP equal to its damage die type, see Medieval Melee Weapons in *Savage Worlds*. For instance, a rune mace would deal Str+3d6 Mega Damage, AP 6.
- **Indestructible:** Rune items are impossible to destroy or damage, are never dented, and blades never dull.
- **Runes:** Rune items are lined from one end to the other with arcane symbols of power.
- **Link:** Rune items will link themselves with a wielder almost immediately if their motivations align, or within a few months of possession by a new owner. This allows the owner and weapon to sense each other's presence (usually Spirit in miles) and gives the wielder a +1 bonus on all rolls to resist the arcane.
- **Embedded Powers:** Many rune weapons can be used to cast powers. Unlike Techno-Wizardry Gear, any wielder can use them. As an action the wielder checks Spirit to activate the power at no Power Point cost. Embedded Powers can be used three times per day unless noted otherwise.
- **Cursed or Enchanted:** Many rune items, especially the most powerful ones, are cursed or emit some form of transformative aura that will lead to trouble or ruin.

HOLY RUNE WEAPONS

Believed to have been created long ago, the secrets of forging these weapons of light are thought to have been lost to space and time. A simple holy weapon will have two of the abilities listed below, while the most powerful might have four.

- **Banish:** per the power at +2.
- **Blessing of Valor:** The wielder and allies within a SBT are +2 vs Fear and to recover from being Shaken.
- **Circle of Protection:** per the *arcane protection* power with the Exalted modifier, centered on the weapon. Affects the wielder and all allies within a SBT.
- **Dispel:** per the power at +2.
- **Healing:** per the power at +2.
- **Keen Edge:** Increase the weapon's damage dice by one die type and double its AP.
- **Monster Slayer:** The weapon deals +4 extra damage (in addition to any Weaknesses) to supernatural beings, including creatures of magic, demons, and the undead. If the effect is limited to a specific type of creature—dragons and reptiles for instance—the bonus is +8.
- **Sense Evil:** per the Exalted *detect arcana* power with the Presence Sense modifier, but only detects supernatural evil or its champions.



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Lesser Rune Weapons

Lesser rune weapons have the following characteristics in common.

- **Lesser Intelligence:** The imprisoned life force has its own will and consciousness, including Smarts d6 or higher, Spirit d6 or higher, and often personality related Hindrances. It can communicate with others through the *mind link* power (activates as a free action with no Power Point cost and a Range of Smarts × 5).
- **Cosmic Alignment:** If the wielder's path in life clashes with the intelligence inhabiting the rune item—e.g. the intelligence is evil while the wielder is a champion of light—every round they wield it they must check the lower of Spirit and Vigor or gain a level of Fatigue. In addition, the wielder is –1 on all Trait checks associated with the rune item and it will be especially reluctant to link with them or disclose its full capabilities.
- **Lesser Abilities:** The rune item will have up to one of the Rune Weapon Abilities listed below, though many have none.

Greater Rune Weapons

Greater rune weapons have the following characteristics in common.

- **Greater Intelligence:** The imprisoned life force is quite powerful. It has its own will and consciousness, including Smarts d8 or higher, Spirit d10 or higher, and often personality related Hindrances. It can communicate with others through the *mind link* power (activates as a free action with no Power Point cost and a Range of Smarts × 10), and once per day can broadcast a short telepathic message to every sentient mind within a mile radius (can only broadcast, not receive responses).
- **Cosmic Alignment:** If the wielder's path in life clashes with the intelligence inhabiting the rune item—e.g. the intelligence is evil while the wielder is a champion of light—every round they wield it they must check the lower of Spirit and Vigor or gain a Wound. In addition, the wielder is –2 on all Trait checks associated with the rune item and it will be especially reluctant to link with them or disclose its full capabilities.
- **Greater Abilities:** Has up to two of the Rune Weapon Abilities listed below.

Rune Weapon Special Abilities

The most powerful rune weapons possess arcane abilities. These abilities are often related to the life force imprisoned within.

- **Animated:** The weapon has sculpted wings and if thrown it returns to the wielder as a free action. The weapon can also be commanded to levitate, move, and fight of its own volition as if used by an invisible warrior within a Range of the wielder's Spirit in inches. It has Strength, Fighting, and a flying Pace all equal to its Spirit.
- **Elemental Attack:** As an action the wielder checks Spirit to cast Greater *bolt*, Greater *blast*, or Greater *burst*. The elemental attack costs no power points and can be used an infinite number of times per day. The attack has an elemental trapping related to the imprisoned life force.
- **Elemental Magic:** The rune item can cast *elemental manipulation* (with the Elemental Fury, Exalted Manipulation, and One With Elements modifiers), *environmental protection*, and Greater *damage field*. The powers have an elemental trapping related to the imprisoned life force.
- **Healing:** per the power.
- **Keen Edge:** Increase the weapon's damage dice by one die type each and AP is equal to double the new damage die type.
- **Monster Slayer:** The weapon deals +4 extra damage (in addition to any Weaknesses) to supernatural beings, including creatures of magic, demons, and the undead. If the effect is limited to a specific type of creature—dragons and reptiles for instance—the bonus is +8.

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- **Psionic Powers:** The rune item can use three powers chosen from the Mind Melter's power list with one power modifier or mega power modifier each (chosen when the item is created, can't be changed and is always applied).
- **Powers of Darkness:** The rune item exudes an aura of menace and can cast Greater *darkness* and three powers up to Veteran Rank chosen from the Mystic's Miracles power list with up to one power or mega power modifier each (chosen when the item is created, can't be changed and is always applied).
- **Powers of Light:** The rune item glows with a faint light and can cast Exalted *light* and three Novice, Seasoned, or Veteran Rank powers chosen from the Mystic's Miracles power list with up to one power or mega power modifier each (chosen when the item is created, can't be changed and is always applied).
- **Powers of the Wizard:** The rune item can cast three Novice or Seasoned Rank powers chosen from the Ley Line Walker's power list with up to one power or mega power modifier each (chosen when the item is created, can't be changed and is always applied).
- **Powers of Time and Space:** The rune item can cast *divination*, Greater *teleport*, and Greater *intangibility*. It has the Ley Line Sense, Ley Line Phasing, and Ley Line Gate abilities, see the Ley Line Walker in *The Tomorrow Legion Player's Guide*. In addition, the rune item's intelligence adds a bonus of +2 on checks to manipulate rifts, see **Characters, Ley Lines, and Rifts** in the *Game Master's Handbook*.

SOUL DRINKER

The greatest rune weapons are bladed and have the ability to absorb the life essence of their victims. This requires the weapon to actually cut and draw the target's blood, and can only consume 1d4 souls per day.

- **Soul Drinking:** The weapon's AP is equal to three times its damage die type. As an action the wielder makes an opposed Spirit roll—using the rune weapon's Spirit, not his own—against an injured target (must be successfully Shaken or Wounded by a melee attack using the weapon, fully Soaked attacks don't count). With a success the rune weapon consumes a portion of the target's essence causing a Wound, or two Wounds with a raise; these Wounds may not be Soaked. Targets Incapacitated this way are instantly and irrevocably killed as their life essence is devoured by the rune weapon in a spectacular flash.

The blade is keen. The blade is long. And when you swing, it sings a song!

–Valka Mad-Eyes, Crazy

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SPLUGORTH RUNE WEAPONS

These rune weapons are the "typical" variety constructed by the Splugorth, though they remain legendary artifacts of great power. Rune weapons are considered truly priceless relics—most beings would rather die than part with one—but when one goes up for sale it will command a princely sum, at least 100 million credits for the least powerful and often over 500 million or an epic trade of something (or some being) equally as valuable. Most are only ever given as a reward for decades (sometimes centuries) of loyalty or acts of tremendous service.

CALL STAFF

A Greater Rune weapon with the appearance of a driftwood staff grown around a conch and lined with the spines of marine animals. It has the standard abilities listed above plus:

- **Fighting Attack:** Str+3d6 MD, AP 6.
- **Shooting Attack:** A kinetic bolt with Range 12/24/48, 4d6 Mega Damage, AP 6, RoF 1. Shooting +1.
- **Spell Magic:** Casts *banish*, *divination*, *empathy*, *mind link*, and *puppet*.
- **Summoning:** Once every 48 hours the staff may *summon ally* and call forth one lesser monster or creature of magic (subject to approval by the Game Master)—greater demons, elementals, and the like can't be summoned this way.



CRYSTAL FIRE SCEPTER

A Greater Rune weapon with the standard abilities listed above plus the following (all have a fire/heat trapping):

- **Attack, Fighting:** Str+3d6 MD, AP 6.
- **Attack, Shooting:** A searing bolt with Range 24/48/96, 5d6 Mega Damage, AP 12, RoF 1. Shooting +1.
- **Radiate Light and Heat:** A large crystal at the top of the mace-like rod can radiate pure daylight up to 60 feet (10") and provide warmth within a Small Blast Template.
- **Spell Magic:** Casts Greater *confusion* (SBT *or* MBT), Exalted *light*, *barrier* (with Damage and Stalwart Walls), *elemental manipulation* (with the Elemental Fury, Exalted Manipulation, and One With Elements modifiers), *environmental protection*, and Greater *damage field*.
- **Deflects Energy:** Laser, fire, and heat attacks (including plasma) are −4 to hit the wielder.

DRAGON SCEPTER

This Greater Rune weapon has the appearance of a gun with a dragon's neck and head for the barrel. It has the standard abilities listed above plus the following:

- **Attack, Fighting:** Str+3d6 MD, AP 6.
- **Attack, Shooting:** As an action the wielder checks Shooting at +2 to cast Greater *bolt*, Greater *blast*, or Greater *burst*. The wielder may choose between a fire or electricity trapping with each attack.
- **Spell Magic:** Casts Greater *entangle* (with Strong and Area of Effect), Greater *havoc* (with Strong), and *shape change* (with Speech and Extended Change).

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DRAGON THUNDERER

This Greater Rune weapon usually takes the form of an ax or war hammer with an ornate dragon's head at its hilt. It has the standard abilities listed above plus the following:

- **Attack, Fighting:** Str+3d8 MD, AP 16; releases a thunderclap when it strikes—targets hit must check Vigor or be Stunned (–2 with a raise on the attack roll).
- **Attack, Throwing:** The wielder may throw the weapon at Range 5/10/20, and returns to the wielder as a free action.
- **Spell Magic:** Casts *elemental manipulation* (water, with the Elemental Fury, Exalted Manipulation, and One With Elements modifiers—summons or calms a storm) Greater *fly* (self), and Greater *protection* (self with Toughness).



THE ENSLAVER

This Greater Rune weapon appears to be the barbed statue of an alien insectoid skeleton, but can be grasped firmly like a gauntlet. It has the standard abilities listed above plus the following:

- **Attack, Fighting:** Str+3d6 MD, AP 6.
- **Psionic Powers:** Casts Exalted *detect arcana*, *disguise* (with Illusory Mask), *empathy* (with Empathic Transmission), Greater *fear, mind link, mind reading* (with Mind Walk), Greater *mind wipe* (with Edit), *puppet* (with Mind Control), Greater *slumber*, and Greater *stun*.

THE IMPALER

This Greater Rune weapon usually takes the form of a wickedly spiked sword with four segmented fingers at the hilt that end in claw-like barbs. It has the standard abilities listed above plus the following:

- **Attack, Fighting:** Str+3d10 MD, AP 30, Fighting +1.
- **Attack, Shooting:** A piercing kinetic bolt with Range 12/24/48, 4d6 Mega Damage, AP 6, RoF 1. Shooting +1.
- **Animated:** The sword's bony finger-like spikes can become animated allowing it to crawl or hop across the floor, walls, or ceiling at Pace 6. It can grab, hold, and carry small items. The weapon can be commanded to fight of its own volition within a Range of the wielder's Spirit in inches. It has Strength d12, Athletics d10, and Fighting d10.
- **Soul Drinker:** Has the Soul Drinking ability as listed above.

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THE NECRONSTAFF

This Greater Rune weapon has the appearance of a twisted gnarled root topped by a demonic goat's head with sharp teeth and horns. It has the standard abilities listed above plus the following:

- **Attack, Fighting:** Str+3d8 MD, AP 24, Reach 1, Parry +1 if used two-handed.
- **Touch Attack:** Deals 4d6 Mega Damage and the victim must check the lower of Spirit and Vigor or become Fatigued (check at –2 with a raise).
- **Spell Magic:** Casts Greater *blast* (fire trapping), Greater *fear* (with a MBT or LBT), Greater *lower Trait* (Spirit), and *zombie* (up to 3d4 are raised, all are Armed and Skeletal).
- **Undead Slayer:** The weapon deals +8 extra damage (in addition to any Weaknesses) to undead of all kinds.
- **Soul Drinker:** Has the Soul Drinking ability as listed above.



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LEGENDARY RUNE WEAPONS

SWORD OF ATLANTIS

This rune sword is the most powerful artifact known to be created by the Splugorth. It is intricately ornate with beautiful etchings, sculpted figures for the pommel and hilt, elegant wings formed at the base of its rune-covered blade. It also features double-headed dragons breathing fire down the length of the fuller representing the dual nature of the blade—it can be wielded by champions of light or darkness. It has the standard Greater Rune Weapon abilities listed above (minimum Smarts d10, Spirit d12) plus the following:

- **Animated:** If thrown (Range 24/48/96) the sword returns to the wielder as a free action. It can also be commanded to levitate, move, and fight of its own volition as if used by an invisible warrior within a Range of the wielder's Spirit in inches. It has Strength, Fighting, and a flying Pace all equal to its Spirit.
- **Attack, Fighting:** Str+3d12 MD, AP 36, Fighting +2, Parry +1.
- **Attack, Shooting:** As an action the wielder checks Shooting at +2 to cast Greater *bolt*, Greater *blast*, or Greater *burst*. The wielder may choose between an electricity, fire, or kinetic force trapping with each attack.
- **Spell Magic:** Casts *banish*, Greater *fear*, Greater *healing*, Exalted *light*, True *invisibility* (self), Greater *protection* (self with Toughness), and Greater *teleport*.
- **Cthonic Slayer:** The weapon deals +8 extra damage (in addition to any Weaknesses) to vampires and alien intelligences (including the Splugorth).
- **Soul Drinker:** Every Sword of Atlantis has the Soul Drinking ability as listed above.
- **Unaligned:** The Sword of Atlantis has no Cosmic Alignment.

SWORD OF LIFE

This legendary rune sword is rumored to have been constructed eons ago by a long forgotten primordial god of light. The weapon appears to be forged of indestructible silver. A winged angelic being forms its hilt, and its blade is covered in sparkling holy symbols. It has the standard abilities listed above (minimum Smarts d10, Spirit d12) plus:

- **Animated:** If thrown (Range 24/48/96) the sword returns to the wielder as a free action. It can also be commanded to levitate, move, and fight of its own volition as if used by an invisible warrior within a Range of the wielder's Spirit in inches. It has Strength, Fighting, and a flying Pace all equal to its Spirit.
- **Attack, Fighting:** Str+3d12 MD, AP 36, Fighting +2, Parry +1. Counts as silver for Weaknesses, but not Immunities.
- **Good Aligned:** Every Sword of Life is Cosmically Aligned with good, light, and life. Many claim to be ancient paladins who were willingly forged into a weapon in order to defeat an evil god or so that they could combat evil for all eternity.
- **Spell Magic:** Casts *banish* The Horde (+2 bonus), Exalted *dispel* (+2 bonus), Greater *healing* (with Neutralize Poison & Disease, +2 bonus), Exalted *light*, Greater *protection* (self with Toughness), and *speak language*.
- **Evil Slayer:** The weapon deals +8 extra damage (in addition to any Weaknesses) to *all* demons, undead, and gods (or champions) of death, darkness, or evil.
- **Soul Drinker:** Every Sword of Life has the Soul Drinking ability as listed above.
- **Source of Life:** Once per season a Sword of Life may cast *healing* with the Crippling Injury mega power modifier. Once per generation it may cast *resurrection* with the Power modifier. Both castings require an hour of silent contact with the target and always succeed.

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RUNE SCULPTURES

The Splugorth are well known for decorating their cities with magnificent sculptures. Their buildings and ships are commonly adorned with the heads or busts of supernatural creatures. These statues are more than just works of beauty, though. In the land of the Splugorth the saying "the walls have eyes and ears" is quite literal.

The Splugorth have secretly seeded rune sculptures throughout their society. These arcane constructs are constantly aware. At any time they can become animated and spring into life! Dragon's heads may breathe flame, the bust of a lion may suddenly cast spells or spit lightning, and stone gargoyles may attack intruders. Sculptures placed throughout markets and around places of interest silently listen in on the local populace and visitors. The residences of key officials (their minions) are constantly monitored by sculptures integrated into the lintels of doorways, pillars, gables, and more.

RUNE SCULPTURE BASIC ABILITIES

All rune items have these traits in common:

- **Average Intelligence:** Rune sculptures have an independent personality. Most can't recall a time before their creation. They are utterly loyal to their owner (and ultimately the Splugorth). Rune sculptures communicate with others through the *mind link* power (activates as a free action with no Power Point cost and a Range of Smarts × 5).
- **Physical Form:** Rune sculptures are made of valuable stone or metal, including materials imported from across the Megaverse®. They're Fearless Constructs (+2 to recover from Shaken, don't breathe or eat, immune to Poison and Disease).
- **Senses:** Most rune sculptures have Eyes of Eylor integrated into them. They always have *detect arcana* active (may Notice the invisible and the arcane) and Ignore up to 4 points of Range or Illumination penalties. The High Lords can telepathically review everything they see, it is all mystically recorded.
- **Indestructible:** Rune sculptures are impossible to destroy or damage, but they can be bound, restrained, imprisoned, or otherwise physically prevented from acting and attacking.
- **Runes:** Rune sculptures are covered with arcane symbols of power, though most are invisible to anyone not using *detect arcana.*
- **Embedded Powers:** Many rune sculptures can cast powers. As an action the statue checks Spirit to activate a listed power at no Power Point cost. Embedded Powers can be used three times per day unless noted otherwise.
- **Limited Animation:** Rune sculptures can only become animated three times per day, and can only remain activated for 30 minutes before they must "rest" for an hour. However, rune sculptures are constantly aware and able to communicate, they never sleep.
- **Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d12+1 or higher (especially for larger statues), Vigor d12. Most have a Pace of 6 or higher, though this can vary by type and form. Many are stationary including busts, the prows of ships, and those integrated into buildings and walls.
- **Skills:** Athletics d6, Fighting d6, Notice d6, Persuasion d6, Shooting d6, and Stealth d6.

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Splugorth Rune Sculptures

What follows are the most popular rune sculptures created by the Splugorth. Almost limitless variations are possible.

Heads and Busts

Dragons are the most popular form, but lions and monster heads are also common. Most Splugorth ships and flying barges have one of these sculptures on their prow.

Attributes: Standard as above.
Skills: Standard as above.
Special Abilities:

- **All Rune sculpture Basic Abilities**
- **Bite:** Str+3d6 Mega Damage, AP 6.
- **Breath Attack:** Range 12/24/48, 4d6 Mega Damage, AP 6, RoF 1. Shooting +1.
- **Immobile:** Mounted in place.
- **Spellcasting (dragon heads only):** Cast three Novice or Seasoned Rank powers chosen from the Ley Link Walker's power list with up to one power or mega power modifier each (chosen when created, can't be changed, and is always applied).

Statues

The most popular statues are lions, though dragons, gargoyles, and other monsters are also common.

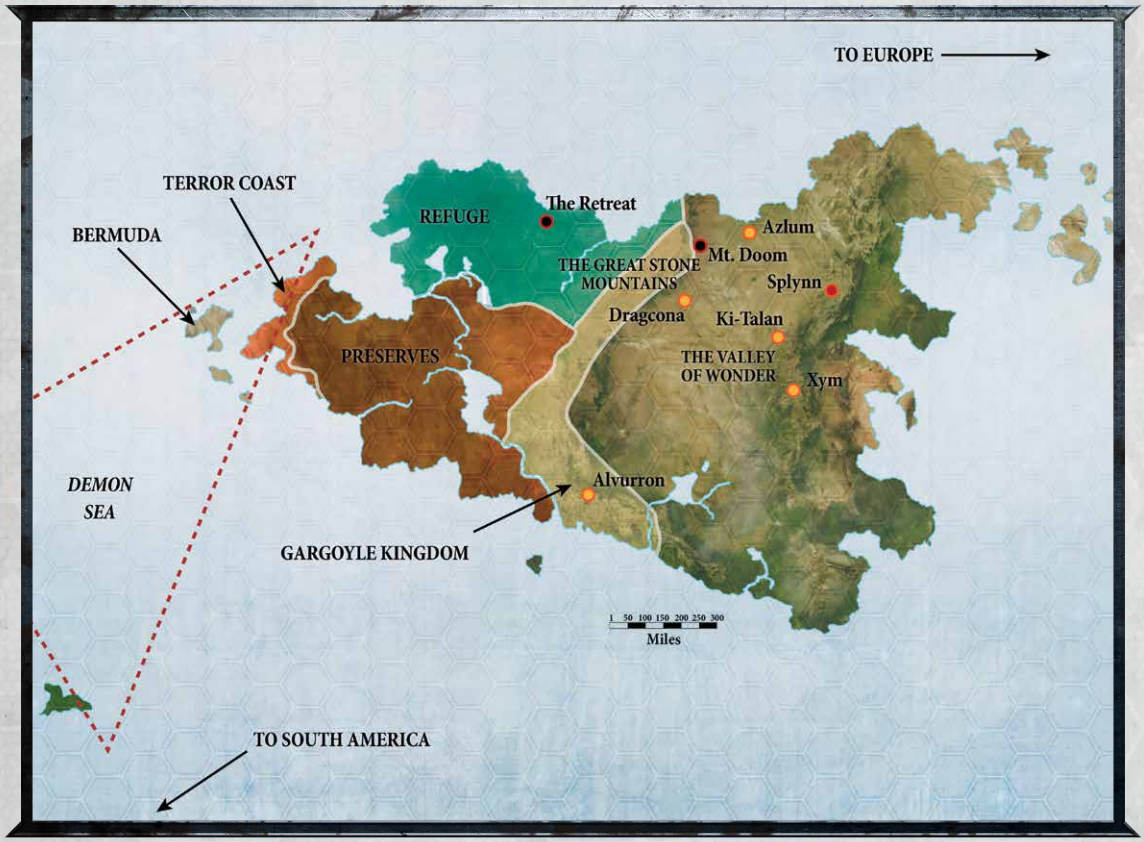
Attributes: Standard as above.
Skills: Standard as above.
Special Abilities:

- **All Rune sculpture Basic Traits**
- **Bite/Claw/Horn:** Str+3d6 MD, AP 6.
- **Breathe Attack:** Range 12/24/48, 4d6 Mega Damage, AP 6, RoF 1. Shooting +1.
- **Locomotion:** Winged gargoyles may have flight, lions may have Leaper, etc.
- **Size:** Usually 1 or larger, +1 Str per Size.
- **Spellcasting (any type):** Cast three Novice or Seasoned Rank powers chosen from the Ley Link Walker's power list with up to one power or mega power modifier each (chosen when created, can't be changed, and is always applied).

Rune magic may seem more powerful than Techno-Wizardry, but it demands a tragic cost. . .the eternal enslavement of a soul.

—Ulysses Chance, Techno-Wizard

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This power came forth out of the Atlantic Ocean. . . the island was larger than Libya and Asia put together. . . Now in this island of Atlantis there was a great and wonderful empire which had rule over the whole island. . .

But afterwards there occurred violent earthquakes and floods; and in a single day and night of misfortune all. . .sank into the earth, and the island of Atlantis in like manner disappeared in the depths of the sea.

–Plato, Greek Philosopher

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CHAPTER FOUR

ATLANTIS

Atlantis, the fabled lost continent and civilization written about by Plato millennia ago, was always thought to be a myth. It was real, and it has returned.

BACKGROUND

The mysterious continent lies due east of North America, beyond what remains of the islands of Bermuda. The land mass, nearly the size of Australia, now rests securely in the ocean named after it—the Atlantic.

The legends of antiquity describe an advanced Greek civilization that had mastered countless advanced discoveries—the secrets of the ancients—before disappearing without a trace into the sea.

Atlantis may have reappeared, but it did so devoid of life at the height of the Great Cataclysm. The destruction wrought when it returned was phenomenal. Earthquakes leveled cities, volcanoes shook the Earth, ash blocked the sun, then coastlines around the world were scoured of life by rising sea levels and tidal waves.

This new Atlantis is a dread continent full of cruel monsters ruled by a dark alien god. But there is yet hope as the True Atlanteans, the descendants of the original ancient civilization, return to their ancestral homeland to reclaim it for all eternity.

GETTING THERE

Though Atlantis is not far from the continents of North and South America, it is almost impossible to reach due to the ever dimensionally shifting waters and skies of the Demon Sea. Formerly known as the Bermuda Triangle, the paranormal activity in this region is completely off the charts—even for Rifts® Earth. Only those oblivious to its dangers or the most foolhardy will risk venturing into this region. Many of those that survive end up shipwrecked on the west coast of Atlantis or arrive in the capital city of Splynn as slaves.

Going around the Demon Sea is also treacherous because ships and slow aircraft are vulnerable to attack by the monsters,

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pirates, and alien invaders that trouble the open seas.

The safest travel routes to Atlantis approach from Europe or Africa, but these areas are equally plagued by monsters and rifts. The CS, NGR, and Avenger Armaments make the journey using heavily armed convoys and veteran crews. The only truly safe method of passage is through controlled dimensional rifts or by gaining access to the interdimensional portal network connecting the magic pyramids located at the center of every Atlantean settlement.

HISTORY

The history of Atlantis is shrouded in mystery and myth. Many throughout the world have heard of Atlantis, but don't believe such an absurd place could actually be real. In contrast, the inhabitants of the burbs and slums of the Coalition believe every fairy tale they hear about the enigmatic continent and its minions.

The most advanced human empires know for a fact that the continent and its inhabitants exist. The Splugorth Slavers are definitely real, and brief naval encounters have made these empires painfully aware of the miraculously powerful and bizarre technology wielded by Atlantean forces.

THE WONDERS OF ANCIENT ATLANTIS

The surviving tales passed down by the scholars of antiquity like Plato don't do the actual ancient civilization justice. The Atlanteans built a magnificent civilization and turned their home continent into a paradise where the arts, culture, law, sciences, and magic discoveries all flourished.

Atlantis was the location of some of the most important ley lines and nexus points on the planet. This allowed its people to develop unique forms of magic, learn to master the rifts, then explore and expand their society throughout the Megaverse®.

Theirs was the first great civilization of Earth, and their great knowledge of ley lines and magic allowed them to create a bustling transdimensional trade empire. They exchanged people, technology, rare raw materials and wondrous goods with friends and allies all over the Earth and throughout time and space. They abolished disease, perfected their mortal bodies, created stone magic and with it the magic pyramids.

THE FALL OF ATLANTIS

Like all technologies, knowledge of the power of the ley lines is a double-edged sword. The mystical sciences used to build Atlantis ultimately destroyed it. As the Atlanteans explored the Megaverse® they encountered new foes, including interdimensional raiders and conquerors. Some, like the Splugorth and Vampire Intelligences, would wage terrible war against them and become eternal enemies.

In the end, the downfall of Atlantis would be their pride in thinking they could fully understand and control the powers of creation. In their experimentation with interdimensional portals, they attempted to connect their capital city with several worlds at the same time through a super-dimensional gateway. The rift they opened spiraled out of their control, growing to become a colossal tear in the fabric of reality ten thousand times larger and more powerful than any rift ever created before — stretching from the skyline of Atlantis to the pyramids in Egypt to the pyramids of the Yucatan peninsula.

The mega rift surged out of control for hours. It unleashed raw primal fury creating cataclysmic hurricanes, immense ley line storms, tidal surges, and great cracks in the crust of the Earth itself. Cities across the world were toppled as a great flood surged across the planet's surface. Entire societies drowned in a single day. Devastation, famine, disease, and suffering swept the globe.

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THE ATLANTEAN DIASPORA

Atlanteans fled by the thousands to their colonies in other dimensions as monsters from beyond invaded Earth. The Atlantean pyramid masters were eventually able to seal the great interdimensional rupture, but in doing so the continent of Atlantis was hurled into an empty dimensional pocket—a place of vast nothingness—and the Earth was cut off from the natural flow of cosmic energy that powers the ley lines, empowers the supernatural, and fuels magic of all kinds.

THE RETURN OF ATLANTIS

When the Great Cataclysm occurred, an arcane echo could be felt throughout the Megaverse®. The ley lines, reduced to only a trickle of mystic energy for thousands of years, were suddenly overflowing with power. Atlantis was released from its interdimensional prison and crashed back to Earth, causing even greater apocalyptic mayhem. When this happened, the True Atlanteans knew their homeland had returned. Some refused to become involved, while others have flocked by the thousand to right their civilization's ancient mistake.

THE COMING OF THE SPLUGORTH

Human exploration of Atlantis was nearly impossible for almost two centuries as humanity teetered on the brink of extinction. Once it was possible, and people had discovered the mysterious continent, the Splugorth already controlled it.

While the Great Cataclysm still raged, the Splugorth entity known as Splynncryth greedily eyed the returned continent. Already the master of several worlds and servitor races, he dreamed of establishing an interdimensional market of mythic proportions. Shortly after The Coming of the Rifts, his High Lord Shifters led small teams to explore and subjugate the empty land—an easy task. His High Lord Stone Masters and their slave hordes then laid the foundations of multiple cities, one for himself and one for each of his loyal minion races.

GEOGRAPHY

The great continent of Atlantis is roughly the size of the continental United States and shaped like a massive arrowhead pointing west towards the southern portion of the Old American Empire. Its land mass stretches from the island of Bermuda on its west coast to the Azores islands on its east coast, filling the center of the North Atlantic Ocean.

THE TERROR COAST

The westernmost tip of Atlantis is known as the Terror Coast. This region falls within the northernmost boundary of the Demon Sea, aka the Bermuda Triangle. The coastal waters and beaches are subject to the dimensional fluctuations, sudden storms, and supernatural monsters that plague the Demon Sea. The Splugorth are delighted by this, as these bizarre horrors eat curious explorers and inevitably wander east to populate their favorite hunting grounds.

THE PRESERVES

The Splugorth maintain a vast hunting preserve covering the southwestern quarter of the continent, an area roughly the size of Mexico. The region is famed for its diverse supernatural wildlife, and has been kept completely undeveloped. It is primarily tropical jungle in the south, forest in the north, with both regions dotted by pockets of hilly grasslands or large swamps.

Every living thing in the region is hunted for sport including tens of thousands of faeries, D-Bees, humans, escaped slaves, renegade minions, and innumberable varieties of supernatural creatures from across the Megaverse®—some wandered in from the Terror Coast, others were intentionally released as game stock into the region.

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There are no cities or settlements in The Preserves, only the occasional nomadic village or ragtag camp of refugees. Living constantly in fear for their life, these people will fight or flee strangers on sight.

Besides the intelligent monsters, demons, and evil beings who stalk humans and mythic creatures for sport and fun, The Preserves are also home to the Conservators—powerful Bio-Borgs created by the Splugorth and tasked with maintaining the region and supervising all activity. Like demonic forest rangers, the Conservators keep prey within the boundaries of The Preserve, return escapees to the region to maintain the levels of game, ensure no permanent dwellings are built within the region, and protect its pristine wild beauty.

THE REFUGE

Covering an area larger than Texas, the Refuge is an untouched wilderness region that makes up the northwestern quarter of Atlantis. The area is mostly light forest, shrub, and grasslands with gently rolling hills. Intermixed with the native life are wide varieties of alien flora and fauna.



KITTANI SERPENT POWER ARMOR

Home to a dizzying variety of mortal and magic beasts, The Refuge is the private retreat of Lord Splynncryth and his personal guests, often other Splugorth or alien intelligences of great power. Besides a small retinue that may accompany each, the area is kept devoid of intelligent humanoid life by discreet Refugee Extermination Squads that roam the southern portion of the region bordering The Preserves. Lord Splynncryth values his seclusion.

The entire region is considered the sacred forest abode of Lord Splynncryth. The only structures are located along the northern coast—three great pyramids, each of exactly the same shape and size, arranged in a triangular pattern—where the alien intelligence and his honored visitors stay.

THE GREAT STONE MOUNTAINS

The Great Stone Mountains are a mountain chain over a thousand mile long, longer than the Rocky Mountains, that divide the eastern and western halves of Atlantis.

The northern regions of the mountain range are sparsely populated by recluse mountain men, lone monsters like black faeries, the occasional giant, or small tribes of trolls, ogres, and harpies. The mountain peaks are known to be the roost of perytons, dragondactyls, gryphons, manticores, pterodactyls, and escaped monsters. Though they have been known to attack travelers in the region, these flying creatures usually head into the valleys to the west in search of prey.

The southern portion of the mountain range is home to dozens of gargoyle villages and subterranean settlements all loyal to the Atlantean Gargoyle Kingdom. These gargoyles are permitted day-to-day

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self-rule by Splynncryth, and this policy has made the gargoyles surprisingly loyal to him.

The Valley of Wonder

The eastern half of Atlantis beyond the Great Stone Mountains is known as The Valley of Wonder, or simply "The Valley." In stark contrast with the western half of the continent, the region has been settled for over two centuries and has cultivated rolling grasslands sprinkled with light forests. It is home to millions of inhabitants occupying seven metropolises, dozens of minor cities, and hundreds of small towns and villages.

Outside of the major cities interdimensional visitors tour the countryside, mystical airships and high-tech hovercraft dot the skies, while the minions of Splugorth are busy living, working, and enjoying life.



Atlantis is ruled by supernatural horrors unchallenged by humankind. Their orderly society is utterly alien, incredibly oppressive, and unflinchingly cruel when compared to human society. Despite the mortal perception, to its intelligent monstrous inhabitants Atlantis is a paradise of order, plenty, and freedom to pursue "happiness"—no matter how dark and sinister in nature their joys may be.

Races & Peoples

The populated portion of Atlantis is cosmopolitan in an alien, transdimensional way. Atlantis was built to be the crossroads of the Megaverse® and in many ways has exceeded beyond Splynncryth's original hopes. It is a melting pot of alien, demonic, and monstrous cultures unparalleled anywhere else in the universe.

Splugorth Servitor Races

Splynncryth is the master of three worlds, multiple interdimensional outposts, and yet calls Atlantis his crown jewel. In this uncontested utopia he has built cities for each of his minion races to call their own. The Kittani, Gargoyles, Kydians, Octurill, Kizh, and even dragons—he has many dragon allies—each have their own settlements as well as enclaves in the capital city of Splynn.

Demons & Monsters

Aside from his explicit servitor races, vast numbers of intelligent demon and monster races call Atlantis home. This brings great diversity to the populace and also allows the Splugorth to recruit agents and minions of all kinds from across the Megaverse®.

Mortal Humans & D-Bees

Mortals, namely humans and D-Bees, are primarily present in Atlantis as slaves and servants. Only a very powerful few are brazen enough to call this corrupted continent home, though there are a number of True Atlanteans—as the antediluvian inhabitants of Atlantis are now known—who have secretly returned to work towards freeing the cradle of their civilization from the grip of inhuman tyrants.

Society & Government

While the architecture and art of the continent are reminiscent of the Greek and Roman empires of antiquity—humanity's ancient birthplace of individual freedoms and equality before the law—Splynncryth rules Atlantis with a giant iron tentacle. His society is one of strict hierarchy enforced by unbending laws designed to keep even the most savage monsters in line, and mortals subservient.

Minion Hierarchy

At the top of Splugorth society are the Splugorth themselves. Just below them are the enigmatic High Lords, their most trusted

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assistants, governors, and administrators. Below them are the Conservators, Splugorth Slavers, Kydian Powerlords, and lesser minions promoted to positions of authority like general or mayor. In the middle are the masses of the lesser minion races like the Metztla, Gargoyle, Kittani, Kydian Overlords, and Maxi-Warriors. Lastly, the lowest of the minions are the Altara Warrior Women, Sunaj Assassins, and other agents or enforcers.

DEMON & MONSTER SOCIETY

While Atlantis is a Utopia and many of the Splugorth's servitor races are mortals, the nature of its monstrous inhabitants and ultimate rulers is pure evil. The inherent value of all intelligent life is not recognized in Atlantis, or throughout any Splugorth dominion. Might makes right, and the weak are tormented or eaten.

Many monstrous inhabitants consider the Splugorth to be lesser gods, omnipotent and omniscient, able to know all secrets and make anything they wish come to pass. Because of this they worship the Splugorth or offer them devotions at temples in exchange for their protection and guidance.

MORTAL DANGER

Fragile humans and D-Bees are regarded as little more than food or playthings by the majority of Atlantis' inhabitants—who often own slaves. The vast majority of mortals living on the continent are slaves tasked as manual laborers, farmers, domestic servants, bodyguards, or simply pets and playthings.

Humans and D-Bees out on the streets won't be thrown into the slave pens on sight, though, because they are assumed to either be the servants of a powerful benefactor or powerful beings in their own right. That said, mortals will often need to deal with anti-human prejudice just as ugly as the prejudice human supremacists have for D-Bees. In Atlantis mortals have almost no rights, are presumed to be the guilty party in any dispute, and monsters are justified in killing them over the smallest slight or insult.

DRAGONS

Dragons are important allies of the Splugorth, respected and even worshipped. They are given a shockingly wide degree of leeway by Atlantean law. As long as hatchlings avoid attacking or directly defying Splugorth minions they will be above reproach. Adult and Ancient dragons can get away with outright murder. Dragons are also protected by law meaning that dragon bone or blood, often valued for use in alchemy and magic, are highly illegal. Dragon slayers like Dragon Juicers or Pogtal giants are hated and will likely be attacked by dragons or their allies.

THE CULT OF DRAGON DAWN

With Splynncryth's approval, a dragon worshipping group called the cult of Dragon Dawn has taken root. The cult teaches that dragons are divine, should be reverenced by mortals, and that serpent races of all kinds descend from them and share in a small portion of their divinity. Splynncryth and his dragon allies are using the cult to secretly spread their influence and agents throughout Rifts Earth.

TECHNOLOGY

BIO-WIZARDRY

The Splugorth are immortal beings that have developed a unique form of technology called Bio-Wizardry. The legendary master of the art was a Splugorth known as Kryygorth, who eons ago created thousands of amalgamated organisms with his genius—some of which still survive and can be bought in Splynn.

The most powerful form of Bio-Wizardry is Rune Magic, which allows the Splugorth to create rune items and statues which they use

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to monitor their minions, guard their homes, and reward their most valiant champions.

The Splugorth also use Bio-Wizardry to transmute and enhance their minions. Their creations include the Slavers and Conservators, beings melded with the parts of powerful supernatural beings, symbiotes, and armed with the most powerful weaponry.

TATTOO MAGIC

The High Lords have learned the secrets of Tattoo Magic, which they use to create gladiators for sale on the open market and powerful Maxi-Warriors—humans enslaved from childhood and brainwashed to serve their monstrous overlords.

TRADITIONAL TECH

The Kittani are master engineers, scientists, and inventors of traditional technology. Their capabilities, combined with the diverse creations of other servitor races like the Octurill and Kizh round out the capabilities of the Splugorth, allowing them to employ the most advantageous technology in diverse situations.

FORCES OF ATLANTIS

All forces of Atlantis answer to the High Lords, and ultimately Lord Splynncryth. In addition to the resources listed below, Splynncryth has access to three worlds worth of resources and troops, as well as dozens of powerful interdimensional allies.

LAW ENFORCEMENT

Law enforcement, or game management in the western half of the continent, is performed by the Conservators. The role of peacekeeping in the settled eastern half of Atlantis generally falls to the Kydian Overlords, though each major city other than Splynn is primarily staffed by "natives" of that city's main population. Kydian Overlords are present in great numbers, and commanded by the enhanced Powerlords.

The Kydians assist the High Lords and their vast network of hidden rune statues, monitoring devices, and loyal informants.

MILITARY

Besides their legions of Overlord shock troops, Atlantis can mass tens of thousands of Altara Warrior Women, Gargoyles, Metztla, and Kittani Warriors on short notice. In a long protracted war they could also employ vast armies of mercenaries and allied auxiliaries.

FOREIGN AGENTS

The Splugorth make use of the Slavers and their accompanying Altara to gather information from across the planet directly, and by acting as intermediaries buying information or hiring informants and thugs as necessary. Their most elite spies and assassins are the rare and enigmatic Sunaj Assassins, dedicated servants known to die before failing—and they rarely die without completing their mission.



ALVURRON

Alvurron, built into a massive canyon in the southern portion of the Great Stone Mountains, is the capital city of the Atlantean Gargoyle Kingdom. Unlike most gargoyle settlements, built more vertically than horizontally, Alvurron is complete with streets, shops, taverns, inns, and restaurants. The city is constructed of stone and clay buildings, some on the ground and some built into the cliffs of the canyon. The city is festooned with perches in high places or atop tall stone totems and features a famous gladiatorial arena, a safari company for hunting trips into The Preserves, and even a high-tech garage and repair shop.

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AZLUM

Known to most Atlanteans as "The Asylum," Azlum is a small industrial city missing most of the conveniences of a Splugorth city. Instead the settlement's stone pyramid serves as a dimensional research center, and is flanked by a medical center for the mentally disturbed.

DRAGCONA

Home to thousands of adult dragons and tens of thousands of hatchlings, Dragcona is a sprawling, dirty metropolis. The dark, gritty city is ruled by a powerful dragon named Styphathal—an ancient great horned dragon said to be the first son of a legendary dragon-god. At the middle of the city is his twin-towered palace, and nearby is the Cathedral of Dragon Dawn, the center of the religion venerating Styphathal as a being of worship—along with all dragonkind. Their statues and shrines line the streets and back alleys, and its cultist adherents can be heard chanting their prayers all hours of the day.

The city is the vice capital of Atlantis, and teems with the continent's most monstrous inhabitants. Local merchants specialize in selling illicit, cruel, manipulative, and debilitating services along with implements of torture, drugs, poisons, Bio-Wizard parasites, and dark magic devices. The air of Dragcona is choked by the thick smoke of weapons and armor factories staffed by slaves and fed raw materials from a series of nearby metal mines.

KI-TALAN

A sharp modern city, humans from the Coalition and other advanced societies find Ki-Talan to be the most familiar settlement in Atlantis. Elevators, magnetic rail lines, and hover vehicles transport people all over the city to spas, restaurants, gyms, and stores selling advanced computers, robots, and even cybernetic bio-systems (though most other cyberware is uncommon—the Kittani prefer to not alter their bodies).

Ki-Talan features vast weapons and armor outlets selling Kittani produced technology and even knock-offs of gear produced by human nations in North America and Europe. The city's Tech-Arena primarily features robot vehicle or power armor bouts, high-tech sports, and copious amounts of racing. There is a vibrant local film and entertainment industry with showings and concerts at numerous luxurious hyper-theaters and outdoor parks.

METZLA-XYM

The Metztla are large, bizarre insectoid creatures that are powerful natural mystics. Instinct compels them to build massive termite-like hives from secreted resin. Deep within each hive is the settlement's queen and her eggs. The only portions of Metzla-Xym that look like a human settlement are the squalid slums set aside for their mortal slaves and servants. Adventurers won't find anything here besides barely edible food and the most basic shelter.

MOUNT DOOM

Kii-Kyl, or the "The Haunted Mountain," is a mountain range located in the northern stretch of the Great Stone Mountains. It is a barren land except for one spot. Mount Doom, the second highest mountain peak on the Atlantean continent, towers above the lush vegetation of the Haunted Valley. Mount Doom's forbidding cliffs look like a distorted face to those hiking up the valley below. At its base the Haunted Valley is full of streams, rich forests, and wildflower meadows said to be haunted by every known variety of entity—including numerous poltergeists—as well as ghouls, witchlings, and even vampires.

Vampires are the bitter rivals of all Splugorth, including Splynncryth who is deeply troubled by these rumors. He has offered a bounty of one million credits for

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the head of every vampire turned in at his palace. In addition, information leading to the location of the vampires' lair and its destruction by a minion assault force will be rewarded with an Impaler rune sword and ten million credits, no questions asked.

THE GREAT STONE

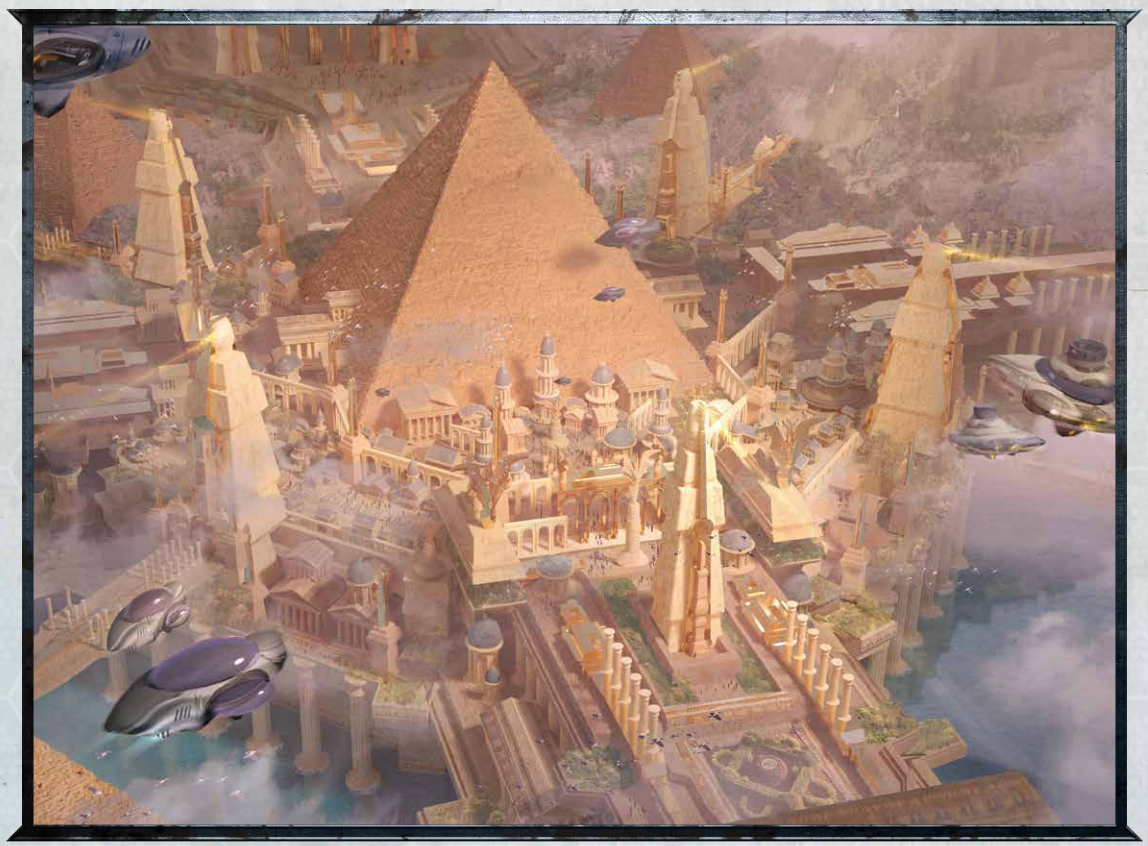
The Great Stone Mountain range is named after its third highest peak, a place of great elemental activity. Elementals normally don't travel to non-elemental dimensions, which is why their affinity for The Great Stone is quite the mystery. Numerous earth and air elementals inhabit the region, though fire, water, and elemental spirits of light are occasionally sighted as well. In an attempt to crack the riddle, Splynncryth has allowed a community of Elemental Fusionists, druids, and curious Ley Line Walkers to set up a monastery halfway up the mountain. A High Lord Stone Master also resides there, and keeps an eye on developments.

THE CITY OF SPLYNN

Splynn, the capital of both Atlantis and Splynncryth's transdimensional empire, is a metropolis of quiet mystical elegance featuring stunning Greco-Roman architecture, classical sculptures of supernatural beings, towering pyramids, elegant temples, ornate boulevards with immaculate gardens, a magnificent interdimensional zoo, and innumerable open-air marketplaces.

THE IMPERIAL PYRAMID OF SPLYNNCRYTH

At the city's center is the towering four thousand foot pyramid, appearing as a mountain carved of precious stone. The largest pyramid on the continent is used to control the weather and interdimensional travel. Near its peak are Splynncryth's personal chambers. Protected by thousands of minions, visitors may tour the grounds, but only those invited by Splynncryth or his High Lords may enter under escort.



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THE ARENA OF CHAMPIONS

The most famous arena on Rifts Earth, and possibly in the Megaverse®, is located in the heart of Splynn's entertainment district. In this stone coliseum over 100,000 spectators have roared as Splynncryth himself once battled an alien intelligence. The arena is infamous for its constant bouts to the death, including wizard duels, blood sports, and gladiator versus bizarre monster contests.

THE DIMENSIONAL MARKET

Also simply known as "The Market," this grand bazaar is a wonder of interdimensional trade; most items are +4 to **Gear Availability**. Thousands of different species walk its stalls, where it's said anything and everything one could imagine can be bought—at the right cost. Prices are famously high, out of this world even, and constantly fluctuate along with the availability of goods imported from across the Megaverse®. In truth there are a few outlawed items; notably the products of Naruni Enterprises, with whom the Splugorth are embroiled in a bitter interdimensional trade war.

Some merchants in the Dimensional Market are properly established with regular storefronts, others return regularly on a schedule, but the majority are completely transient and may never return to Earth again (or at least don't plan to). For more information on this iconic location see *Rifts® World Book 21: Splynn Dimensional Market* published by Palladium Books.

SKYBORNE EXCURSIONS

It's a common saying in the City of Splynn that if you want to go somewhere, Skyborne excursions is how you get there. Started by a pair of entrepreneurs, what was once a simple shop renting wing boards and flying mounts has become a multi-million credit business with operations selling gear to monstrous factions in North America, South America, Europe, and Africa.

Skyborne Excursions has a monopoly on tours of the capital city, the imperial pyramid, and outlying regions. Once just a rental service, the company now runs virtually all taxi services and sells a popular line of flying vehicles and airships, see page 63.

FOREIGN RELATIONS OF ATLANTIS

Although Splynncryth has the vast legions of many worlds at his beck and call, he currently has no desire to conquer Rifts Earth. He is worried that acting too aggressively and upsetting the balance of power would be a terrible mistake given the planet's chaotic state. Instead, he finds great amusement in the struggles of mortals versus invading aliens and monsters. This front row seat to the hottest drama in the Megaverse® combined with his generous profit margins has made the evil intelligence content to take a back seat and enjoy the show—like a spectator at a gladiatorial arena—as he slowly expands the tendrils of his power and influence.

SPLUGORTH COLONIES

In addition to the continent of Atlantis, Splynncryth has been carefully building lucrative trade outposts along the coasts of many continents, where his minions can resupply and his merchants can purchase slave stock from allied pirate and raider factions. Each settlement is centered on a dimensional pyramid that connects it to interdimensional trade, civilian travel, and rapid reinforcements from Atlantis should the need arise.

FIRST CITADEL

Also called “Little Atlantis,” First Citadel is a major settlement and trade port located in Southern Newfoundland. It is Splynn in miniature, and a thriving fully operational

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Splugorth city filled with tens of thousands of minions.

GHOST ISLAND

An important Splugorth outpost is located in Nova Scotia at a site thought to be haunted since before the Post-Apocalyptic Dark Age. The primary purpose of the colony is to act as a beachhead for minion operations throughout North America. It has been quite successful, enabling Slavers, scouts, and spies to operate in the region as never before.

SLAVER'S PORT

Slaver's Port is a heavily fortified island located just north of the mouth of the huge Amazon River. Its bustling arms, Bio-Wizardry, and slave trade has made it one of the wealthiest cities on the entire continent.

LONDON OF SPLYNN

Situated atop the ruins of the once mighty seat of a global empire, London of Splynn is a squalid little settlement along the Thames River. It has a pyramid, but it is a powerless facade with no magical properties. Minions instead use the nearby Stonehenge complex of ley lines to travel to and from Atlantis via dimensional rift. The Splugorth value London of Splynn as a base of operations for their activities in the British Isles, France, and surrounding areas but consider it an unimportant backwater region.

GORTH

Half of the Ivory Coast's land mass was submerged by the rising sea levels of The Great Cataclysm. Near the remnants of the old city of Bouake, positioned along the new coastline, the Splugorth have built the thriving colony of Gorth. With a magic pyramid located at a nearby inland nexus point, the colony acts as a major trade port in Africa and a stepping stone for Splugorth operations into the Mediterranean and the coast of Europe.

DIPLOMACY

Splynncryth does not deal with mortals, but maintains important ties with various monstrous factions across the globe.

NORTH AMERICA

Besides the roaming Slavers threatening the continent, the cult of Dragon Dawn is the biggest faction under the sway of Splynncryth's trusted ally Styphathal. Splugorth minions will occasionally make common cause with various forces allied to the True Federation of Magic and other evil actors across the continent as well.

EUROPE

Not wanting to be directly involved in the conflict, the Splugorth help the Gargoyle Empire in their war against the New German Republic with weapons and occasionally the assistance of hand-picked agents. Otherwise, they avoid Europe except for recon patrols.

AFRICA

A budding trade and information sharing treaty with the Phoenix Empire of Egypt is underway. There is little true trust between the two factions, but both parties are happy to funnel massive arms shipments through the region to the Gargoyle Empire.

SOUTH AMERICA

In addition to Slaver's Port, Splugorth influence in the Land of a Thousand Islands is growing through their pawns in the Kingdom of Lagarto, an empire of lizard folk now fully under the sway of the cult of Dragon Dawn, though local rebel bands do still give Styphathal and his enforcers trouble.

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THE TOMORROW LEGION IN ATLANTIS

Though Atlantis is half an ocean away from Castle Refuge, the continent and its inhabitants are of great concern to the Tomorrow Legion. Not only are the Legion and their benefactors interested in curbing the influence of the hideous Minions of Splugorth in America, they also seek to break the vile slave trade fueled by the Dimensional Market at Splynn. Additionally, there are a few Legionnaires of True Atlantean heritage who have expressed interest in freeing their ancestral homeland from its occupation by forces of supernatural evil.

As of yet, the Legion has only a few safe houses provided to them by allies against the Splugorth operating in major cities. While well-meaning, these contacts are secretive and suspicious from years of playing deadly games of cat and mouse with Atlantean informants and arcane spy systems.

ATLANTIS ENCOUNTERS

D20	RESULT
1	**If Things Weren't Bad Enough:** Roll once on that table* then again on this table.
2–3	**The Plot Thickens:** Roll once on that table* then roll again on this table.
4–5	**Risks and Rewards:** Roll once on that table* then roll again on this table.
6–7	**Kittani Patrol:** The unit is sweeping through the area in force or returning to base after a long day. Their team consists of 2d6+2 Kittani Commandos and an Insecton Armored Rover. Their leader† and his second‡ pilot Serpent power armor.
8–9	**Local Unrest:** A group of 2d12 locals — intelligent demons of any kind, use Brodkil or similar — are violently upset; draw on the Mood & Current Events table* to determine why (for more detail use the entire Settlement Generator*).
10–11	**Wandering Monsters:** 1d4 large or 2d8 smaller supernatural predators stalk the area; people are food or a threat. Pick or roll a d6: 1 Demon Runner, 2 Dragonsaurus, 3 Hawrk-ka, 4 Hawrk-ohl, 5 Kryygorth Shellback, 6 Yll Tree Climber.
12–13	**Metztla:** 1d6 Kreelong Carapace, 1d4 Kreewarr Carapace, and 1d4 Murvolva‡ accompany a Murex Metztla†. Roll a d6 for what they're up to: 1–2 hunting for fresh food, 3–4 tormenting mortals and creatures, 5–6 retrieving escaped slaves.
14–15	**Smugglers:** A group of Black Market operatives are smuggling valuable contraband across the wilderness. They've got 2d6 mercenary Soldiers led by a Commando‡. There's also a Black Market Enforcer and an Expediter†.
16–17	**Bandits:** 2d12 Bandits with a Mountaineer ATV mounting a Light Rail Gun are raiding, chasing a target, or returning to their nearby hideout with loot. Roll a d6 for their leader: 1–2 a Combat Cyborg†, 3–4 a Juicer†, 5–6 a Ley Line Walker†.
18–19	**Atlantean Minions:** Engaged in espionage, law enforcement, retrieving slaves, or some hidden purpose in the area. There's one Power Lord† accompanied by a Tattooed Warrior‡ (with the Maxi-Warrior Edge) and 1d4+2 Overlords.
20	**Creatures from the Rifts:** The heroes face some rift-spawned opposition. Use the **It Came From a Rift** tables§ to generate the encounter. If appropriate, roll once on the **Opposition Leader** table* and once on the **Other Authority Figure** table*.

* See *The Game Master's Handbook.*
† Roll once for this character on the **Opposition Leader** table in *The Game Master's Handbook.*
‡ Roll once for this character on the **Other Authority Figure** table in *The Game Master's Handbook.*
§ See *Savage Foes of North America.*

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SAVAGE TALE: LOST AT SEA

While our heroes are aboard a ship, a sudden weird storm drives it into the Bermuda Triangle, now known as the Demon Sea. To survive the sinking vessel they must face some of Atlantis' most fearsome denizens. Can the heroes also save their fellows as well as strange travelers lost in time and space?

THE SETUP

The Tomorrow Legion team is aboard a ship returning from an Emergency Relief mission to New Freeport, a small island community off the east coast of North America—this tale can be fleshed out with an Interlude. If the team has their own vessel it can be substituted, but this adventure will see it wrecked on the Terror Coast. Otherwise, they travel aboard a passenger vessel—the Iron Maiden—hired by the Legion to transport relief supplies and emergency personnel to stop a disease outbreak. Use a Triton Patrol Cutter (page 61) for the ship, but it has no weapons systems except one rail gun turret for increased passenger and cargo capacity.

RUNNING FREE

Empty of relief supplies and anxious to return to the Gulf of Mexico, Captain Harris proceeds at "full steam" pushing the Iron Maiden as fast as she'll go. The waters off the east coast of Florida are choppy and shift color from turquoise to an almost purple hue.

The wind picks up as a sudden squall tosses the ship violently against rising waves. The captain sounds an alarm, and requests all naval personnel to crew their stations, and a representative of the Tomorrow Legion team on the bridge. All aboard check Vigor or suffer Bumps and Bruises; those who shelter in place check at no penalty, those moving about the ship at –2.

In addition, anyone wishing to move from one section of the ship to another during the storm—e.g. to the bridge, cabins, crew areas, cargo hold—must check Athletics at –2 to successfully traverse the deck of the ship; with a failure they only suffer an embarrassing slip or fall, but with a Critical Failure they are thrown overboard.

SOMEWHERE IN TIME

The Iron Maiden is buffeted off course as the storm worsens, and enters a thick unnatural fog. Within the fog visibility is reduced to 10" (60 feet) and all equipment is subject to bizarre interference. Compasses spin, all clocks and watches stop (even mechanical ones), electronics go haywire, radios are garbled with reduced range (a quarter normal), radar is blinded, computers are sluggish, and sensors cease functioning. Worse yet, users must check Electronics, Hacking, or Common Knowledge (at –4) or all electronic storage devices are wiped clean! EMP shielding has no effect.

Heroes located on the bridge of the Iron Maiden may check Boating at –2 to assist Captain Harris as he attempts to navigate the worst of the squall. With a failure the ship goes **Out of Control** (see *Savage Worlds*). The storm and waves quickly clear to an eerie quiet. Heroes with Expanded Awareness, *detect arcana*, or dimensional abilities will recognize the entire area is a dimensional flux where time and space are warped and twisted. In the fog the crew spots one or more of the following (GM's choice); they don't believe their new reality, but all eventually request safe harbor at Castle Refuge:

DIMENSIONAL CASTAWAYS

D6	RESULT (USE SAVAGE WORLDS GEAR, SOLDIER ENTRY)
1–2	17th century Spanish Galleon with 3d6 crew (Corselet and Musket)
3–4	WW2 life raft with 2d4 US airmen (Colt 1911, signal flare, life vest)
5–6	1980s Cessna crashes with CIA agent (Uzi), 2k lbs of cocaine

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SEA OF MADNESS

During the rescue night falls unexpectedly and the team is attacked by a pack of grotesque monsters. The beings rise from beneath the waves and can't be reasoned with.

The Beast, a massive Kreewarr Carapace, attacks the most imposing threats (combatants or the ship's rail gun), then the Iron Maiden and her crew (don't forget to check Fear). The mischievous Murvolva split up to torment the weakest combatants, ship's passengers, and the castaways as they are being rescued. Checking Occult at −2 identifies the Atlantean Metztla, while a raise reveals their general description, abilities, and sensor lobe vulnerability.

METZTLA MONSTER PARTY

- **The Beast:** A belligerent, heavily scarred Kreewarr Carapace (page 113) with a total of five Wounds that will go Berserk per the Edge after suffering a Wound.
- **Murvolva (8+2 per hero):** see page 112.
- **Iron Maiden Crew (6):** As New Navy Sailors (page 160), they're tasked with repelling boarders.
- **Passengers (8):** As Civilians (see *Savage Foes of North America*), they're the few aboard brave enough to be watching or helping to recover the castaways.
- **Capt. Bruce Harris:** As a Vagabond (see *Savage Foes of North America*) with Boating d8, he operates the Iron Maiden's turret from the bridge (a Triton Patrol Cutter, page 61, with only one rail gun).

RIME OF THE MARINER

At the end of the battle with the Metztla the dimensional flux reaches a climax as the thick mist disappears and the Iron Maiden is abruptly plunged back into the earlier storm. The entire vessel shudders with an ominous groan and begins to take on water below decks. The crew and heroes will notice clocks and watches display that 3d6 × 10 hours have passed, though only a few hours of fuel or battery power have been used. Those with an arcane background may check their arcane skill. With a success they sense the vessel and crew to have moved through both time and space; the Iron Maiden is dozens or hundreds of miles off course and in great danger.

Captain Harris and the Legion team pick up the signature of land only a few miles away on their sensors. The main question is whether they can get to land before the ship sinks with all aboard. This is a three round Multi-Person Dramatic Task requiring four tokens per hero to successfully complete. Any skills may be used for this task; GMs should award creativity and play up the drama of the doomed ship.

Success: The team manages to beach the Iron Maiden on shore. All passengers take 4d6 damage and check Athletics to escape the ship as its hulk catches fire.

Failure: With a failure on the Dramatic Task the ship sinks and all aboard must brave the bitterly cold shark infested waters of the Terror Coast—all heroes check Athletics (swimming) or Survival at −2. With a success they only take **Bumps and Bruises**, with a failure they suffer a Wound (or d4 with a Critical Failure) and at least one piece of gear suffers a Technical Difficulty; for all others aboard check Vigor per **Aftermath & Extras** in *Savage Worlds* to decide their fate.

AFTERMATH

The Legion and any survivors have options:

Explore Atlantis: Brave the Terror Coast, the Preserves, and make their way eastward to the continent's fabled settlements.

Escape Atlantis: Possibly via ley line rift, salvaging a shipwreck, or commandeering a vessel from pirates, the Splugorth, Kittani, etc.

Campaign: For more experienced parties, use this adventure to lead into the Plot Point Campaign beginning on page 165.

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DENIZENS OF ATLANTIS

COMMON ATLANTEANS

The Splugorth's Atlantis is inhabited by inhuman monsters and D-Bees. Game Masters may use race and monster entries from any *Savage Rifts®* or *Savage Worlds* products to represent the infinite variety.

SLAVES AND SERVANTS

Races enslaved by the Splugorth and their dark hearted allies are primarily mortal humanoids—apply the relevant race's abilities to the Civilian entry from *Savage Foes of North America*, or another entry for those with special skills or abilities.

DEMONS & MONSTERS

Except for Vampires, who the Splugorth kill on sight, most intelligent monster entries can be used to populate Atlantis. For something unique use the **Creatures from the Rifts** tables in *Savage Foes of North America*, re-rolling the "Mindless Intruder" result on the **What Are They?** table.

DRAGONS

Use the Dragon (Hatchling and Young Adult) entries from *Savage Foes of North America*. For dragon races other than Flame Wind, apply the special abilities listed for that race found in other supplements like *The Tomorrow Legion Field Guide*.

GARGOYLES

Use the entries in *Savage Foes of North America*.

TATTOOED WARRIOR

T-Warriors are most commonly human males captured and transformed into arcane gladiators against their will. The most elite are Maxi-Warriors raised from childhood, and are surprisingly loyal to their overlords.

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

Skills: Athletics d8, Common Knowledge d4, Fighting d8, Notice d6, Persuasion d6, Shooting d6, Stealth d6

Pace: 6 **Parry:** 6 **Toughness:** 19

Hindrances: Habit (Major), Suspicious

Edges: Brawler, Dodge, Jack-of-all-Trades, Quick, Rapid Recharge

Gear: Minimal, loose fitting clothes.

Weapon Tattoos: Simple Dagger, Shield, Fire Aura Sword, Winged Serpent Spear.

Summoning Tattoos: Hawk (Raptor), Lion, Ostrosaurus, Rhino-Buffalo.

Power Tattoos: Broken Chain, Eyes of the Wolf, Lightning Bolts, Warrior in Armor.

PPE: 17

Special Abilities

- **Accustomed to Horror:** T-Warriors gain a free reroll on all Fear checks.
- **Physical Transformation:** T-Warriors are immune to the Gritty Damage setting rule.
- **Touch Activation:** T-Warriors must have their hands free to physically touch their tattoos to activate them. Being Entangled, Bound, armored, or even heavily clothed can stop them from using their powers.

FORCES OF ATLANTIS

While the far-ranging Splugorth Slavers, Altara Warrior Women, and Sunaj Assassin agents are famous outside of Atlantis (see *Savage Foes of North America*), the following Minions of Splugorth are the mainstay of law enforcement and military operations around the continent and its outposts.

KITTANI COMMANDO

The Kittani are a proud simian warrior race trusted to fulfill the role of elite pilots and technology specialists by the Splugorth.

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

Skills: Athletics d6, Common Knowledge d8, Electronics d8, Fighting d8, Intimidation d8, Notice d6, Persuasion d4, Piloting d8,

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SERPENT POWER ARMOR

The Kittani's famous, ancient style armor with a snake-like lower torso.

Kittani SPA: Size 3 (Normal), +11 MDC Armor, +6 Toughness, Strength d12+6, Pace 10 + d8 (40 MPH, ignores Difficult Ground)

Notes: Nimble, Amphibious (water/vacuum Pace 10 + d8, 40 MPH)

Weapons:

- Double Bladed Plasma Axe (Str+2d12+3 MD, It Burns)
- Axe Plasma Emitter (Range 24/48/96, 3d12+3 MD, RoF 1, It Burns)
- Class One Combat Shield: +3 Parry, –4 Cover, Hardness 25, +10 Toughness vs shooting through it.
- Shield Concealed Mini-Missile Launcher (RoF 4, Shots 4).

INSECTON ROBOTIC ROVER

The Insecton is a beetle-like robot vehicle APC with prehensile limbs.

Kittani ATV-RV: Size 10 (Huge), Crew 3+14, Strength d12+10, Toughness 50 (24), Pace 16 + d10 (100 MPH)

Notes: ATV, MDC Armor, 8 × Cargo Space, Amphibious (water/vacuum Pace 16 + d10, 100 MPH)

Weapons:

- 2 × Anti-Personnel Laser (Front)
- 2 × Dual-Linked Light Laser (front "head" turret)
- Dual-Linked Medium Laser (top turret, Three-Round Burst)
- 2 × Particle Beam (Pintle Mount—can fire Front or Rear)
- Mini-Missile Launcher Pod (RoF 4, 32 Shots)
- Bite, Claw, Horn: natural weapons

Psionics d6, Repair d8, Shooting d8, Stealth d6, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 16 (7)

Toughness (Serpent PA): 23 (11) MDC

Hindrances: Overconfident, Vow (Major—Serve the Splugorth)

Edges: Arcane Background (Psionics), Marksman, Mr. Fix It, Quick, Soldier, Power Armor Jock, Robot Vehicle Jock

Powers: *arcane protection, mind link, and object reading.* **ISP:** 10

Gear: Often pilot Serpent Power Armor *or* Insecton Robotic Rover (see sidebar) *or* any Kittani vehicle from Chapter 2 (page 62). Pioneer Heavy Composite EBA (+7 Armor, +3 Toughness, with Multi-Optics Helmet), K-4 Laser Pulse Rifle (Range 36/72/144, Damage 4d6+1, RoF 3, AP 3, Heavy Pulse, +1 Shooting), KEP-Special Ion Pistol (5/10/20, Damage 1–3d10, RoF 1), Vibro-Knife (Str+d6 Mega Damage, AP 6), Jetpack (60MPH, Handling +1, +1 Stealth), 2 × Plasma grenades (Range 5/10/20, 3d12 Mega Damage, SBT, It Burns), utility belt.

OVERLORD

Overlords form the bulk of the security forces and shock troops among the Minions of Splugorth. These loyal Kydians can be found doing everything from directing traffic, to guarding official residences, to storming the beaches of alien worlds.

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

Skills: Athletics d8, Common Know. d4–1, Electronics d4, Fighting d8, Intimidation d8, Notice d6, Occult d6, Persuasion d6, Shooting d8, Stealth d6, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 26 (10) MDC

Hindrances: Loyal, Stubborn, Vow (Major—Serve the Splugorth)

Edges: Brawny, Brawler, Combat Reflexes, Frenzy, Power Armor Jock, Soldier.

Gear: Overlord Power Armor (see sidebar) Staff of Pacification (Str+2d8 Mega Damage, AP 16, Reach 1; Rapid Recharge, 20 PPE for

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use with embedded powers of Greater *bolt*, *blind*, *confusion*, *entangle*, *silence*, *stun*). Police forces are issued two Zombitrons (see page 65). Non-police forces may be issued rail guns, energy weapons, Bio-Wizardry devices, Microbes, or Parasites as needed.

Special Abilities:

- **Low Light Vision:** Kydians ignore Dim and Dark Illumination.
- **Size 2 (Normal):** Kydians stand 8′–10′ tall and weigh 400 – 600 lb. Their Size grants them +2 Toughness.
- **Smarts Penalty:** Kydians suffer a –1 penalty to Smarts rolls, but not linked skills.

POWERLORD

Roughly one quarter of Overlords, the most impressive, are elevated to the status of Powerlord. These elite Kydians act as investigators, squad leaders, officers, and special operatives for the Splugorth and are given unique equipment and Bio-Wizardry modification to assist them in their missions.

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

Skills: Athletics d10, Battle d6, Common Knowledge d6–1, Electronics d6, Fighting d10, Intimidation d10, Notice d8, Occult d6, Persuasion d8, Shooting d10, Stealth d6, Survival d8

Pace: 6; **Parry:** 7; **Toughness:** 31 (10) MDC

Hindrances: Loyal, Stubborn, Vow (Major — Serve the Splugorth)

Edges: Brawny, Bruiser, Combat Reflexes, Command Presence, Inspire, Improved Frenzy, Power Armor Jock, Soldier.

Gear: Overlord Power Armor (see sidebar) Staff of Power (Str+2d10 Mega Damage, AP 20, Reach 1; Improved Rapid Recharge, 40 PPE for use with embedded powers of Greater *blast*, Power Exalted LBT *dispel*, Greater *healing*, *invisibility*, Greater *slumber*, *teleport*). K-500 Rail Gun (Range 50/100/200, 2d10+2 Mega Damage, AP 6, RoF 3).

OVERLORD POWER ARMOR

The Overlord power armor is created by Bio-Wizardry, and its powers are only usable by the Kydian race.

Overlord BW-PA: Size 2 (Normal), +10 MDC Armor, +5 Toughness, Strength d12+6, Pace 10 + d8 (40 MPH, ignores Difficult Ground)

Notes: Eylor PPE Battery (40 PPE, Rapid Recharge), powers activate as an Innate Ability.

Powers: *detect arcana*, *empathy*, *env. protection* (water), *fly*, *healing* (self, Neutralize Poison or Disease), *invisibility* (True), *protection* (Greater, Toughness), *speak languages*, *speed*.

Weapons:

- None, may use personal weapons.

Special Abilities:

- **Eye of Eylor:** A third eye in the forehead casts Exalted *detect arcana* (self) as a free action for no Power Points; ignores up to 4 points of Range or Illumination penalties.
- **Extra Pair of Arms:** Ignore 2 points of Multi-Action penalties each turn.
- **Gills and Fins:** Has the Aquatic ability per *Savage Worlds*.
- **Low Light Vision:** Kydians ignore Dim and Dark Illumination.
- **Size 2 (Normal):** Stand 8′–10′ tall and weigh 400–600 lb. Grants +2 Toughness.
- **Smarts Penalty:** Kydians suffer a –1 penalty to Smarts rolls, but not linked skills.
- **Supernatural Transformation:** The Powerlord radiates a supernatural aura and abilities affecting such targets affect him; +2 Toughness, immune to Gritty Damage.

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CONSERVATOR

The Splugorth's Conservators are a force of elite demonic forest rangers tasked with patrolling the wilderness regions of their dominion. While they come from the same race as the High Lords, these individuals are fascinated with hunting, killing, and outdoor life. They reject the life of a dignitary, scholar, or sorcerer like others of their kind.

Attributes: Agility d12, Smarts d6, Spirit d10, Strength d12+6, Vigor d12

Skills: Athletics d10, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d8+2, Occult d8, Persuasion d6, Psionics d8, Shooting d10, Spellcasting d6, Stealth d8, Survival d8.

Pace: 10; **Parry:** 9; **Toughness:** 30 (12) MDC

Hindrances: Arrogant, Mania (Major), Ruthless (Major), Ugly (Major), Vow (Major — Serve the Splugorth)

Edges: Alertness, Arcane Background (Psionic), Bruiser, Combat Acrobat, Fleet-Footed, Improved Block, Improved Dodge, Improved Frenzy, Major Psionic, Quick, Woodsman.

Gear: Lesser Keen Rune Axe (Str+3d10 Mega Damage, AP 20), Plasma Forearm Blaster (Range 24/48/96, Mega Damage 3d12, RoF 1, It Burns). 2 doses each of Aerobes, Dehibicila, Purirobes, and Stasirobes plus 1d4 Mystic Leeches and 1d4+1 Zombitrons (page 65).

Magic Powers: *beast friend, entangle, protection, speak language.* **PPE:** 45

Psionic Powers: *arcane protection, empathy, mind link, object reading.* **ISP:** 20

Special Abilities:

- **Aquatic:** Can't drown in oxygenated liquid and move their full Pace when swimming.
- **Bite/Claw/Spikes:** Str+2d4+2 Mega Damage, AP 6, Natural Weapons.
- **Eye of Eylor:** A third eye in the forehead casts Exalted *detect arcana* (self) as a free action for no Power Points; ignores up to 4 points of Range or Illumination penalties.
- **Extra Pair of Arms:** Ignore 2 points of Multi-Action penalties each turn.
- **Fast Regeneration:** Roll Vigor every round to heal damage — even if Incapacitated. A success heals one Wound, two with a raise, or recovers an Injury once all Wounds are regenerated.
- **Fear (–2):** Cause a Fear test at –2.
- **Invisibility:** As an action may check Stealth to activate *invisibility* for no PP cost.
- **Leaper:** Conservators can jump twice as far as normal and add +4 to damage when leaping as part of a Wild Attack instead of the usual +2.
- **Prehensile Tail with Stinger:** Acts as an extra limb able to hold items, push buttons, etc. Gain a +2 on climbing and swimming related Athletics checks. With a successful **Touch Attack** using the tail, the victim must check Vigor (at –2 with a raise) or suffer the effects of **Paralyzing Poison**.
- **Psychic Vampire:** Conservators require a diet of PPE or ISP directly drained from a living being, just like Psi-Stalkers in *The Tomorrow Legion Player's Guide*.
- **Scent Spray:** By checking Athletics as an Innate Ability, Conservators spray a chemical marker in a Cone template, targets may Evade (–2 with a raise). Failure means the Conservator and others with an enhanced sense of smell gain a +2 on Survival (tracking) and Notice (smell) checks made against those who don't Evade for 2d4 days.
- **Sensitive Antennae:** Sense motion and heat. Provides the Danger Sense Edge.
- **Size 2 (Normal):** Stand 8'–10' tall and weigh 250–400 lb. Grants +2 Toughness.
- **Supernatural Transformation:** Conservators radiate a supernatural evil aura. Abilities affecting such targets affect them; +6 Toughness.
- **Tough Hide:** Thick plates of rhinoceros-like hide cover the Conservator providing +12 MDC Armor, but they can't wear armor.

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HIGH LORD

The High Lords are a foul-hearted, ancient race known to have always been utterly loyal to the evil Splugorth. There are hundreds of thousands of High Lords for each Splugorth, and they fill the highest positions in Splugorthian society acting as governors, trusted advisors, generals, priests, master alchemists, and arch wizards. High Lords draw a portion of their power directly from the Splugorth in some sort of dark pact or symbiotic relationship.

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

Skills: Academics d10, Athletics d6, Common Knowledge d10, Electronics d10, Fighting d6, Healing d10, Intimidation d10, Notice d10, Occult d10+2, Persuasion d10, Psionics d8, Repair d10, Research d10, Shooting d6, Spellcasting d10, Stealth d6.

Pace: 6; **Parry:** 5; **Toughness:** 24 (8) MDC

Hindrances: Arrogant, Curious, Ugly (Minor), Vow (Major — Serve the Splugorth)

Edges: Arcane Background (Magic), Arcane Background (Psionic), Exceptional Rapid Recharge, Iron Will, Improved Level Headed, Major Psionic, Master of Magic, Scholar (Occult), Wizard.

Gear: High Lord Armor (+8 MDC Armor, +3 Toughness), Staff of All Seeing (Str+2d6 Mega Damage, AP 12, Reach 1; Rapid Recharge, 30 PPE for use with embedded powers of Exalted *darksight*, Exalted *detect arcana* with Presence Sense, *divination*, Greater *farsight*, and *speak language*), Laser Wrist Blaster (Range 18/36/72, Mega Damage 2d12+2, AP 4, RoF 1).

Magic Powers: High Lords know *all* powers as spells. **PPE:** 60

Psionic Powers: *arcane protection, empathy, mind link, object reading.* **ISP:** 20

Special Abilities:

- **Aquatic:** Can't drown in oxygenated liquid and move their full Pace when swimming.
- **Bite/Claw:** Str+d6 Mega Damage, AP 2, Natural Weapons.
- **Expanded Awareness:** High Lords *detect arcana* as an Innate Ability. With a Notice roll they sense supernatural beings.
- **Fast Regeneration:** Roll Vigor every round to heal damage — even if Incapacitated. A success heals one Wound, two with a raise, or recovers an Injury once all Wounds are regenerated.
- **Fear (–1):** Cause a Fear test at –1.
- **Invisibility:** As an action may check Stealth to activate *invisibility* for no PP cost.
- **Ley Line Walker Abilities:** Arcane Academic, Ley Line Magic Mastery, Ley Line Rejuvenation, Ley Line Sense, Ley Line Transmission, Ley Line Walking — see *The Tomorrow Legion Player's Guide.*
- **Mystic Expertise:** In addition to being a Ley Line Walker and knowing the secrets of Tattoo Magic, each High Lord chooses an area of expertise gaining a d10 in the relevant arcane skill and the abilities of the chosen Iconic Framework or lore specific occupation — Bio-Wizard, Rune Master, Techno-Wizard, Stone Master, or Shifter.
- **Psychic Vampire:** High Lords require a diet of PPE or ISP directly drained from a living being, just like Psi-Stalkers in *The Tomorrow Legion Player's Guide.*
- **Supernatural Transformation:** High Lords radiate supernatural evil; +6 Toughness.



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ATLANTEAN VEHICLES

VEHICLE	SIZE	HANDLING	TOP SPEED	TOUGHNESS	CREW	MODS

SPLUGORTH SLAVER RAIDER

The Slaver Raider is Atlantis' most common oceangoing craft, seen across the Atlantic and its coasts carrying Splugorth Slavers and their captives. It's a fast sea transport and amphibious landing vessel with the firepower to challenge dedicated warships. While it primarily travels by hydrofoil, in calm waters the hover system can achieve great speeds.

Kittani-Kydian Hover Assault Frigate	16 (Gar)	–1	100 MPH (Land)	38 (10)	22+1K	2

Notes: Hover (100 MPH on water or land, 400 MPH on calm seas), Cargo Space (500 tons of loot, 800 slaves, 12 slaver barges, 120+ infantry), ECC, MDC Armor, Nuclear-Powered, STS.

Weapons:

- **2 × Quad-Linked Heavy Ion Cannon (Front Turrets):** Range 75/150/300.
- **2 × Heavy Missile/Torpedo Launcher:** RoF 8, Shots 64 each (plus 512 in storage).
- **4 × Depth Charge Launcher (front and rear):** RoF 1, Shots 6 each.

SPLUGORTH SEA FIN

The Sea Fin is a long sleek submersible with two big fins and small turreted outcroppings along its top, built using a combination of advanced technology and magic.

Splugorth Multi-Purpose Magical Submersible Vessel	21 (Gar)	–3	60 MPH	53 (14)	125+5K	2

Notes: Underwater 30 MPH, Max Depth 4K feet, Cargo Space (30K tons *or* 5K slaves, 1K+ infantry), ECC, MDC Armor, TW with PPE Battery (500 years), STS (can *detect arcana*).

Major Systems:

- **Magic Shielding:** The vessel is protected by a transparent energy dome with Hardness 30 (MDC). If damage breaks the shield, it's knocked down until the start of the next turn when it returns to full strength. The shield doesn't block attacks originating from within.
- **Magic Stealth:** can activate *invisibility*, which lasts until moving over 12 MPH or within 4000' (666") of another vessel or land mass.
- **1 × Super Ion Cannon (central turret):** Range 150/300/600, MD 6d10, AP 25, RoF 1, LBT.
- **3 × Heavy Blue-Green Laser (1 front turret, 2 rear turrets)**
- **6 × Anti-Personnel Blue-Green Laser (3 left turrets, 3 right turrets):** MD 2d10, AP 10.
- **2 × Heavy Missile/Torpedo Launcher (fixed front):** RoF 4, Shots 48 total.

SPLUGORTH SEA SKIMMER ARK

Arks are massive, exotic ships that skim across the water with two fins jutting out on either side and a magical sail on top. They're powered by numerous Eyes of Eylor embedded in the hull and used as transports, warships, and luxury cruisers.

Splugorth Magical Ark	26 (Gar)	–4	50 MPH	63 (16)	200+8K	4

Notes: Cargo (120K tons *or* 8K slaves, 2K+ infantry), ECC, LL, MDC Armor, TW with PPE Battery (10K years), STS (can *detect arcana*).

Major Systems:

- **Magic Shielding:** same as the Sea Fin above, but with Hardness 40 (MDC).
- **Magic Stealth:** same as the Sea Fin above.
- **Magic Ram Prow:** Takes –8 collision damage and deals +8 damage with a Ram action.
- **2 × Super Ion Cannon (central turret):** Range 150/300/600, MD 6d10, AP 25, RoF 1, LBT.
- **2 × Heavy Blue-Green Laser (1 front turret, 2 rear turrets)**
- **2 × Anti-Personnel Blue-Green Laser (3 left turrets, 3 right turrets):** MD 2d10, AP 10.
- **4 × Heavy Missile/Torpedo Launcher (fixed front):** RoF 4, Shots 40 total.

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THE METZTLA

The Metztla are a hive-like amphibious race of bizarre massive hovering psychic carnivorous alien bug monsters. What sets them apart from invaders like the Xiticix, besides their size and inhuman appearance, is the evil intelligence and independence of the higher ranking hive members. The Metztla value humanoids as playthings, slaves, and food—roaming for hundreds of miles around Atlantis in search of them.

Metztla make their home in chitinous hives that can be built above ground or underwater. Though they are naturally very territorial, Metztla are quite bright and eager to communicate and cooperate with other beings when it benefits their dastardly whims or entertains them.

MUREX METZTLA

The Murex are the royalty of Metztla society, cruel and manipulative life forms that seek only their own entertainment and gain. The drones obey them unquestioningly, and defend them with their lives. Each hive has an acting queen, a Murex three times normal size that has fused with its central structure.

Attributes: Agility d12, Smarts d8, Spirit d12, Strength d12+8, Vigor d12+2

Skills: Athletics d10, Common Knowledge d6, Fighting d10, Healing d8, Intimidation d10, Notice d10, Occult d8, Persuasion d8, Psionics d10, Science d8, Shooting d10, Stealth d6, Survival d8.

Pace: 10; **Parry:** 7; **Toughness:** 52 (30) MDC

Hindrances: Bloodthirsty, Mean, Ugly (Major), Vow (Minor—Serve the Splugorth)

Edges: Alertness, Arcane Background (Psionic), Master Psionic, Mentalist.

Psionic Powers: *arcane protection*, bolt, detect arcana*, elemental manipulation* (water and electricity), *mind link, relief**, and *telekinesis.*

ISP: 50

Special Abilities:

- **Aquatic:** Can't drown in oxygenated liquid and move their full Pace when swimming.
- **Armored Shell:** A jagged chitinous shell gives +30 MDC Armor, +4 Toughness.
- **Bite/Claw/Horns:** Str+3d8 Mega Damage, AP 24, Natural Weapons.
- **Electromagnetic Cannon, Dual-linked:** Range 50/100/200, Mega Damage 3d12, AP 24, RoF 1, SBT; no penalty underwater.
- **Fear (–3):** Cause a Fear test at –3.
- **Flight:** The Metztla can hover in the air or underwater at their Pace and "run" for extra movement as normal.
- **Hardy:** A second Shaken result in combat does not cause a Wound.
- **Invisibility:** While underwater and motionless, as an action the Murex may merge with its environment by checking Stealth to activate *invisibility* for no PP cost. The effect ends if it moves or attacks.
- **Sensor Lobe:** The Murex's sensor lobe grants it Infravision, Low Light Vision, sonar, and +2 on hearing or smell-based Notice checks and all Survival (tracking) rolls. The lobe is Size 0 (Normal) target—when Wounded with a successful Called Shot against Toughness 28 (6) the Metztla loses all related bonuses.
- **Size 9 (Huge):** Approximately 25' tall, 50' long, and 40 tons. Grants +9 Toughness and +2 Wounds.
- **Slow Regeneration:** Roll Vigor every day to heal. A success heals one Wound, two with a raise, or recovers an Injury once all Wounds are regenerated.
- **Tentacles (6):** The Murex has barbed prehensile tentacles with Reach 3 and Toughness 18, granting it six tentacle actions which may be used to make Fighting attacks (dealing Str+d12 Mega Damage, AP 6), *or* grappling attacks at +2.

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MURVOLVA METZTLA

The Murvolva are smaller stubby floating Metztla who act as hunters, scavengers, spies, and assistants to hive leadership. These spunky little monsters are bad-tempered with outsiders, who they enjoy chasing and tormenting. Groups of Murvolva often travel with their larger brethren, or are tasked with commanding small teams of their drone cousins.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d8, Occult d6, Persuasion d6, Psionics d8, Shooting d8, Stealth d8, Survival d8.

Pace: 10; **Parry:** 6; **Toughness:** 20 (8)

Hindrances: Curious, Impulsive, Mean, Vow (Minor—Serve the Splugorth)

Edges: Alertness, Arcane Background (Psionic), Master Psionic, Quick, Woodsman.

Psionic Powers: *arcane protection*, bolt, darksight*, detect arcana*, elemental manipulation* (water), *farsight*, mind link, relief**, and *telekinesis*. **ISP:** 25

Special Abilities:

- **Aquatic:** Can't drown in oxygenated liquid and move their full Pace when swimming.
- **Armored Shell:** A layered chitinous shell gives +8 Armor, +2 Toughness.
- **Bite/Claw/Horns:** Str+2d6 Mega Damage, AP 12, Natural Weapons.
- **Electromagnetic Probes, Dual-linked:** Range 36/72/144, Mega Damage 2d12, AP 6, RoF 1; no penalty underwater.
- **Fear:** Cause a Fear test.
- **Flight:** The Metztla can hover in the air or underwater at their Pace and "run" for extra movement as normal.
- **Hardy:** A second Shaken result in combat does not cause a Wound.
- **Invisibility:** While underwater and motionless, as an action the Murvolva may merge with its environment by checking Stealth to activate *invisibility* for no PP cost. The effect ends if it moves or attacks.
- **Sensor Lobe:** The Murvolva's sensor lobe grants it Infravision, Low Light Vision, sonar, and +2 on hearing or smell-based Notice checks and all Survival (tracking) rolls. The lobe is Size −2 (Small) target—when Wounded with a successful Called Shot against Toughness 15 (2) the Metztla loses all related bonuses.
- **Size 3 (Normal):** Approximately 12' tall, 10' long, and 2 tons. Grants +3 Toughness.
- **Slow Regeneration:** Make a natural healing roll daily to recover Wounds, or weekly for Injuries once all Wounds have been healed.
- **Tentacles (2):** The Murvolva has barbed prehensile tentacles with Reach 2 and Toughness 10, granting it two tentacle actions which may be used to make Fighting attacks (dealing Str+d8 Mega Damage, AP 4), *or* grappling attacks at +2.

KREELONG CARAPACE

The Kreelong make up the majority of the Metztla, and are tasked with constantly expanding the hive and performing menial tasks like hauling resources. Though they can understand speech, they are dim-witted and usually follow the commands of others.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12+8, Vigor d12

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

Pace: 8; **Parry:** 5; **Toughness:** 42 (20) MDC

Hindrances: Bad Eyes (Minor), Loyal, Ruthless (Major)

Edges: Arcane Background (Psionic), Brave, Fleet-Footed, Master Psionic.

Psionic Powers: *detect arcana*, mind link, relief**, and *telekinesis*. **ISP:** 15

Special Abilities:

- **Aquatic:** Can't drown in oxygenated liquid and move their full Pace when swimming.
- **Armored Shell:** A jagged chitinous shell gives +20 MDC Armor, +6 Toughness.

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- **Bite/Claw/Horns:** Str+3d6 Mega Damage, AP 18, Natural Weapons.
- **Electromagnetic Emitters, Quad-linked:** Range 10/20/40, Mega Damage 2d12, AP 4, RoF 3; no penalty underwater.
- **Extra Appendages:** Ignore 2 points of Multi-Action penalties each turn.
- **Fear (–2):** Cause a Fear test at –2.
- **Hardy:** A second Shaken result in combat does not cause a Wound.
- **Size 8 (Huge):** Approximately 20' tall, 50' long, and 34 tons. Grants +8 Toughness and +2 Wounds.
- **Slow Regeneration:** Make a natural healing roll daily to recover Wounds, or weekly for Injuries once all Wounds have been healed.
- **Tentacle Clamp (1):** The Kreelong has a prehensile tentacle with Reach 2 and Toughness 16, which is normally used to move and break heavy objects during construction work. It grants the Kreelong a tentacle action each turn that can be used to grapple prey (at +2) and then crush them for Str+2d12 Mega Damage, AP 24.
- **Tentacle Stalk (2):** The Kreelong has prehensile tentacles with Reach 3 and Toughness 12, granting it two tentacle actions which can be used to grapple prey (at +2) and drag them towards its powerful maw.

KREEWARR CARAPACE

Second in number only to their Kreelong brethren, Kreewarr are powerful soldier drones tasked with defending the hive and performing menial tasks alongside the Kreelong. Though they can understand speech, they are dim-witted and usually follow the commands of others.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12+10, Vigor d12+2

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Psionics d8, Shooting d8, Stealth d6, Survival d6.

Pace: 8; **Parry:** 6; **Toughness:** 56 (34) MDC

Hindrances: Bad Eyes (Major), Loyal, Ruthless (Major)

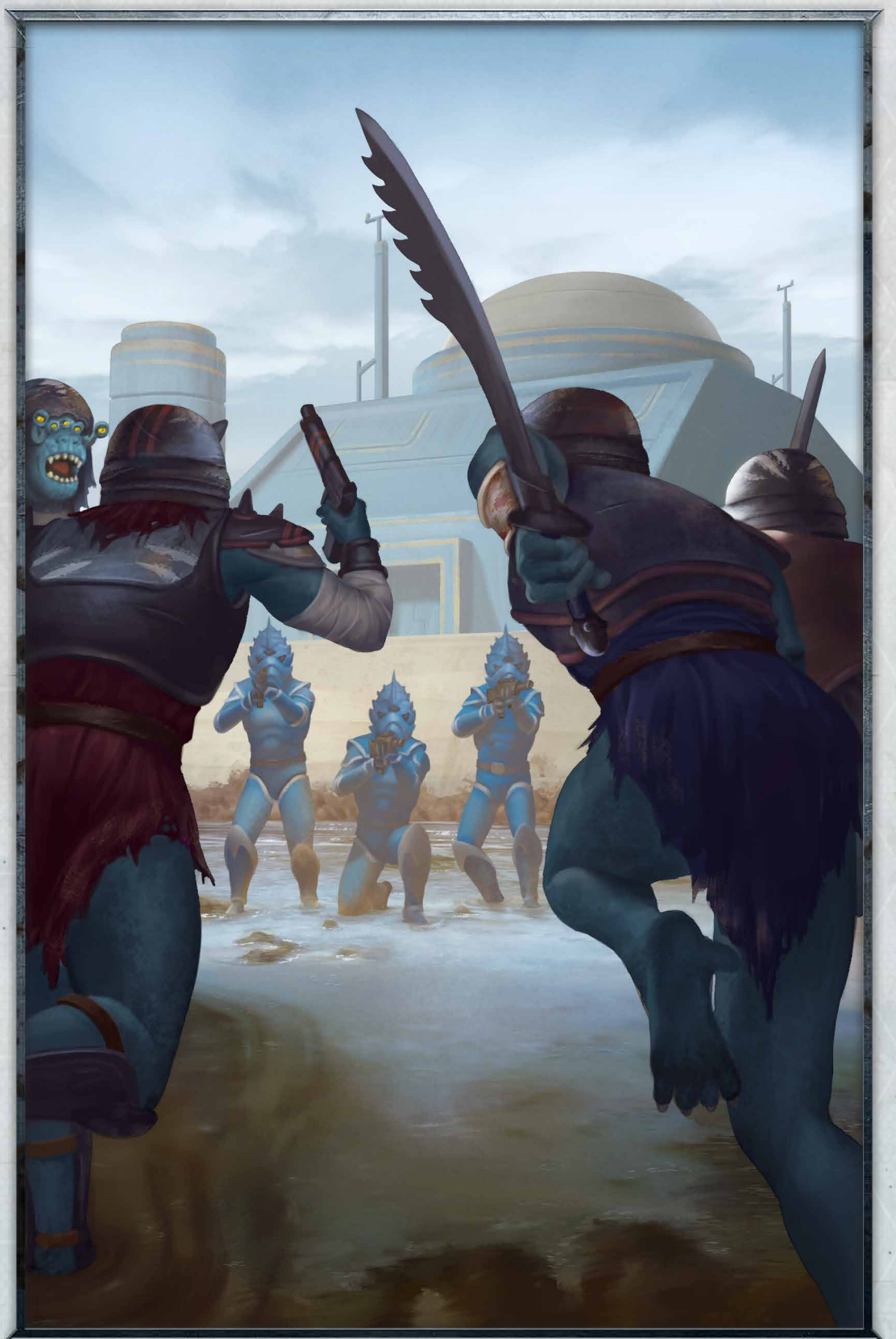
Edges: Arcane Background (Psionic), Brave, Fleet-Footed, Master Psionic.

Psionic Powers: *detect arcana*, healing*, mind link, relief**, and *telekinesis*. **ISP:** 20

Special Abilities:

- **Aquatic:** Can't drown in oxygenated liquid and move their full Pace when swimming.
- **Armored Shell:** A jagged chitinous shell gives +34 MDC Armor, +4 Toughness.
- **Bite/Claw/Horns:** Str+3d10 Mega Damage, AP 30, Natural Weapons.
- **Electromagnetic Cannon, Dual-linked:** Range 50/100/200, Mega Damage 3d12, AP 24, RoF 1, SBT; no penalty underwater.
- **Extra Appendages:** Ignore 2 points of Multi-Action penalties each turn.
- **Fear (–2):** Cause a Fear test at –2.
- **Hardy:** A second Shaken result in combat does not cause a Wound.
- **Poison Mist:** As an Innate Ability once per combat, the Kreewarr can release a Mild Poison in a LBT centered on itself. The poison has no effect on Metztla.
- **Sensor Lobe:** The Kreewarr's sensor lobe grants it Infravision, Low Light Vision, sonar, and +2 on hearing or smell-based Notice checks and all Survival (tracking) rolls. The lobe is Size 0 (Normal) target—when Wounded with a successful Called Shot against Toughness 15 (2) the Metztla loses all related bonuses.
- **Size 9 (Huge):** Approximately 25' tall, 45' long, and 52 tons. Grants +9 Toughness and +2 Wounds.
- **Slow Regeneration:** Make a natural healing roll daily to recover Wounds, or weekly for Injuries once all Wounds have been healed.
- **Tentacle Pincers (2):** The Kreewarr has extendable pincer appendages with Reach 2 and Toughness 46 (24), granting it two tentacle actions which it will use to grapple prey (at +2) and then crush them each round for Str+3d12 Mega Damage, AP 36.

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CHAPTER FIVE

THE DEMON SEAS

The Demon Sea, also known as the Bermuda Triangle in the time before The Coming of the Rifts, is the most well known of a number of areas wracked with constant dimensional and temporal anomalies. The paranormal activity in these regions is completely off the charts—even for Rifts Earth.

BACKGROUND

THE DEMON SEA

Formerly known as the Bermuda Triangle, since The Coming of the Rifts® this region has become a roiling transdimensional hazard covering thousands of square miles of sea, with its effects extending miles into the sky and leagues down into the depths of the ocean.

Not only is the area infamous for its sudden inexplicable storms and dilations of time and space, including entire sections dimensionally shifting in and out of our reality, it is plagued by the constant eruption of rifts. With these rifts come monsters, which terrorize all who enter the region.

MYSTIC GEOMETRY

The closing of the Atlantean super rift—itself a massive triangle extending over the entirety of the North Atlantic ocean—created anomalous shadows of itself, triangles forever in flux with space and time.

The ancient Atlantean Cataclysm wreaked havoc on the natural balance of energy flowing through the planet's network of ley lines, normally controlled via magic pyramids. Even largely cut off from the flow of arcane energy, in modern times these regions were still known for tales of travelers disappearing, being troubled by bizarre instrument readings, inexplicable mechanical failures, or warped perceptions of time and space.

During the Great Cataclysm these regions became supercharged with energy, bringing all kinds of sea monsters and supernatural creatures to Rifts Earth. Three centuries later, travel on the high seas is dangerous enough, yet near Magic Triangles the chance of monster attack rises exponentially higher.

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This has earned the regions surrounding Sea Triangles the nickname Demon Seas, even amongst peoples and cultures unfamiliar with "the" Demon Sea west of Atlantis.

MAGIC SEA TRIANGLES

Where three powerful ley lines connect to form a giant triangle over the sea, they often create what is known as a "magic triangle." While Magic Triangles occasionally overlap with islands or inland areas, their greatest area always encompasses large sea regions. The known Magic Triangles are:

- **The Demon Sea (aka the Bermuda Triangle):** off the coast of Florida between North America and Atlantis. This is the most active of all the magic sea triangles, and supernatural creatures from its depths terrorize the entire North Atlantic from the coasts of Europe and North Africa to the Gulf of Mexico and the Caribbean Sea.
- **The South American Devil's Triangle:** off the coast of Argentina in the South Atlantic, this sea triangle fills the massive rivers and inland seas of The Land of a Thousand Islands with dangerous sea and river monsters.
- **The Mediterranean Sea Triangle:** covers the entire sea and part of the Italian peninsula. This sea triangle's arcane irregularities are perilous to settled life in the region and those traveling its waters.
- **The African Sea Triangle:** between South Africa, Madagascar, and the Prince Edward Islands (or what remains of them).
- **The Japanese Sea Triangle:** in the North Pacific between Japan, Guam, and Midway.
- **The Australian Sea Triangle:** off the east coast of Australia between Tasmania, New Zealand, and New Caledonia.
- **The Mini-Triangle of Lake Michigan:** Thought to be the only fresh water magic triangle, the anomalies in this region are weak enough that trade still flows through the area, though monsters and strange phenomena are a constant threat.

THE HORUNE PIRATES

The Horune are an amphibian race of barbaric pirates who live to sail the high seas in search of plunder and adventure—which to them means pillaging, abuse, and murder.

ORIGINS

Horune society values the present moment above all else and keeps no known history. What has been pieced together is that the race of miscreant D-Bees arrived on Rifts Earth over two centuries ago, and immediately took to their current life as nomadic sea raiders.

No home planet is known or discussed by the Horune, though they sometimes reference a mythical place known as "Mothersea." It's anyone's guess whether this fabled land is their true home world, or simply what passes for a concept of religious afterlife or creation story for them.

RACES & PEOPLES

The Horune accept cutthroats of all stripes into their pirate bands. Though the Horune make up the majority, their nomad fleets contain a dizzying mix of other races. A surprising number of Naut'Yll and Amphibs are counted among their kind. Particularly valued—and if need be forcefully "recruited"—are evil ocean wizards, air or water elementalists, as well as Techno-Wizards and skilled technicians like Operators.

SOCIETY & GOVERNMENT

HORUNE SOCIETY

The Horune are lecherous ruffians who appear to be the definition of anarchy. When not busy with acts of violence or piracy they show no sign of discipline or self control. To the surprise of many, though, once engaged

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in battle or commanded by their captain they become efficient, steadfastly reliable sailors.

Horune follow their own simple law of the sea. While they treat other races with shocking brutality, the Horune never betray their own. Even disagreements with rival Horune pirate bands rarely end in more than petty arguments and flashy antics. Even in the most extreme circumstances, instead of engaging in open battle, two captains or fleet commanders will fight a duel to the death—the results are always final, winner take all.

CAPTAINS AND FLEET COMMANDERS

The Horune barely maintain a society, let alone any form of complex government. The basic unit of Horune society is the ship, each led by a captain who is the undisputed leader of all aboard. Any non-Horune brazen enough to disrespect their captain—an act almost unimaginable to Horune—will be beaten and likely tortured for their insolence.

The most successful and wily Horune captains become fleet commanders. When they do accept the leadership of another, their obedience is absolute. They'll *never* accept anyone but another Horune as their master. While non-Horune may occasionally rise to the rank of captain, only Horune may lead a fleet.

HIGH SEAS NOMADS

The Horune are the ultimate freebooters. They spend almost their entire lives aboard boats, the sea is their only home. Though they'll sometimes seize coastal villages or islands to use as outposts for resupply and repair, they never stay for long.

TECHNOLOGY

The Horune have no real industrial knowledge or technological base of their own. Instead they raid and collect weapons and ships of all kinds as trophies of war. Horune pirate bands are often armed with an eclectic array of high tech guns from around the globe, Techno-Wizardry weaponry, enchanted arms, and primitive implements of war.

When low on ammunition or in need of repairs, they'll invade a port community with the sole purpose of recharging their gear and effecting repairs. Communities that cooperate are often left completely unmolested, though refusal will typically end with them being razed to the ground. After they leave, Horune will often remember such "helpful" communities and return to them regularly when nearby.

SHIP DREAMERS

A few Horune are psychically attuned mystics called "Ship Dreamers." These beings spend all their time in a waking trance, communing with the rest of their kind. They don't speak, don't eat, and won't even act to defend themselves. The sole purpose of the unique beings is the creation of Dream Ships and weapons, which they construct out of thin air using ambient psychic energy. If sunk or destroyed, their creations become immaterial and vanish into nothingness.

HORUNE FOREIGN RELATIONS

The Horune see all non-Horune as prey. They raid, pillage, and rob taking what or whom they please without a second thought and without prejudice. The Horune recognize no borders, nations, or outside authority.

MARAUDING RANGE

The Horune roam the seas across the world, but concentrate their activities in regions close to Splugorth trading posts where they sell slaves and booty in exchange for high quality gear. This means they are most often encountered in the North and South Atlantic, the Mediterranean, Caribbean, Gulf of Mexico, Indian Ocean, and Arabian Sea.

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The Splugorth

The only people safe from their violence are the Splugorth and their minions, who they prize as trade partners. In exchange for open trade, Splynncryth offers the Horune safe harbor at any of his outposts. The Horune cooperate out of greed for the advanced weapons, armor, ships, and magical gear produced by Atlantis.

North America and the Coalition States

Coalition forces have fought off Horune raiding parties a few times, but the two groups rarely come into contact with each other as the Horune are primarily occupied with raiding coastal areas for slaves to sell for a quick credit in Atlantis.

The New German Republic

The NGR's expanding naval power has earned the respect of the Horune, who value Triax produced equipment above all others, even Kittani built gear. All but the most desperate Horune bands avoid engaging NGR forces unless they have the overwhelming advantage.

The New Navy and Tritonia

The New Navy is fully aware of the Horune's predilection for the slave trade. Their forces have rescued tens of thousands of innocents from their ships, and the two factions constantly clash. In response the Horune have been seeking to find the location of the New Navy's secret bases, but have so far been unsuccessful.

The Naut'Yll

The Horune have been able to recruit an unusually large number of Naut'Yll to their pirate bands. Though they may be kindred spirits in their desire for domination of the high seas, this has increasingly led to violent skirmishes between the two factions.

The Lord of the Deep

The Horune fear this dark alien intelligence, though many non-Horune in their society have turned to its worship in hopes of avoiding its wrath. Oddly enough, though they refuse to worship any gods, the Horune often jokingly sacrifice captives and traitors to the Deep, which has actually worked to please the malevolent being and allowed the Horune to unwittingly avoid its wrath.

The Naut'Yll Civilization

The Naut'Yll are a young race of imperialistic interdimensional conquerors. They invade the oceans of target worlds, growing their underseas colonies and power base in secret until they are ready to swarm land-based civilizations in devastating strength.

Origins

The Naut'Yll hail from a planet of massive shallow oceans called Yllera, where only a fraction of the surface is land. The amphibians fought bitterly over the limited land masses, the only place where they could forge weapons of war from metal.

Before long the Naut'Yll discovered the secrets of magic and interdimensional travel. They have established trade ties with dozens of alien races, including the infamous Naruni, built colonies on a dozen worlds, and successfully conquered a half dozen others.

History

Within decades of the Great Cataclysm a Naut'Yll Shifter discovered Rifts Earth and led an expedition to assess the planet for invasion. The intense destruction on the surface of the planet served to conceal their fledgling colonies and outposts for centuries.

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Their first and largest city is located sixty miles from the mouth of the Amazon River near the northern coast of South America, a fact which would astound the region's inhabitants. They have built another city in the middle of the North Atlantic, but realizing their enemies the Splugorth control Atlantis, they concentrated the building of their next five cities to the South Atlantic between the coasts of South America and Sub-Saharan Africa.

Over the last two centuries the Naut'Yll have attempted to invade the North and South Pacific, and here their secretive expansion was finally discovered. The Lemurians, ancient humans adapted to life underseas, became their bitter foes. Lemurian warriors are responsible for sending over one million Naut'Yll to an early watery grave.

As the Naut'Yll have expanded their operations to raid surface vessels for plunder and slaves, the New Navy and Tritonia have also gotten involved. Both have had great success defeating Naut'Yll attacks, but with each passing year the enemy's strength grows.

Races & Peoples

The Naut'Yll are a proud race who consider themselves superior to all others. Slavery is an integral part of the race's society. Wealthy families commonly own one or more domestic servants, and slave laborers work the numerous menial jobs necessary in an advanced society.

Society & Government

The interdimensional Naut'Yll civilization is ruled by a Military Council from their home world of Yllera, led by the General-In-Chief. Each city, including those in other dimensions, is commanded by a Governor General who answers to the Military Council. In practice, this allows the Governor Generals on Earth a great deal of autonomy to grow and build their own mini-empires.

The Naut'Yll have no family units. Instead, once a female gives birth to her live offspring (usually 2 to 4 at a time) the children are raised in community centers where they learn military discipline and nationalistic values from a young age.

An astounding three quarters of the adult Naut'Yll population serve full-time in the military, while the few free thinkers take up occupations in magic, the sciences, law, and medicine.

Some Naut'Yll do rebel against their strict cultural conditioning. Because the Naut'Yll of Rifts Earth secretly number in the millions, even this tiny percentage of renegades adds up fast. Thousands of Naut'Yll have joined the floating city of Tritonia, Horune pirate bands, and even the New Navy.



Horune pirates are a threat to coastal settlements to be sure, but the Naut'Yll with their immense militarized underwater society could one day sweep over every continent at once, enslaving all humanity in one vast invasion.

—Captain Nemo Dobson, USS Ticonderoga

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TECHNOLOGY

The Naut'Yll are accomplished practitioners of magic with over three millennia of experience under their belt. Their magic users include Ley Line Walkers, Shifters, Mystics, and even Techno-Wizards.

While still trapped on their home world of Yllera before the discovery of interdimensional travel, the Naut'Yll developed a unique form of psionic practice dedicated to controlling and manipulating the Korallyte species, an alien mollusk that secretes a metallic substance called Korallyte that can be shaped into powerful tools, weapons, armor, and even armored vehicles without the need of fire or advanced machines.

NAUT'YLL FOREIGN RELATIONS

The Naut'Yll see all other maritime factions as obstacles to their plans of global dominion.

THE NEW NAVY, TRITONIA, AND LEMURIA

Captain Nemo-2 has rightly labeled the Naut'Yll interdimensional invaders and battles them at every opportunity. The floating city of Tritonia successfully defeated multiple raids, and the Lemurians have slaughtered the Naut'Yll in vast numbers. The war between each of these factions and the Naut'Yll will only end with the total victory of one side or the other.

THE SPLUGORTH

The Splugorth have encountered the Naut'Yll in other dimensions, and have defeated the young upstarts at every turn. Every stratagem, every battle has been won by the Splugorth, who have successfully enslaved millions of Naut'Yll on other planets.

Splynncryth is aware of the Naut'Yll presence on Rifts Earth, but vastly underestimates their true numbers. The Kittani have a particular hatred for the amphibian race, and have made it a sporting competition to see which warriors can kill the most Naut'Yll in the most flamboyant fashion whenever they are encountered near Atlantis and the Demon Sea.

THE LORD OF THE DEEP

The Naut'Yll destroy the deformed creations of the Lord of the Deep when found, but otherwise seek to avoid conflict with the malign alien intelligence. Tales of Naut'Yll captured and corrupted by the Lord of the Deep are commonly told to children on Earth as scary stories.

THE NEW GERMAN REPUBLIC

Though there have been a few skirmishes, the New German Republic is largely unaware of the Naut'Yll threat. Unknown to them, the alien invaders have been negotiating with the Brodkil Empire and the Angel of Death, seeking to secure the Baltic and North Seas for their colonization in exchange for assisting them in their war against the NGR. If a deal is struck, it could upset the balance of power in the war for control of Europe.

NORTH AMERICA AND THE COALITION STATES

Though the Naut'Yll occasionally raid the American coastline for slaves, human and D-Bee alike, Coalition forces have had almost no contact with them. Though the CS would be dismayed to discover another invader has a foothold on Earth, their plans for naval expansion have had major setbacks. The CS Navy is in no position to wage a war at sea for years to come, if not longer.

In the meantime, their attention is focused on rebuilding their forces and consolidating territory after defeating Tolkeen and ending the civil war with Free Quebec.

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THE LORD OF THE DEEP

The Lord of the Deep was long thought to be one or more giant squids responsible for sinking ships and dragging sailors to their death. The terrible truth is much worse.

ORIGINS

The Lord of the Deep is a massive alien intelligence that has called the oceans of Earth its home for untold thousands of years. The being primarily inhabits the Mariana Trench in the North Pacific. There it rests under the Japanese Triangle, a dimensional anomaly similar to the Bermuda Triangle, over five miles below the surface of the waves. In the Mariana Trench it is miles beyond the reach of any known weapon—even the most advanced submersibles would be crushed at less than half that depth.

The Lord of the Deep was quite active before the fall of Atlantis, but became trapped on Earth when the Lemurians fled through a dimensional portal it had opened to escape, causing the portal's collapse. Afterwards, the low arcane energy levels caused it to hibernate fitfully until the return of magic with the Great Cataclysm. During that period of relative inactivity it would only occasionally, almost absentmindedly, attack boats and sailors for psychic sustenance.

Now that the ley lines surge with unprecedented amounts of psychic energy, the Lord of the Deep has once again grown strong. It feeds and grows. The monster has no mouth, and instead absorbs the PPE of every living thing killed by one of its tentacles, murdered by one of its minions, or sacrificed in its name by loyal cultists. Over the last two centuries it has killed tens of thousand of animals, humans, D-Bees, and even demons and creatures of magic—all have a unique flavor to the alien intelligence.

FORCES OF THE DEEP

REACHERS FROM THE DEEP

The giant, two thousand mile long tentacles of the Lord of the Deep are so disconnected from its main intellect that they're considered separate entities or extensions of its essence by many occultists. If severed, they quickly regenerate within a matter of days.

The monster has eight tentacles, and usually keeps two nearby while it reaches out with the other six. Each Reacher is semi-autonomous and will seek out victims living undersea, traveling across the ocean surface, living in coastal towns, or even located far inland. The Reachers of the Deep are sometimes known to stretch many miles across dry land in search of a novel morsel.

Each Reacher is covered in hundreds of smaller sub-tentacles ready to carry captives away at a whim—sometimes the Reachers slowly and methodically follow then grab a lone individual, while other times they've been known to suddenly drag entire villages away screaming into the night.

MINIONS OF THE DEEP

While most victims of the Reachers are psychically devoured, many are dragged back to the Lord of the Deep's presence, and transformed by the mad alien intelligence. These victims become a monstrous hybrid of mortal and predatory beast, and are unleashed on the world as loyal minions bent on spreading the misery and destruction their lord feeds on. These twisted life forms are even able to mate and bear offspring.

THE CULT OF THE DEEP

The Lord of the Deep's mere astral presence, or psychic shadow, can infect the dreams of psychic sensitives or mystics communing with the astral plane. Many are driven utterly insane or die from the shocking vision of primordial evil. Most who survive become obsessed by the Leviathan's near

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omnipotent power, embrace its evil aura, and are prompted to serve and worship the foul thing as a god of death and chaos.

These beings have become Cultists of the Deep, mortals driven to reverence murder and mayhem in the name of their new master. Many are compelled to share their newfound "faith" and teach others of the wonders of the Kraken, Leviathan, Lord of the Deep, or other inspired name. Because these death cults are almost impossible to track and predict, they often plunge entire coastal regions into a chaotic cycle of secret worship, murder, and witch hunts—all to the delight and hunger of the Lord of the Deep.

These cults commit escalating acts of decadence, brutality, destruction, necromancy, assassination, and murder. As they grow they gather more and more followers, often misfits and outcasts looking for acceptance or revenge against society. The group will acquire weapons and armor to protect itself from outsiders. Then the cults seek out a ship of their own or join a pirate crew with the goal of raiding, pillaging, and committing mass murder or the large ritual sacrifice of entire communities in the name of the Lord of the Deep.

THE SERVANTS OF THE DEEP

The most devoted cultist will spontaneously perform ritualistic blood sacrifices dedicated to the Lord of the Deep. In response, they'll begin to gain uncanny powers and abilities. "Blessed" by these supernatural "gifts," the Lord of the Deep will motivate them to take more extreme actions to prove their devotion—often the murder of close friends, family, and loved ones.

Each step of the way the Servant of the Deep becomes more psychically linked with the Lord of the Deep. Year after year this link will transform and mutate the servant into an increasingly powerful demonic hybrid of man and tentacled, fanged, undersea thing.

ENEMIES OF THE LORD OF THE DEEP

Most surface civilizations are unaware of the Lord of the Deep or its power.

THE SEA INQUISITORS

There are some who have seen the visions of the Lord of the Deep, and maintained their sanity. These psychic sensitives become champions of good and gain terrific powers to help them combat the Lord of the Deep. These individuals, while powerful, aren't part of a coordinated resistance.

THE WHALE SINGERS

This loose society of like-minded water mages has begun to organize against the Lord of the Deep. They gather around them independent champions of light and adventurers seeking to stop the evil intelligence, many driven by personal loss or terrible experience. So far they have not found a way to destroy the thing, but they are making the most headway of any faction.

TRITONIA AND THE NEW NAVY

Tritonia and the New Navy have weathered the predations of the Reachers, but their attempts to attack the thing in the shifting waters of the Mariana Trench have so far failed to do anything but sever a few Reachers.

THE NAUT'YLL

The amphibian conquerors fear the Lord of the Deep, and kill its servants with a vicious determination when possible.

LEMURIA

The Lemurians have been able to effectively resist the Reachers, but have no means of harming the Lord of the Deep itself, who hates their kind with a blind rage.

THE SPLUGORTH

Splynncryth is aware of the "Marianas Trench Intelligence" but doesn't know its true potential to destroy all life on Earth.

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THE TOMORROW LEGION IN THE DEMON SEAS

Besides remote islands or wastelands under the chaotic shadow of a magic sea triangle, the Demon Seas aren't a place inhabited by mortals—whether human or D-Bee. The scattered communities located at the edge of such regions inevitably teeter on the brink of collapse. These desperate people see a Tomorrow Legion expedition as a band of legendary heroes or even angelic saviors.

The best the Legion can usually do is solve the people's most immediate supernatural problem, if it can truly be solved, or stop the latest group of pirates or monsters terrorizing the region and hope for the best. In the worst situations the locals will seek to be taken back to Castle Refuge—a place of unimaginable safety and opportunity to them—or beg for help escaping the immediate area for a chance at life somewhere, anywhere, else.

DEMON SEAS ENCOUNTERS

D20	RESULT
1	**If Things Weren't Bad Enough:** Roll once on that table* then again on this table.
2–3	**The Plot Thickens:** Roll once on that table* then roll again on this table.
4–5	**Risks and Rewards:** Roll once on that table* then roll again on this table.
6	**Naut'Yll Raiders:** The band consists of 3d4 Naut'Yll Soldiers plus two Torpedo power armor pilots‡ led by a Naut'Yll Devastator (Mystic)†. Roll a d6 for nearby forces: 1–2 a Deathbringer, 3–4 1d4 Leapers, 5–6 a fully crewed Red Trident Sub!
7–9	**Coastal Village:** Locals are angry, use the Settlement Generator* to create a village in conflict. Roll a d6, with a 5+ the real issue is a Servant† and 3d6 Cultists of the Deep are secretly luring or sacrificing victims to 2d4 Minions of the Deep.
10–12	**Wandering Monsters:** 1d4 large or a pack of 2d8 smaller supernatural predators stalk the area; people are food or a threat. Pick or roll a d6: 1 Leviathans, 2 Lorica Wraiths, 3 Octo Dragons, 4 Shadow Serpents, 5 Storm Riders, or 6 Terror Eels.
13–14	**A Reacher from the Deep:** A Reacher is running amok. Roll a d6: 1–2 summoned by a cult (as Coastal Village above, but with an Ocean Wizard ally), 3–4 it is creating Minions of the Deep, 5–6 the Reacher wants to eat a specific hero!
15	**Smugglers:** Valuable contraband is crossing the seas (optionally draw for Salvage Trade Goods from *Empires of Humanity*). There are 2d4 Black Market Enforcers, an Expediter†, and an Operator‡ piloting a T-23CS Bottom Feeder Light Submarine.
16	**Pirates:** 3d6 Pirates led by a Combat Cyborg† and a Crazy‡ are in the middle of a raid, looking for people to rob, or heading to their hideout with loot. Roll a d6; they strike fast aboard: 1–3 an Iwo-Jima MIFV, 4–6 a few Black Eel Torpedo Boats.
17	**Horune:** 3d6 Horune Pirates led by a Horune Captain† and an Ocean Wizard‡ want slaves and loot. Roll a d6, they: 1–3 crew a Triton Cutter, 4–6 attack riding Horune Sea Sleds and will take booty back to a Horune Strike Ship waiting nearby!
18–20	**Creatures from the Rifts:** The heroes face some rift-spawned opposition. Use the **It Came From a Rift** tables§ to generate the encounter. If appropriate, roll once on the **Opposition Leader** table* and once on the **Other Authority Figure** table*.

* See *The Game Master's Handbook.*
† Roll once for this character on the **Opposition Leader** table in *The Game Master's Handbook.*
‡ Roll once for this character on the **Other Authority Figure** table in *The Game Master's Handbook.*
§ See *Savage Foes of North America.*

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SAVAGE TALE: CREEPING DEATH

A Tomorrow Legion Special Exploratory Team happens upon a remote coastal community experiencing a bizarre string of murders connected to a cult. The heroes need to figure out who to trust before it's too late.

FOR WHOM THE BELL TOLLS

The team arrives in the remote coastal town of Cullport to rest and resupply. This is an opportunity for GMs to introduce heroes from Atlantis—they were captives on Alefant's ship (see below), who planned to sell them to the Splugorth after visiting Cullport.

After a relaxing night at a scenic local bed and breakfast, the heroes are approached by the town's champion—a mix of mayor and sheriff. He introduces himself as Kirk Mustaine and invites the team to a meal at a local tavern. A war veteran who settled in Cullport a few years ago, he pilots a battered suit of Orca power armor when trouble comes up, and is the most heavily armed person in town. He chats with the team over a friendly meal of fish and chips, and eventually explains that a series of murders has him baffled. As the local champion, he officially requests Legion assistance.

The team travels around the town looking at each murder scene with Mustaine. GMs should allow players to be creative with the powers, abilities, and skills used to discover listed clues. All of the victims but the most recent (Elsie Burns) have already been buried in the local church's graveyard—the priest isn't connected to recent events and refuses to allow anyone to dig up bodies.

ELSIE BURNS

Champion Mustaine first takes the team to the home of one Elsie Burns, who until recently ran a shop selling nets and other hand made fishing supplies. Elsie was killed by clean and quick decapitation (there was little suffering) two days ago.

- **Healing or Academics:** The blade used to cut off Elsie's head was long and fairly thin, probably a sword as opposed to an axe. A raise confirms it was a vibro-blade.
- **Notice:** Elsie has multiple tattoos of squids on her body. With a raise, it's discovered that none of them appear to have eyes.
- **Research:** Going through her small shop's ledger reveals Elsie has been donating, for her, large sums of money to an unknown recipient. A raise determines she was selling off assets and preparing to donate the biggest amount yet.

TOBY MITCHELL

Mustaine takes the team to the workshop where neighbors found the body of local shipwright Toby Mitchell two weeks ago. Like Elsie, he was killed by decapitation. His body has already been buried.

- **Occult:** Around Toby's shop and home are common reagents for ceremonial magic. A raise reveals they're specifically linked to sea and ocean based mysticism.
- **Persuasion:** Neighbors noticed Toby was working incredibly long hours as if possessed. A raise divulges Toby was fairly sociable, but recently abandoned his long-term friendships with many neighbors and became reclusive.
- **Repair:** Toby was building a large ship, with the many critical parts already completed. A raise determines it was being built to military specifications.

MARLEY BLACKWELL

The third and final victim was a well known member of the Cullport community named Marley Blackwell. Blackwell, a widower, was a family man with three children. Unlike the other two victims, Marley was killed in a

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brutal, methodic manner. He died two days after Toby Mitchell.

- **Notice or Thievery:** Examining the home and its simple but effective security measures reveals no signs of forced entry, Marley was likely killed by someone he knew. A raise reveals Marley was killed very slowly with a small stabbing blade (not a vibro weapon).
- **Occult or Arcane Skill:** Marley was killed ritualistically as part of an evil arcane ritual. A raise discovers the ritual was one seeking power or favor from a dark supernatural entity.
- **Persuasion or Research:** All three of the Blackwell children are missing. A raise determines that the last one to be seen was Hillary Blackwell (about a week ago).

PHANTOM HILLERS

After visiting the various murder scenes, Champion Mustaine leaves the team to the investigation as he attends to his daily duties. The heroes may pursue the investigation however they want. A successful Networking check and/or other inventive approach (may be resolved as a Quick Encounter) leads to the following in order.

- **Lars Hetfield** is a quiet sailor who arrived in town a couple of months ago. He's taken odd jobs around town, but the suspicious proprietor of the inn noticed the man was absent the nights that Elsie Burns and Toby Mitchell were murdered. Lars is secretly a Sea Inquisitor drawn to Cullport by prophetic dreams. He uncovered a Cult of the Deep and has executed key members, attempting to stop the cult's growth. He suspects they plan to obtain a vessel and roam the seas murdering innocents for their dark patron. If the heroes don't attack Lars, they can gain his trust and help.
- **John-David Alefant** owns a trading ship, and visits Cullport frequently. He's newly flush with credits and spends them at the few seedy bars and houses of ill-repute in town. Investigating him discovers he's actually a smuggler of illicit goods, black market weapons, and slaves. Confronting Alefant reveals he sold enough weapons and armor to a mysterious local to outfit a small army. If the heroes bring up the Cult of the Deep, he attempts suicide using a hidden derringer. Whether successful or not, his data pad reveals he was recently paid a large sum of credits to deliver a small war vessel to the cult. Its current location is unknown, but searching him reveals a pamphlet from a local orphanage—an item out of place for such a degenerate.

UNDER THE STORM

The trail leads the heroes to the New Dawn Orphan Home. Situated on a small island at the edge of Cullport, the orphanage is reached by a stone bridge. As the team approaches the cult blows up the bridge with an Anti-Tank Mine (see *Savage Worlds*) and attempts to ambush the Legionnaires—check Electronics or Notice to avoid Surprise.

Led by Hillary Blackwell, who murdered her family to gain the favor of the Lord of the Deep, the cult perform a dark sacrificial ritual to summon a storm. Throughout the battle the good guys suffer a –2 penalty to all Trait rolls due to the *elemental manipulation* with Elemental Fury power being active.

HARVESTERS OF SORROW

- **Hillary Blackwell:** As a Servant of the Deep (page 131) with a Demon Claw Sica (page 55) and Strength d12+2 (*boost Trait*).
- **Cultists of the Deep (6+3 per hero):** As Pirates (page 182), six crew the Iwo-Jima.
- **Iwo-Jima Class MIFV:** See page 60.
- **Reacher from the Deep:** Arrives on turn three to assist the cultists, see page 130.
- **Lars Hetfield:** An allied Sea Inquisitor with a Vibro-Longsword, see page 183.
- **Kirk Mustaine:** As a Pilot (see *Savage Foes of North America),* wearing MEA-52 Orca power armor (page 51).

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HORUNE FORCES

Besides the Horune themselves, their bands include humans and D-Bees; especially cutthroats, mercs and those with water or air magic—see page 182 for Pirates and Ocean Wizards, or *Savage Foes of North America* for Headhunters, Ley Line Walkers, Bandits, Raiders, and other possibilities.

THE HORUNE PIRATES

HORUNE PIRATE

Horune live to raid, pillage, and rarely back down from a good fight. While armed with eclectic gear, this entry is surprisingly typical.

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

Skills: Athletics d8, Common Knowledge d4, Boating d8, Electronics d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d4, Psionics d6, Shooting d6, Stealth d6, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 15 (5)

Hindrances: Greedy (Minor), Illiterate, Loyal, Ruthless (Major)

Edges: Arcane Background (Psionics), Brave, Brawler, Brawny

Powers: *arcane protection, elemental manipulation (water/hydrokinesis), and relief.* **ISP:** 10

Gear: Salvaged Medium Body Armor (+5 Armor, +2 Toughness), Triax TX-26 Particle Beam Pistol (Range 12/24/48, MD 3d8, AP 4, RoF 1, Disintegration, Atomic Annihilation), 1 × frag grenade (Range 5/10/20, 5d6 Mega Damage, LBT), Vibro-Shortsword (Str+d8 Mega Damage, AP 8), SCUBA gear.

Special Abilities:

- **Ignorant:** –2 on Common Knowledge rolls.
- **Infravision:** Horune halve Illumination penalties for targets radiating warmth.
- **Instinct Over Intellect:** Horune suffer a –1 to Smarts rolls, but not linked skills.
- **Regeneration:** Make a natural healing roll daily to recover Wounds, or weekly for Injuries once all Wounds have been healed.
- **Semi-Aquatic:** Can hold their breath for 15 minutes before checking for drowning.
- **Skilled Swimmers:** The Horune move their full Pace when swimming and are +2 on Athletics (swimming) checks.

HORUNE CAPTAIN

Horune Captains have absolute command of their crew, and are the most well equipped.

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

Skills: Athletics d10, Battle d6, Common Knowledge d6, Boating d10, Electronics d8, Fighting d10, Intimidation d10, Notice d8, Persuasion d8, Psionics d8, Shooting d8, Stealth d8, Survival d8

Pace: 6; **Parry:** 8; **Toughness:** 20 (7)

Hindrances: Greedy (Major), Illiterate, Loyal, Ruthless (Major)

Edges: Ambidextrous, Arcane Background (Psionics), Block, Brave, Bruiser, Brawny, Two-Fisted, Two-Gun Kid

Powers: *arcane protection, elemental manipulation (water/hydrokinesis), and relief.* **ISP:** 10

Gear: Kittani Pioneer Heavy Composite EBA (+7 Armor, +3 Toughness), Kittani Energy Trident (Damage Str+3d4+3, AP12, +1 to Disarm or Test, may be thrown or fire a Blue-Green laser, see page 58), Horune Sonic Rifle (Range 24/48/96, Damage 5d6, RoF 1, AP 6, 40 Shots), 3 × plasma grenade (Range 5/10/20, 3d12 Mega Damage, SBT).

Special Abilities:

- **Ignorant:** –2 on Common Knowledge rolls.
- **Infravision:** Horune halve Illumination penalties for targets radiating warmth.
- **Instinct Over Intellect:** Horune suffer a –1 to Smarts rolls, but not linked skills.
- **Regeneration:** Make a natural healing roll daily to recover Wounds, or weekly for Injuries once all Wounds have been healed.

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- **Semi-Aquatic:** Can hold their breath for 15 minutes before checking for drowning.
- **Skilled Swimmers:** The Horune move their full Pace when swimming and are +2 on Athletics (swimming) checks.

HORUNE GEAR

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT
Horune Sonic Rifle	12/24/48	5d6	1	6	40	d8	6

Notes: A magical construct. Can only be recharged by a Ship Dreamer or on a Dream Ship.

HORUNE VEHICLES

VEHICLE	SIZE	HANDLING	TOP SPEED	TOUGHNESS	CREW	MODS
HORUNE SEA-HORSE SLED						
Horune Magic Sled	1 (Normal)	+2	35 MPH	12 (2)	1+3	1

Notes: Nimble, Exposed Crew, Magic Battery (900 years), Max Depth 3K feet, passengers use handholds and are pulled along, only works for Horune Pirates and their allies.

- **Horse's Head Bite:** Str d12+d4 damage; a magic alarm makes it shriek if being stolen.
- **Horse's Head Magic Energy Beam:** Range 5/10/20, Damage 4d6, AP 2, RoF 1.

HORUNE STRIKE SHIP

Sometimes called "whale ships" because they resemble a whale diving with its tail in the air, the Strike Ships look like they are etched out of a single piece of antique metal. The ships are fast, well armed, and submersible—though the Horune prefer to only use this feature for sneak attacks, against underwater communities, to launch hit and run raids, or for escape when they are decisively outmatched.

H-2 Magic Cruiser	20 (Gar)	−3	120 MPH	54 (20)	110+5K	2

Notes: Underwater 35 MPH (12 hours max), Max Depth is unlimited!, Cargo Space (30K tons *or* 5K slaves, 100+ infantry), ECC, MDC Armor, TW with PPE Battery (unlimited!), STS.

Major Systems:

- **Regenerating Hull:** Recovers a Wound each hour, or a Critical Hit (Captain's choice).
- **Magic Ram Prow:** Takes −8 collision damage and deals +8 damage with a Ram action.
- **1 × Super Ion Cannon (top turret):** TW, Range 150/300/600, MD 6d10, AP 25, RoF 1, LBT.
- **2 × Ion Cannon (fixed front):** TW, Range 150/300/600, MD 5d10, AP 15, RoF 1, SBT.
- **2 × Heavy Blue-Green Laser (1 left turret, 1 right turret)**
- **2 × Heavy Missile/Torpedo Launcher:** RoF 2, Shots 40 total.

HORUNE DREAM SHIP

Dream Ships have the same appearance as Strike Ships, only three times as large.

H-1 Magic Cruiser	24 (Gar)	−4	90 MPH	64 (20)	250+12K	4

Notes: Underwater 35 MPH (12 hours max), Max Depth is unlimited!, Cargo Space (70K tons *or* 10K slaves, 1K+ infantry), ECC, MDC Armor, TW with PPE Battery (unlimited!), STS.

Major Systems:

- **Regenerating Hull:** Recovers a Wound each hour, or a Critical Hit (Captain's choice).
- **Magic Ram Prow:** Takes −8 collision damage and deals +8 damage with a Ram action.
- **1 × Storm Cannon (top turret):** Casts *elemental manipulation* with the Fury and Exalted modifiers using firer's Spirit, Range 10 miles, Duration 10 hours, 1 mile radius effect.
- **2 × Ion Cannon (fixed front):** TW, Range 150/300/600, MD 5d10, AP 15, RoF 1, SBT.
- **2 × Heavy Blue-Green Laser (1 left turret, 1 right turret)**
- **2 × Heavy Missile/Torpedo Launcher:** RoF 2, Shots 40 total.

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NAUT'YLL FORCES

Naut'Yll are raised to hate all other intelligent life; they have the same word—"H'Keezh"—for outsiders, foreigners, enemies, and evil. They organize into war-bands of 8 troops, war-tribes of 80 (ten bands), war-legions of 800 (ten tribes), and war-fronts of 2400 troops (three war-legions). Naut'Yll forces are highly organized and fight almost as well on land as under the water.

NAUT'YLL POLICE

Use Militia from *Savage Foes of North America*, with Naut'Yll racial abilities (see page 33) and the addition of a TW Sonic Wand, below.

NAUT'YLL MILITARY

NAUT'YLL SOLDIER

The "average" Naut'Yll soldier is an elite warrior trained for war from childhood, and inspired by genuine patriotism and a love for combat tactics, weapons, and vehicles.

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

Skills: Athletics d6, Boating d8, Common Knowledge d6, Electronics d8, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Piloting d8, Psionics d6, Repair d6, Shooting d8, Stealth d6, Survival d6

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

Toughness (Torpedo PA): 17 (8) MDC

Hindrances: Ruthless (Minor), Vow (Minor—Serve the Naut'Yll Nation)

Edges: Arcane Background (Psionics), Dodge, Marksman, Quick, Soldier, Power Armor Jock, Robot Vehicle Jock

Powers: *Arcane protection, mind link, and telekinesis.* **ISP:** 10

Gear: Often pilot Torpedo Power Armor *or* Naut'Yll vehicles. Shell Medium EBA (+6 Armor, +2 Toughness), Particle Wave Rifle (Range 24/48/96, Damage 4d8, AP 8, RoF 1; Disintegration, Atomic Annihilation; no penalties underwater), Vibro-Knife (Str+d6 Mega Damage, AP 6), utility belt.

Special Abilities:

- **Aquatic:** Can't drown in oxygenated liquid and move their full Pace when swimming.
- **Dependency (1):** Naut'Yll must immerse themselves in water for an hour out of every 24 or become Fatigued until Incapacitated. A day after that, they perish.
- **Environmental Resistance:** Naut'Yll can tolerate depths of up to two miles, gain a +4 bonus versus Cold, and take −4 damage from Cold attacks.
- **Environmental Weakness (Heat):** Take a −4 penalty versus Heat, and take +4 damage from Heat and Fire based attacks.
- **Ignorant:** Naut'Yll culture is insular; −1 penalty on all Common Knowledge rolls.
- **Low Light Vision:** Ignore penalties for Dim or Dark illumination.
- **Regeneration:** Make a natural healing roll daily to recover Wounds, or weekly for Injuries once all Wounds have been healed.
- **Weakness (Magic):** While their arcane sensitivity makes Naut'Yll powerful psychics, they take +4 damage from magic and supernatural sources of attack.

NAUT'YLL DEVASTATOR

Naut'Yll special forces and commanders are called Devastators. Use the entry for a Ley Line Walker, Mind Melter, Mystic, or Techno-Wizard found in *Savage Foes of North America*, with Naut'Yll racial abilities (see page 33) and wielding a Particle Wave Pistol *or* Rifle, an Energy Trident *or* Energy Net (same as the Kittani versions, page 54) and Korallyte Light EBA (+8 MDC Armor, +4 Toughness).

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NAUT'YLL GEAR

PERSONAL WEAPONS	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT
TW Sonic Wand	10/20/40	4d6	1	4	20	d6	4
Notes: Check Shooting and expend 2 Shots to activate Greater *stun* on a target in range.							
Particle Wave Pistol	12/24/48	3d8	1	4	20	d6	4
Notes: Disintegration, Atomic Annihilation; no penalties underwater.							
Particle Wave Rifle	24/48/96	4d8	1	8	30	d8	7
Notes: Disintegration, Atomic Annihilation; no penalties underwater.							

TORPEDO POWER ARMOR

POWER ARMOR	SIZE	ARMOR	TOUGHNESS	STRENGTH	PACE + RUN (MPH)	WEIGHT
APAL-10 Exoskeleton	1 (Normal)	+8 MDC	+4	d12+2	10+d8 (40 MPH)	300

Notes: Nimble, Underwater Thrusters (+1 Handling, 60 MPH), Max Depth 2.5 miles, Jet Booster (triple distance); Korallyte variant is instead +12 MDC Armor, +6 Toughness.
Weapons: None, may use personal weapons.

DEATHBRINGER COMBAT ROBOT

A crab-like combat robot used for settlement defense, exploration, and attack.

COMBAT WALKER	SIZE	CREW	TOUGHNESS	STRENGTH	PACE + RUN (MPH)	MODS
DD-2 Assault Robot	10 (Huge)	2+2	60 (36)	d12+10	12+d8 (50 MPH)	0

Notes: MDC Armor, Underwater Thrusters (+0 Handling, 35 MPH), Max Depth 2.5 miles.
Weapons:

- **Quad-Linked Particle Wave Cannon (turret):** Range 60/120/240, MD 6d8+6, AP 24, RoF 1.
- **Heavy Missile/Torpedo Launcher (fixed front):** RoF 4, Shots 16.
- **Medium Missile/Torpedo Launcher (fixed front):** RoF 8, Shots 16.
- **Mini-Missile/Torpedo Launcher (fixed front):** RoF 4, Shots 8.
- **2 × Pincer Claw (left/right arm):** Str+3d12, AP 36, *or* a recessed Anti-Personnel BG Laser.

VEHICLE	SIZE	HANDLING	TOP SPEED	TOUGHNESS	CREW	MODS

LEAPER SUBMERSIBLE FIGHTER CRAFT

Patterned after an alien flying fish, these light fighter craft have a sinuous organic styling.

L-52 Sea-Air Fighter	6 (Large)	+2	60 MPH	20 (6)	1	0

Notes: Nimble, Flight (+2 Handling, 400 MPH), Max Depth 1 mile, ECC, Nuclear, STS.
Weapons:

- **Dual-Link Particle Wave Gun (fixed front):** Range 50/100/200, MD 4d8+4, AP 16, RoF 1.
- **Medium Missile/Torpedo Launcher (fixed front):** RoF 4, Shots 8.

RED TRIDENT ASSAULT SUBMARINE

Mainstay of the Naut'Yll navy, these trident-shaped subs lead shore assaults and raids.

RT-II Destroyer	17 (Gar)	−3	50 MPH	50 (20)	30+12K	4

Notes: Max Depth is 2.5 miles, Cargo Space (400 tons of loot *or* 600 slaves, 200+ troops), ECC, MDC Armor, Nuclear-Powered, STS.
Weapons:

- **Dual-Linked Particle Wave Siege Cannon (fixed front):** Range 150/300/600, MD 8d8+8, AP 32, RoF 1, SBT.
- **4 × Medium Blue-Green Laser (top, bottom, left, and right turrets)**
- **4 × Heavy Missile/Torpedo Launcher (fixed front):** RoF 4, Shots 40 total.
- **4 × Medium Missile/Torpedo Launcher (fixed front):** RoF 4, Shots 120 total.

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FORCES OF THE DEEP

REACHER FROM THE DEEP

Though the Lord of the Deep is nigh invulnerable and nearly unreachable in its lair at the bottom of the Mariana Trench, it terrorizes the world with its enormous tentacles called the Reachers from the Deep. Each is a separate entity of its own, a splinter of the Lord of the Deep's essence bent on searching out and hunting prey for psychic consumption, capture and experimentation, or sadistic entertainment. If a Reacher is attacked it often takes days for the Lord of the Deep to sense the pain, giving his enemies ample time to flee or prepare for reprisal.

Attributes: Agility d8, Smarts d10, Spirit d12+2, Strength d12+12, Vigor d12+4
Skills: Athletics d10, Common Knowledge d4, Fighting d10, Intimidation d12, Notice d10, Persuasion d8, Stealth d10
Pace: 12; **Parry:** 9; **Toughness:** 40 (6)
Hindrances: Mute, Overconfident
Edges: Arcane Resistance (Imp), Block (Imp).
Special Abilities:

- **Armored Hide:** A thick hide granting +6 Armor and +12 Toughness.
- **Fast Regeneration:** Attempt a natural healing roll every round, even if Incapacitated, except for Wounds caused by a Weakness (see below).
- **Fear (–6):** The horrific sight of a Reacher from the Deep causes all to check Fear at –6.
- **Hardy:** Doesn't suffer a Wound from a second Shaken result.
- **Environmental Immunity:** Ignores Cold, Disease, Fire, Poison, Radiation, and most other sources of mundane negative effects.
- **Mystically Sense Surroundings:** Though they have no obvious sensory organs, the Reachers see all spectra of light and energy. They ignore Illumination penalties and always have Exalted *detect arcana* with the Presence Sense modifier active for no PP cost.
- **Reacher Slam:** The Reacher itself makes a single massive attack causing Str+2d12 Mega Damage, AP 24, Reach 10, Cone Template, may be Evaded with a bonus of +2 per Scale category the target is smaller.
- **Size 12 (Gargantuan):** The Reachers are roughly a hundred feet thick and thousands of miles long. They are +12 Toughness, can take three additional Wounds, and all attacks do Mega Damage.
- **Tentacles (6 –12):** The Reachers are covered in sub tentacles; each is Size 8 (Huge), has Reach 10, Toughness 22, granting it tentacle actions which it will use to grapple prey (at +2) to either be carried off into the deep, or to crush them each round for Str+2d6 Mega Damage, AP 12.
- **Unstoppable:** Never suffers more than one Wound from a single attack; make any Soak rolls before applying this limit.
- **Weakness (Magic and Psionics):** Magic and Psionic attacks deal +4 damage.
- **Weakness (Rune Weapons):** Rune weapon attacks deal +8 damage.
- **Weakness (Holy):** Attacks from supernatural good or holy sources, including Millennium Tree weapons, deal +12 damage.

MINION OF THE DEEP

Created by dark transformation magics that fuses a sea animal with an intelligent mortal, the Minions of the Deep serve the Lord of the Deep by absorbing for him the psychic energy of those they torment and kill. They include such hybrids as the human/shark Devil Shark, Naut'Yll/barracuda Monster Naut'Yll, and Lemurian/seal Psiren.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+5, Vigor d10
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d8, Persuasion d6, Stealth d8, Survival d8

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Pace: 8; **Parry:** 6; **Toughness:** 24 (10)
Edges: Fleet-Footed, Frenzy
Special Abilities:

- **Aquatic:** Can't drown in oxygenated liquid, move their full Pace when swimming.
- **Armored Hide:** A thick hide provides +10 Armor and +4 Toughness.
- **Claws/Bite:** Str+2d6 Mega Damage, AP 6.
- **Environmental Immunity:** Ignores Cold hazards, max depth four miles.
- **Fear (–1):** The Minions of the Deep cause all to check Fear at –1.
- **Mystic Perception:** Ignore Illumination penalties and always have Exalted *detect arcana* with the Presence Sense modifier active for no PP cost.
- **Regeneration:** Make a natural healing roll daily to recover Wounds, or weekly for Injuries once all Wounds are healed.
- **Hybrid Shark Bite (Devil Shark only):** Bites for Str+3d6 Mega Damage, AP 18.
- **Hybrid Siren Call (Psiren only):** Psirens entice mortals to their doom in the sea. They have Arcane Background (Psionics), Master Psionic, 20 ISP, Psionics d8, as well as *empathy, puppet,* and *mind link*.
- **Hybrid Tentacles (Monster Naut'Yll only):** Two tentacles, each with Reach 10, Toughness 14, granting it tentacle actions which it will use to grapple prey (at +2).
- **Size 3 (Normal):** The hybrids are quite large, gaining +3 Toughness.
- **Weakness (Rune and Holy):** Attacks from rune weapons, supernatural good, or holy sources deal +4 damage.

THE CULT OF THE DEEP

The rank and file Cultists of the Deep are often disgruntled commoners easily turned to dishonest acts of petty revenge or even outright evil. Use the entry for a Bandit, Civilian, City Rat, Militia, or Soldier from *Savage Foes of North America* to represent them, alongside Mercenaries & Specialists from that and other supplements.

SERVANT OF THE DEEP

Those who gaze upon the glory of the Lord of Deep and embrace his darkness worship the monster, and in exchange are given powerful "gifts" and abilities. Their worship usually involves the ritualistic murder of friends and loved ones, or giving them over as captives to Minions of the Deep or Reachers. As a reward they will be given the Sign of the Deep, a turquoise mark somewhere on their body. Over time a Servant's body will mutate and change to reflect the nature of their dark pact.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Faith d10, Fighting d8, Intimidation d10, Notice d8, Occult d8, Persuasion d8, Psionics d8, Shooting d6, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 22 (12) MDC
Hindrances: Bloodthirsty, Quirk, Vow (Major—Serve the Lord of the Deep)
Edges: Alertness, Arcane Background (Miracles), Arcane Background (Psionics) Danger Sense, Unholy Warrior, Master of Magic, Rapid Recharge
Powers (Miracles): *Arcane protection, bolt, boost/lower Trait, dispel, divination, entangle, elemental manipulation, light/darkness, smite, sound/silence.* **PPE:** 30
Powers (Psionics): *Empathy, mind link, mind reading, and object reading.* **ISP:** 10
Gear: Laser Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 2), silver dagger (Str+d4).
Special Abilities:

- **Claws:** The Servants have retractable claws dealing Str+2d4 Mega Damage, AP 4.
- **Expanded Awareness:** The Servant can *detect arcana* as an Innate Ability. With a Notice roll they sense supernatural beings.
- **Supernatural Hide:** The Servant gains +12 MDC Armor, +4 Toughness.
- **Weakness (Rune and Holy):** Attacks from rune weapons, supernatural good, or holy sources (including Millennium Tree weapons) deal +4 damage.

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CHAPTER SIX

LEMURIA

Mu and the fabled lost continent of Lemuria are often confused with the legends of Atlantis. In fact, Lemuria arose at the same time as Atlantis and Nazca. Lemuria has since transcended the normal understanding of what a place or continent is, and instead stands for an entire civilization dedicated to nature and life.

BACKGROUND

GETTING THERE

It is sometimes said, "One doesn't find Lemuria, one can only be found by Lemuria." The bizarre truth is that Lemuria is a civilization in constant flux, made up of marvelous traveling cities. Thus Lemuria is nowhere and everywhere at once. Where its people are present, there is Lemuria. The only permanent Lemurian settlements are located in the Pacific Ocean, a region they defend vigorously from the Lord of the Deep and invaders like the Naut'Yll and Milu.

Though the Lemurians returned to Rifts Earth during the Great Cataclysm, they have hidden their presence until only recently. Lemuria's people have decided it is once again time for them to take their place in the world and stand side by side with the forces of good and life against the tide of evil and death threatening to destroy the world.

To this end they have begun to venture into the world in search of kindred spirits and likely allies, who they bring back to their cities as honored guests. As a result, tales of Lemuria and her champions have begun to spread like wildfire across the planet.

HISTORY

In the centuries before the fall of ancient Atlantis, the Lemurians were a civilization of Southeast Asia on par with that of the Atlanteans. They engaged in trade and knowledge exchange with Atlantis. These two advanced human societies shared the secrets of Stone Magic with one another—both factions claim to have "discovered" the first keys to the mystic art, though all agree the advancement of the arcane technology was possible only through their joint effort. Both civilizations centered their settlements

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around magic pyramids—alternatively ziggurats or stone megaliths for the Lemurians—massive stone structures able to channel and harness the ever-renewing "Earth energies" (or PPE) of the ley lines.

FLYING CASTLES

Instead of seeking to travel across dimensions as their compatriots from Atlantis did, the people of Lemuria endeavored to explore Earth more deeply.

They built the massive floating city of Mu, the first of its kind ever constructed. Powered completely by the earth energy of the ley lines, the great metropolis is a thing of wonder and beauty able to levitate through the skies, land atop mountains, float on the seas, or dive beneath the waves. Seeing its success, the Lemurians used Mu as the template for numerous other cities. Before long, all of the Lemurian settlements save one located on Easter Island had been raised as floating cities.

THE LIFE AQUATIC

Intrigued by the vast oceans covering the Earth, the Lemurians began to explore the underwater realms. Feeling a peculiar draw to the depths of the sea, they used their unique knowledge of magic to give their people the ability to breath underwater or on land, psychically commune with wildlife, as well as eradicate disease and physical imperfection.



THE FALL AND RISE OF LEMURIA

The Atlantean Cataclysm happened suddenly. One day Atlantis was there, the next the entire continent was completely gone. The cities of Lemuria rushed to aid their friends, but out of the millions of Atlantean citizens they were able to rescue only a lucky few thousand. Worse still, the ley lines were depleted and their mystical cities had only a short time before they would run out of energy and crash to the Earth. In a last desperate gamble, the Lemurian cities headed towards a large uncharted rift in the Mariana Trench. Lemuria's scouts had determined the rift led to an oceanic dimension with enough ley line energy to power their cities, but knew little else. In fact, their explorations had been cut short by the presence of a powerful evil in the area.

As the Lemurian cities approached the underwater portal they were viciously attacked. Within minutes an entire city had been destroyed. Mu covered the escape of the smaller cities as more were picked off by their unidentified attacker. Finally, Mu followed the rest of Lemuria through the rift before it collapsed behind them.

Lemuria had been transported to a pocket dimension where time moved at a different pace. Fifteen thousand years on Earth passed before the Great Cataclysm brought magic rushing back to the planet's ley lines, but to the Lemurians only a hundredth of that time had gone by—barely 150 years.

In a flash the Lemurian cities were shunted back to their home world, though times and circumstances had definitely changed.

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STRANGERS IN A STRANGE LAND

While Lemurians have always sought peace and equilibrium with their environment and neighbors, the dangers of Rifts Earth have forced their society to adapt. It took almost three centuries, but Lemuria has learned to protect its people and assist others in need.

LIFE IN LEMURIA

THE PEOPLE

Though they were once humans, the Lemurians have long since re-engineered themselves by modifying the "Code of Life"—their genes or DNA—to transform them into an "ascended" state able to live above the sea breathing air, or under the waves breathing water. Their culture emphasizes education, ethics, and harmony with the natural world. They reject mechanical machines, preferring to use magic, psionics, and Biomancy to shape their environment and battle their enemies.

SOCIETY & GOVERNMENT

CASTE SYSTEM

Lemurian society is ordered by a benevolent caste structure similar in many ways to ancient Hawaiian and Japanese caste systems.

Ali'i: The most highly regarded individuals in Lemurian society are the leaders who traditionally come from legendary families known for generations of service and contribution to their civilization.

Kahuna: The professional class are educated and highly trained professionals that strive to perfect their art. Many are practitioners of magic, psychics, architects, philosophers, and researchers.

Maka'ainana: The working class laborers, farmers, explorers, entertainers and wardens fall into this category. Warriors, seen as servants of society, are grouped in this class with the intention of keeping them humble and down-to-earth.

Kauwa: Outsiders fall into this category, a status reserved for friendly visitors who don't desire to join Lemurian society as a citizen. Non-Lemurians who occupy this part of the caste structure do so by choice—any who wish to gain citizenship are allowed to earn their place in any level of Lemurian society.

Maui-Kau: The outcast class is reserved for those with no respect for life, traitors, exiles, criminals, slavers, and servants of evil.

THE MONARCH

Lemurians are led by a King (Ali'kili) or Queen (Ali'i aimoka) who serves as long as they feel fit to guide the people, usually a few decades at most, before they voluntarily step down. It is not uncommon for a monarch to pass the reigns of leadership to another member of the Ali'i if they think they will do a better job given the dominant state of affairs at the time—whether trade, war, diplomatic negotiations, or something else.

THE MAUIAN ORDER

When Atlantis fell, most Lemurians mourned the fate of their friends and trading partners. But there were a few who weren't saddened, they were enraged. Furious at the arrogance of the Atlanteans and their reckless experiments, a group called the Mauian Order blames the entire race for the worldwide destruction of human civilization and irreparable damage to Mother Earth. In order to stop the Atlanteans before they can cause an even greater catastrophe in the future, the Mauian Order seeks the genocide of the True Atlanteans, their closest allies, the Chiang-Ku dragons, as well as all dragon-kind!

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Known members of the order are cast out of Lemurian society as Maui-Kau, but many remain hidden within and slowly spread their corruption. The larger bulk of the order's members have forsaken Lemurian society. Some now stalk the Atlanteans and Chiang-Ku across the Earth and even across dimensions—their efforts are rumored to have drive the Chiang-Ku to near extinction! While the most powerful of their order do battle, the rest brazenly share their ideology with any who will listen. Unfortunately, many have been listening.

TECHNOLOGY

Where the Atlanteans looked outward and pursued interdimensional travel, the Lemurians looked inward and refined themselves and their relation with nature.

STONE MAGIC

The first pillar of Lemurian technology is Stone Magic, though they do not build the traditional pyramids pioneered by their Atlantean allies. Instead, they build *ziggurats*—terraced pyramids with plants and gardens growing on each level and often fed by elegant fountains of running water. The focus on this intermingled living aspect of ziggurats resulted in structures that were pivotal in researching and mastering the iconic mystic art of Biomancy.

BIOMANCY

Alongside Stone Magic, the other pillar of Lemurian technology is the mastery of forming and shaping living things—an arcane science called Biomancy. With this technology, Lemurians have created living tools, weapons, armor, and vehicles.

FORCES OF LEMURIA

OCEANIC GUARD

Lemuria's first line of defense are the Oceanic Guard, a corps of soldiers acting as both law enforcement and first responders. The best of their number are promoted to the royal guard, the highest honor a Lemurian warrior can achieve.

SEA SENTINELS

The hot shot pilots of the Lemurian fighting forces are the Sea Sentinels, who charge into combat aboard Stone Flyers—small fast fighters able to fly through the air like a jet or cruise through the water like a submarine.

SERPENT HUNTERS

Lemurian Serpent Hunters have become famous among surface dwellers as the paladins of the sea. These brave warriors ride into battle astride Biomancy enhanced war steeds and are experts at battling, capturing, and taming sea monsters and serpents.

BIRD WARRIORS

The "Tangata Manu" are an order of warriors that dates back to before the fall of Atlantis, and served as the lone defenders of Lemuria for over a thousand years. The most trusted of their ancient sect are allowed to command the Moai Stone Guardians.



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LOCATIONS

EASTER ISLAND

Lemuria's sole remaining land based settlement, Easter Island was once a great city-state before Atlantis disappeared and magic left the Earth. Fifteen millennia later Lemuria has reclaimed its ancient citadel, home to one of the most powerful ley line nexus points on the planet, and guarded by an army of dormant Moai statues. With the proper orders the enormous stone guardians can be brought to life to destroy supernatural invaders, much like the automatons of Dweomer.

THE CITY OF MU

Known as the "jewel of Lemurian civilization," Mu is the first and grandest of the floating cities as well as the capital of Lemuria. It is also said to be the most beautiful of them all.

Mu and the rest of Lemurian cities are surrounded by a transparent membrane that makes the habitat look like a giant see-through jellyfish. This living bio-skin filters and "breathes" clean air into the settlement, even when underwater, and lets in sunlight as needed. The city itself is quite dry, but is criss-crossed with canals, tubes, and bodies of water that can be used for travel and filled with forest-like parks, magnificent gardens, and opulent courtyards. Its streets and buildings feature fountains, statues, mosaics, artwork and architecture of a unique style reminiscent of ancient southeast Asia.

Like all floating cities, Mu has a central "master" ziggurat built with stone magic that acts as the main hub of a network of dozens of smaller ziggurats in straight lines radiating out from it. When the city travels along a ley line the entire metropolis will turn to maximize the energy channeled to the central ziggurat, charging all the ziggurats in the network like a massive arcane battery. The stored mystical energy can power the entire city for months depending on the level of energy use.

When traveling along a ley line, the pyramid network also allows the floating city to completely govern local weather, temperature, and sea conditions. In addition, the Stone Masters can exert control over all but the worst interdimensional phenomena including ley line storms and rifts.

The city's central ziggurat is the largest of them all, and used to control the floating city, cast powerful magics, and communicate interdimensionally. The smaller ziggurats are the centers of research, trade, healing, learning, craft work, farming, and livestock districts. They can be reached by swimming the canals, walking the boulevards, or instantly teleporting from one ziggurat to another.

GARDEN VALLEY

Hidden in the deeps of the Pacific Ocean in an undersea mountain valley and concealed by powerful magics, Garden Valley is the only other permanent Lemurian settlement besides Easter Island. In truth, it might be more accurate to call Garden Valley a network of sprawling undersea farming settlements that supply Lemurian cities with the exotic crops, rare raw materials, and variety of unique aquatic animals needed to support their civilization's advanced Biomancy technologies on a massive scale.

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FOREIGN RELATIONS OF LEMURIA

Though peaceful in nature, the harmonious arcane energies wielded by the Lemurians—powerful energies linked to light and life—cause them to be feared by primitive factions and have branded them as the polar enemies of supernatural evil. Thus Lemurian society has been forced to take up arms in defense of the defenseless, in defense of themselves, and in defense of all that is good and right.

SWORN ENEMIES OF LEMURIA

THE MILU

Evolved from bottom-feeding carrion, the Milu are a race of humanoid crabs with a natural inclination towards Necromancy. Eons ago their oceanic world was infiltrated by The Dark Warmth of Cold Death, an aquatic vampire intelligence. The Milu who embraced his evil aspect formed a nation of living cultists led by the "ascended" vampiric Mahiki Milu. Those who rejected their dark religion became the slaves and food stock of their new masters. With each battle, the Mahiki Milu created ever greater legions of Zombie Servants from their fallen enemies, until they finally conquered the entire planet. Before long The Dark Warmth of Cold Death opened portals to new worlds ripe for conquest, including Rifts Earth. Unknown to most others factions, their plans have been continually thwarted by the Lemurians. The Milu struggled to gain a solid foothold for centuries, until they found a cunning and powerful ally with vast knowledge of this unfamiliar realm and its resourceful inhabitants.

Davey Jones: A black hearted pirate of the high seas, Davey Jones retired to London where he opened a bar—and secretly drugged rich clients, robbed them, and sold them into slavery. When a group of his victims eventually had their revenge, they made him walk the plank. Davey's prayers to dark powers were quietly answered. A pact was made. Davey was slowly transformed into the avatar of The Dark Warmth of Cold Death—its Master Vampire and only link to Earth. Davey has forsaken his humanity, and relishes leading the alien Milu forces in conquering this strange new world.

Davey Jones' Locker: North of Madagascar in the deepest depths of the Indian Ocean, Davey Jones built a private fortress. All of the captives taken by Davey and the Milu are brought here for imprisonment, lengthy interrogation, and torture. Most prisoners are enslaved or turned into Zombie Servants, though the most interesting are enthralled and kept as Davey's playthings. Though it took decades to build, the Locker has proved to be worth the investment, as it is nearly impossible to infiltrate and has never fallen to enemy assault.

The City of Bones: The Milu built a massive city around Davey Jones' locker. While their other outposts and settlements often fall to their enemies, even the combined might of Lemuria has never managed to successfully siege the carrion city. The Milu are constantly supplied with reinforcements coming out of the nearby African Sea Triangle (see page 116) and weapons of war salvaged from shipwrecks, shore raids, and pirate ships (plus their crews) commandeered by Davey Jones with his entourage of elite minions.

THE LORD OF THE DEEP

Unknown to Lemuria, in their rush to escape the Atlantean Cataclysm they stole the Lord of the Deep's escape route to another aquatic dimension. As Lemurian civilization vanished through the dark being's portal it was able to ensnare a couple of their floating cities—and it gained a taste for their souls. Now its favorite delicacy has returned, and the Lord of the Deep hungers for revenge.

Joshua Danish (Order #49370917)

THE MAUIAN ORDER

A foul cancer at the heart of Lemurian civilization, the Mauian Order operates as a secret society with sects hidden in each and every Lemurian floating city and outpost. This order seeks to overthrow the rightful line of kings to establish a mighty Lemurian empire, and will conspire with Lemuria's enemies to bring their vision of conquest and genocide to fruition.

THE NAUT'YLL

When the two civilizations first met, the Lemurian offers of peace and friendship were betrayed with violent sneak attacks and sabotage. Since then, the two undersea civilizations have been at war; the Naut'Yll seek to enslave all Lemurians. Unsurprisingly, the Lemurians have declared the Naut'Yll evil-hearted alien invaders who their forces violently resist at every turn.

THE SPLUGORTH AND THE HORUNE

Because of their complicity in the slave trade, Lemurians see the Horune as little better than the rank-and-file Minions of Splugorth. Though most nations of Rifts Earth know that the Minions have settled the continent of Atlantis, few are aware that many of their cities sprawl for miles into the depths of the ocean surrounding the Atlantean coastline. It would shock many surface dwellers to realize the Splugorth High Lords, Slavers, and Metztla are all amphibious beings native to life undersea, where they thrive most!

The Kittani patrol the state's borders in advanced power armor and vehicles while the Slavers and Metztla terrorize underwater life throughout the North Atlantic, eating them or capturing them for the slave pens of Atlantis. What is worse, the Splugorth have taken an interest in Lemurian Biomancy—the cousin of their own dark Bio-Wizardry magic—and plan to eventually capture a floating city with the hopes of learning its secrets. While Splynncryth is happy with the status quo, his Minions and the forces of Lemuria exist in a state of violent conflict just short of open war.

FRIENDS AND ALLIES OF LEMURIA

MOST HUMANS

Lemurians view "surface dwellers" with distrust and are disgusted by their abhorrent "technology" that harms Mother Earth. That said, they share ancestry with modern humanity, and consider most humans to be naive younger cousins. While Lemurians avoid confrontation with powerful human factions, they've shown a remarkable willingness to risk life and limb in the aid of sailors or coastal settlements in peril.

POLYNESIA

The surface dwellers of Polynesia are an exception to the rule, as their way of life is similar to that of early Lemurian civilization. In fact, it's said that many Polynesians descend from the Lemurians left stranded on Earth fifteen millennia ago. They enjoy open trade and cultural exchange with Lemuria.

THE NEW NAVY

Though there are no official ties or diplomatic envoys, the New Navy's citizens have proven to be friendly neighbors and valuable allies in the fight against evil and invading aliens.

TRITONIA

While the Lemurians consider the commercial society of Tritonia to be hopeless "surface dwellers," they tend to get along well with Amphibs—and often offer them the option of joining their communities.

TRUE ATLANTEANS

Allies and brothers thousands of years ago, the Lemurians and True Atlanteans remember their shared heritage. Individuals often greet each other warmly with a level of trust uncommon for both races.

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THE TOMORROW LEGION IN LEMURIA

As of 109 PA the Legion has yet to make formal contact with Lemuria, though it's rumored a few Legionnaires may have encountered Lemurians before joining the group. Because of these encounters Legion command is aware Lemuria is more than just a myth. Legionary teams and expeditions likely to encounter their forces are given strict instructions to respect Lemurian sensitivities regarding advanced technology.

For its part, Lemuria will treat most outsiders as individuals. While they are aware of the existence of factions such as the Tomorrow Legion, Cyber-Knights, etc., Lemurians are more comfortable building personal relationships with heroes from outside of their society. While their trust is hard to gain, those accepted as true champions of good are rewarded with food, shelter, information, plus arms and armor.

PACIFIC AND INDIAN OCEAN ENCOUNTERS

D20	RESULT
1	**If Things Weren't Bad Enough:** Roll once on that table* then again on this table.
2–3	**The Plot Thickens:** Roll once on that table* then roll again on this table.
4–5	**Risks and Rewards:** Roll once on that table* then roll again on this table.
6-7	**Naut'Yll Raiders:** The band consists of 3d4 Naut'Yll Soldiers plus two Torpedo power armor pilots‡ led by a Naut'Yll Devastator (Mystic)†. Roll a d6 for nearby forces: 1–2 a Deathbringer, 3–4 1d4 Leapers, 5–6 a fully crewed Red Trident Sub!
8–10	**Coastal Settlement:** Locals are angry, use the Settlement Generator* to create a community in conflict. Roll a d6, on a 5 the real issue is a Servant† and 3d6 Cultists are sacrificing victims to 2d4 Minions of the Deep, or on 6 a Reacher of the Deep!
11–12	**Wandering Monsters:** 1d4 large or a pack of 2d8 smaller supernatural predators stalk the area; people are food or a threat. Pick or roll a d6: 1 Giant Squid, 2 Horned Whale, 3 Ichthyosaur, 4 Sea Maw, 5 Shadow Shark, or 6 Storm Crab.
12–13	**Milu Raiders:** The band consists of 4d6 thralls (Mindless Minions) and 2d4 Milu Cultists led by a Mahiki Milu†. Roll a d6, they also have: 1–2 a Milu Necromancer‡ (see *Blood & Banes*), 3–4 1d4 Mahiki Milu‡, 5–6 a Greater Demon‡ ally!
14–15	**Mauian Order:** Lemurian renegades are engaged in espionage, scouting, or some hidden purpose in the area. 2d4 Oceanic Guard are led by a Bird Warrior† and a Serpent Hunter‡. Roll a d6, on 5+ they have an allied Wave Shadow Sub nearby!
16–17	**Pirates:** 3d6 Pirates led by a Headhunter† and Ocean Wizard‡ are in the middle of a raid, looking for people to rob, or heading to their hideout with loot. Roll a d6; they strike fast aboard: 1–3 an Iwo-Jima MIFV, 4–6 a few Black Eel Torpedo Boats.
18–19	**Horune:** 3d6 Horune Pirates led by a Horune Captain† and a Mind Melter‡ want slaves and loot. Roll a d6, they: 1–3 crew a Triton Cutter, 4–6 attack riding Horune Sea Sleds and will take booty back to a Horune Strike Ship waiting nearby!
20	**Creatures from the Rifts:** The heroes face some rift-spawned opposition. Use the **It Came From a Rift** tables§ to generate the encounter. If appropriate, roll once on the **Opposition Leader** table* and once on the **Other Authority Figure** table*.

* See *The Game Master's Handbook.*
† Roll once for this character on the **Opposition Leader** table in *The Game Master's Handbook.*
‡ Roll once for this character on the **Other Authority Figure** table in *The Game Master's Handbook.*
§ See *Savage Foes of North America.*

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SAVAGE TALE: LEGENDS OF ROCH

A team of Tomorrow Legionnaires lands on Easter Island where a Legion contact is located. When an army of evil undead crabs attacks from beneath the waves they must raise the alarm and activate magical stone guardians to fend off the attack.

A BEAUTIFUL DAY

The heroes travel to Easter Island to meet and deliver a sealed message to Akoni Enoka, a centuries old Lemurian Ali'i and venerable Stone Master. The weather is perfect and the scenery magnificent as the team arrives at the settlement's port. Even at a distance the island's large Moai are visible. A group of Lemurian Oceanic Guard led by a Bird Warrior and Serpent Hunter meet them at the docks. The Bird Warrior begins to turn their vessel away until they realize the team represents the Tomorrow Legion. Their arrival is expected, and they quickly become cordial. The Bird Warrior introduces himself as "Tangata Manu" Anewa, the manutara bird familiar on his shoulder as Nikau, and his brooding Serpent Hunter companion as "Kaiwhakangau" Hunapo—the heroes may address them simply by name. The Lemurians escort the team on foot into town.

On the way to the home of Akoni Enoka, Anewa points out various sights. The popular Lemur companions can be seen accompanying Lemurian villagers as they go about their daily life. A source of particular interest is the local Moai statue and Anewa explains that the statues can sing as a warning to those who would betray the future of Lemuria. Once at the Ali'i's home, situated on a remote hillside next to a timeworn Moai, the Oceanic Guards salute him and then depart. Akoni Enoka's home is formed of exquisite rock, seemingly carved out of a single block of gigantic volcanic stone with unerring art and precision. The elderly Akoni hobbles around to light torches and treat the Legionnaires to an exotic tea ceremony in his garden. He is interested in their journey as well as news of Castle Refuge and Lord Coake, leader of all Cyber-Knights and an old friend. To roleplay the evening, the GM may wish to run an Interlude and participate by taking on the role of Akoni Enoka, who tells a story of piloting and leading stone Moai to repel an attack by Mahiki Milu over a century ago.

Akoni will also discuss Lemurian culture with his esteemed guests. He is cryptic when asked about their history or mysterious cities, but openly discusses their society and heritage. He makes it a point to explain Easter Island, the Bird Warriors, and Moai (page 143). He also warns of the threats posed by the Milu (page 138) and the Mauian Order (page 135).

MESSAGE OF IMPORT

Only after dinner does the ancient Lemurian Stone Master allow his guests to get down to business. He ritualistically receives their package, taking it into his study to open in private. A few minutes later he returns to the group in his garden and proudly informs them that he has brokered an agreement between the Tomorrow Legion and local community leaders. It's now finalized—he will soon commence construction on a permanent Legion safe house on Easter Island, and their teams will be allowed to freely use the settlement as a way point for future expeditions.

The old Ali'i has a request for the least combat oriented member of the party; he asks the hero to act as his protector for the duration of their stay. All that is required is that they personally escort him at all times. As a token of their status Akoni gives them a bracelet formed from the same stone as the Moai; arcane sensitives feel it's charged with positive energy, but detect no function.

Joshua Danish (Order #49370917)

STONE TEMPLE PILOT

If any heroes are awake during the night they may Notice the glow of a raging fire coming from the village center. Otherwise the team is Surprised as Mauian traitors attack!

First Combat Round: Akoni insists on taking his Legionnaire protector with him outside to where a Moai Stone Guardian sits.

Second Round: The omnipresent rumble of the Moai's warning song resonates from hundreds of them across the island—a great army of supernatural evil is nearby. Akoni and his companion Legionnaire reach the Moai. With a wave of his hand he opens a portal into the stone head and explains the hero must pilot the sacred stone guardian while he meditates to awaken other nearby Moai—the chosen hero may immediately take an action with the Moai Guardian.

Third Round: From the hill's vantage point the heroes can see Milu forces swarming the burning village by the hundreds as Lemurians flee the destruction. 2d6 Milu Cultists and 1d4+1 Mahiki Milu arrive and assist the Mauian traitors this round.

Fourth Round: At the end of the round a resounding rumble announces the activation of dozens of nearby Moai. With an army of Moai activated the battle is won, it is only a matter of time. The GM may narrate the destruction of the forces of evil, or allow the heroes to resolve the combat and it's aftermath as a Dangerous Quick Encounter.

- **Akoni Enoka:** A Lemurian Stone Master (page 183) with the Elderly Hindrance.
- **Anewa:** A Bird Warrior (page 143), leads the local Mauian Order traitors.
- **Hunapo:** A Serpent Hunter (page 144), second in command of the traitors.
- **Traitor Oceanic Guard (2 per hero):** Below.
- **Living Milu Cultists (2d6):** See page 146.
- **Mahiki Milu (1d4+1):** See page 146.
- **Moai Stone Guardian (1):** Piloted by the Akoni's chosen protector, see page 143.

LEMURIAN LAW ENFORCEMENT

OCEANIC GUARD

These philosopher soldiers are skilled at resolving problems within Lemurian society at the simplest, least violent level possible.

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

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Healing d4, Notice d6, Persuasion d6, Psionics d6, Research d6, Shooting d8, Stealth d6, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 15 (6) MDC

Hindrances: Driven (Major—Harmony with Nature), Enemy (Major—Supernatural Evil), Loyal, Retrotech

Edges: Arcane Background (Psionics), Beast Master, Soldier

Gear: Dolphin Bio-Armor (+6 MDC Armor, +4 Toughness, see below), Stonecaster Rifle (Range 24/48/96, Damage 4d6, RoF 1, AP 4; SBT *or* It Burns *or* +4 AP), Bio-Shell Knife (MD Str+d6, AP 6), Nematocyst Paralyzer (Range 5/10/20, RoF 1, Shots 6, victims check Vigor versus Poison at −2, −4 with a raise, or are Stunned).

Powers: *Beast friend, empathy, and mind link.*

ISP: 10

Special Abilities:

- **Aquatic:** Can't drown in oxygenated liquid and move their full Pace when swimming.
- **Environmental Resistance:** Max depth of 1 mile, gain a +4 bonus versus Cold, and take −4 damage from Cold attacks.
- **Low Light Vision:** Ignore penalties for Dim or Dark illumination.

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FORCES OF LEMURIA

BIRD WARRIOR

The oldest Lemurian martial order is given exclusive use of the Avian Bio-Armor, and its most senior members are entrusted with commanding the Moai magic automatons.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d8, Occult d6, Persuasion d6, Psionics d6, Shooting d8, Stealth d8, Survival d8

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

Hindrances: Driven (Major—Harmony with Nature), Enemy (Major—Supernatural Evil), Heroic, Retrotech

Edges: Alertness, Arcane Background (Psionics), Beast Master, Quick, Soldier

Gear: Avian Bio-Armor (+8 MDC Armor, +5 Toughness, see below), Lava Projector Rod (Range 10/20/40, MD 4d8, RoF 1, AP 4; It Burns, may fire in a Cone Template).

Powers: *Beast friend, empathy, and mind link.*

ISP: 10

Special Abilities:

- **Aquatic:** Can't drown in oxygenated liquid and can move their full Pace when swimming.
- **Environmental Resistance:** Max depth of 1 mile, gain a +4 bonus versus Cold, and take −4 damage from Cold attacks.
- **Low Light Vision:** Ignore penalties for Dim or Dark illumination.
- **Manutara Familiar:** The Bird Warrior's familiar (see page 185) starts each session with a Benny, shares Bennies with its master per the Common Bond Edge, and may Advance. The link makes it immune to *beast friend* and allows both the familiar and master a free reroll to resist *puppet*.
- **Uncanny Reflexes:** −2 to be hit by attacks they're aware of and +2 on Evasion rolls.

MOAI STONE GUARDIAN

The stone Moai are a massive sleeping army just waiting to be awakened by the Lemurians to fight supernatural evil.

Moai can only be activated by members of the Lemurian royal family, Lemurian Stone Masters, and senior Bird Warriors—who know the secret phrases and mental commands. Moai can act as giant golems, with a Lemurian leading up to six, or piloted from a recess inside the head with seating and a mystical view screen.

Moai Guardian: Size 11 (Huge), Handling +2, Pace 10 + d8 (40 MPH), Toughness 54 (30) MDC, Crew 1+5, Strength d12+11

Notes: Levitate through air and water (+1 Handling, 50 MPH), Max Depth 6 miles

Special Abilities:

- **Arcane Resistance (Imp):** Moai and their commanders gain this Edge, but it doesn't impede helpful magics (e.g. *healing*, etc.).
- **Automaton:** Moai use their pilot's personal combat skills. Those with no pilot have Agility d6, Smarts d4, Spirit d10, Strength d12+11, Vigor d12, as well as Athletics d6, Fighting d6, Notice d10, and Shooting d6.
- **Breath Attack:** MD 5d6, AP 5, RoF 1, Cone Template, It Burns.
- **Eye Beams:** (Range 50/100/200, MD 4d8, AP 10, RoF 1, Anti-Personnel; deals MD 4d12, AP 30 to supernatural evil).
- **Fear (–2):** Moai cause their enemies and the unfamiliar to check Fear at –2.
- **Regeneration:** Even if destroyed, Moai on Easter Island or near a ley line make a healing roll daily to recover Wounds, or Critical Hits once all Wounds are healed.
- **Senses:** Ignore Illumination and 4 points of Range penalties, and always have Exalted *detect arcana* with the Presence Sense modifier active for no PP cost.
- **Supernatural Alarm:** Moai that sense supernatural evil "sing" a deep resonating tone, alerting all within 10 miles of danger.

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SEA SENTINEL

The brave new corps of Lemurian pilots are known as the Sea Sentinels. These daredevils apply their race's psychic abilities to controlling stone fliers and other vehicles.

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

Skills: Athletics d6, Boating d10, Common Knowledge d6, Fighting d6, Notice d8, Occult d6, Persuasion d4, Piloting d10, Psionics d8, Shooting d8, Stealth d6, Survival d8

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

Hindrances: Driven (Major—Harmony with Nature), Enemy (Major—Supernatural Evil), Quirk (Minor—Action Junkie), Retrotech

Edges: Ace, Arcane Background (Psionics), Beast Master, Major Psionic, Telemechanics

Gear: Pilot a Cloud Shell Fighter or other vehicle, Wave Strider Bio-Armor (+6 Armor, +3 Toughness, see page 53), Stonecaster Rifle (Range 24/48/96, Damage 4d6, RoF 1, AP 4; SBT *or* It Burns *or* +4 AP), Bio-Shell Knife (MD Str+d6, AP 6).

Powers: *Arcane protection, beast friend, empathy, mind link, and object reading.* **ISP:** 20

Special Abilities:

- **Aquatic:** Can't drown in oxygenated liquid and move their full Pace when swimming.
- **Environmental Resistance:** Max depth of 1 mile, gain a +4 bonus versus Cold, and take −4 damage from Cold attacks.
- **Evasive Maneuvers:** While piloting a vehicle gain the Nimble ability, or Uncanny Reflexes if already Nimble.
- **Low Light Vision:** Ignore penalties for Dim or Dark illumination.
- **Machine Combat Awareness:** −2 to be hit by electronic-tech based attacks, such as laser rifles, missiles, vibro-blades, etc.
- **Uncanny Reflexes:** −2 to be hit by attacks they're aware of and +2 on Evasion rolls.

SERPENT HUNTER

The Lemurian knights of the seas, Serpent Hunters have captured the imaginations of all who have seen them around the globe.

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

Skills: Athletics d10, Common Knowledge d6, Fighting d10, Notice d6, Occult d6, Persuasion d6, Psionics d6, Riding d10, Shooting d8, Stealth d6, Survival d10

Pace: 6; **Parry:** 7; **Toughness:** 19 (8) MDC

Hindrances: Code of Honor, Driven (Major—Harmony with Nature), Enemy (Major—Supernatural Evil), Retrotech

Edges: Arcane Background (Psionics), Beast Bond, Beast Master (×2), Major Psionic, Steady Hands

Gear: Leviathan Bio-Armor (+10 MDC Armor, +6 Toughness, see below), Serpent Trident (Range 24/48/96, MD 3d8, RoF 1, AP 3; Melee deals MD Str+3d4, AP 12; +1 to Disarm/Test opponents; +4 damage to serpents including dragons and dinosaurs).

Powers: *Arcane protection*, beast friend, detect/conceal arcana*, empathy, and mind link.* **ISP:** 20

Special Abilities:

- **Aquatic:** Can't drown in oxygenated liquid and move their full Pace when swimming.
- **Environmental Resistance:** Max depth of 1 mile, gain a +4 bonus versus Cold, and take −4 damage from Cold attacks.
- **Low Light Vision:** Ignore penalties for Dim or Dark illumination.
- **Serpent and Monster Slaying:** +2 bonus on *all* Trait rolls made against or relating to aquatic serpents and monsters, while those beasts are −2 to hit the Hunter.
- **Serpent or Monster Mount:** When using *beast friend* Serpent Hunters may affect "unnatural" beasts—including dinosaurs—but not sentient dragons or monsters. May only have one mount at a time, up to Size 7.

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LEMURIAN GEAR

- **Biomancy Gear:** May be used by any wielder able to operate Techno-Wizard (TW) gear.
- **Bio-Energy:** Biomancy gear is of a supernatural good nature, and counts as holy.
- **Recharging Shots:** 10 PP or 1 hour at a stone pyramid, ley line, or nexus.

PERSONAL BIOMANCY WEAPONS	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT
Lava Projector Rod	10/20/40	4d8	1	4	12	d6	6
Notes: Mega Damage, It Burns; may fire in a Cone Template instead.							
Serpent Trident	24/48/96	3d8	1	3	20	d8	8
Notes: Melee Str+3d4 MD, AP 12; +1 to Disarm/Test opponents; +4 damage to serpents.							
Stonecaster Rifle	24/48/96	4d6	1	4	20	d6	7
Notes: 3 firing modes—SBT *or* It Burns (lava Trapping) *or* +4 AP.							

BIOMANCY ARMOR

For Bio-Armor basic abilities see page 53; note Bio-Armor Size 1+ aren't Concealable.

BIO-ARMOR	SIZE	ARMOR	TOUGHNESS	STRENGTH	PACE + RUN (MPH)	WEIGHT
Avian Bio-Armor	2 (Normal)	+8 MDC	+5	d12+2	10+d8 (40 MPH)	200
Notes: Uncanny Reflexes, Water (+1 Handling, 30 MPH), Max Depth 2 miles, Winged Flight (+2 Handling, 100 MPH), Optics ignore 4 points of Range or Illumination penalties. *Weapons*: Claws (MD Str+2d4, AP 4), and may use personal weapons.						
Dolphin Bio-Armor	1 (Normal)	+6 MDC	+4	d12+1	10+d8 (40 MPH)	100
Notes: Nimble, Water (+2 Handling, 50 MPH), Max Depth 4 miles. *Weapons*: Bio-Bolt (Range 12/24/48, MD 3d6, AP 2, RoF 1), and may use personal weapons.						
Leviathan Bio-Armor	3 (Normal)	+10 MDC	+6	d12+3	8+d8 (30 MPH)	700

Notes: Nimble, Imp Arcane Resistance, Water (+1 Handling, 30 MPH), Max Depth 6 miles.
Weapons:

- **Stonecaster (left arm):** Range 50/100/200, MD 4d8, AP 8, RoF 1, MBT *or* It Burns *or* +8 AP.
- **Bio-Energy Laser (fixed front):** Range 18/36/72, Dmg 3d6, AP 2, RoF 1.

BIOMANCY VEHICLES

VEHICLE	SIZE	HANDLING	TOP SPEED	TOUGHNESS	CREW	MODS
Cloud Shell Fighter	7 (Large)	+2	400 MPH	25 (8)	1+1	0

Notes: Nimble, Water (+2 Handling, 100 MPH), Max Depth 5 miles, Bio-Battery (100 years), ECC, LL, Regeneration (1 Wound a day, or a Critical Hit), STS (can *detect arcana*).
Weapons:

- **Stonecaster (front):** Range 50/100/200, MD 4d8, AP 8, RoF 1, MBT *or* It Burns *or* +8 AP.
- **TW Lightning Cannon:** Emitted from the hull in any direction.
- **Medium Missile/Torpedo Launcher (fixed front):** RoF 4, Shots 6.

Wave Shadow Sub	22 (Gar)	+2	100 MPH	25 (8)	12+140	2

Notes: Bio-Battery (100 years), Cargo (500 tons, 30+ light craft), AMCM, ECC, LL, Max Depth 5 miles, Regeneration (1 Wound a day, or a Critical Hit), STS (can *detect arcana*).
Weapons:

- **Stonecaster Main Cannon (turret):** Range 50/100/200, MD 4d10, AP 16, RoF 1, LBT *or* It Burns *or* +16 AP.
- **2 × Stonecaster (turret):** Range 50/100/200, MD 4d8, AP 8, RoF 1, MBT *or* It Burns *or* +8 AP.
- **TW Lightning Cannon:** Emitted from the hull in any direction.
- **Medium Missile/Torpedo Launcher (fixed front):** RoF 4, Shots 16.

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LIVING MILU CULTIST

All living non-slave Milu are part of the death cult to The Dark Warmth of Cold Death, whose twisted dark ideology they serve without hesitation. These scavengers prefer hit and run style raids against coastal or island settlements, and usually attack at night.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+1, Vigor d8
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d6, Occult d4, Shooting d6, Stealth d8, Survival d6, Thievery d6
Pace: 8; **Parry:** 6; **Toughness:** 21 (8) MDC
Hindrances: Bloodthirsty, One Arm, Vow (Major—Serve The Dark Warmth)
Edges: Assassin, Brawler, Fleet-Footed
Gear: Ion Blaster Pistol (Rng 12/24/48, Dmg 1–3d8+2, AP 0, RoF 1, Shots 10).
Special Abilities:

- **Aquatic:** Can't drown in oxygenated liquid and move their full Pace when swimming.
- **Armored Carapace:** A crab shell providing +8 MDC Armor, +3 Toughness.
- **Environmental Resistance:** Max depth of 12 miles, gain a +4 bonus versus Cold, and take −4 damage from Cold attacks.
- **Heightened Senses:** Milu have sensitive antennae giving them +2 on smell based Notice and Survival (tracking) checks.
- **Low Light Vision:** Ignore penalties for Dim or Dark illumination.
- **Pincer:** One arm is normal with a prehensile hand, while the other is a giant pincer dealing MD Str+d10, AP 10.
- **Sensitive to Light:** Milu must check Spirit in anything brighter than Dim Illumination or become Distracted.
- **Size 3 (Normal):** Milu are 7' to 8' tall, 9' to 12' wide, and weigh up to 1200 lbs.

MAHIKI MILU VAMPIRES

The elite Milu death cultists back stab their way into learning the highest secrets of their order—vampiric necromancy. Once they've proved their usefulness to The Dark Warmth, they will "ascend" to the rank of Mahiki.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+6, Vigor d10
Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d6, Occult d6, Persuasion d6, Psionics d8, Shooting d6, Stealth d8, Survival d6
Pace: 8; **Parry:** 8; **Toughness:** 23 (8) MDC
Hindrances: Bloodthirsty, One Arm, Vow (Major—Serve The Dark Warmth)
Edges: Assassin, Arcane Background (Psionics), Block, Bruiser, Fleet-Footed, Free Runner, Frenzy, Hard to Kill, Level Headed
Gear: Usually none.
Powers: *Beast friend (crab swarms, sharks), detect/conceal arcana*, empathy, fear, mind link, mind reading, puppet, slumber, smite*, speed*.*
ISP: 25.
Mahiki Psionic powers are Innate Abilities.
Special Abilities:

- **Bite:** MD Str+2d4, AP 12. Shaken/Wounded victims check Vigor or suffer Fatigue.
- **Change Form:** With an action and a Psionics roll Mahiki *shape change* into a manta ray or shark (or change back again).
- **Fast Regeneration:** Attempt a natural healing roll every round, even if Incapacitated. Silver or wood in the heart, and sunlight bypass this.
- **Fear (–2):** Cause a Fear test at –2.
- **Milu Special Abilities:** All special abilities listed above for Living Milu Cultists.
- **Vampire Abilities and Weaknesses:** Immunities, Invulnerable, Thrall, Turn, Undead, Wall Walker, Weakness (Holy, Magic and Psionics, Silver and Wood, Sunlight, Supernatural Attacks, but *not* Water)—see *Savage Foes of North America*.
- **Watery Destruction:** Mahiki staked in the heart and decapitated underwater turn to slime and are destroyed.

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DAVEY JONES

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d12+6, Vigor d12+2

Skills: Athletics d12, Battle d10, Boating d12, Common Knowledge d6, Electronics d6, Fighting d12, Intimidation d12, Notice d10, Occult d8, Persuasion d10, Psionics d12, Repair d8, Science d6, Shooting d10, Stealth d12, Survival d10, Taunt d10

Pace: 8; **Parry:** 10; **Toughness:** 21 (6)

Hindrances: Greedy (Major), Quirk (Cruel), Ruthless (Major), Vow (Major—Serve The Dark Warmth)

Edges: Arcane Background (Psionics), Block (Imp), Charismatic, Counterattack (Imp), Dodge, Fleet-Footed, Frenzy (Imp), Harder to Kill, Level Headed, Master Psionic, Salvage Expert, Streetwise

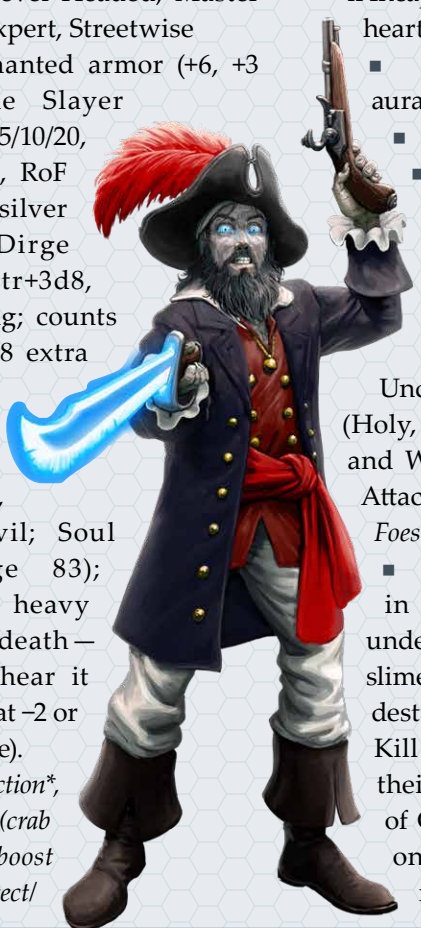
Gear: Heavy enchanted armor (+6, +3 Toughness), The Slayer Flintlock (Range 5/10/20, MD 4d6+2, AP 4, RoF 1, Shots 6; TW silver bullets), The Dirge Cutlass (MD Str+3d8, AP 16, +1 Fighting; counts as silver; deals +8 extra damage to *all* demons, undead, champions, or gods of death, darkness, or evil; Soul Drinking (page 83); "sings" an eerie heavy metal tune of death—opponents who hear it must check Spirit at –2 or become Vulnerable).

Powers: *Arcane protection*, banish, beast friend (crab swarms, sharks), boost Trait*, deflection*, detect/conceal arcana*, divination, empathy, farsight*, healing*, mind link, mind reading, puppet, slumber, smite, speak language*, speed**. **ISP:** 40

Davey's powers are Innate Abilities.

Special Abilities:

- **Bite:** Str+2d4 Mega Damage, AP 12. Shaken or Wounded victims must check Vigor or suffer a level of Fatigue.
- **Change Form:** With an action and a Psionics roll Davey Jones can *shape change* into a manta ray or shark.
- **Claws:** Str+d10 MD, AP 10.
- **Fast Regeneration:** Make a natural healing roll every round to heal Wounds (or Injuries if all Wounds are healed), even if Incapacitated. Silver or wood in the heart, and sunlight bypass this.
- **Fear (–3):** Davey's deathly aura of causes Fear at –3.
- **Fly:** Fly at Pace 8.
- **Mist Form:** When not underwater Davey Jones can turn into mist with an action.
- **Vampire Abilities and Weaknesses:** Immunities, Invulnerable, Thrall, Turn, Undead, Wall Walker, Weakness (Holy, Magic and Psionics, Silver and Wood, Sunlight, Supernatural Attacks, but *not* Water)—see *Savage Foes of North America*.
- **Watery Death:** If staked in the heart and decapitated underwater, Davey Jones turns to slime and washes away, but is only destroyed if he fails his Harder to Kill roll. If he does, the Milu lose their link to The Dark Warmth of Cold Death. They are trapped on Earth and cannot create new undead.



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Chapter Seven

Humanity at Sea

Humans have dominated the seas and oceans of Earth for millennia, but that era ended with the Great Cataclysm. After centuries of conflict on land, humanity is making its tentative return to the high seas and underwater depths of the planet. Some are pirates, slavers, and smugglers but many are honest explorers and traders seeking to forge economic ties with anyone friendly, or at least those with the necessary credits.

Avenger Armaments

Avenger Armaments is making waves in the naval arms industry, bringing all manner of lost designs back to a market in great need.

A Hidden History

Iron Heart Armaments

Originally known as Iron Heart Armaments, this company specialized in simple to manufacture non-robotic vehicles and battlefield-scale non-energy weapons like auto-cannons and missiles upgraded with advanced alloys and explosives. Founded by a group of researchers from the Coalition State of Iron Heart—the company's namesake—their team took a number of weapons designs unearthed from Pre-Rifts® ruins in Canada and left the CS to go into business on their own, founding the independent town of New Kenora.

Business was booming as the company produced traditional tanks, planes, and ships for buyers across the continent who could hardly get enough of their reliable war machines. That is until one fateful morning in 105 PA when the people of New Kenora woke up to find themselves surrounded by an entire Coalition Army. As the first step in their Campaign of Unity, the CS decided to "acquire" the renegade manufacturer's entire production base—lock stock and smoking barrel. The community peacefully surrendered, but that wasn't the end.

The Iron Heart Avengers

When the Coalition seized New Kenora, they missed a convoy en route to deliver a massive arms deal to the Tampico Military Protectorate in Mexico. When the convoy reached Tampico, they were met by a group

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that had managed to escape the Coalition's blockade by air. Gayle Beltzer, a senior salesperson, assumed command and began organizing them to rebuild using weapons and factory schematics smuggled out aboard one of their bomber planes. The remaining ships and war machines formed a privateer fleet known as the Iron Heart Avengers, a force dedicated to fighting the CS and resurrecting their famed company.

Over the next few years disaffected personnel escaped the CS and trickled back in to work with their friends and associates. The Avengers set up concealed bases on Newfoundland, the west coast of Africa, the eastern Caribbean, the Azores (where Splynncryth has allowed them to stay out of curiosity and trade interests), and in Mexico near Tampico. From these hidden bases the fleet roamed the seas in search of isolated CS targets, pirates, and underwater or coastal ruins full of treasure ripe for salvage.

AVENGER ARMAMENTS

During the ensuing civil war with Free Quebec and the siege on Tolkeen, the relentless and concerted raiding of the Pecos warlords decimated Coalition interests in the region, bringing their planned Gulf Fleet to ruin. The Coalition was forced to hastily relocate their preeminent naval base at Port Horus to an old base at Baton Rouge.

In 106 PA, as CS personnel and matériel were being chaotically evacuated from Port Horus to Baton Rouge (now a large island), the Iron Heart Avengers scored big in a series of massive raids on the base. They managed to capture nearly a billion credits worth of automated production equipment, of raw resource stockpiles, and Top Secret schematics for the Avengers. Hiring privateer transports and timing their incursions to coincide with Pecos Raider attacks, the group even managed to conceal their involvement from Coalition intelligence.

The next year, and to the delight of the city's Lord Mayor, Gayle Beltzer formally established Avenger Armaments' main arms manufacturing facilities in Houstown, with trade outposts located in Merctown, the Manistique Imperium, the NGR, and the Pacific. The company converted their bases in Tampico, the African coast, and the Azores into trade distribution hubs and transformed their privateer fleet into an armed shipping fleet. Though it's a carefully kept secret, the Iron Heart Avengers succeeded against all odds.

TRADE TIES

Besides producing the venerable Pre-Rifts® designs that Iron Heart Armaments was famous for, Avenger Armaments has entered into a unique trade deal with both the New Navy and Tritonia. They manage the export and sale of surplus equipment across the Pacific, North and South Atlantic for the two nations. In return the New Navy and Tritonia have shared some of their unique technology with Avenger Armaments, allowing them to expand their production to include a variety of arms and equipment lost to humanity for centuries. Likewise, the New Navy and Tritonia have begun to purchase and use Avenger Armaments vehicles, especially their ships, to supplement their own craft. All three factions hope the wide availability of these tools of travel and defense will help humans and their allies usher in a new era of intercontinental trade and prosperity.

THE NEW NAVY

Mariners and coastal communities around the world tell tales of a massive, advanced submersible warship and its brave warriors coming to the rescue in their time of greatest need. These are the legends of the New Navy.

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HISTORY

In the years leading up to the Great Cataclysm, the United States of America was locked in a "New Cold War" with a coalition of industrial nations (called "empires" by Post-Apocalyptic historians and scholars). To maintain supremacy, the American Empire created the USS Ticonderoga. The greatest warship ever built, the Ticonderoga is a gargantuan submersible aircraft carrier and amphibious assault ship capable of docking its own escort fleet of two submarines that can attach to the ship and travel with it. Known as a "floating Army Corps," the vessel carries multiple fighter wings and two divisions of marines including their tanks, landing craft, and companies of power armored heavy infantry.

To help the Ticonderoga and its carrier group remain hidden from the nation's enemies, the US Navy created a series of secret underground bases on uninhabited islands, only accessible from underwater ports. These bases were extensively prepared for every contingency, stocked with vast food stores, and included automated facilities capable of providing the USS Ticonderoga with repair parts, munitions, and even replacement war machines, small arms, and power armor for her assault forces.

HIDDEN FORTRESS

When the Great Cataclysm came the Ticonderoga's commanding officer, Captain Karl Dobson, initially believed global nuclear war had broken out. As he prepared to launch his ship's nuclear arsenal at America's enemies, the carrier group was attacked by creatures from the rifts. Over the following months, the Ticonderoga and her crew retreated to the largest of their surviving secret bases and fought for their very existence against waves of bizarre invaders and alien diseases. During the ensuing years of intense conflict, the fleet was able to retake a second hidden island base and rescue naval personnel and refugees from outposts and coastal settlements scattered across the North and South Pacific.

As the worst of the apocalypse subsided, the command staff attempted to regain communications with their beloved nation—but there was only silence. Dangerous overland reconnaissance missions and long range sea voyages were undertaken by Captain Dobson's son Nemo, now in command of the Ticonderoga and her battle group. After years of exploration, they found precious few survivors and determined that land-based civilization had completely collapsed into barbarism. The remaining members of the US Navy were on their own. Led by Captain Nemo Dobson, they dubbed their now independent faction the New Navy, a force for good dedicated to protecting the seas and rebuilding humanity.

LIFE IN THE NEW NAVY

While the New Navy is technically a society governed by Martial Law with justice administered by military courts, they consider themselves Americans and still fly the stars and stripes of the USA. The vast majority of citizens enjoy a life of relative safety working to support the troops through aquaculture, mining, manufacturing, research, and even entertainment and the arts. Those who do sign up for even just one tour of duty aboard the Ticonderoga's battle group or a sister fleet are considered heroes of the highest order, whether they serve as a lowly cook or submarine captain.

RACES & PEOPLES

Due to early, brutal conflicts with monsters and alien invaders like the Naut'Yll and Horune, the people of the New Navy are hesitant to trust D-Bees or magic users. Their regular contact with the Amphibs of Tritonia has led to many of the mutants joining on with the New Navy, where they are valued as indispensable undersea specialists.

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The Sea Titans: While leading a team in the exploration of a large shipwreck, Captain Nemo Dobson and his away team were struck by some sort of inexplicable cosmic energy radiating out of a rift. Due to the supernatural abilities imparted by this energy, the survivors were dubbed the "Sea Titans" (for more about this new race option see page 36). To the relief of the New Navy's citizens, the extended lifespan of Captain Nemo, his companions, and their descendants has enabled a stable and reliable command structure to endure over the intervening centuries.

TECHNOLOGY

The New Navy's population is highly educated, and their nation enjoys a technology base on par with the best of the Coalition and New German Republic. While the New Navy's knowledge of naval engineering and advanced weapons is far greater, they lack high-tech human augmentation capabilities. Instead, the New Navy trades with Tritonia to provide advanced cybernetic systems, which are usually reserved for therapeutic and rehabilitative use—there are few partial or full conversion cyborgs. Likewise, the JAPE system (Juicers) and MOM implants (Crazies) are unavailable within their society and widely considered a waste of life and good health when power armor and advanced war machines are readily available to those going into combat.

ARMED FORCES OF THE NEW NAVY

The hundred of ships and combat elements of the New Navy are divided into four fleets, with law enforcement and security entrusted to the Marine Corps members found on every ship and base.

The First Fleet: Commanded by the legendary Captain Nemo Dobson, and consisting of the USS Ticonderoga and her two detachable submarines, this fleet is tasked with the destruction of threats to human kind. The fleet voyages wherever the need is greatest, or circumstances most dire. Lately it has often been spotted near the shores of Europe and the Caribbean Sea.

The Second Fleet: A carrier group that patrols the Pacific, keeping it safe from large-scale Naut'Yll raids and combating piracy.

The Third Fleet: A heavily armed battle group with many short-range patrol vessels and heavy weaponry tasked with defending the nation's two hidden home bases.

The Fourth Fleet: A long range expeditionary group usually sent on years long missions of discovery and first contact to distant parts of the globe far from the Pacific Ocean and its relative safety.

LOCATIONS

Pirates, Naut'Yll, and D-Bee crewed craft are not welcome anywhere near the New Navy's settlements and bases—the Third Fleet will sink any that refuse to be turned away.

The Refuge (aka Base Prime): The largest of the hidden fortresses is the center of New Navy society, culture, and government.

Refuge City: Over time, citizens discharged from service built a surface colony called Refuge on an island near Base Prime. There they trade with Tritonia and select seafaring merchants, though they go to great (some would say paranoid) lengths to keep the existence and location of The Refuge an absolute secret from outsiders.

Salvation Base: Initially similar to The Refuge in capabilities, Salvation Base has become a leader in manufacturing, agriculture, and research for the New Navy.

Salvation City: A nearby surface settlement called Salvation is where Avenger Armaments maintains a friendly technology and information sharing facility.

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ENEMIES OF THE NEW NAVY

THE SPLUGORTH AND HORUNE

The USS Ticonderoga has bested Atlantean naval forces at every engagement, earning the enmity of the Minions of Splugorth. Captain Nemo Dobson looks forward to the day when the New Navy and other human forces will beat the Splugorth in open battle, driving them back into whatever hell-spawned dimension they came from.

THE NAUT'YLL

The New Navy is in a state of open warfare with the Naut'Yll invaders. Conflicts are usually skirmishes and raids, but over the centuries have included periods of intense war with fleets clashing at sea. The legendary strategic abilities of Captain Nemo paired with the unparalleled might of the USS Ticonderoga have led to the destruction of dozens of Naut'Yll colonies, thousands of their vessels, and millions of their species.

THE LORD OF THE DEEP

The New Navy knows of the Lord of the Deep's location in the Marianas Trench, but the terrific depths have thwarted all their attempts at destroying the evil entity. Until a new method is discovered, the New Navy focuses on finding and eliminating Reachers of the Deep whenever possible.

NEW NAVY FOREIGN RELATIONS

TRITONIA

The independent floating city-state is seen as a valuable trade partner and ally, and both nations have come to each other's aid repeatedly over the trials of the last three centuries since the apocalypse.

THE NEW GERMAN REPUBLIC

There are rumors that Captain Nemo Dobson is working with the leadership of the NGR to aid them in their war for survival against the Gargoyle Empire. Only time will tell if the New Navy's intervention will have the desired impact on the conflict.

LEMURIA

The New Navy and Lemuria often come to the aid of one another, with each being continually surprised by the effectiveness of the seemingly bizarre technology that the other faction wields against supernatural enemies and alien invaders.

THE COALITION STATES

Though the New Navy and the CS share a distrust of D-Bees and magic, the New Navy has concluded the Coalition would likely demand the surrender of their advanced technology for their own use, and may even demand the New Navy submit to their authority as the rightful successors of the American Empire. This wouldn't do.

Since the CS is unaware of their existence, the New Navy instead prefers to assist Coalition forces in secret by coming to the aid of damaged vessels or by rescuing CS ships under attack by superior adversaries.



HISTORY

Tritonia is a marvel of pre-Cataclysm engineering created by a consortium of rich corporations and powerful nations to be an example of the potential for life at sea. The city is made up of interlocked city block segments, each connected to each other in a flexible grid. Tritonia's buildings extend both up towards the sky, and down under the water. The floating sea settlement was designed to drift along the surface of the Pacific Ocean.

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During the Golden Age of Humanity, Tritonia attracted scientists and researchers of all stripes. Genetic engineering studies on marine life, deep sea technologies, and their resulting military applications quickly made the unique city a center of commerce, travel, and advanced industry designed to make the settlement as self-sufficient as possible. With the Coming of the Rifts, Tritonia was found deep at sea away from any coasts or ley lines. The light military docks, advanced miniature factories, and high-tech facilities of the city allowed Tritonia to thrive in this tough new world.

LIFE IN TRITONIA

Life in Tritonia is tough, and in many ways akin to life aboard a space colony—every member of the community has the skills and knowledge necessary to help maintain the city and its live-preserving systems. In addition, supernatural monster attacks and pirate raids are a constant threat to the community, so most members of Tritonian society are also skilled in self defense and regularly armed.

Besides these survival considerations, life on Tritonia is one of freewheeling industry and trade. The city is the most important trade outpost in the Pacific Ocean, with its docks and entertainment districts constantly filled to capacity by visiting merchant vessels and their crews.

RACES & PEOPLES

Most Tritonians are humans, though a sizable fraction of the population are the mutant Amphibs (see page 28). The capabilities of the Amphibs and their integration into Tritonian society have led to a culture that is very accepting of D-Bees and fairly open minded about alien technologies and supernatural forces like magic, much to the chagrin of their allies in the New Navy.

SOCIETY & GOVERNMENT

Tritonian society and government prizes independence and freedom above all else. Before the cataclysm the city was run like a business, with administrators in charge of the Scientific, Financial, Maintenance, and Security sectors. Now the four Administrators are elected to power by an Administrative Board and hold their position for life (or until they resign), and choose one among them to be the Director.

ARMED FORCES

The Sea Wolves are a group of highly trained marines who act as the city's security force, and also engage in profitable salvage operations whenever possible. Their combat teams patrol the city's watery borders, and destroy any threats to the colony or its people.

FOREIGN RELATIONS

THE LORD OF THE DEEP

Considered the greatest threat to Tritonia, numerous savage attacks by Reachers of the Deep and the alien being's evil minions have led Tritonians to be uncompromising in their efforts to battle them.

THE NAUT'YLL

Repeatedly defeated by the Sea Wolves, many Naut'Yll have abandoned their society for life aboard the floating colony. While this has made them less likely to destroy the colony outright, the Naut'Yll still raid the city on a regular basis.

LEMURIA

There is little love lost between Lemurians and Tritonians, who have diametrically opposed outlooks on the meaning of life and one's place in the world.

THE NEW NAVY

Tritonia and the New Navy are centuries old allies, and freely share access to each other's ports for trade, refueling, and repairs.

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THE TOMORROW LEGION AT SEA

Unknown to most, some of the very first Tomorrow Legionnaires helped the Iron Heart Avengers out of some tough spots. This led to friendly relations between the two groups. Avenger Armaments makes Legion purchases their top priority. In addition, Tomorrow Legion teams are usually allowed to rest, resupply, and refuel at the company's port facilities scattered throughout the Atlantic and Pacific (for a fair fee, of course).

Legion command knows of Tritonia as well as the New Navy, and is interested in making contact and developing diplomatic ties with both factions. Fortunately, due to their association with Avenger Armaments, the Legion's reputation precedes them. This will likely result in expeditions being offered safe harbor or assistance by any New Navy or Tritonian forces they encounter.

ATLANTIC OCEAN ENCOUNTERS

D20	RESULT
1	**If Things Weren't Bad Enough:** Roll once on that table* then again on this table.
2–3	**The Plot Thickens:** Roll once on that table* then roll again on this table.
4–5	**Risks and Rewards:** Roll once on that table* then roll again on this table.
6-7	**Naut'Yll Raiders:** The band consists of 3d4 Naut'Yll Soldiers plus two Torpedo power armor pilots‡ led by a Naut'Yll Devastator (Mystic)†. Roll a d6 for nearby forces: 1–2 a Deathbringer, 3–4 1d4 Leapers, 5–6 a fully crewed Red Trident Sub!
8–10	**Coastal Settlement:** Locals are angry, use the Settlement Generator* to create a community in conflict. Roll a d6, on a 5 the real issue is a Servant† and 3d6 Cultists are sacrificing victims to 2d4 Minions of the Deep, or on 6 a Reacher of the Deep!
11–12	**Wandering Monsters:** 1d4 large or a pack of 2d8 smaller supernatural predators stalk the area; people are food or a threat. Pick or roll a d6: 1 Dragon Fish, 2 Giant Squid, 3 Horned Whale, 4 Ichthyosaur, 5 Sea Maw, or 6 Shadow Shark.
12–13	**Splugorth Slaver:** There's a Slaver looking for a fight, backed up by 1d6+3 Altara Warrior Women‡ (1d4 Altara may secretly have a different idea). Roll a d6, on a 5 there's another Slaver team close by, on a 6 a fully crewed Slaver Raider is near!
14–15	**Kittani Patrol:** Their team consists of 2d4 Hover War Pods and a Patrol Flyer Pod† piloted by Kittani Commandos. Roll a d6, on a 5 there's a fully crewed Insecton Robotic Rover close by, on a 6 a fully crewed Slaver Raider is near!
16–17	**Pirates:** 3d6 Pirates led by a Ley Line Walker† and a Juicer‡ are in the middle of a raid, looking for people to rob, or heading to their hideout with loot. Roll a d6; they strike fast aboard: 1–3 an Iwo-Jima MIFV, 4–6 a few Black Eel Torpedo Boats.
18–19	**Horune:** 3d6 Horune Pirates led by a Horune Captain† and a Headhunter‡ want slaves and loot. Roll a d6, they: 1–3 crew a Triton Cutter, 4–6 attack riding Horune Sea Sleds and will take booty back to a Horune Strike Ship waiting nearby!
20	**Creatures from the Rifts:** The heroes face some rift-spawned opposition. Use the **It Came From a Rift** tables§ to generate the encounter. If appropriate, roll once on the **Opposition Leader** table* and once on the **Other Authority Figure** table*.

* See *The Game Master's Handbook.*
† Roll once for this character on the **Opposition Leader** table in *The Game Master's Handbook.*
‡ Roll once for this character on the **Other Authority Figure** table in *The Game Master's Handbook.*
§ See *Savage Foes of North America.*

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SAVAGE TALE: DEEP DIVE

The heroes' Special Exploratory Team is chosen by Tomorrow Legion command to resolve a sensitive matter for the leadership of both the New Navy and Tritonia. If they succeed in the daring rescue mission Castle Refuge will gain powerful new allies, but failure could spell doom for the Legionnaires.

ENTER THE TICONDEROGA

The Legion's allies at Avenger Armaments relayed an urgent request for help from the New Navy and Tritonia to Legion command. The team is quickly briefed on what little is known about both the floating city-state of Tritonia (page 153) and the New Navy (page 150). Depending on the their location this could occur in person at Castle Refuge, or via recording delivered by a courier. They're to rendezvous with the USS Ticonderoga in the eastern Pacific, a short jaunt from the Gulf of Mexico. If the team has a vessel or mode of transportation they can use it. Otherwise they're quickly transported by an Avenger Armaments cutter to the location.

The team is greeted by the legendary Captain Nemo Dobson himself as they board the Ticonderoga. Time is of the essence and they have but a few minutes to speak with the living legend as they navigate the labyrinthine passageways of the massive capital ship en route to the bridge. Once at the bridge Captain Dobson ushers the team into the command conference room, empty except for an Operator named Ben Arnold.

Captain Dobson activates a wall sized view screen, and the image of an older human female in a spartan office flickers to life; the radio relay transmission is surprisingly stable. The woman introduces herself as Victoria Wright, Security Administrator of Tritonia—a member of the floating city-state's governing council. Nemo explains there's a delicate hostage situation to deal with. He and Administrator Wright have been cooperating to defeat the Pacific Corsairs, a pirate band made up primarily of renegade New Navy and Tritonian citizens. Agent Arnold and his partner Agent Larry Wright—Administrator Wright's adopted son—were leading the investigation when Agent Wright was abducted by the pirates. Intelligence indicates Larry Wright is being held aboard the USS Caen, a fleet attack submarine under pirate control.

Captain Dobson and Administrator Wright suspect informants within their forces could compromise any New Navy or Tritonian led rescue attempts. They need the help of skilled outsiders, and the Legionnaires fit the bill. Their mission is to land on Carver Atoll, a Pacific Corsairs island base, and stow away aboard the USS Caen when it docks for resupply. Agent Arnold, a skilled Operator, will accompany the team.

Once aboard the USS Caen the heroes will need to rescue Larry Wright from the brig, seize the sub's bridge, then blow the ballast tanks forcing it to surface. Once surfaced the USS Ticonderoga's marines will board and retake full control of the vessel. To assist them, the team is provided a virus stick designed to exploit a vulnerability in the USS Caen's software. Inserting the stick into a console on the sub's bridge will lock the pirates out of the ship's systems and broadcast a homing beacon to the USS Ticonderoga.

If the Legion team succeeds they'll not only gain the trust of the New Navy and Tritonia, but the personal gratitude of both leaders and a reward of 100K credits each.

STORMING THE BEACH

The Ticonderoga can provide UB-20 Underwater Sleds (page 59), underwater sidearms, and SCUBA gear. The team may approach the island base however they wish.

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The pirates at Carver Atoll were assigned guard duty as punishment. Unless attacked or suspicions aroused, they make all checks at a –2 penalty. Once the team reaches the automated resupply port, stowing away aboard a large shipping container is easy.

- **Black Eel Torpedo Boat:** See page 61. Fully crewed by four Pirates (page 182).
- **Shore Guard (5+1 per hero):** As Pirates (page 182), three of them crew a tank.
- **Merovingian Tank:** See page 60.

RAISING CAEN

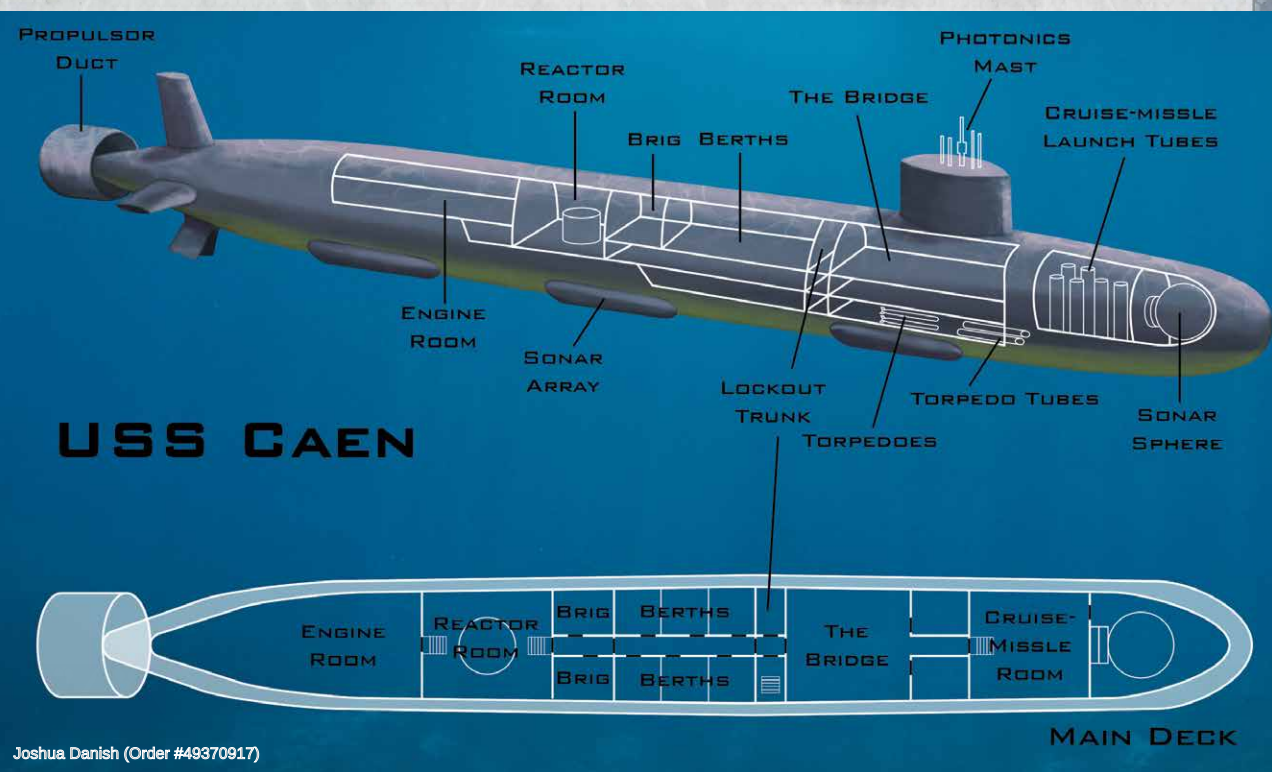
Once aboard the USS Caen the team are in a storage area above the engine room. There's a problem—Ben Arnold is a double agent working with the Pacific Corsairs. As the heroes rescue Wright from the brig, Arnold shoots him in the head with The Drop and makes a dash for the bridge—quick action may yet save Agent Wright. Alarms sound as the pirates scramble to repel intruders.

The heroes must take the Caen's bridge while trying not to sink the sub in close confines combat. The Caen's corridors create choke points, but are large enough for those up to Size 3 to move without penalty. All missed Fighting or Shooting attacks strike the Caen. Any attacks dealing 30+ damage cause a Wound and a Critical Hit to the vessel, shaking it violently.

Once they reach the bridge, inserting the virus stick into a computer console is an action and will stop the pirates controlling the vessel. Next an Electronics, Hacking, Thievery, or Common Knowledge (–2 penalty) check blows the ballast tanks—the sub surfaces after two rounds, and New Navy marines arrive in two more.

SHOWDOWN ON THE USS CAEN

- **IronIvan:** A Headhunter (see *Savage Foes of North America*) piloting USMC "Semper Fi" power armor (page 158).
- **MadMaxie:** A SeaWolf pilot ing Tritonian Merbot power armor (page 162).
- **The Wolf Pack (4 per hero):** As New Navy Marines in body armor (page 160).
- **Agent Arnold:** An Operator (see *Savage Foes of North America*).
- **Agent Wright:** An Amphib Colonist (page 162) with two Wounds.
- **The USS Caen:** A Fleet Attack Submarine (page 159). Most of the crew are lightly armed Pirates (page 182, sidearms only), they won't attack for fear of sinking the sub.



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NEW NAVY GEAR

PERSONAL WEAPONS	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT
M-2011 Ion Blaster	12/24/48	1–3d10	1	—	20	d6	5
M-160 Ion Battle Rifle	24/48/96	1–3d12	3	—	55	d6	7
Notes: Heavy Pulse.							
LAWS-3 RPG	100/200/400	4d6	3	20	6	d8	18
Notes: Snapfire, Multi-Optics Scope, Mini-Missile. Satchels carry eight Reload 1 magazines.							

POWER ARMOR	SIZE	ARMOR	TOUGHNESS	STRENGTH	PACE + RUN (MPH)	WEIGHT
USMC "SEMPER FI" POWER ARMOR						
APA-15 Sea-Air-Land	2 (Normal)	+10 MDC	+6	d12+5	14+d8 (60 MPH)	450

Notes: Nimble, Underwater Thrusters (+2 Handling, 40 MPH), Max Depth 1 mile.
Weapons:

- **M-90 Ion Pulse Weapon System (handheld, reaction fire):** Range 50/100/200, MD 1–3d12+3, AP 6, RoF 1, 3RB; Vibro-Bayonet melee MD Str+d10, AP 10, +1 Parry, Reach 1.
- **Mini-Missile/Torpedo Launcher (shoulders, fixed front):** RoF 6, Shots 18.

NEW NAVY VEHICLES

The New Navy also fields the Iwo Jima MIFVs and Merovingian Tanks, see page 60.

VEHICLE	SIZE	HANDLING	TOP SPEED	TOUGHNESS	CREW	MODS
MANTA RAY "AIR-SUB" ATTACK CRAFT						
MEAS Mark 1	7 (Large)	+2	60 MPH	21 (6)	1	0

Notes: Nimble, Flight (VTOL, +2 Handling, Mach 1.5), Max Depth 2 miles, ECC, Nuclear-Powered, STS (+1 Shooting), Stealth (–4 to Notice or on Electronics checks to target).
Weapons:

- **Dual-Link Light Ion Cannon (fixed front):** Range 50/100/200, Heavy Pulse.
- **Medium Missile/Torpedo Launcher (fixed front):** RoF 4, Shots 8.

SEA HAWK VTOL JET FIGHTER						
S-16 Stealth Fighter	10 (Huge)	+1	1.5K MPH	23 (6)	1+2	0

Notes: AMCM, ECC, MDC Armor, Nuclear-Powered, STS, Signal Booster (see *Empires of Humanity*), Stealth (–4 to Notice or on Electronics checks to target), VTOL.
Weapons:

- **Dual-Linked Medium Laser (fixed front)**
- **Heavy Missile Pylons (wing mounted, fixed front):** RoF 2, Shots 6 total.
- **2 × Mini-Missile Launcher (fixed front):** RoF 4, Shots 24 each.
- **Bomb Bay (bottom):** drops Depth Charges (*or* Light Bombs, LBT, same damage), 48 Shots.

STRIKER ATTACK HELICOPTER						
IE-15AH	9 (Huge)	+1	300 MPH	25 (8)	4+6	1

Notes: ECC, MDC Armor, Nuclear-Powered, STS, VTOL. Doppler Radar (+2 on Survival rolls for weather forecasting or navigation). Pontoons (can land and float on surface of water). Winch, cable, and hook (for air assault, personnel rescue, or 1 ton of cargo).
Weapons:

- **Anti-Personnel Blue Green Laser (belly turret):** Heavy Pulse.
- **Dual-Linked Blue Green Medium Laser (fixed front)**
- **2 × Wing Mini-Missile Pods (Fixed Front):** RoF 12, Shots 24 each.
- **4 × Medium Missile Pylons (Fixed Front):** RoF 4, Shots 4 each.

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VEHICLE	SIZE	HANDLING	TOP SPEED	TOUGHNESS	CREW	MODS

FLEET ATTACK SUBMARINE

Identical to the Ticonderoga's mates, these attack subs are a mainstay of the New Navy.

FS-350 series Sub	18 (Gar)	−2	50 MPH	58 (20)	60+60	2

Notes: Cargo Space (150 tons, 40 USMC Power Armor), ECC, Max Depth 1 mile, MDC Armor, Nuclear-Powered, STS.

Weapons:

- **Medium Ion Cannon (turret):** Range 75/150/300, Heavy Pulse.
- **Dual-Linked Light Blue Green Laser (deck turret)**
- **6 × Anti-Personnel Blue Green Laser (turret)**
- **Heavy Torpedo Launcher (fixed front):** RoF 4, Shots 40.
- **6 × Mini-Torpedo Launcher (4 fixed front, 2 fixed rear):** RoF 4, 60 Shots each.
- **MR-SAML "Missus Amelee" Launcher (deck):** RoF 4, 8 Medium, 48 Mini Missiles.

TRIDENT SUBMERSIBLE LIGHT CARRIER

The largest vessel that the New Navy's automated factories can produce, these miracles of the Golden Age form the heart of New Navy military campaigns across the globe.

EPC Mark 1	20 (Gar)	−3	70 MPH	58 (20)	24+60	4

Notes: Cargo Space (60 tons, 12 Manta Rays, 40 USMC Power Armor), ECC, Max Depth 2.5 miles, MDC Armor, Nuclear-Powered, STS, Signal Booster (see *Empires of Humanity*).

Weapons:

- **2 × Heavy Ion Cannon (turret):** Range 150/300/600, Heavy Pulse.
- **2 × Medium Blue Green Laser (turret)**
- **Cruise Missile Launcher:** Range 1K miles, MD 10d12, AP 90, 15" radius, RoF 4, Shots 8.
- **4 × Heavy Missile Launcher:** RoF 4, Shots 32 each, 128 more in storage.
- **Torpedo Launcher (fixed front):** RoF 4, 12 "Super Heavy" (Range 4/8/16 miles, MD 10d12, AP 60, LBT), 20 Heavy, 40 Medium, 60 Light Torpedoes.
- **2 × Depth Charge Launchers:** RoF 2, 40 Shots each.

THE USS TICONDEROGA

The Ticonderoga is the heart of the New Navy, led by the fearless Captain Nemo Dobson.

CVN-87 Super Carrier	28 (Gar)	−4	60 MPH	70 (25)	3.2K+9.3K	8

Notes: Cargo Space (18K tons, 2K passengers), ECC, Max Depth 2.5 miles, MDC Armor, Nuclear-Powered, STS, Signal Booster (see *Empires of Humanity*).

Complement:

- **2 × Attachable Fleet Submarines:** The Stingray and the Sea Dragon, see FS-350 above.
- **1 × Armored Battalion:** 360 Merovingian, 160 Semper Fi, 40 Manta Ray, 640 marines.
- **2 × Mechanized Infantry Brigades:** 160 Tanks, 200 Iwo Jima MIFVs, 1920 marines.
- **2 × Marine Infantry Brigades:** 3480 troops, including 960 Semper Fi, 40 Glitter Boy, 20 Manta Ray, 40 Iwo Jima MIFVs, 50 Hover JLTVs.
- **4 × Air Wings:** 60 Manta Ray, 70 Sea Hawk, 30 Strikers each.
- **1 × Medical Company:** 280 troops, including 80 doctors.

Weapons:

- **2 × Super Ion Cannon (deck turret):** Range 1/2/4 miles, MD 6d10, AP 24, RoF 1, LBT, 3RB.
- **6 × Quad-Linked Anti-Personnel Blue Green Laser (deck turret)**
- **Cruise Missile Launcher:** Range 1K miles, MD 10d12, AP 90, 15" radius, RoF 4, Shots 32.
- **4 × Medium Missile Launcher:** RoF 4, Shots 64 each, 512 more in storage.
- **Torpedo Launcher (fixed front):** RoF 4, 100 "Super Heavy" (Range 4/8/16 miles, MD 10d12, AP 60, LBT), 100 Heavy, 100 Medium, 100 Light Torpedoes.
- **4 × Depth Charge Launchers:** RoF 2, 20 Shots each, 400 more in storage.

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DENIZENS OF THE NEW NAVY

NEW NAVY MARINE

These highly educated, trained, and motivated descendants of the US Marine Corps act as law enforcement, security, elite pilots, and assault infantry for the New Navy. Humanity couldn't ask for a more fearless corps of professionals.

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

Skills: Athletics d8, Boating d6, Common Knowledge d6, Electronics d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d4, Piloting d6, Shooting d8, Stealth d6, Survival d6

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

Toughness (Semper Fi): 22 (10) MDC

Hindrances: Loyal, Habit (Minor), Vow (Minor—Serve the New Navy)

Edges: Brave, Power Armor Jock, Soldier

Gear: Pilots Semper Fi power armor (see above) *or* wear USMC Medium Plate EBA (+6 Armor, +3 Toughness), M-2011 Ion Blaster (Range 12/24/48, Damage 1–3d10, RoF 1, AP 0), M-160 Ion Battle Rifle (Range 24/48/96, Damage 1–3d12, RoF 3, AP 0, Heavy Pulse), Vibro-Knife (Str+d6 Mega Damage, AP 6), 4 × frag grenade (Range 5/10/20, MD 5d6, LBT), utility belt.

NEW NAVY SAILOR

The sailors of the New Navy are recruited from the most technically savvy members of the population. Though all are trained in combat, each has a skill specialty.

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

Skills: Athletics d6, Boating d6, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 11 (4)

Hindrances: Loyal, Quirk (Minor), Vow (Minor—Serve the New Navy)

Edges: Soldier

Gear: US Navy Light Padded EBA (+4 Armor, +2 Toughness), M-2011 Ion Blaster (Range 12/24/48, Damage 1–3d10, RoF 1, AP 0), Vibro-Knife (Str+d6 Mega Damage, AP 6).

Technical MOS: Each sailor has a specialty, choose one available to the CS Technical Soldier in *Savage Foes of North America*.

SEA TITAN

The descendants of normal humans exposed to an interdimensional anomaly, the Sea Titans often command New Navy forces.

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

Skills: Athletics d10, Battle d10, Boating d10, Common Knowledge d8, Electronics d10, Fighting d10, Notice d10, Persuasion d10, Piloting d10, Shooting d10, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 19 (6)

Hindrances: Bad Luck, Heroic, Quirk (Minor), Overconfident, Vow (Minor—Serve the New Navy), Wanted (Major)

Edges: Ace, Brave, Command Presence, Inspire, Hard to Kill, Level Headed, Martial Artist, Soldier, Strong Willed, Tactician

Gear: USMC Medium Plate EBA (+6 Armor, +3 Toughness), M-2011 Ion Blaster (Range 12/24/48, Damage 1–3d10, RoF 1, AP 0), Vibro-Knife (Str+d6 Mega Damage, AP 6).

Special Abilities:

- **Doesn't Breathe:** Don't breathe, can't drown, and don't suffocate. Can survive ocean depths of up to a mile unaided.
- **Immune to Poison and Disease:** Immortal and immune to all Diseases and Poisons.
- **Regeneration:** Make a natural healing roll daily to recover Wounds, or weekly for Injuries once all Wounds are healed.
- **Supernatural Beacon:** Arcane sensitives are +2 to Notice this emanation.
- **Weakness (Supernatural & Unholy):** Attacks dealing bonus damage to supernatural or targets deal +4 damage.

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Captain Nemo Dobson

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

Skills: Athletics d12, Battle d12, Boating d12, Common Knowledge d10, Electronics d10, Fighting d12, Intimidation d10, Notice d10, Occult d8, Persuasion d12, Repair d8, Science d8, Shooting d12, Stealth d8, Survival d10

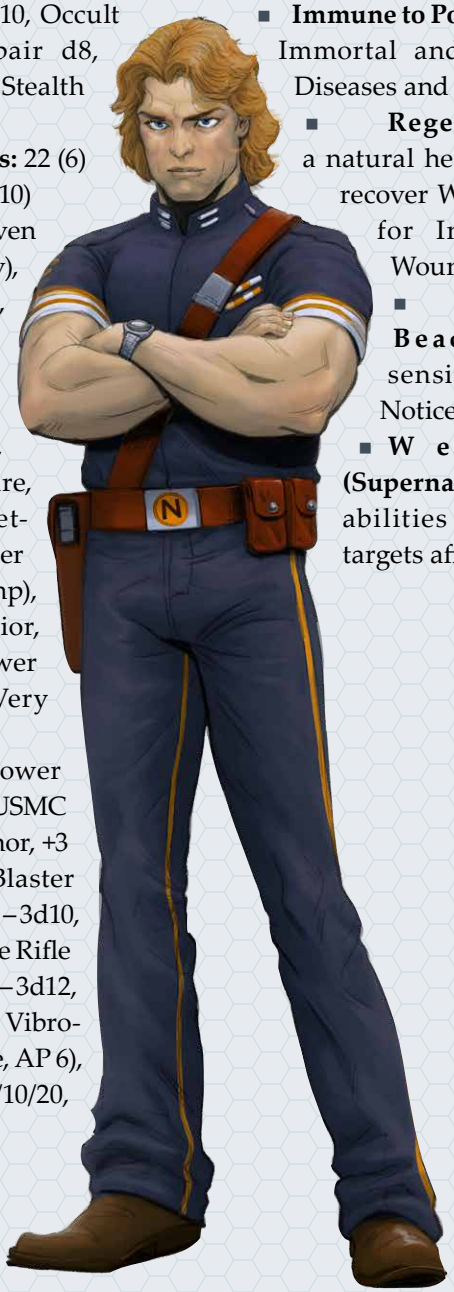
Pace: 8; **Parry:** 10; **Toughness:** 22 (6)

Toughness (Semper Fi): 29 (10)

Hindrances: Bad Luck, Driven (Major—Lead the New Navy), Heroic, Overconfident, Wanted (Major)

Edges: Ace, Alertness, Block (Imp), Brave, Brawny, Bruiser, Charismatic, Command Presence, Inspire, Iron Will, Dodge, Fleet-Footed, Frenzy (Imp), Harder to Kill, Level Headed (Imp), Marksman, Martial Warrior, Nerves of Steel (Imp), Power Armor Jock, Tactician, Very Attractive

Gear: Pilots Semper Fi power armor (see above) *or* wears USMC Medium Plate EBA (+6 Armor, +3 Toughness), M-2011 Ion Blaster (Range 12/24/48, Damage 1–3d10, RoF 1, AP 0), M-160 Ion Battle Rifle (Range 24/48/96, Damage 1–3d12, RoF 3, AP 0, Heavy Pulse), Vibro-Knife (Str+d6 Mega Damage, AP 6), 4 × frag grenade (Range 5/10/20, MD 5d6, LBT), utility belt.



Special Abilities:

- **Doesn't Breathe:** Doesn't breathe, can't drown, and doesn't suffocate. Can survive ocean depths of up to a mile unaided.
- **Immune to Poison and Disease:** Immortal and immune to all Diseases and Poisons.
- **Regeneration:** Make a natural healing roll daily to recover Wounds, or weekly for Injuries once all Wounds are healed.
- **Supernatural Beacon:** Arcane sensitives are +2 to Notice this emanation.
- **Weakness (Supernatural):** +4 damage; abilities affecting such targets affect him.

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COMMON CITIZENS

AMPHIB COLONIST

Amphibs are human mutants adapted to underwater exploration and salvage. They are often Tritonia's first line of defense.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d4, Repair d6, Shooting d6, Stealth d4, Survival d6
Pace: 8; **Parry:** 5; **Toughness:** 17 (9)
Hindrances: Quirk or Habit, Ugly
Edges: Fleet-Footed
Gear: Amphib Heavy Plate EBA (+7 Armor, +3 Toughness; +2 Athletics swimming), Blue Green Laser Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 2), Vibro-Knife (Str+d6 Mega Damage, AP 6).
Special Abilities:

- **Aquatic:** Can't drown in oxygenated liquid.
- **Armor:** Scales add +2 natural Armor.
- **Environmental Resistance:** Amphibs can tolerate depths of up to a mile, gain a +4 bonus versus Cold, and take −4 damage from Cold attacks.
- **Fins:** Move 2 × Pace when swimming.
- **Low Light Vision:** Ignore penalties for Dim or Dark illumination.

TRITONIAN FORCES

SEA WOLF

Station security, salvage specialists, underwater scouts, and marine shock troopers all rolled into one, the Sea Wolves are known for their tenacity and professionalism.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d6, Boating d6, Common Knowledge d6, Electronics d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Piloting d6, Shooting d8, Stealth d6, Survival d6
Pace: 6; **Parry:** 6; **Toughness:** 14 (6)
Toughness (Merbot): 22 (11) MDC
Hindrances: Quirk or Habit, Stubborn, Vow (Major — Serve Tritonia)
Edges: Alertness, Power Armor Jock, Soldier
Standard Gear: Pilots Tritonian Merbot power armor (see below) *or* wears Tritonia SCUBA Medium Plate EBA (+6 Armor, +2 Toughness), Blue Green Laser Rifle (Range 24/48/96, Damage 4d6, RoF 1, AP 2), Blue Green Laser Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 2), Vibro-Knife (Str+d6 Mega Damage, AP 6), 2 × frag grenade (Range 5/10/20, MD 5d6, LBT), utility belt.

TRITONIA GEAR

POWER ARMOR	SIZE	ARMOR	TOUGHNESS	STRENGTH	PACE + RUN (MPH)	WEIGHT
TRITONIAN MERBOT POWER ARMOR						
M-1000 AAPA	2 (Normal)	+11 MDC	+5	d12+5	10+d8 (40 MPH)	1t

Notes: Nimble, Water System (Handling +2, 50 MPH), Max Depth 1 mile.
Weapons:

- **M-90 Ion Pulse Weapon System (handheld, reaction fire):** Range 50/100/200, MD 1–3d12+3, AP 6, RoF 1, 3RB; Vibro-Bayonet melee MD Str+d10, AP 10, +1 Parry, Reach 1.
- **Blue-Green Laser (Left Wrist):** Range 24/48/96, Damage 4d6, AP 3, RoF 1, Reaction Fire.
- **Mini Torpedo/Missile Launcher (shoulders, fixed front):** RoF 4, Shots 16.
- Tail Lash (Str+3d4 Mega Damage)

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THE COALITION NAVY

The CS fields a few Avenger Armaments pattern cutters, destroyers, and cruisers (see page 60). These remaining ships are now the pride of the Coalition fleet after the destruction of the Great Lakes and Gulf fleets during the Campaign of Unity. New warships—mostly cutters and destroyers—are slowly being built at the seized Iron Heart Armaments shipyards in the north.

The smaller vessels listed below are deployed in great numbers throughout Coalition States territory. The navy also uses CS versions of common maritime vehicles (page 59), spear guns, and other gear.

COALITION NAVY GEAR

POWER ARMOR	SIZE	ARMOR	TOUGHNESS	STRENGTH	PACE + RUN (MPH)	WEIGHT
SEA SAMAS "GRINNING SHARK" POWER ARMOR						
PA-10A	2 (Normal)	+10 MDC	+5	d12+4	14+d8 (60 MPH)	560

Notes: Nimble, Hybrid Jets (+2 Handling; 150 MPH air, 55 MPH water), Max Depth 1 mile.
Weapons:
- **Light Blue Green Laser Cannon (hand held, reaction fire):** Ignores any laser resistance.
- **Mini-Missile Launcher (shoulders, fixed front):** RoF 4, Shots 16.
- **Mini-Torpedo Launcher (legs, fixed front):** RoF 4, Shots 12.
- **2 × Forearm Vibro-Blades:** Str+d8 Mega Damage, AP 8.

VEHICLE	SIZE	HANDLING	TOP SPEED	TOUGHNESS	CREW	MODS
WAVE DEMON HYDROFOIL						
AWC-012 GEV	6 (Large)	+2	350 MPH	22 (6)	2	0

Notes: Nimble, ECC, Nuclear-Powered, STS.
Weapons:
- **Dual-Linked Light Rail Gun (top turret)**
- **Dual-Linked Light Blue Green Laser (fixed front)**
- **Mini-Missile Launcher (fixed front):** RoF 8, Shots 24.
- **Medium Torpedo Launcher (fixed front):** RoF 2, Shots 2.

BARRACUDA PATROL BOAT						
CPB-001	11 (Huge)	+1	55 MPH	30 (8)	6+10	0

Notes: ECC, MDC Armor, Nuclear-Powered, STS.
Weapons:
- **Medium Rail Gun (top turret)**
- **3 × Dual-Linked Light Blue Green Laser (turret)**
- **Light Missile Launcher (fixed front):** RoF 8, Shots 24.
- **Medium Torpedo Launcher (fixed front):** RoF 2, Shots 40.

STINGRAY MINI-SUB						
SSN-10	10 (Huge)	+1	40 MPH	34 (10)	3+10	0

Notes: ECC, Max Depth 1 mile, MDC Armor, Nuclear-Powered, STS.
Weapons:
- **2 × Dual-Linked Light Blue Green Laser (turret)**
- **Dual-Linked Anti-Personnel Blue Green Laser (belly turret)**
- **Mini-Torpedo Launcher (fixed front):** RoF 4, Shots 40.
- **Heavy Torpedo Launcher (fixed front):** RoF 4, Shots 14.

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CHAPTER EIGHT

WITH SPARTACUS

A Legion team is stranded in Atlantis after a terrible shipwreck. As they attempt to survive the harsh realities of life on this lost continent they become embroiled in a slave revolt. To survive the Tomorrow Legionnaires need to use cunning as much as combat prowess, if survival is even possible in the face of such an oppressive interdimensional empire.

This Plot Point Campaign is suggested for heroes of Veteran Rank or higher. Even then, it's a perilous adventure. Game Masters should carefully consider the difficulty of encounters and are encouraged to adjust them according to the combat abilities and resilience of their Tomorrow Legion team.

SUGGESTED SEQUENCE OF EVENTS

Over the course of this Plot Point Campaign, the heroes are marooned on the west coast of Atlantis before making their way east to the more "civilized" part of the continent. The campaign is designed so the GM can run other adventures in-between sessions as she sees fit. For added depth, it is suggested the Legionnaires are outfitted with a ship as a sea expedition for the first four adventures.

As the team battles to support the slave revolt, the GM should expand the story using Interludes, Quick Encounters, and Travel found in *Savage Worlds*.

Familiarity with Atlantis, its strange technologies, and weird denizens—primarily found in chapters one, two, and four—will help the GM provide necessary details as the heroes explore. The **Atlantis Encounters** table (page 102) may also be useful for generating events on the fly.

SESSIONS	ADVENTURE
1	Savage Tale: Creeping Death
1	Savage Tale: Legends of Rock
1–2	Adventure Generator
1	Savage Tale: Deep Dive
1–2	Adventure Generator
1	Savage Tale: Lost at Sea
1	Shipwrecked on the Terror Coast
1	All Roads Lead to Splynn
1	Uprising at the Coliseum
1–2	Adventure Generator
2–4	Underground Railroad
1–2	Adventure Generator
2–4	Blood For Freedom

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SHIPWRECKED ON THE TERROR COAST

This adventure is designed to be run immediately following the events of the Savage Tale: Lost At Sea (page 103), and the other adventures listed under the suggested sequence of events to provide background and connections to factions that will come into play as the campaign advances. GMs can instead run their own version of events to get the heroes to Atlantis.

SURVIVING THE TERROR COAST

The team find themselves stranded with minimal supplies in a hostile environment. GMs wishing to add detail to the survival aspect of the story and increase the challenge may use the rules for Journeys, and Supplies found in the *Tomorrow Legion Field Manual*.

Until they make their way out of the Terror Coast, GMs should draw an extra encounter card each time they pull from the Action Deck using the Travel or Journey rules. Alternatively, the GM may choose or generate wandering monster encounters.

Conditions in the Terror Coast are quite hazardous. Heroes without EBA or tropical weather gear must check Vigor at –1 during most seasons or –2 during the summer to brave the Heat. Finding potable water and foraging edible food is made extremely difficult by the region's extreme biodiversity, which includes millions of varieties of alien flora and fauna; Survival rolls to forage are made at a varying penalty of –d4 each day.

Escaping the Terror Coast is difficult. Survival (navigation) rolls made without the aid of powerful electronic sensors are at a –2 penalty due to the high cliffs, tree cover, and low levels of dimensional fluctuations which distort the stars and confuse overland navigational aids like compasses.

A MOST DANGEROUS GAME

The western portion of Atlantis is known as the Preserves for a terrible reason—they are hunting grounds where demons stalk mortals for sport. Lord Splynncryth instructs his minions to keep the western wilds of the continent stocked with prey. Runaway slaves and undesirables are frequently "allowed" to escape to the Preserves or ignorantly lured to its deceptive safety—away from the omnipresent Splugorth minions found in Atlantean cities. Likewise, the subjects of failed transmutation experiments, criminals, and troublemakers are commonly transported to the Preserves and released. The worst are paid hunts organized by monsters (in heart and physical form) where intelligent beings are transported to the area, given a head start, and then tracked down and slaughtered by their cruel stalkers.

As the heroes make their way into the Preserves they come across evidence of a group of people moving through the area. A successful Notice or Survival (tracking) roll determines that a tribe sized group recently foraged and camped here. In fact they're still nearby, but when one of them spots the Legionnaires they let out a yelp and the entire group quickly retreats in fear. In their haste to avoid the heroes, the strangers stumble into a demonic hunting party. If the team doesn't immediately intervene on behalf of the half-starved humanoids, the demonic hunters attack the Legionnaires as well, drawing them into battle.

DEMONIC HUNTING PARTY

- **Thornhead Demon:** See *Savage Foes of North America*.
- **Brodkil (1 per two heroes):** See *Savage Foes*.
- **Gurgoyles (1+1 per hero):** See *Savage Foes*.
- **Refugees (24):** As Civilians of various D-Bee races, see *Savage Foes*.

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THE CHALLENGE

After the battle the surviving refugees mourn their fallen, and express appreciation to the Legionnaires for saving them. Each member of the nomadic band is a D-Bee with an alien native language, but most of them know a smattering of American and Dragonese/Elven. They are exhausted, hungry, and have almost no possessions besides an eclectic mix of improvised weapons and the clothes on their backs. The team and refugees have need of food and water. A successful Survival or Shooting check will allow a hero to hunt a sufficiently large animal for food, and enough water is obtained with a Survival or Notice check. As evening closes in a campfire is made and the refugees ask the Legionnaires to tell them stories of their exploits, which may be resolved as an Interlude. Various members of the group likewise tell their story—most of them are slaves purchased or captured by the Splugorths from other worlds and realities. The rest of the night is uneventful as everyone gets much needed rest, but in the morning a hideous monster announces his presence at the edge of the camp.

The interloper is a Splugorth Conservator named Kilgamon, a demonic forest ranger charged by his overlords with maintaining order in the Preserves. He informs the Legionnaires in crisp American that they've broken Atlantean law by killing a licensed hunting party, and demands they surrender their weapons. Failure to comply results in the Conservator challenging any who refuse to battle. He engages the most ardent resister in single combat first, but if others interfere he attacks all who remain armed. Opponents must check Fear at −2. If outnumbered Kilgamon engages invisibility and attempts to disable vulnerable opponents with his poison stinger.

- **Kilgamon:** A Conservator, see 108. His Lesser Rune Axe is named Vyshro, and has an evil cosmic alignment (page 82).

TAHEN INTO CUSTODY

Whether the adventurers lay down their arms, defeat Kilgamon, or are defeated by him, a massive force of the Minions of Splugorth arrive within moments. The Conservator communicated the group's location to reinforcements nearly an hour earlier. A Splugorth Slaver Raider hover frigate (see page 110) with half its full complement of troops (nearly 100 minions) arrives and announces over loudspeakers that failure to comply will result in the death of all of the refugees. A platoon of Kydian Overlords led by a pair of Powerlords and backed up by a squad of Kittani Commandos disembark and form a perimeter around the heroes and refugees. If Kilgamon was Incapacitated the Kydians share angry barks.

Before the situation can deteriorate any further one of the refugees—who the heroes may have thought mute for her lack of verbal communication—steps forward towards the Powerlords. In the blink of an eye she shifts into her true form, that of a young adult Flame Wind Dragon (see *Savage Foes*). Those with Expanded Awareness or similar arcane senses suddenly perceive her majestic aura (she kept it hidden using a masterful ritual casting of *conceal arcana*). Towering 50 feet high and weighing in at over 15 tons, the power dynamic immediately shifts. While the Minions of Splugorth may give hatchling dragons some modicum of politeness and leeway, an adult dragon obviously commands near worshipful levels of respect.

The dragon identifies herself as Ovna and declares the heroes and refugees to all be under her protection. The senior Powerlord, shuddering slightly, informs Ovna that he respects her rights but is obligated to bring everyone present to Splynn where the heroes must stand trial for killing a licensed hunting party (and possibly a Conservator, if Kilgamon was actually killed). Though their actions may be justified as self defense, it is not his judgment to make. A swift

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negotiation in Dragonese begins between the two. If any heroes attempt to interject Ovna politely pauses the conversation with the Powerlord. The dragon compliments the team's bravery, asks them to cooperate with her for a higher purpose, and promises to ensure the safety of the refugees and any of their companions. Ovna finishes her discussion with the Powerlord, and explains to the heroes that the Splugorth have agreed to allow them to be remanded to her custody, and will transport them all to Splynn aboard the Slaver Raider. There they will be the guests of Aewyn Aeren, an Elven seeress (a powerful Mystic, see *Savage Foes*) and Ovna's wife.

ALL ROADS LEAD TO SPLYNN

AN ENLIGHTENED HOME

The trip is a surprisingly short one in the vessel's cavernous, nondescript cargo hold. The Slaver Raider lands in a field at Aewyn's estate outside Splynn. Ovna and her new wards disembark into a great courtyard in front of a sprawling mansion. As they gaze upon the horizon, the newcomers are struck by the fantastic scale and style of architecture on display in the metropolis of Splynn, which fills the entire horizon.

In contrast with the magnificent Egyptian style pyramid and Greco Roman edifices of Splynn, Aewyn's estate is of a Rennaissance style, a sly nod to enlightenment. Around the courtyard well-dressed gardeners and attendants can be seen cheerily working. With a Notice roll the heroes spot a number of well-maintained Triax Dyna-Bots (see *Empires of Humanity*) patrolling the perimeter of the spacious grounds, and with a raise they also pick out a few Kittani Security Drones (page 47), obviously designed with extensive sensor equipment.

After the Slaver Raider lifts off and departs Aewyn stands atop the steps at her mansion's entrance, resplendent in classical Atlantean attire and adorned with beautiful jewelry. Her presence is warm and noble as she addresses her assembled guests.

Greetings to my new friends, and welcome to my estate! To my dear Ovna, I'm so glad you have returned. You are all invited to stay here as long as you need. You may have been slaves or outcasts before, but here everyone is given equal opportunity. Unlike most Atlantean households, I would like you to know that no one here is enslaved. Every attendant you see is a free person, paid a negotiated wage for their labor—except the robot drones…but they do get free maintenance.

A small chuckle goes through the crowd and her nearby attendants. She continues, in a more serious tone.

I am told a few of you risked your life to save the lives of those who were strangers to you. For your actions, you have been charged with a crime by the Splugorth. Until your trial is completed, you will need to stay here at the estate unless escorted by Ovna or Splugorth…authorities.

To the rest of you, rooms have also been set aside for your convenience. You may come and go as you please. I will provide you with the necessary paperwork proving your patronage by Ovna—allowing you to travel freely, or even leave Atlantis. I will arrange passage for any who wish to leave for distant shores. For any who wish to stay please speak with my head of household, we have jobs available for many different skill sets and abilities.

Enough talk, you must be tired and famished after such a long journey. Please come inside and prepare for dinner. Your

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rooms have new garments and washrooms to freshen up already prepared.

Her speech concluded, Aewyn descends the steps and embraces Ovna, who has shapeshifted to take the form and appearance of an ancient Egyptian princess, including clothing and makeup. Any psychics or those with expanded arcane awareness may check their arcane skill or Notice (if appropriate). Those who succeed realize that the two are communicating through telepathy, though they can't "hear" what is being exchanged. A raise reveals Aewyn to be a powerful master psionic of incredible skill and precognitive sensitivity. Ovna's arcane abilities are cloaked quite expertly and completely undetectable.

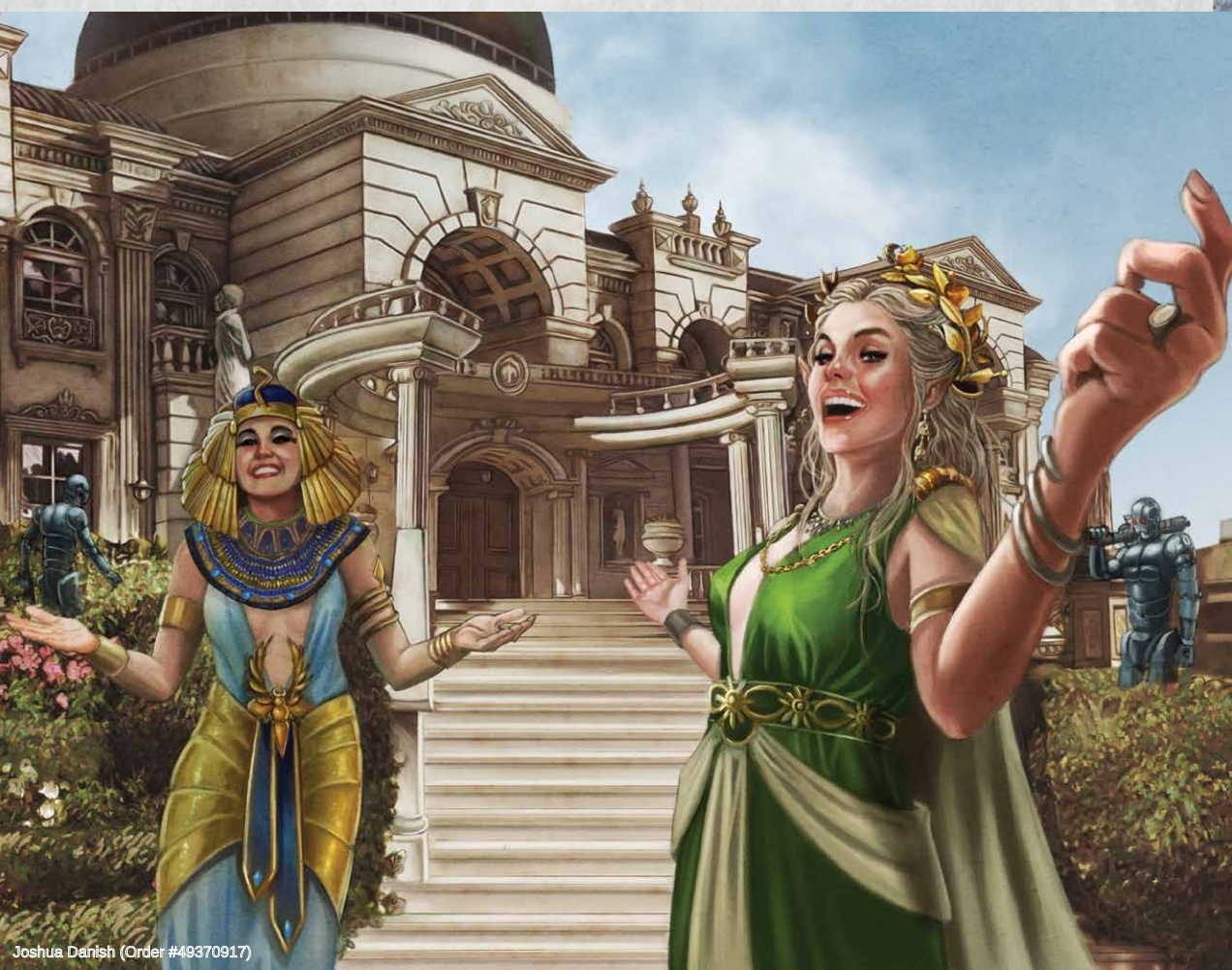
The pair hold hands as Ovna extols the selfless valor and combat prowess of the Tomorrow Legionnaires and any who may have assisted them in the previous battles. Aewyn shakes the hand of each of them, and asks them to stay behind after dinner for a private discussion.

The adventurers have about an hour before dinner is served to get situated. Aewyn has provided the team especially comfortable apartments, and a selection of fine clothing of all manner of exotic varieties is available for them to wear.

A MEAL TO REMEMBER

The dinner is delightful, as everyone is relieved to have escaped the Preserves for such wondrous accommodations. During the course of the meal, Aewyn and Ovna takes turns asking their guests to share a little about their experiences or plans.

Game Masters may choose to handle this as an Interlude. If the Legionnaires are accompanied by any companions from before the events in the Preserves,



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for instance those they may have rescued during Savage Tale: Lost At Sea, the GM may take on their role for the Interlude (or ask a player to do so).

Also present at the table—but never called on to share his story—is an unfamiliar individual with obvious tattoos wearing exotic attire. A a successful Academics or Occult check reveals him to be a True Atlantean, while a raise determines him to be an Atlantean Nomad (see page 181).

THE PLAN

After the meal a small concert is held for the entertainment of the refugees. Ovna, Aewyn, and the newcomer meet the Legionnaires in a small anteroom. The women introduce him as Niko Skolos, a True Atlantean Nomad. Though Niko appears to be in his twenties, his is actually quite an experienced interdimensional traveler, and he has important information to share. Niko speaks clearly, emphasizing the weight of each following statement.

Dear friends and new allies, I bring you information of great import. The Splugorth are beset on all sides by enemies. Across dimensions and hundreds of worlds, their control is now tenuous. Entire star systems under attack by a horde of genocidal cybernetic organisms have fallen, and many more battle for their very survival. The Naruni, Naut'Yll, and other interdimensional factions have taken this opportunity to strike back at the Splugorth both directly and indirectly.

Splynncryth, Lord of Atlantis, is without the aid of his Splugorth allies as many of them war and scheme against one another. Other supernatural intelligences, envious of Splugorth power and dominance, are acting against them. A war between the demon realms is also brewing, and Splugorth interests have been compromised by this turn of events.

All this is to say that Splynncryth's interplanetary empire is besieged by enemies, and will likely be unable to send armies or reinforcements to Atlantis anytime in the immediate future. Though it is an entire continent, Atlantis is only a trifling outpost when compared with the planets and star systems ruled by Splynncryth.

My contacts amongst the various True Atlantean clans confirm they stand ready to assist us if we move forward with our plans. Like me, many True Atlanteans have sworn blood oaths or covenanted to free our ancient homeland—this continent—from the dominion of the Splugorth. Ultimate success will take many decades or centuries to accomplish, but we believe now may be a good time to strike the first blow.

Aewyn, what word do you have?

Ovna and Aewyn pause to knowingly look at each other. They seem impressed by the news, but also like they expected it and were just awaiting confirmation. Aewyn speaks to the assembled heroes.

My new friends, I tell you that the Tomorrow Legion is known to me. Though your arrival may have been by…chance, I have foreseen the coming of a fellowship of true heroes like you. My dreams guided Ovna to rescue you, a dangerous task, for even she could be executed for attacking a Minion of Splugorth.

Splynncryth is not just beset by dangerous foes in distant dimensions of time and space, but also right here on Earth. The Shemarrian Nation has recently declared sovereignty over the east coast of North America, and openly wars with the Minions of Splugorth and their slavers. The New Navy counters the Splugorth and their Horune allies at sea. The Naut'Yll challenge them underwater, and have increased their attacks. Many human nations, including the Coalition States, Free Quebec, and New German Republic have become aware of the Splugorth threat and attack their

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minions on sea and land whenever they have the advantage. I even have reports of a warband of knights from Camelot raiding and pillaging throughout the far eastern regions of Atlantis.

Aewyn pauses to let the information sink in. The concert in the other room reaches a crescendo. She gestures around the room and finishes speaking.

The leadership of the most important faction sits with you here in this room. We conduct an organization called the Unseen Railroad. So far our efforts have focused on assisting escaped slaves in fleeing Atlantis, but we have been preparing for a much larger event. Together with our sister organization, the Liberated Underground, we are ready to enact our plan to start a massive revolt.

In his prideful desire to hold the most grand fighting competitions, Splynncryth has allowed the schola — schools that teach the enslaved to fight in the arena — to import famous warriors from across the Megaverse. To make matters more precarious for him, due to the popularity of gladiatorial contests between robot vehicles, giant monster, power armored commandos, Juicers, and Borgs held in arenas like the Robodome in North America, there are enough such heavily armed slave warriors present in Splynn that their combined might could easily equal that of an entire Kittani armored battalion.

We have an agent, a True Atlantean Undead Slayer called Spartacus, in place and ready to spark the rebellion from within the massive Arena of Champions in Splynn. As far as I know, it's the largest arena on the planet, and is filled to the brim with thralls who tire of bleeding and dying to distract the citizenry from the challenges to Splynncryth's empire. A veritable army of captive gladiators is waiting to rise up.

Ovna, would you like to add anything?

Ovna shrugs then winks at the assembled Legionnaires as she replies with a sly grin.

I have nothing to add, I believe we can count on these heroes to join our cause.

My only question is, what is Spartacus' real name? Surely he isn't the same ancient Thracian that defied the Roman Republic…

Niko shows the assembled group his forearm, where he has an intricate tattoo of a flaming sword, and speaks.

Like all True Atlanteans, both Spartacus and I bear the Marks of Heritage. One of the two marks is a tattoo of a sword bearing the person's clan crest and motto. The trouble is that Spartacus always keeps his clan sword tattoo hidden by a bracer.

Undead Slayers are trained separately by each Atlantean clan. I'm in contact with a few of them, but none know Spartacus or anyone matching his description.

Whoever he is, he's sacrificed everything to secretly free hundreds of the enslaved. I trust him.

With that revelation the discussion dies down into informal chatter. The assembled leaders of the Unseen Railroad ask the Tomorrow Legion team if they will help. If the team seems hesitant on any account, they do whatever they can to assuage their concerns and gain their cooperation.



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THE HIGH LORD

The next morning after a relaxing brunch, Aewyn and Ovna warn the heroes that a Splugorth High Lord (page 109) is coming to meet them, and has requested the pleasure of giving them a tour of the Dimensional Market of Splynn. His name is High Lord Rothrok, and he enjoys playing games with his opponents. He may suspect Aewyn and Ovna of working to free slaves, but they think it more likely that Rothrok seeks to torment the mortal newcomers.

Ovna will accompany them on the tour of the Dimensional Market, but they tell the Legionnaires that they will still be in great danger. The laws of Atlantis are written to explicitly favor demons and monsters while disenfranchising mortals. They warn the heroes no matter what happens it's imperative that they keep their wits about them and don't allow High Lord Rothrok or anyone else to goad them into violence. They will have their chance at revenge soon enough.

High Lord Rothrok arrives in a magical Flying Airship (page 63), the private yacht of the High Lord. Rothrok is incredibly polite and civil, but anyone succeeding in a Persuasion or Intimidation check detects a hidden menace in his words and actions. With a raise they are sure he is attempting to put them at ease before embroiling them in a high-stakes, high emotion situation.

THE SPLYNN DIMENSIONAL MARHET

The magical flying yacht arrives at the edge of the Dimensional Market. Famous throughout the Megaverse® as a place where anything can be bought, the sprawling market is in some parts open air and in other parts beautifully constructed, strange gallerias. An entire book is dedicated to this area; for more detail please see *Rifts® World Book 21: Splynn Dimensional Market* published by Palladium Books.

As the party strolls up to the gates of the market, they see something horrible. There are mortals stripped to the waist and suspended in vats of viscous green goo. The vats are affixed to the tops of great stone columns, similar in size to a telephone pole, and are obviously a permanent fixture. The heroes realize that there are hundreds of poles lining the grand road leading up to the market, but only the few dozen closest to the Dimensional Market's entrance currently have a vat and writhing occupant. The occupants of the vats writhe in agony, and their bodies appear to be slowly mutating and pulsating. Each hero must pass a **Fear Check** for **Nausea**, see *Savage Worlds*. Even those who succeed will likely gasp at the inhumanity. Only with a raise is anyone able to show no emotion (if they so choose). High Lord Rothrok drinks in their pain and disgust with great relish, and is obviously pleased to witness any

I've studied your world's philosophy and laws. It's hard for the descendants of the Old American Empire to understand, but all people are not created equal. How is a mewling human infant the equal of an immortal demon? This legal fact underpins the entire class structure and power hierarchy of the Splugorth and their servants.

–High Lord Rothrok, Splugorth Administrator

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negative reactions. After the immediate shock passes he casually explains that Bio-Wizard vat torture is a common punishment for criminals. These particular individuals were slaves who murdered their demonic master in an escape attempt. With a hint of glee, he speaks of the entire promenade being filled with hundreds of gladiators who attempted the last major slave revolt. It is obviously a warm memory for the demon.

Once inside, High Lord Rothrok genuinely seems to enjoy showing the adventurers around the market and helping them find the best deals possible on any items they're interested in. He will haggle on their behalf, callously using his immense influence as a High Lord to pressure merchants to allow the heroes to purchase gear at steep discounts. Ovna watches the vendors carefully. She warns the heroes if a price seems exorbitant, and nods in agreement if Rothrok praises the price or quality of an item. If any hero is slightly short on funds to buy a desired item, Rothrok will pay the difference himself.

STREET JUSTICE

While the group is shopping, they may Notice many of the monstrous citizens and shopkeepers eye them with a look of disdain equal to the scorn a Coalition official would show an inhuman D-Bee. With a raise they discern that other mortals are in fact treated quite poorly; the only difference seems to be the deference caused by the presence of Ovna and High Lord Rothrok.

Soon after this realization, they see such abuse in full swing. A small crowd has gathered around as a human dressed in the attire typical of a slave is being cruelly beaten by a Lesser Demon (see *Savage Foes of North America*). Before the heroes can act, Rothrok gloats, mildly goading them as he makes it clear that if they killed the demon they would be charged with murder. He also explains that if, on the contrary, one of their number were unjustly harmed or killed by the demon then the demon's only punishment would be to pay Ovna for damaging or destroying "her property." The adventurers can heed the warning of Ovna not to interfere, or the incident can be resolved as a **Social Conflict**. High Lord Rothrok can pronounce legal judgment in such petty matters, and humors any good arguments from the heroes. If they attempt the Social Conflict and Rothrok is unconvinced (less than three Tokens), the High Lord teases them about their prospects in the upcoming court case regarding their actions during the previous adventure.

UPRISING AT THE COLISEUM

After the day at the Dimensional Market, the heroes spend a relaxed evening at Aewyn's estate, and can discuss recent events as well as ask any questions they want regarding Atlantean society—almost all the information from chapter four should be available to them.

Their court date is not for another few days and the planned uprising will kick off before then, so Ovna and Aewyn will advise them not to worry about the High Lord's threats. Aewyn's estate has its own modest armory. Damaged gear can be mended, e-clips recharged, etc. in preparation for upcoming events. The Minions of Splugorth don't care if the heroes are armed when they attend the games at the arena. Just as an elder flame wind dragon wouldn't care if a Juicer threatened him with a plasma ejector, the minions are similarly dismissive of armed visitors. The heroes are free to bring whatever armor and weaponry they like, short of a vehicle.

During the gladiatorial combats, the plan is for Spartacus to cause a commotion. When he does so, it is the hero's task to fight their

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way into holding pens where robot combat pilots, Combat Cyborgs, Juicers, and other high-powered combatants are being held and release them to kick off the revolt.

ENTER THE ARENA OF CHAMPIONS

Aewyn, Ovna, and Niko travel with the Legionnaires to the arena aboard Aewyn's own flying yacht, a classic wooden yacht of exceedingly fine workmanship improved and empowered by Techno-Wizardry. When the party enters the arena, they are surprised to be greeted by High Lord Rothrok. He ceremoniously escorts the entire group inside, where he takes them to meet some of the gladiators before the evening's events begin. This is another intimidation tactic, and he enjoys it immensely before leaving them alone for the rest of the evening.

The night's events culminate with Spartacus battling a princely Greater Demon armed with a Sword of Atlantis — one of the most powerful rune weapons known to exist. Spartacus seems to be greatly outmatched, and the crowd goes wild as the duel heats up. At a critical moment Spartacus disarms the huge demon and fells him with a mighty blow of the Sword of Atlantis. There is a bright electric flash as the Greater Demon's soul is absorbed into the rune weapon.

The demonic audience goes wild with rage, incensed by a mere mortal slaying a member of the demonic nobility. As they riot, gates and cages around the arena fly open and hundreds of gladiators pour out into the arena and climb into the stands to kill the monstrous crowd. Across the arena from them, the Legionnaires lock eyes with High Lord Rothrok. The look of utter shock in his eyes is priceless, and then he disappears in the crowd seeking to escape the wrath of the newly freed slave gladiators.

Their companions urge the heroes on their mission. From their earlier tour, they know exactly where they are going. The team has five rounds to free as many gladiators from their cells as possible before overwhelming Splugorth reinforcements arrive. This is a Multi-Person Dramatic Task, with each Task Token gained representing one gladiator freed. Heroes may check Electronics, Hacking, Repair, or Thievery to complete the task. It is possible to free all of the gladiators (there are a total of three per hero), but while they work to free the prisoners the heroes also have to fight their guards. Freed slaves can't stay and help the heroes, they have a rebellion to start.

SLAVE PEN GUARDS

- **Power Lord:** See Page 107.
- **Overlords (2 per hero):** See page 106.
- **Tattooed Warrior:** See page 105.

CRASHING THE MARHET

After freeing the heavy combat slaves from their pens, the team rendezvous at Aewyn's flying yacht moored outside the arena grounds. As they make their way through the chaos emanating out from the Arena of Champions and into Splynn, they observe the fruits of their labor. The entire city is utter bedlam with groups of escaped slaves

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organized by skolos wreaking havoc on Minions of Splugorth as they spread through the city freeing more slaves, and Robot Vehicle gladiators annihilating responding armored units with ease.

Aboard the yacht, the leadership of the Unseen Railroad celebrates the unfolding victory. Ovna uses *healing* and *relief* to refresh any heroes in need. Things are looking good for the uprising, but the Liberated Underground has requested a last-minute diversion. Aewyn is heading to the Dimensional Market, where she's sure the heroes are certain to make an impression.

The heroes have five rounds to do as much damage as possible in the market. Resolve this as a Dangerous Quick Encounter. The team's primary mission is to provide a distraction through wanton destruction (Encounter Type: Combat). Their secondary mission is to steal weapons and supplies for the uprising (Encounter Type: Heist). After the fifth round the team is picked up by Aewyn's flying yacht, which is protected and disguised by powerful magic.

Heroes Fiddle While Splynn Burns

Over the next few days, the situation in Splynn goes from bad to worse for the Splugorth. The slave uprising is highly organized and coordinated, while the minions seem to be especially disorganized and demoralized. This part of the story can be as involved as the GM would like, but at least one randomly generated adventure is suggested. The heroes may have their own ideas for an immediate course of action, and GMs are encouraged to curate or adapt adventures to match. This is a good chance for the team to experience the other cities in the Valley of Wonder (page 95), to either spark slave uprisings or otherwise further the cause on daring missions in these exotic locales.

Underground Railroad

The uprising is spreading in cities outside of Splynn as allied and sympathetic anti-slavery organizations observe the weak Splugorth response in the Atlantean capital. The Unseen Railroad is, however, a victim of its own success. Able bodied and combat trained slaves are flooding into the movement much faster than expected. Many former body guards are killing or abandoning their masters to join what is now shaping up to be a major rebellion. Along with them come tens of thousands of freed household, body, farming, and other domestic slaves, all unfit for combat due to age, inexperience, or temperament.

The Atlantean Nomad Niko Skolos has a plan, though. Atlantean settlements are all centered on ley line nexus points where a stone pyramid is built to harness and control the flow of natural arcane energy—just like the Atlantean cities of ancient Earth before The Fall. Splynn is no exception. In fact, Splynn is built atop the ruins of the ancient city of Atlantis. Niko's clansmen—specialists in tunneling and mining—have located an entrance to the vast underground ruins. They are both habitable and quite hidden.

There is one problem. A brood of Metztla have occupied a section of the labyrinth and need to be eliminated. They occupy an underground lake shrouded in darkness. The heroes are tasked with quietly eliminating them. Reaching the area requires each hero to check Athletics or suffer a level of Fatigue from Bumps and Bruises. The Illumination level is Pitch Darkness.

The Cave Brood

- **Murex Metztla:** See page 111.
- **Murvolva (2+1 per hero):** On patrol and will alert their fellows. See page 112.

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- **Kreelong Carapace (1 per hero):** Working, miss the first round of combat, see page 112.
- **Kreewarr Carapace (2):** See page 113.

FAST FOOD RUN

The Unseen Railroad has moved most of its operations to what they now term "The Undercity" where Operators and Stone Masters work around the clock to expand the safely habitable areas. Access to the hidden settlement is carefully managed to maintain secrecy, no one goes in or out unless strictly necessary. The growing masses are in need of supplies as Techno-Wizards and Ley Line Walkers work to solve the problem of food production.

The Liberated Underground has provided the team with a tip. A Splugorth Skyborne Airship transporting tons of valuable provisions as well as a ton of gold bullion is scheduled to depart soon. The airfield will be unguarded as Spartacus and his best troops attack nearby barracks, drawing the Splugorth minions to them.

The Tomorrow Legionnaires need to board the airship and take control, then either avoid a nearby Kittani air patrol or escape them in a Chase. Finally they fly to a location for pickup by the rebellion.

THE SPLUGORTH AIRSHIP CREW

Powerlord: See page 107.

Mystic Knight: A mercenary hire, see *Savage Foes of North America.*

- **Altara Warrior Women (2 per hero):** See *Savage Foes of North America.*
- **Pilot (1):** See *Savage Foes of North America.*
- **Skyborne Airship, Luxury Liner:** Outfitted for cargo transport and mounting four Dual-Linked Light Laser Turrets and a TW Lightning Cannon; see page 63.

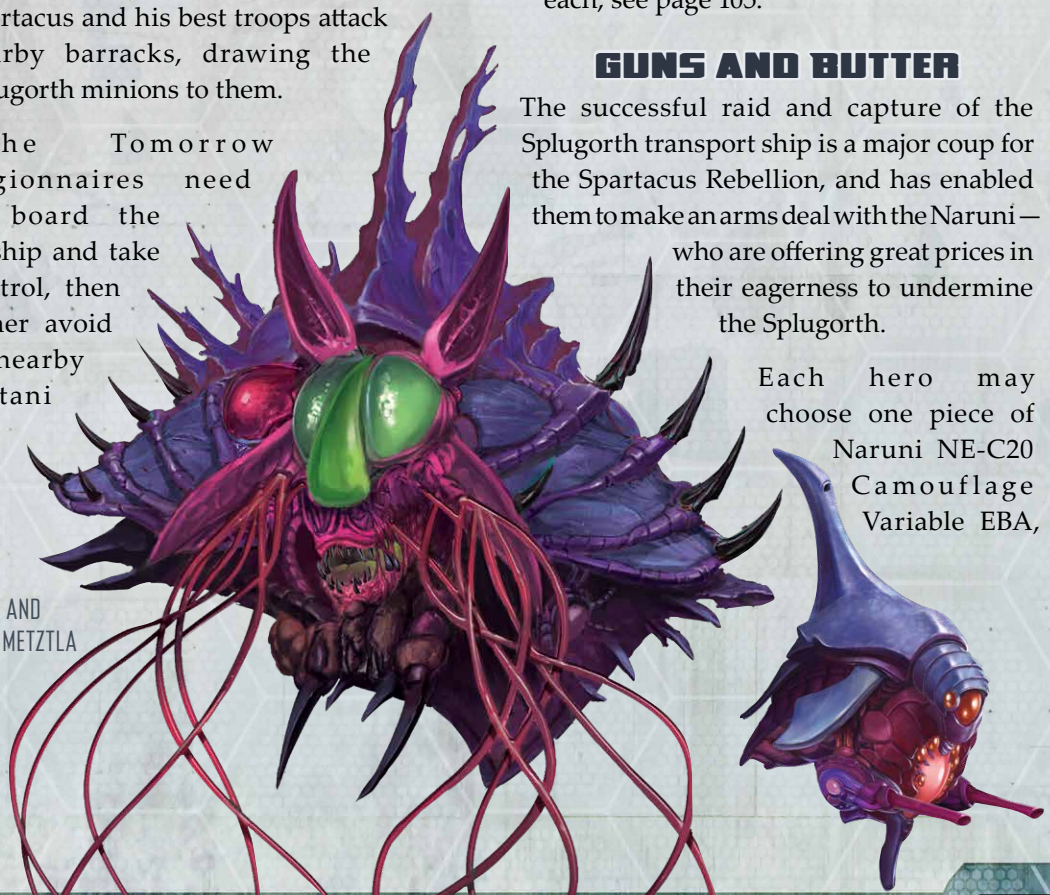
KITTANI AIR PATROL

- **K-PF20 Patrol Flyer Pod (1):** See page 62. Crewed by a Kittani Commando Wild Card with Piloting d10 and Shooting d10, see page 105.
- **K-PC Hover War Pod (1 per hero):** See page 62. Two Kittani Commando crew each, see page 105.

GUNS AND BUTTER

The successful raid and capture of the Splugorth transport ship is a major coup for the Spartacus Rebellion, and has enabled them to make an arms deal with the Naruni—who are offering great prices in their eagerness to undermine the Splugorth.

Each hero may choose one piece of Naruni NE-C20 Camouflage Variable EBA,



MUREX AND MURVOLVA METZTLA

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an N-F20 Medium Force Field, or a Plasma Cartridge Weapon (see *Empires of Humanity*). One Naruni Mecha-Knight power armor is also available to the heroes (see *The Tomorrow Legion Field Manual*). Equivalent captured Kittani equipment (see chapter two) is also available for selection in lieu of Naruni gear.

HIGH ASSASSINS

Rebellion leadership has intelligence indicating many senior level Atlantean High Lords, generals, and administrators have either retreated to other cities on the continent or been recalled to other dimensions to manage the worsening situation in other parts of Splynncryth's empire. High Lord Rothrok is now one the few remaining administrators in Splynn, and Spartacus wants to change that. Spartacus intends to attack the Imperial Bio-Wizard Center at night, a move which will certainly tie up the local Minions of Splugorth. While he does so the Legionnaires are to assassinate Rothrok in his penthouse apartments on the other side of the city.

The heroes can get into the secure tower however they like as a one round Dangerous Quick Encounter made at a penalty of −4. Once they breech the penthouse, Rothrok releases an exotic poisonous gas into the area—air purification systems don't detect it and provide no protection. He and his minions are immunized against it. Thankfully, it only has the effect of a Mild Poison. Fighting a High Lord requires a Fear check.

- **Rothrok:** A High Lord (page 109). His Mystic Expertise is Stone Master, and he has the Gem Master Edge. He wears jewelry bearing a Star Sapphire, Black Sapphire, and Citrine. He will activate those powers early in the combat.
- **Altara Warrior Women (2 per hero):** See *Savage Foes of North America.*
- **Tattooed Warriors (1 per hero):** Tattoo Harmony Edge, Fighting d12, see page 105.

FIRST STRIKE

As the slave uprising turns into a slave rebellion, the heroes can have quite a few adventures of their own. GMs may adapt missions from the Adventure Generator in the *Game Master's Handbook*, use the **Atlantis Encounters table** (page 102), or run something of their own design before continuing to the next stage of the Plot Point Campaign. During this time the Spartacus Rebellion is molding a collection of disparate escaped slaves into a cohesive army, and winning large battles against the Splugorth in a series of genius first strikes.

BLOOD FOR FREEDOM

The Unseen Railroad's leadership meets with the team at Aewyn's estate. For their bravery and loyal service to their fellow beings, Ovna presents each hero with an amulet of protection equivalent to a Splugorth Talisman of Armor (page 50) but created using wholesome magics, not Bio-Wizardry.

After a magnificent dinner, Aewyn informs them plans have changed. Niko Skolos shares intelligence gathered by his contacts from across the Megaverse®: the tides of interdimensional war are beginning to turn in Splynncryth's favor—his cunning is legendary. Tens of thousands of escaped slaves have gathered in the Undercity, but with the impending return of so many Minions of Splugorth they are no longer safe.

While Aewyn and Ovna continue their work in Splynn, the final goal of the heroes is to lead the rebellion south to a remote port city. There alien allies will meet them with a small transport fleet so the freed slaves can escape Atlantis for good. In a positive development, the New Navy also heard of the rebellion's plight and has dispatched a marine force to help secure the port.

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Rebels With a Cause

Before the remaining Splugorth forces in Splynn can react, Spartacus swiftly marches his army and the freed slaves south towards the coast and freedom.

As the army passes a smaller town called Kryndor, the local minion garrison moves to engage Spartacus' army. What's worse, Kydian warriors begin streaming in through the dimensional portal of the stone pyramid at the center of town, and join the attack. Spartacus hurriedly calls the heroes to his command tent to tell them he needs their help. While his army can probably defeat the local garrison and a small number of airborne Kittani reinforcements, they need the heroes to cut off the arrival of Kydians from Kryndor's stone pyramid.

Disabling the magic pyramid is a Dramatic Task. Some of the Legionnaires should work on sabotaging it while the rest battle the Kydians coming out of the portal. The skill check for the Dramatic task is Repair, Occult, or an arcane skill as every hero carrying fusion blocks—provided by Spartacus—places them in effective locations. The Legionnaires need a total of two Task Tokens per hero present to succeed.

As they fight on the steps of the pyramid, they see Spartacus' army dwindle a little with each passing round. If it takes more than five rounds to complete the Dramatic Task, the rebel army retreats in disorder and thousands of freed slaves are recaptured.

Pyramid Forces

- **Splugorth Slaver:** See *Savage Foes of North America.*
- **Altara Warrior Women (1 per hero):** See *Savage Foes of North America.*
- **Powerlord:** Arrives the second round of combat, see page 107.
- **Overlords (1 per 2 heroes):** This number arrive every round, see page 106.

Betrayal at Hryndor

Following the battle at the pyramid, Spartacus congratulates the heroes for surviving and invites them to join him for an important meeting with the rebellion's allies.

Spartacus leads them to his command tent where New Navy Lieutenant Rogers awaits them in gleaming power armor. Rogers is a military professional, but quite friendly with Spartacus and the Legionnaires. If the team completed the Savage Tale: Deep Dive, he comments on their renown. Spartacus explains that their allies at the Liberated Underground have secretly arranged a means of escape for the refugees—a faction of underwater alien benefactors will arrive soon with a fleet to take everyone to safety.

A few minutes later a Naut'Yll delegation enters and announces their flotilla of transport vessels—escorted by a powerful Red Trident Assault Submarine and a flight of Leaper Submersible fighter craft—is ready to take on the refugees. Lieutenant Rogers gasps and blurts out that the Naut'Yll are secretly slavers and will never let their people go free. The Naut'Yll's leader, realizing that their deception is revealed, raises his weapon, and admits "the weak will always be slaves" with a snarl.

The room erupts in gunfire as everyone present hears the distant thunder of a New Navy Submersible Carrier engaging a Naut'Yll Assault Submarine in open battle.

- **Spartacus:** An Atlantean Undead Slayer (page 181) with Fighting d12, the Combat Acrobat Edge, and a Sword of Atlantis (page 87).
- **Lt. Rogers:** A New Navy Marine in Semper Fi power armor, see page 160.
- **Laogash:** A Mystic (see *Savage Foes*) with Naut'Yll racial abilities with an Energy Trident and Korallyte Light EBA.
- **Naut'Yll Soldiers (2+1 per hero):** All wear Torpedo Power Armor, see page 129.

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FALTERING FAITH

The combined forces of Spartacus' Army and the New Navy drive off the Naut'Yll before they can cause any major damage, but the blow to morale is palpable. Rogers promises to coordinate another escape plan and leaves.

Within hours Spartacus and the heroes are visited by representatives of a troublesome splinter group forming amongst the freed slave army's ranks. Many warriors are former Coalition States or Free Quebec soldiers and citizens—they're human supremacists. They believe trusting D-Bees has led to the current predicament; the entire rebellion is trapped between forbidding mountains and a treacherous coast with no avenue of escape. Thousands threaten to leave the army.

Spartacus is crestfallen and speechless. It's up to the heroes to convince as many as possible to stay. This is a Social Conflict, with penalties applied to the checks of anyone a CS citizen would dislike (D-Bees, magic users, etc.). The greater their success, the fewer soldiers leave; 6+ Influence Tokens means only a few hundred soldiers strike out on their own. Within days word is received the mutineers have been slaughtered by encroaching Splugorth forces.

BROTHER AGAINST BROTHER

Patrols are missing. Rebel scouts are found dead. The Splugorth are closing in. A panic ripples through the encampment, and many whisper it to be the work of the legendary Sunaj Assassins. Spartacus doubles the watch and asks the Legionnaires to act as his personal guard.

As evening falls, Lieutenant Rogers returns with news. He radios in to request a meeting with Spartacus, and the two men agree to immediately rendezvous at a nearby beach. As the New Navy Iwo-Jima MIFV arrives at the site, the dark night is illuminated by the explosion of an anti-vehicle mine. The heroes must check Notice at −4 or be Surprised as Sunaj Assassins leap from hidden spider holes and attack. In addition to the assassins, the heroes only have three rounds to help the New Navy Lieutenant escape the burning wreckage of the MIFV.

The Sunaj attack any True Atlanteans first, followed by Spartacus. On the second round of combat, Spartacus calls out "Aerihman clan, stop!" The Sunaj are shaken by this statement—their identity is a secret—and pause as Spartacus removes his bracer to display his clan tattoo, revealing himself to be Aerihman as well. The assassins curse Spartacus as they go Berserk (per the Edge) and fight to the death. If any are about to be captured, they commit suicide.

- **Spartacus:** An Atlantean Undead Slayer (page 181) with Fighting d12, the Combat Acrobat Edge, and a Sword of Atlantis (page 87).
- **Lt. Rogers:** A New Navy Marine in body armor (page 160)—Wounded and trapped inside the burning MIFV.
- **Sunaj Assassins (1+2 per hero):** All are Resilient and Armed with a mix of Battle Fury Blades, Demon Claw Sica, or Dragonfire Swords; see *Savage Foes*.

AT THE HOT GATES

Splynncryth has had enough. Intel reports say millions of troops are arriving via the dimensional pyramid at Splynn to restore order. A massive army is approaching from the other side of the mountains. All would seem lost, but there's hope. Lieutenant Rogers delivers a message: a combined New Navy, Lemurian, Tritonian, and Avenger Armaments force has arrived ready to rescue the tens of thousands of innocent slaves, but they don't have enough time to do so before the Splugorth armies overrun the docks.

Spartacus marches the army to a critical mountain pass where they can hold off the Splugorth and buy time for the evacuation.

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As the heroes stand beside Spartacus they see the Minions of Splugorth swarm over the valley below, covering it like ants. New Navy jets, Lemurian Sea Sentinel fighters, and Avenger Armaments helicopters battle Splugorth aircraft in the skies above.

Spartacus announces to all assembled this is his last stand, and invites the gladiators to join him. The army stays with Spartacus.

> *You're welcome to fight and die at my side, but I urge you to leave me and my gladiators to our fate. We should have died in the arena, but you may have tales left to tell. Go, make sure our brothers and sisters reach freedom.*

Each hero must decide whether to stand with Spartacus or leave to escort the tens of thousands of escaping refugees. No matter their individual choice, Spartacus and his warriors respect their decision. Spartacus clasps hands with each of them and thanks them for fighting alongside him until the end. The entire army salutes the Legionnaires who head to the docks. If no hero stays with Spartacus, Lieutenant Rogers does.

The last stand is handled as a special Dramatic Task. The goal is to buy as much time as possible for refugees to board the ships. Spartacus and any Legionnaires who stay behind (or Lt. Rogers if none do) roll their choice of skill each round as if participating in a Mass Battle, but using the modified table below depending on the total rolled.

For each round a hero remains alive to fight in the last stand, the others can roll to collect a Task Token. Those who head back to the docks must contend with Splugorth outriders, panicking slaves, and other challenges (GM choice). They roll their choice of skill to collect Task Tokens, each worth 1,000 slaves. There are over 30,000 refugees (30+ Task Tokens) to collect for a "complete victory"—but such a result isn't expected. Instead, this is about heroes fighting to the last in the face of insurmountable odds.

After the final hero in the mountain pass inevitably falls, run an Interlude for those who left with the refugees. Allow each survivor to narrate how they helped as many slaves as possible reach ultimate freedom, and how they memorialize their fallen brothers and sisters in arms.

LAST STAND EFFECTS

RESULT	EFFECT
Critical Failure	**Sacrifice:** Hero takes d4+1 Wounds. Inspired by them, a dockside ally gains a Benny.
Failure	**Setback:** Hero takes a Wound.
Success	**Stalemate:** Hero takes Fatigue, but it can't cause Incapacitation.
8+	**Terrorize:** Hero gains a Benny.
10+	**Valor:** Protected by the hero, an ally removes a Fatigue level.
12+	**Slaughter:** The hero or an ally at the battle regains 5 Power Points.
14+	**An Army of One:** Tales will be told and songs sung of the hero's epic feats delaying the enemy advance. Those at the docks collect one Task Token.



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CHAPTER NINE

BESTIARY

MERCENARIES & SPECIALISTS

ATLANTEAN NOMAD

These True Atlanteans have chosen the path of interdimensional wanderer and explorer.

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

Skills: Athletics d8, Common Knowledge d8, Fighting d8, Notice d6, Occult d8, Persuasion d6, Shooting d6, Stealth d6, Survival d8

Pace: 6; **Parry:** 6; **Toughness:** 17 (5)

Hindrances: Heroic, Racial Enemy—Undead and Demons, Vow (Major—Serve the Clan), Wanted (Major—Splugorth).

Edges: Elan, Rapid Recharge, Streetwise

Gear: Huntsman Medium EBA (+5 Armor, +2 Toughness), Laser Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 2).

Weapon Tattoos: Fire Aura Sword.

Power Tattoos: Broken Chain, Chained Skull, Eye of Knowledge, Heart with Stake.

PPE: 15

Special Abilities:

- **Dimensional Travelers:** Roll Common Knowledge to operate stone pyramids.
- **Ley Line Sense, Ley Line Phasing:** see *The Tomorrow Legion Player's Guide*.
- **Transformation Immunity:** Can't be transformed, *growth/shrink*, *intangibility*, and *shape change* have no effect.
- **Vampire Awareness:** May Notice any vampires within line of sight.

ATLANTEAN UNDEAD SLAYER

These True Atlanteans vow to eradicate the taint of vampires and all other undead from the Megaverse®.

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

Skills: Athletics d10, Common Knowledge d6, Fighting d10, Notice d6, Occult d8, Persuasion d6, Shooting d6, Stealth d6, Survival d8

Pace: 6; **Parry:** 7; **Toughness:** 22

Hindrances: Heroic, Poverty, Racial Enemy—Undead and Demons, Vow (Major—Serve the Clan), Vow (Major—Eradicate Vampires), Wanted (Major—Splugorth).

Edges: Block (Imp), Dodge, Martial Artist, Rapid Recharge, Upgradeable

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Weapon Tattoos: Dagger, Fire Aura Sword, Holy Symbol, Shield, Winged Bow and Arrow, Winged Serpent Spear.

Summoning Tattoos: Hawk (Raptor), Lion, Ostrosaurus, Rhino-Buffalo.

Power Tattoos: Broken Chain, Chained Cloud, Eye of Knowledge, Eyes of the Wolf, Heart with Stake, Lightning Bolts, Rose with Blood, Warrior in Armor.

PPE: 36

Special Abilities:

- **Advanced Pyramid Knowledge:** Free reroll to operate Stone Pyramids.
- **Interdimensionally Renowned:** Gain +1 to social checks with most folks
- **Ley Line Sense, Ley Line Phasing:** see *The Tomorrow Legion Player's Guide*.
- **Touch Activation:** Must be free to touch their tattoos to activate them; Entangled, Bound, prevents activating powers.
- **Transformation Immunity:** Can't be transformed, *growth/shrink*, *intangibility*, and *shape change* have no effect.
- **Vampire Sense:** Free reroll to Notice any vampires within line of sight.
- **Vampire Slayer:** Gain a free reroll on *all* Trait rolls made against or relating to vampires.

OCEAN WIZARD

These sorcerers of the sea are prized allies to coastal communities and sailors.

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

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Occult d8, Notice d6, Persuasion d4, Shooting d6, Spellcasting d8, Stealth d6, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 12 (5)

Hindrances: Curious, Habit or Quirk

Edges: Arcane Background (Magic), Master of Magic, Power Points, Underwater Acclimation

Powers: *Bolt, deflection, dispel, elemental manipulation, environmental protection, healing, illusion.* **PPE:** 15

Gear: Ley Line Walker Medium (+5 Armor, +2 Toughness, +4 vs Poison and Disease), Blue-Green Laser Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 2).

Special Abilities:

- **Aquatic:** Native to the water, can't drown in oxygenated liquid, and moves full Pace when swimming.
- **Ley Line Abilities:** Ley Line Rejuvenation, Ley Line Sense, Ley Line Transmission — see *The Tomorrow Legion Player's Guide*.
- **Water Magic:** Cast on or near water attack spells deal +2 Damage, defensive spells gain +1 Toughness, and double the range of *elemental manipulation*.



PIRATE

The cutthroats of the sea, these sea raiders mean business and gladly kill for their fair share of booty.

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

Skills: Athletics d6, Boating d6, Common Knowledge d6, Electronics d6, Fighting d8, Notice d6, Persuasion d4, Shooting d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 12 (5)

Hindrances: Habit or Quirk, Greedy (Major)

Edges: —

Gear: Medium EBA (+5 Armor, +2 Toughness), Ion Rifle (Range 20/40/80, Damage 1–3d10, RoF 3, Heavy Pulse), Vibro-Knife (Str+d6 MD, AP 6).

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SEA INQUISITOR

These fearsome enemies of evil prowl coastal areas searching for cultists of the deep.

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

Skills: Athletics d8, Boating d6, Common Knowledge d8, Fighting d8, Intimidation d8, Notice d8, Persuasion d8, Psionics d8, Shooting d8, Stealth d8, Survival d8

Pace: 6; **Parry:** 6; **Toughness:** 15 (5)

Hindrances: Driven (Major — eradicate evil), Heroic

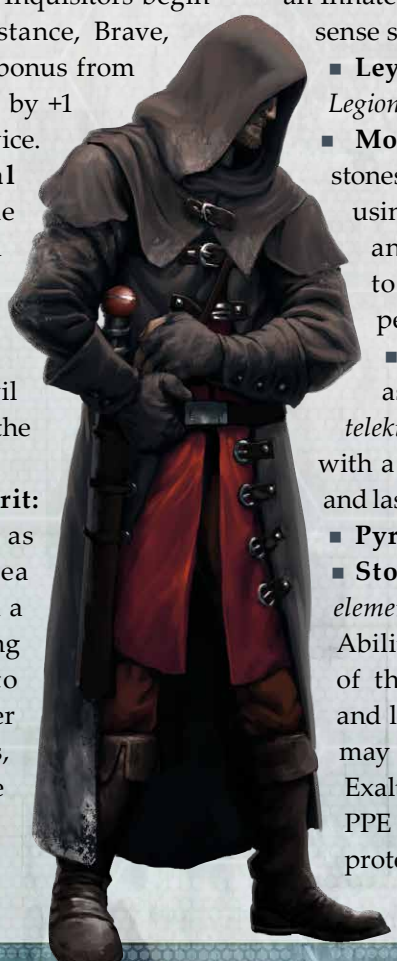
Edges: Arcane Background (Psionics), Bruiser, Major Psionic

Powers: *Divination, mind reading, smite*.* **ISP:** 20

Gear: Huntsman Armor (+5 Armor, +2 Toughness), Blue-Green Laser Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 2), Vibro-Shortsword (Str+d8 Mega Damage, AP 8).

Special Abilities:

- **Fearless Paragons:** Sea Inquisitors begin with the Arcane Resistance, Brave, Champion Edges. The bonus from each of these increases by +1 for each Rank after Novice.
- **Sense Supernatural Evil:** May Notice the presence and location of supernatural beings or items, and with a raise knows whether it is evil or not. Tracks evil beings and items using the Survival skill.
- **Shield of Inner Spirit:** By expending 3 ISP as a free action the Sea Inquisitor can summon a mystical shield granting herself a bonus to Toughness equal to her Spirit for five rounds, after which it may be maintained for 1 ISP per additional round.



STONE MASTER

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

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Occult d8, Notice d6, Persuasion d6, Shooting d6, Spellcasting d8, Stealth d6, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 12 (5)

Hindrances: Habit or Quirk, Stubborn

Edges: Arcane Background (Magic), Power Points, Rapid Recharge

Powers: *Barrier, burrow, entangle.* **PPE:** 15

Gear: Ley Line Walker Medium (+5 Armor, +2 Toughness, +4 vs Poison and Disease), Blue-Green Laser Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 2).

Special Abilities:

- **Earth & Water Sense:** Detect stone as an action up to Range Spirit; sense water at a Range of Spirit in miles.
- **Expanded Awareness:** *Detect arcana* as an Innate Ability. With a Notice roll they sense supernatural beings.
- **Ley Line Sense:** See *The Tomorrow Legion Player's Guide.*
- **Mold Stone:** Shape gems and stones using Occult. Manipulate rock using *barrier, burrow,* or *entangle.* As an Innate Ability check Occult to make the stone formation permanent.
- **Move Stone:** Check Occult as an Innate Ability to activate *telekinesis* on rocks and stone only, with a Strength of d12 plus half Spirit and lasting as long as they're conscious.
- **Pyramid Abilities:** See page 16.
- **Stone Mastery:** May activate *elemental manipulation* as an Innate Ability for no PPE to pull rocks out of the ground and move, control, and levitate them. As an action, they may activate the Elemental Fury and Exalted Manipulation modifiers at no PPE cost. Non-arcane environmental protection has no effect.

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SUPERNATURAL LAND CREATURES

DEMONRUNNER

One of the fastest creatures known to exist, Demonrunners look like reptilian cheetahs with a ridge of horns running down their back. These pack hunters are popular racing and attack animals.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+1, Vigor d10
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d8, Survival d6
Pace: 18 + d10; **Parry:** 6; **Toughness:** 20 (8)
Hindrances: Curious
Edges: Alertness
Special Abilities:

- **Armored Hide:** +8 Armor, +3 Toughness.
- **Claws/Bite/Horns:** Str+2d6 Mega Damage, AP 6. Natural Weapons.
- **Leap:** Jump twice as far, +4 damage when leaping as part of a Wild Attack.
- **Size 2 (Normal):** 10' long and 600 lbs.

DRAGONSAURUS

These beautiful creatures have the appearance of small dragons without wings, and shining green scales that vary in hue. Dragonsaurus are intelligent and loyal like dogs, and popular throughout Atlantis as guard animals and pets.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+1, Vigor d8
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d8, Survival d6
Pace: 10; **Parry:** 6; **Toughness:** 15 (6)
Hindrances: Loyal
Edges: Alertness, Fleet-Footed
Special Abilities:

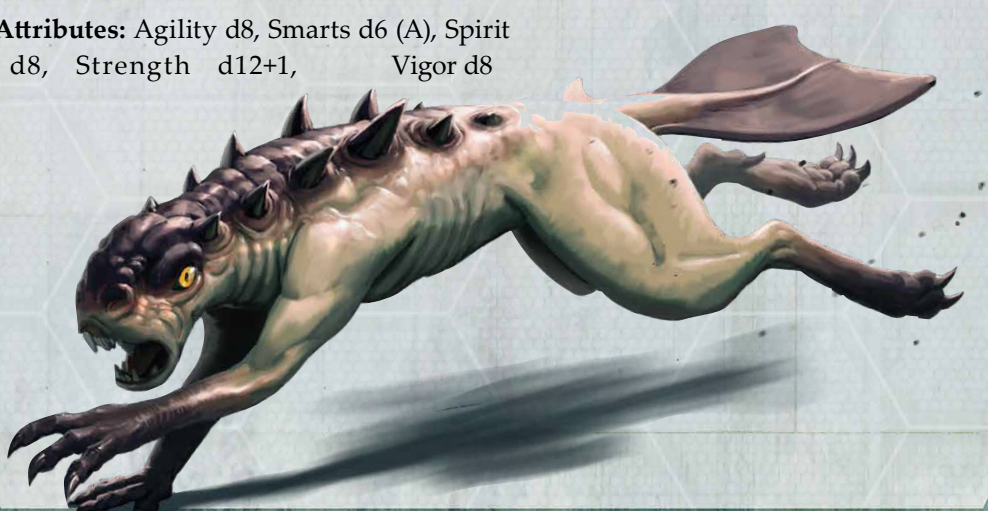
- **Armored Hide:** +6 Armor, +2 Toughness.
- **Bite/Claws:** Str+2d4 Mega Damage, AP 6. Natural Weapons.
- **Leap:** Jump twice as far, +4 damage when leaping as part of a Wild Attack.
- **Size 1 (Normal):** 8' long and 400 lbs.

HAWRH-HA HUMANOID PREDATORS

Hawrk-Ka are solitary alien predators with powerful feathered bodies, strong wing arms, and massive clawed hands and feet. Though they appear humanoid, they possess only a brutal animalistic cunning.

Attributes: Agility d8, Smarts d8 (A), Spirit d6, Strength d12+2, Vigor d8
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d6, Survival d6
Pace: 6; **Parry:** 6; **Toughness:** 18 (7)
Hindrances: Bloodthirsty
Edges: —
Special Abilities:

- **Arcane Immune:** Hawrk-Ka are immune to arcane powers and effects.
- **Armored Hide:** +7 Armor, +3 Toughness.
- **Bite/Claws:** Str+2d6 Mega Damage, AP 6.
- **Flight:** A Flying Pace of 12".



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- **Keen Vision:** Ignore up to 4 points of Range or Illumination penalties.
- **Size 2 (Normal):** 10' tall and 500 lbs.

Hawrk-Ohl Humanoid Predators

Hawrk-Ohl are powerfully built Owl-like humanoids. They often congregate in small tribes and make use of simple tools and weapons.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d12+3, Vigor d10
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d8, Survival d8
Pace: 8; **Parry:** 6; **Toughness:** 20 (7)
Hindrances: Loyal
Edges: Arcane Background (Psionics), Brave, Fleet-Footed
Powers: *Detect arcana, divination, empathy.*
ISP: 10
Special Abilities:
- **Arcane Immune:** Hawrk-Ohl are immune to arcane powers and effects.
- **Armored Hide:** +7 Armor, +3 Toughness.
- **Bite/Claws:** Str+2d8 Mega Damage, AP 8.
- **Keen Vision:** Ignore up to 2 points of Range or Illumination penalties.
- **Size 3 (Normal):** 12' tall and 700 lbs.

Kryygorth Shellback

Kryygorth Shellbacks look like six-legged alien dinosaurs with an armored shell and small horns. They are docile herd animals prized for their delicious meat, and can be trained as riding animals or beasts of burden.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+4, Vigor d12
Skills: Athletics d6, Fighting d6, Notice d6, Stealth d4, Survival d6
Pace: 6; **Parry:** 5; **Toughness:** 30 (14)
Hindrances: Stubborn
Edges: Frenzy
Special Abilities:
- **Armored Shell:** +14 MDC Armor, +6 Toughness.
- **Bite/Horn:** Str+2d6 Mega Damage, AP 4. Natural Weapons.
- **Size 4 (Large):** One extra Wound level.

Lemur, Aquatic

Popular among Lemurians as pets and animal companions, aquatic lemurs have been tweaked by Biomancers to be loyal, more intelligent, and equally adapted to life on land or underwater.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d4–2, Vigor d8
Skills: Athletics d8, Fighting d4, Notice d6, Stealth d6, Survival d4
Pace: 8; **Parry:** 4; **Toughness:** 3
Hindrances: Loyal
Edges: Acrobat, Alertness, Fleet-Footed
Special Abilities:
- **Aquatic:** Pace 8.
- **Bite:** Str.
- **Leap:** Jump twice as far, +4 damage when leaping as part of a Wild Attack.
- **Low Light Vision:** Ignore penalties for Dim and Dark Illumination.
- **Size –3 (Very Small):** 2' long and 8 lbs.

Manutara Bird Familiar

The traditional companions of the Lemurian Bird Warriors, Manutara are marine birds of a gray color with a white belly.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d4–3, Vigor d6
Skills: Athletics d6, Notice d6, Stealth d6
Pace: 6; **Parry:** 2; **Toughness:** 3
Hindrances: Loyal
Edges: Dodge
Special Abilities:
- **Bite:** Str.
- **Flight:** A Flying Pace of 12".
- **Size –4 (Tiny):** 1' long and 2 lbs.

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Yll Tree Climber

Yll are reptilian alien hunters with smooth skin, powerful clawed legs, and a spiked prehensile tail. The Yll commonly climb trees or ledges and attack their prey from above. They are popular attack animals and pets.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d12+1, Vigor d10
Skills: Athletics d10, Fighting d8, Notice d8, Stealth d8, Survival d6
Pace: 10; **Parry:** 6; **Toughness:** 21 (8)
Hindrances: Loyal
Edges: Fleet-Footed
Special Abilities:

- **Armored Hide:** +8 Armor, +4 Toughness.
- **Bite/Claws:** Str+2d4 Mega Damage, AP 8. Natural Weapons.
- **Leap:** Jump twice as far, +4 damage when leaping as part of a Wild Attack.
- **Low Light Vision:** Ignore penalties for Dim and Dark Illumination.
- **Size 2 (Normal):** 10' long and 400 lbs.
- **Spiny Tail:** Ignore 2 points of Multi-Action penalties each turn, and gain +2 on Athletics (climbing) checks.

Supernatural Sea Creatures

Giant Octopus

Overgrown versions of the real-world creatures, they commonly hunt at night.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+10, Vigor d10
Skills: Athletics d10, Fighting d8, Notice d6, Stealth d10, Survival d6
Pace: —; **Parry:** 8; **Toughness:** 28 (8)
Hindrances: Ruthless (Major)
Edges: Block (Imp)
Special Abilities:

- **Aquatic:** Pace 10.
- **Armored Hide:** +8 Armor, +3 Toughness.
- **Bite:** Str+2d6 Mega Damage, AP 12.
- **Fear (–1):** Cause a Fear test at –1.
- **Size 10 (Huge):** Two extra Wound levels.
- **Slow Regeneration:** Make a natural healing roll daily, or weekly to recover Injuries once all Wounds are healed.
- **Tentacles (2):** Reach 3 and Toughness 16, granting two tentacle actions which it will use to grapple (at +2) and then crush prey.



Giant Squid

Overgrown versions of the real-world creatures known to prefer mortal flesh.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+12, Vigor d12
Skills: Athletics d8, Fighting d10, Notice d6, Stealth d6, Survival d8
Pace: —; **Parry:** 7; **Toughness:** 34 (10)
Hindrances: Bloodthirsty
Edges: Berserk
Special Abilities:

- **Aquatic:** Pace 10.
- **Armored Hide:** +10 MDC Armor, +4 Toughness.
- **Bite:** Str+2d8 Mega Damage, AP 16.
- **Fear (–2):** Cause a Fear test at –2.

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- **Size 12 (Gargantuan):** 3 extra Wounds.
- **Slow Regeneration:** Make a natural healing roll daily, or weekly to recover Injuries once all Wounds are healed.
- **Tentacles (2):** Reach 3 and Toughness 20, granting two tentacle actions which it will use to grapple (at +2) and then drag them in to its beak.

HORNED WHALE

Horned whales are actually intelligent creatures from an alien dimension. They're named after an armored ridge of bony plates that protect the creature's back and meet to form a massive curved horn on its head.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+12, Vigor d12
Skills: Athletics d8, Fighting d8, Notice d8, Occult d4, Persuasion d6, Spellcasting d6, Stealth d6, Survival d8
Pace: —; **Parry:** 6; **Toughness:** 40 (14)
Hindrances: Heroic
Edges: Arcane Background (Magic), Brave
Powers: *Elemental manipulation, environmental protection, healing.* **PPE:** 10
Special Abilities:
- **Aquatic:** Pace 12.
- **Armor:** +14 MDC Armor, +6 Toughness.
- **Expanded Awareness:** *Detect arcana* as an Innate Ability. With a Notice roll they sense supernatural beings.
- **Fear (–1):** Cause a Fear test at –1.
- **Horn:** Str+2d8 Mega Damage, AP 16.
- **Size 12 (Gargantuan):** 3 extra Wounds.
- **Slow Regeneration:** Make a natural healing roll daily, or weekly to recover Injuries once all Wounds are healed.

ICHTHYOSAUR

An ancient dinosaur returned to Rifts Earth, ichthyosaurs resemble dolphins crossed with crocodiles that hunt in packs like wolves. They're often trained as pets or attack animals by underwater civilizations.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+2, Vigor d8
Skills: Athletics d8, Fighting d6, Notice d6, Stealth d6, Survival d10
Pace: 4; **Parry:** 5; **Toughness:** 18 (6)
Hindrances: —
Edges: Fleet-Footed
Special Abilities:
- **Aquatic:** Pace 8.
- **Bite:** Str+2d6 Mega Damage, AP 12.
- **Armor:** +6 Armor, +2 Toughness.
- **Size 4 (Large):** 1 extra Wound.

LEVIATHAN

Ancient supernatural sea serpents, these intelligent monsters are thought to be related in some way to dragons.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+16, Vigor d12+1
Skills: Athletics d8, Fighting d10, Intimidation d10, Notice d8, Psionics d6, Stealth d6, Survival d8
Pace: 6; **Parry:** 7; **Toughness:** 47 (18)
Hindrances: Bloodthirsty
Edges: Arcane Background (Psionics), Frenzy (Imp)
Powers: *Arcane Protection, burst, mind link.* **ISP:** 10
Special Abilities:
- **Aquatic:** Pace 12.
- **Armor:** +18 MDC Armor, +8 Toughness.
- **Bite:** Str+2d10 Mega Damage, AP 20, LBT.
- **Expanded Awareness:** *Detect arcana* as an Innate Ability. With a Notice roll they sense supernatural beings.
- **Fear (–3):** Cause a Fear test at –3.
- **Size 13 (Gargantuan):** 3 extra Wounds.
- **Slow Regeneration:** Make a natural healing roll daily, or weekly to recover Injuries once all Wounds are healed.

LINE RAY

Giant versions of manta rays created as riding animals by Lemurian Biomancers, the creatures can even "swim through the air" along ley lines.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d10

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Skills: Athletics d8, Fighting d4, Notice d8, Psionics d6, Stealth d6, Survival d6
Pace: —; **Parry:** 4; **Toughness:** 21 (6)
Hindrances: Loyal
Edges: Alertness, Arcane Background (Psionics)
Powers: *Bolt, healing, relief.* **ISP:** 10
Special Abilities:

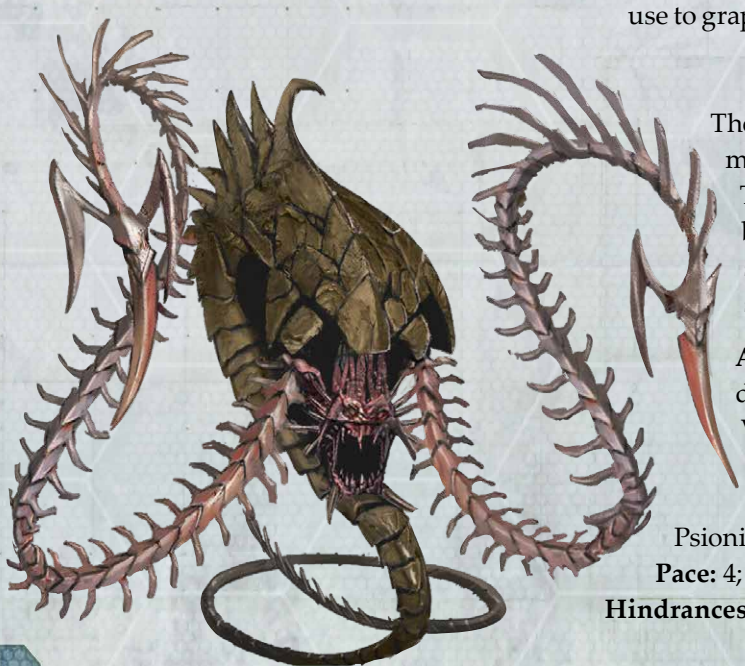
- **Aquatic:** Pace 10.
- **Armor:** +6 Armor, +2 Toughness.
- **Expanded Awareness:** *Detect arcana* as an Innate Ability. With a Notice roll they sense supernatural beings.
- **Fear:** Cause a Fear test.
- **Keen Vision:** Ignore up to 4 points of Range or Illumination penalties.
- **Ley Line Abilities:** Ley Line Phasing, Ley Line Rejuvenation, Ley Line Sense—see *The Tomorrow Legion Player's Guide*.
- **Ley Line Flight:** Flying Pace of 24" along ley lines.
- **Ram:** Str+2d4 Mega Damage, AP 4.
- **Size 6 (Large):** 1 extra Wound.

LORICA WRAITH

A bizarre undersea predator, Lorica Wraiths resemble the skeleton of an armored fish with spiked tentacles, a long sinuous tail, and an alien maw. The intelligent monsters enjoy hunting and eating humanoids.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d12+6, Vigor d12
Skills: Athletics d10, Fighting d10, Notice d8, Psionics d10, Stealth d6, Survival d10
Pace: 6; **Parry:** 7; **Toughness:** 28 (10)
Hindrances: Bloodthirsty
Edges: Arcane Background (Psionics), Dodge (Imp), Master Psionic
Powers: *Bolt, fear, mind link.* **ISP:** 20
Special Abilities:

- **Aquatic:** Pace 10.
- **Armor:** +10 MDC Armor, +4 Toughness.
- **Bite/Claw:** Str+2d8 Mega Damage, AP 16.
- **Expanded Awareness:** *Detect arcana* as an Innate Ability. With a Notice roll they sense supernatural beings.
- **Extra Limbs:** Ignore 2 points of Multi-Action penalties each turn.
- **Fear (–3):** Cause a Fear test at –3.
- **Keen Vision:** Ignore up to 4 points of Range or Illumination penalties.
- **Size 6 (Large):** 1 extra Wound.
- **Slow Regeneration:** Make a natural healing roll daily, or weekly to recover Injuries once all Wounds are healed.
- **Tentacles (2):** Reach 1 and Toughness 14, grants two tentacle actions which it will use to grapple (at +2) and then bite victims.



OCTO DRAGON

The Octo Dragon looks like a long muscular eel lined with tentacles. The frighteningly intelligent beasts have a snake's head, a shark's maw, and a demon's sadistic temperament.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d12+8, Vigor d12
Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Psionics d8, Stealth d6, Survival d6
Pace: 4; **Parry:** 6; **Toughness:** 38 (18)
Hindrances: Bloodthirsty

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Edges: Arcane Background (Psionics), Major Psionic
Powers: *Blind, invisibility, telekinesis.* **ISP:** 20
Special Abilities:

- **Aquatic:** Pace 12.
- **Armor:** +18 MDC Armor, +6 Toughness.
- **Bite:** Str+3d4 Mega Damage, AP 12.
- **Expanded Awareness:** *Detect arcana* as an Innate Ability. With a Notice roll they sense supernatural beings.
- **Extra Limbs:** Ignore 2 points of Multi-Action penalties each turn.
- **Fear (–2):** Causes a Fear test at –2.
- **Keen Vision:** Ignore up to 4 points of Range or Illumination penalties.
- **Metamorphosis:** May change shape as an action, appearing as any living creature from the size of a house cat to anything of its natural size and weight. Gains no special properties of what it mimics, only the size and appearance.
- **Size 6 (Large):** 1 extra Wound.
- **Slow Regeneration:** Make a natural healing roll daily, or weekly to recover Injuries once all Wounds are healed.
- **Tentacles (2):** Reach 1 and Toughness 16, grants two tentacle actions which it will use to grapple (at +2) and then bite victims.
- **Weakness (Fire):** Takes +8 Mega Damage from fire and heat based attacks.

SEA MAW

The Sea Maw is a monstrously large alien fish with a huge fanged mouth known for gulping down divers and even small submarines whole. Fins and small eyes run in lines along the bizarre creature's length.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d12+12, Vigor d12
Skills: Athletics d6, Fighting d4, Notice d6, Stealth d6, Survival d6
Pace: —; **Parry:** 4; **Toughness:** 44 (18)
Hindrances: Stubborn
Edges: Dodge
Special Abilities:

- **Aquatic:** Pace 6.
- **Armor:** +18 MDC Armor, +6 Toughness.
- **Bite:** Str+2d6 Mega Damage, AP 6.
- **Fear (–1):** Causes a Fear test at –1.
- **Keen Vision:** Ignore up to 4 points of Range or Illumination penalties.
- **Size 12 (Gargantuan):** 3 extra Wounds.
- **Slow Regeneration:** Make a natural healing roll daily, or weekly to recover Injuries once all Wounds are healed.
- **Swallow:** When the creature scores a raise on a bite attack, it swallows victims Size 6 or smaller. Those swallowed whole take Str+3d4 Mega Damage, AP 12 every round they remain inside it.

SHADOW SERPENT

Shadow Serpents are creatures of magic able to meld with darkness and shadow. Their long serpentine body, frills, and clawed legs often cause them to be mistaken for classic Asian dragons.



Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+8, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Stealth d10, Survival d6

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Pace: 10; **Parry:** 6; **Toughness:** 28 (12)
Hindrances: Impulsive
Edges: Frenzy
Special Abilities:

- **Aquatic:** Pace 10.
- **Armor:** +12 MDC Armor, +4 Toughness.
- **Bite/Claw:** Str+3d4 Mega Damage, AP 6.
- **Expanded Awareness:** *Detect arcana* as an Innate Ability. With a Notice roll they sense supernatural beings.
- **Fear (–2):** Causes a Fear test at –2.
- **Perfect Night Vision:** Ignore all Illumination penalties.
- **Shadow Meld:** Can completely merge into even the smallest shadows as an action. Any attempt to detect or attack the creature is made at –8.
- **Size 6 (Large):** 1 extra Wound.
- **Slow Regeneration:** Make a natural healing roll daily, or weekly to recover Injuries once all Wounds are healed.
- **Weakness (Light):** Take +4 Damage from and are –4 to resist light based effects.

SHADOW SHARK

Shadow Sharks are supernatural creatures that resemble dark gray tiger sharks, and have the ability to meld into darkness.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+4, Vigor d10
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d10, Survival d10
Pace: —; **Parry:** 6; **Toughness:** 23 (8)
Hindrances: Bloodthirsty
Edges: Alertness, Fleet-Footed
Special Abilities:

- **Aquatic:** Pace 10.
- **Armor:** +8 Armor, +4 Toughness.
- **Bite/Claw:** Str+2d8 Mega Damage, AP 8.
- **Fear (–1):** Causes a Fear test at –1.
- **Keen Vision:** Ignore up to 4 points of Range or Illumination penalties.
- **Shadow Meld:** Can completely merge into even the smallest shadows as an action. Any attempt to detect or attack the creature is made at –8.
- **Size 4 (Large):** 1 extra Wound.
- **Slow Regeneration:** Make a natural healing roll daily, or weekly to recover Injuries once all Wounds are healed.

STORM CRAB

Biomancers designed the Storm Crabs to be the ultimate living siege weapon.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+10, Vigor d10
Skills: Athletics d6, Fighting d6, Notice d4, Stealth d4, Survival d6
Pace: 10; **Parry:** 5; **Toughness:** 37 (16)
Hindrances: Loyal
Edges: Alertness
Special Abilities:

- **Aquatic:** Pace 6.
- **Armored Shell:** +16 MDC Armor, +4 Toughness.
- **Claw:** Str+2d12 Mega Damage, AP 12.
- **Electrical Discharge:** As an action using its Athletics skill the crab emits lightning at Range 12/24/48 dealing 4d8 MD, AP 16.
- **Fear (–1):** Causes a Fear test at –1.
- **Size 10 (Huge):** 2 extra Wounds.
- **Slow Regeneration:** Make a natural healing roll daily, or weekly to recover Injuries once all Wounds are healed.

STORM RIDER

Also called ley line beasts, these mysterious creatures of magic are most often encountered near ley line storms. The supernatural monsters resemble giant evil sea horses, and take relish in torture and mayhem.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+2, Vigor d10
Skills: Athletics d10, Fighting d8, Notice d8, Spellcasting d8, Stealth d6, Survival d6
Pace: 10; **Parry:** 6; **Toughness:** 19 (7)
Hindrances: —
Edges: Arcane Background (Magic), Master of Magic
Powers: *Blast, bolt, boost/lower Trait, deflection, dispel, entangle, healing, intangibility.* **PPE:** 40
Special Abilities:

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- **Aquatic:** Pace 10.
- **Arcane Immune:** Storm Riders are immune to arcane powers and effects.
- **Armor:** +7 Armor, +2 Toughness.
- **Bite:** Str+2d6 Mega Damage, AP 6.
- **Fear (–2):** Causes a Fear test at –2.
- **Flying:** Pace 10.
- **Keen Vision:** Ignore up to 4 points of Range or Illumination penalties.
- **Ley Line Abilities:** Ley Line Phasing, Ley Line Rejuvenation, Ley Line Sense — see *The Tomorrow Legion Player's Guide*.
- **Ley Line Flight:** Flying 24" on ley lines.
- **Size 3 (Normal):** 12' long, 800 lbs.
- **Slow Regeneration:** Make a natural healing roll daily, or weekly to recover Injuries once all Wounds are healed.
- **Weakness (Fire):** Take +4 Damage from fire and are –4 to resist heat based effects.
- **Weakness (Holy):** Take +4 Damage from holy sources and are –4 to resist effects.

TERROR EEL

Also known as screaming eels, these creatures hunt in packs and enjoy luring humans or dolphins into ambushes.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d10, Vigor d8
Skills: Athletics d8, Fighting d6, Notice d6, Stealth d8, Survival d8
Pace: —; **Parry:** 5; **Toughness:** 9 (2)
Hindrances: Mean
Edges: Frenzy
Special Abilities:
- **Aquatic:** Pace 10.
- **Armor:** +2 Armor, +1 Toughness.
- **Bite:** Str+d6 Damage, AP 2.
- **Fear (–1):** Causes a Fear test at –1.
- **Fearless:** Immune to Fear, Intimidation.
- **Keen Vision:** Ignore up to 4 points of Range or Illumination penalties.
- **Size 0 (Normal):** 8' long, 130 lbs.
- **Slow Regeneration:** Make a natural healing roll daily, or weekly to recover Injuries once all Wounds are healed.
- **Terror Shriek:** As an action make a ranged attack against a target within 12" using Athletics. Victims must check Spirit at –2 (–4 with a raise) or be Stunned.

THRALL SEA SERPENT

Biomancers designed these magnificent aquatic beasts — essentially an amphibious Tyrannosaurus Rex — to be loyal and caring mounts for the Lemurian Serpent Hunters.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d8
Skills: Athletics d10, Fighting d8, Notice d6, Stealth d6, Survival d8
Pace: 8; **Parry:** 6; **Toughness:** 25 (8)
Hindrances: Loyal
Edges: Alertness, Fleet-Footed
Special Abilities:
- **Aquatic:** Pace 12.
- **Armored Hide:** +8 MDC Armor, +4 Toughness.
- **Bite/Claw:** Str+2d12 Mega Damage, AP 12.
- **Fear (–2):** Causes a Fear test at –2.
- **Keen Vision:** Ignore up to 4 points of Range or Illumination penalties.
- **Size 7 (Large):** 1 extra Wound.
- **Slow Regeneration:** Make a natural healing roll daily, or weekly to recover Injuries once all Wounds are healed.



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