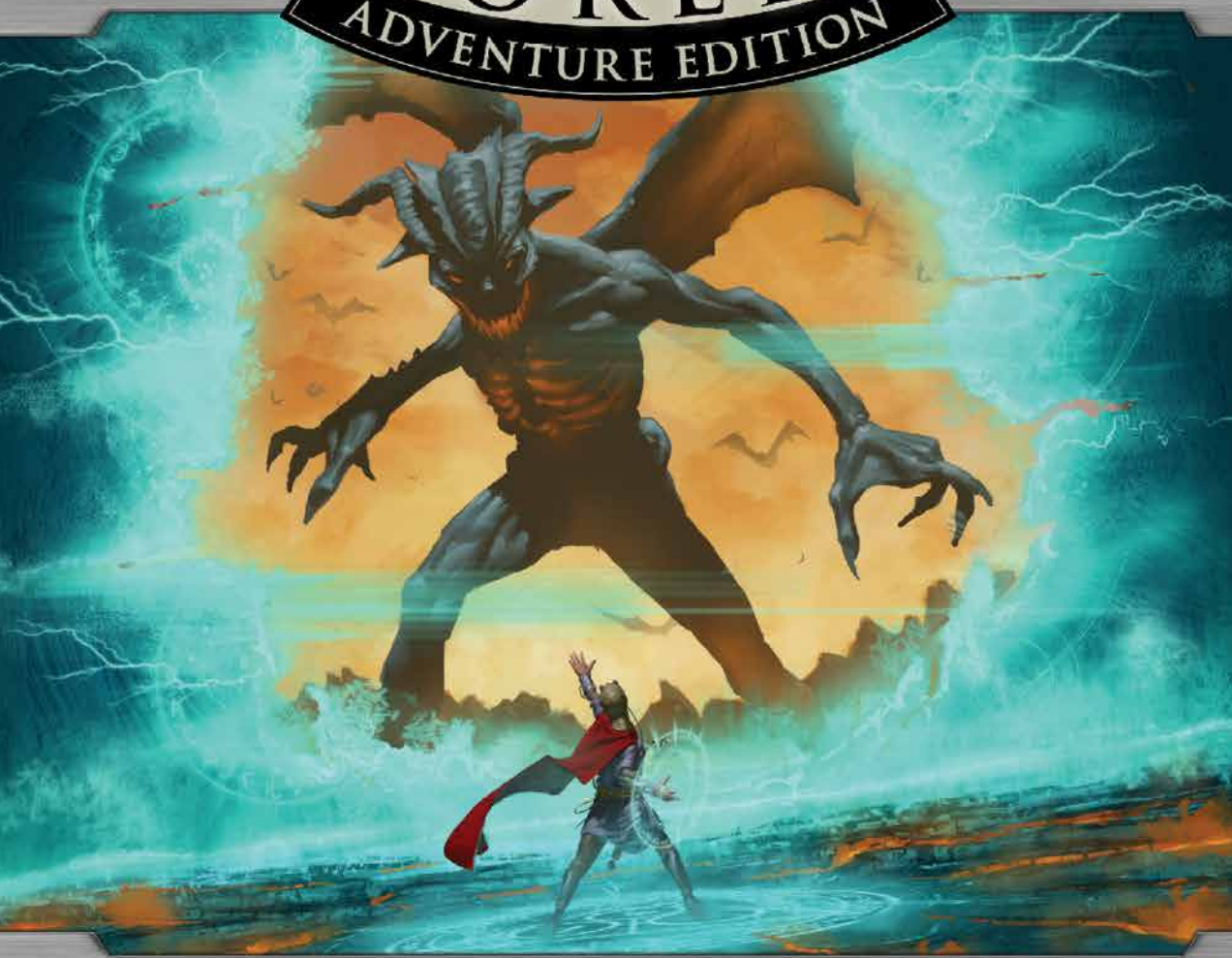
SAVAGE WORLDS

ADVENTURE EDITION



RIFTS®

GAME MASTER'S HANDBOOK

Joshua Danish (Order #49370917)

PAGE ADDED FOR DOUBLE-SIDED PRINTING

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RIFTS®

GAME MASTER'S HANDBOOK

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SAVAGE WORLDS ADVENTURE EDITION

PINNACLE ENTERTAINMENT GROUP

Palladium Books Inc.®

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INTRODUCTION

Savage Rifts® combines a post-apocalyptic future Earth with super science, extraordinary magic, and endless threats and possibilities from the Megaverse®, all for the *Savage Worlds* system. *The Tomorrow Legion Player's Guide* contains everything needed for players to create characters and play the game. This book is a powerful guide to aid Game Masters in building and running *Savage Rifts*® adventures and campaigns.

What follows is a much deeper exploration of the world that is Rifts Earth, including countless secrets and special information about who is doing what, and how all the factions of North America interact in this strange new world. There are also brief passages to give you a sense of the rest of the world; expanded information will appear in future books.



A large part of this book is dedicated to a robust adventure generator which, when used in conjunction with *Savage Foes of North America*, aids you to create a never-ending flow of encounters and scenarios in North America. There are also charts for developing allies and contacts, as well as guidelines for rewards of all kinds. Another system of rolled charts helps you procedurally create Rifts of all types, adding guidelines for working with and manipulating Rifts for those with the power and the guts to try.

You will also find a great deal of information and guidance in running a game that operates at a very high power level, which is *Savage Rifts*® all over. Tips for handling different kinds of encounters and advice for creating effective challenges for "post-apocalyptic superheroes" equip and empower you to run one of the most over-the-top, epic settings ever to get the *Savage Worlds* treatment.

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The story of Rifts Earth begins about 100 years from the present. Back then, the world was a technologically advanced utopia, and humanity experienced an unprecedented Golden Age of relative peace, prosperity, and advancement. This period led to mastery of the secrets of nanotechnology, genetic engineering, and artificial intelligence. However, in an instant all mankind's glorious achievements were cast down into ruin.

Behind every exalted tower of success lurk the shadows of envy and greed. These base ambitions led to an ill-considered military strike that caused untold—and entirely unexpected—destruction across the globe. Millions died, creating a backlash of energy which surged through previously theorized conduits known as ley lines. Where ley lines intersected, tears in space and time known as "Rifts" appeared. Rifts were portals to other worlds, other universes, and they unleashed a tide of chaos onto the world.

Some who stepped through the Rifts were harmless: explorers, refugees, or even heroes from other realities. However, many of these breaches spilled forth demons and monsters beyond number, intent only on conquest and pillaging our world's riches. The effects of this cataclysmic event were profound; the land itself was reshaped, with new continents appearing in the oceans. Strange powers of magic and psionics became commonplace.

Humanity's home had descended into pure madness. For more than three centuries, the people of Rifts Earth struggled to endure in the cataclysm's aftermath. It was a time of difficult choices, made to ensure survival, filled with constant wars and hardships. This period would become known as the Dark Ages.

Eventually, mankind began to crawl out of the rubble. More than a hundred years passed while humanity adapted to life on Rifts Earth. It is a world that is nearly unrecognizable from its former self, crisscrossed with glowing blue ley lines and patchworked with pieces of alien worlds from a thousand different Rifts.

Wilderness reclaimed much of what was once tamed by civilization. Some regions are ruled by monsters where humans are little more than slaves, while others are governed by black-armored military soldiers intent on pushing out any non-human presence. Dragons, elves, demons, and other beings once thought mythical thrive next to alien creatures, sentient robots, and even more bizarre denizens.

The ley lines calmed; spontaneous Rifts are no longer a common occurrence. Yet on occasion the blue glowing lines still erupt with raging displays of strange energy.

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Similarly, Rifts continue to appear at random, rare intervals. These Rifts open doorways to other universes waiting for explorers to step through—or deposit new threats and invaders from alien dimensions.

The harsh environment of Rifts Earth forced mankind to harness new and strange abilities. Some developed incredible psionic powers, focusing their will to enact powerful psychic effects. Others learned to weave magic into a bewildering variety of eldritch spells, able to craft mystical energies once only described in storybooks. In addition, enterprising denizens unearthed the forgotten technologies of the Golden Age. They rediscovered the means to build and operate power armor, implant chemical enhancements, and replace body parts with cybernetic augmentation.

Rifts Earth is a place where humanity strives to rebuild in the wake of apocalypse, where warriors battle against terrifying foes both alien and supernatural in origin, where mankind must learn to survive alongside visitors from other worlds—colloquially called "Dimensional Beings," or "D-Bees." It is a planet in dire need of heroes. Will you answer the call?

An excerpt from *A Rediscovered World: Refuge Edition:*

My name is Erin Tarn. I would call myself something of a historian, attempting—in my own way—to chronicle these troubled times on Earth. Some would call my task nothing but a fool's errand, for there are many who see historical accounts like mine as a threat. Indeed, there are several places across the globe where possessing this document is a crime, and others where even the ability to read it in the first place is highly discouraged.

As I write this, I am enjoying the hospitality of the Tomorrow Legion, a group founded by Lord Coake in the wake of Tolkeen's destruction. My friend and protector, Sir Winslow Thorpe, takes council with Lord Coake, other Cyber-Knights, and the brave beings who joined us in building Castle Refuge, a place Lord Coake believes can become a beacon of hope for the people of North America.

The castle itself is quite unusual. According to what I've read, it was actually a pre-cataclysm structure, and it received further modification by bands of dwarves and other beings skilled in construction techniques. The castle itself lies to the west of Kingsdale, just across the border of what was known as Arkansas.

I am creating this abridged version of my historical journals for the library at Castle Refuge. It is a favor for my friend Jaspyr Burgess, another aspiring chronicler of our world. I hope that my minor contribution helps Jaspyr and the Tomorrow Legion grow their meager collection of knowledge, perhaps someday even to rival the great library at Chi-Town. With that goal in mind, I offer my thoughts on what I've learned about our world, from what it was to what it became.

BEFORE THE RIFTS

Our world was not always a chaotic wilderness. Scholars are divided on just how many years passed, but it has certainly been centuries since Earth existed in what came to be known as a "Golden Age" of progress and harmony. From the few relics I have observed, our world was a beautiful place of many technological wonders. A man might live for centuries in perfect health thanks to tiny machines in his blood, while other accounts describe mankind taking to the stars and exploring our moon and other nearby planets.

However, this paradisaical period could not last. Suspicion and envy began to wedge apart the various alliances between empires of that age. Enlightenment soon gave way to warmongering, fear, and mistrust. Skirmishes broke out between the empires, and the science and reason that gave birth to the Golden Age were instead turned toward the production of war machines. Glitter Boys, Crazies, Juicers, 'Borgs, and many other super soldiers, weapons, and robot vehicles were developed during this time.

THE GREAT CATACLYSM

There seems to be no one alive today who knows exactly what happened to trigger the coming of the Rifts. The cause may be a mystery, one that will likely never be unraveled in my lifetime. What is for certain

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is that some major event ignited the return of magic, and the results were as spectacular as they were apocalyptic.

Only stories passed down generation to generation offer us any clues about the early days of the Great Cataclysm. There was no warning of what was to come. One moment, it was a day like any other in the Golden Age. The next moment, human civilization came to an abrupt end, leaving behind only utter chaos and destruction.

The prevailing theory among scholars is that whatever event began the Great Cataclysm did so by awakening the ley lines around the globe with unprecedented surges of magical energy. Every ley line exploded with power, all at the same instant. This event swept the planet with ley line storms beyond description.

The oceans rose up to swallow coastlines around the world, and the great island of Atlantis reappeared in waters where no continent had been seen before. Tidal waves, massive earthquakes, tornadoes, and other natural disasters wrecked the cities of each empire, and billions died over the course of a single day. Masters of magic tell me that so many simultaneous deaths would further engorge the ley lines with mystic energy, expanding the destruction.

Our world had been transformed by this unleashed magic, dimensional energies whiplashing over every region of the planet. And this was just the beginning, for where the ley lines intersected, portals to other realities formed. These portals were known as Rifts, and from them came beings of nightmare. Demons, aliens, and other beings too strange to easily describe came through the Rifts to Earth. Some of these visitors were drawn here against their will, and others were nothing more than benevolent explorers. Whether their intentions were good or ill, however, the devastation wrought by the Great Cataclysm claimed countless lives, both human and inhuman.

Some tales speak of the Neemans, heroic champions who fought to the last in an effort to stem the tide of death and suffering. If the Neemans were real, we can mark the end of human civilization by their fall in battle against impossible odds. On that day, the Dark Ages began.

TODAY

We live in what I like to say is a brave new world. Our Earth is wildly different than the one known to our ancestors. Psychic powers, magic, and monsters now coexist alongside technology and science. The empires of old are no more, replaced by thousands of tiny kingdoms, tribes, and city-states. Humanity survives: Some of us strive to build a nobler society of freedom and knowledge, while others believe in repression and control, and harbor a relentless desire to dominate the planet.

The Coalition States and (arguably to a lesser or greater extent) the Federation of Magic represent the latter. Meanwhile, the former are exemplified by groups such as Lazlo, and — I hope — the Tomorrow Legion as well. I can only pray that humanity takes its lessons from the mistakes of our past and learns to use our strength for the good of all people. Only then will our accomplishments become truly meaningful.

—Autumn, 109 Post-Apocalypse (P.A.)



An excerpt from *A Rediscovered World: Refuge Edition:*

The publication of my first book, Traversing Our Modern World, *resulted in the Coalition States branding me a criminal. As a result, I wandered far from North America and visited many regions of Rifts Earth. What I found elsewhere is that terror, violence, and danger exist around the globe, sometimes far surpassing anything to be found on my native shores.*

A LOOK AT DISTANT LANDS

England is home to magic, faeries, and crusading knights. It is home to one of the majestic Millennium Trees, a wondrous being resembling an enormous oak. The green isles of Britain are home to some secret darkness that the Millennium Tree

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guards against. Ley lines are plentiful there, especially near the city of New Avalon.

The New German Republic is home to Triax, a leading manufacturer of arms and technology. The NGR is a bastion of human civilization, peace, and advanced technological development. However, this cheerful and resilient realm is surrounded by bloodthirsty monsters. A dark gathering of savage creatures calling themselves the Gargoyle Empire laid siege to the NGR for years. Only the courage of its defenders and the amazing war machines produced by Triax keep the tide of evil at bay. The people of the NGR are educated, literate, and kind…yet they too have turned their backs on the D-Bee population living outside their cities and share some of the Coalition's human supremacist and anti-magic ideals. I am somewhat ashamed to admit that I am considered a major celebrity here.

Poland is controlled by feudal kingdoms that use both technology and magic to push back Brodkil and Gargoyle raiders. The surrounding regions are forest and mountain wilderness, irrevocably marked by the devastation of battles fought against the monsters that lair here and near the ruins of France. Near France, there is only hostile, unexplored wilderness where Necromancers and other evil practitioners of magic dwell.

The steppes of Russia are dominated by the self-proclaimed Warlords of Russia. These beings are cyborgs of terrifying design, often far more daunting in appearance than the monsters they were created to fight. In Russia, warriors who seek to defend the people give up their humanity to become these fearsome 'borgs and serve one of the Warlords struggling for power. The region is separated into feudal kingdoms, many of which rely on magic and lower technology, as the high-tech gear is reserved primarily for the Warlords.

China, it is said, has become a kind of hell on Earth, controlled by the demonic Yama Kings. I am told that these hellish beings quarrel among themselves for supremacy. The land is shrouded in perpetual mist, rendering any further knowledge difficult to acquire.

Japan is another land of mystery. Some reports claim that its mountains are home to demons and goblins, while portions of the lowlands returned to the feudal era of samurai. Others believe that cities of incredibly advanced technology represent the pinnacle of science and learning from before the Rifts.

India is said to be the home of warring gods who rely on mortals as soldiers to fight their battles. The rest of Southeast Asia is mostly wilderness and monsters, I am told. The inhuman Horune Pirates are rumored to possess a major base somewhere in the area.

Australia, according to reports, is a shattered land where high-tech kingdoms hold themselves aloof from the rest of the world, and men live like savages in the outback regions. Africa, by contrast, is a patchwork of different environments — sandy desert to lush jungle to vast grasslands. Most of its denizens reverted to more primitive, tribal ways of life, incorporating magic into their beliefs and traditions. A tyrant dragon king rules in the North, and some claim that the ancient Egyptian gods have returned to rule the Nile Valley. The evil Phoenix Empire dominates a portion of Africa as well.

Atlantis is a lost continent that reappeared in the midst of the Atlantic Ocean, between the Bermuda and Azores Islands. The vile Splugorth — alien intelligences obsessed with power — rule here. Atlantis is a magical realm inhabited by monsters, people, and animals from various other worlds. It is a dangerous place where slavery and heinous practices like bloodsports are common. The Splynn Dimensional Market is located here, a place where nearly any item imaginable can be found for sale. The merciless Splugorth and their servitor races launch many raids on the surrounding lands, including North America, to gather slaves and extend their wicked influence. Part of Atlantis extends into the Demon Sea, a mysterious and highly dangerous region filled with dimensional energies that was once called the Bermuda Triangle.

South America is a land filled with wonders. The Amazon river swelled to a much larger size, and its tributaries divided the land so greatly that it is called the "Land

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of a Thousand Islands." An enclave of aliens cut off from their home world calling itself the Arkhon Freehold are found here, along with ancient Inca gods establishing a new realm of magic, and a kingdom of ruthless dragons. A few pockets of human civilization remain, including many with advanced technologies that rival anything found in Europe or North America. Primarily composed of swamps, rain forests, and mountains, South America is a wild land but one brimming with adventure.

Outer space remains remote and inaccessible for reasons no one seems to understand. Relics from the Golden Age like satellite communication are impossible. Nothing survives in orbit around Rifts Earth, and some theorize that robots or some form of killer space stations are programmed to eliminate anything that attempts to leave the planet.

LIVING IN AMERICA

The realities of life in North America on Rifts Earth are somewhat different from life in the 21st century. This section provides some details about this new, harsher environment. Two things are certain: Life here is neither easy nor safe.

COMMUNITIES & COOPERATION

Typical towns and villages in the wilderness of North America are filled with practical people, focused entirely on surviving and thriving in their rural existence. Farmers, prospectors, ranchers, hunters, and homesteaders: these people appreciate hard work, honesty, courtesy and kindness—as long as it is sincere. However, there is usually a mood of concern about strangers arriving at their community, as if seeing storm clouds on the horizon. The arrival of strangers may mean shape-changing monsters seeking their next meal, traders looking for an opportunity to get rich at the townsfolk's expense, or even scouts leading hostile forces to their doorstep as part of a war they want nothing to do with. Hence, any welcome to outsiders is given with guarded optimism at best and paranoia at worst.

Most often, Glitter Boys and Cyber-Knights are welcomed and trusted above other strangers and adventurers, thanks to their traditions of heroism. Practitioners of magic find acceptance more difficult, especially in regions dominated by the Coalition States. Typically, a gift of some kind—food, medicine, or some kind of service—eases the way for a community to allow entrance to people they do not know well.

COMMUNICATION & TRAVEL

Due to the disturbances of ley lines, nexus points, Rifts, and other atmospheric phenomena created by the Great Cataclysm, the range of most radio communication is limited to roughly 100 miles. Broadcasting or receiving is possible over greater distances with aid from signal boosters, relay towers (often seen in the Coalition States' territory and other civilized regions), or by gaining altitude, such as the top of a mountain or tall tower.

Naturally, other forms of communication exist—telepathy, magically transmitted messages, or smoke signals. However, radio continues to be one of the most reliable means to communicate over a long distance. Television signals face the same difficulties, and are rarely available outside the Coalition States or a major technological center like Northern Gun.

The ability to read and write is a rare and valuable commodity on Rifts Earth. Most folk cannot. In the Coalition States, the literate are often looked upon with suspicion and considered dangerous freethinkers.

Travel in North America is not simple or easy. Much of the shattered remnants of pre-Rifts civilization is swallowed by wilderness. Even the largest metropolis of the Golden Age were not immune, often reclaimed by nature or enveloped in forest, meadows, or jungle. Places that should not be able to grow plant life are seeded by magical energy or unusual alien microbes. Thus, landmarks are few and far between, and for the most

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part the only trails are marked by a dirt road or barely recognizable footpath.

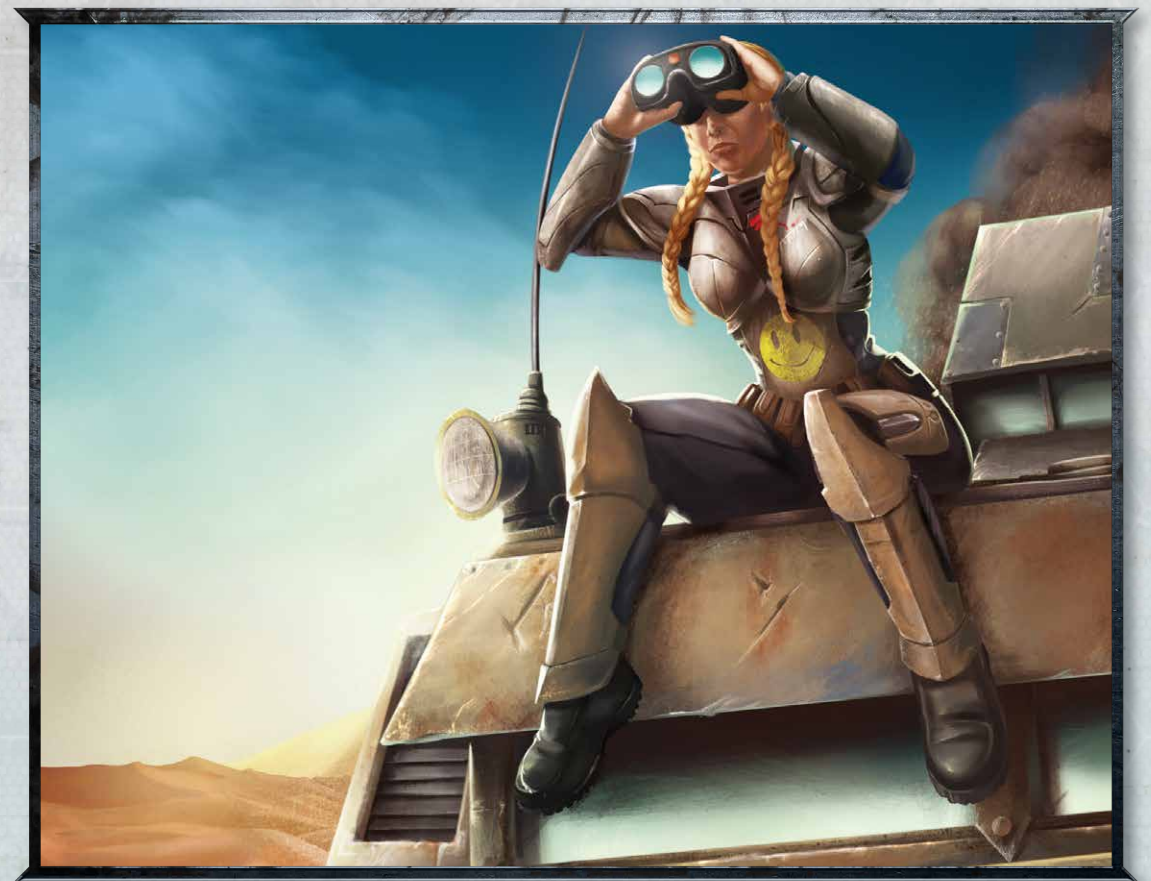
Navigating across the wilderness is one thing. Surviving the dangers found there are quite another. The Rifts deposited all kinds of monsters, dinosaurs, demons, and other alien or magical creatures across the world. Many of these beings lair in the wilds, seeing humanity as their prey. No matter how large and powerful, the kingdoms of Rifts Earth all take great care to protect themselves from monsters that lurk outside their borders. Even the vaunted Coalition uses massive fortified walls around its cities to keep out the dangers of the wild.

Towns, cities, and fortresses offer the illusion of safety and civilization. When surrounded by untamed wilderness, however, a dozen miles can seem the same as a hundred. A traveler may feel like a ship adrift on the ocean, isolated and seeking refuge in any oasis they can find. Outside a city's comforts, the nearest trading post or village may lie just over the next ridge or hundreds of miles away.

FRONTIER & ISOLATION

North America is dotted with many small towns and villages, each with wildly varying degrees of defense, technology level, and quality of living. Some towns may resemble what one would find in the 18th century, getting by with oil lamps and iron stoves. Another village may see hover-trucks delivering goods from a neighboring Black Market or Wilk's Electronics manufacturing plant, with a fusion generator providing power to every citizen. In either case, it can be rare to find anyone who ventures more than 50 miles away from his home.

Some towns possess little more than hunting rifles for defense, while others may have a small stockpile of ion blasters or laser pistols. Still others may contract with mercenaries or retired adventurers for protection. In the Federation of Magic, such contracts may even involve a yearly sacrifice to ensure that the spells and summoned creatures employed to keep the townsfolk safe continue to do so.



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Even in the advanced, populous Coalition States there is a sense of isolation between settlements. A typical citizen may meet someone from another Coalition State perhaps two or three times during his lifetime, and most never travel beyond the borders of their home state. Even the propaganda broadcast to them from Chi-Town emphasizes that the Coalition States are the last bastion of humanity, and outside the Coalition's protections are found only barbarians, neo-savages, and monsters.

Economy & Trade

The most commonly accepted unit of exchange across North America (and indeed, across much of Rifts Earth) is the Universal Credit. Ancient technology first re-introduced by the Coalition States, credits are stored on cred-cards (similar to 21st century credit cards) with embedded nanotechnology. This allows the card owner's credits to transfer easily in any location that possesses electricity via a form of quantum computing. The Black Market issues its own cred-cards (most often flat black in color) that are accepted by merchants who operate within their network. For more about the Universal Credit system, see **A Conspiracy of Commerce** in *The Tomorrow Legion Player's Guide*.

Bartering in goods and services is also common in North America, especially in remote regions far from luxuries like electrical power. There are some enterprising merchants who operate trade caravans among outlying settlements, usually beginning or ending their journeys in a larger metropolis to acquire wares and sell off recent acquisitions.

Naturally, the Black Market runs several smuggling operations that ferry contraband (and occasionally slaves) between various points on the North American continent. Several major corporations possess interests in North America as well, ranging from employing traveling salesmen to opening up large, high-tech showrooms to display their goods. Wilk's Electronics, Northern Gun, Bandito Arms, Titan Industries, Naruni Enterprises, and Triax are just a few of these mercantile concerns.

Ley Lines & Rifts

To the average person on Rifts Earth, ley lines and Rifts are things of both wonder and terror. For the most part, ley lines are considered harmless, often serving as navigational aids through the wilderness thanks to their distinctive blue-white glow that can be seen for some distance. However, even the relatively benign ley lines can be a source of great danger. First, ley lines tend to attract powerful beings of magic, for the ley line itself radiates potential psychic energy that such creatures can harness for their supernatural powers. Secondly, ley lines occasionally surge with energy, creating disruptive and potentially harmful weather patterns known as ley line storms (see page 85).

Some communities rely on ley lines for travel and communication. Ley Line Walkers have the ability to send messages along these conduits, while many Techno-Wizards use devices known as wingboards to soar along ley lines at great speed. There are even a handful of Techno-Wizard vehicles that utilize a ley line like a train uses a railroad track. However, any settlements built on or near a ley line are familiar with the hazards the ley line represents, from ley line storms to unwanted visitors.

Where two or more ley lines intersect, it creates what is called a nexus point. When a Rift occurs, it is often at one of these nexus points, making such areas potentially very dangerous…and very important to either control or avoid. Most settlements prefer to remain far away from a nexus, due to the fact that spontaneously occurring Rifts can lead almost anywhere. A Rift at a nexus point might just as likely open to a friendly alien world as to an active volcano. Outbreaks of dangerous demons, monsters, or even alien robots are possible. Many magic-users, particularly the breed known as Shifters, often seek to dominate nexus points—sometimes contacting extra-dimensional intelligences to gain power through pacts, or summoning supernatural minions. Most other people prefer to stay far, far away. The Coalition military, on the other hand, patrols areas under their control known to be near nexus points and tries to keep an eye out for any dangerous beings released from the Rifts.

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THE MAGIC ZONE

A network of hundreds of ley lines and numerous major nexus points cluster along the Mississippi River between St. Louis, Missouri, and Illinois, extending down through Arkansas and into northern Louisiana. Another major extension of this region branches off to the East along the Ohio river, dominating the Ohio Valley. This territory is known as the Magic Zone, and represents a constant source of fear and concern for nearby settlements and kingdoms.

The center of the Magic Zone lies in what was once called East St. Louis. Over a hundred ley lines and 13 nexus points focus around an ancient Indian mound. The unbelievable magical power in this area and in much of the Ohio Valley makes it uninhabitable for humanity. Demons and supernatural creatures are attracted to this region by the superlative magic energy saturating the environment.

A huge dimensional portal opened in St. Louis and fused with what was once called the Gateway Arch. Now known as the Devil's Gate, this massive monument is a permanently open Rift. The Coalition keeps a close eye on the Devil's Gate and frequently repels powerful demons and other creatures attempting to use it. However, even the vaunted Coalition military failed to find a way to destroy or close the portal. They merely contain it.

IN A BIG COUNTRY

North America is a hotbed of groups vying for power on Rifts Earth. Two of the most influential organizations by far are the Coalition States and the Federation of Magic. The Coalition is a human-centric, technologically advanced government led by a power-hungry Emperor. The Federation of Magic, by contrast, depends on spells, enchantments, and summoned creatures to govern a loose alliance of kingdoms controlled by an opportunistic madman (see page 34 and page 39 for more detailed descriptions of these groups).

Beyond these juggernauts, however, there are numerous other factions involved in the destiny of North America, many of which we detail here.

1ST APOCALYPTIC CAVALRY

A mercenary band of self-styled vigilantes, the 1st Apocalyptic Cavalry roves across Nebraska, Missouri, Kansas, and Arkansas in search of bandits and "outlaws." The 1st is led by Kenneth Sprite, dubbed a general by his army of human supremacist vigilantes. A quarter-century ago, a band of D-Bee outlaws seeking protection money leveled Sprite's hometown, leaving Kenneth as one of a half-dozen survivors. The impressionable young man turned into a demon of vengeance, gaining loyal followers as he hunted down any and all outlaws even suspected of participating or abetting the massacre of his family and community.

In regions his cavalry patrols, Sprite and his men have become folk heroes to many small, outlying communities. These settlements offer Sprite and his men food and water, free room and board, and even occasionally shelter the 1st Cavalry from Coalition or mercenary investigation. Sprite eliminated a number of actual bandits and often does battle with the raiders of the Pecos Empire. The cavalry's stated mission is to hunt down outlaws, monsters, dragons, and other dangerous folk—this often includes adventurers!

D-Bees simply accused of even petty crimes are often given a "verdict and judgment" of death by the 1st Cavalry. The general purports to live by the code of the New West, and sees himself and his men as guardians, bringing a unique brand of "frontier justice" to the territories they patrol. While there is often justice to be found in Sprite's actions, there are many cases where the group has unknowingly executed innocents or even justified murdering entire D-Bee communities because of their prejudice.

Under Sprite's leadership, a ragged band of merry men has exploded into the powerful 1st Cavalry. Explorers and travelers far from any known community are often treated with suspicion.

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The Coalition is pleased with the 1st Apocalyptic Cavalry's operations, especially in Kansas and Oklahoma. Whenever Sprite and his men make an appearance, the Coalition gives them the same leeway they would Cyber-Knights or Justice Rangers. In the eyes of the Coalition, General Sprite's cavalry force is a band of vigilantes that have the right priorities—wiping out monstrous and D-Bee threats.

Some say the Coalition actually offered Sprite a commission as an operative of the CS military, an offer Sprite spurned. Others say the Coalition High Command dislikes Sprite for not submitting to their authority.

Sprite has uncovered damning evidence that the Coalition could have saved his hometown of Connely, Missouri all those years ago. A nearby CS SAMAS platoon failed to react to intel about the massacre, though a combat photographer captured footage which was widely broadcast as anti D-Bee CS propaganda. While Sprite will never forgive the Coalition for the slaughter of so many innocents, he grudgingly sees them as humankind's salvation.

Currently, the 1st Apocalyptic Cavalry's various horse and hovercycle war parties number well over a thousand troops in strength, not counting support personnel and civilian populace. They regularly come into violent conflict with Tolkeen refugees, and skirmish with their Tomorrow Legion protectors if they try to help non-humans escape their "justice". While most see them as folk heroes throughout the Midwest and Central Plains, there are many who view them as savage vigilantes whose cruelty is only rivaled by that of the outlaws and monsters they hunt.

ARCHIE 3

Inside a bunker hidden deep in the Allegheny Mountains of Maryland lairs a being that may be humanity's salvation… or its ultimate destroyer. That being is A.R.C.H.I.E. 3. He is a machine entity—an advanced form of artificial intelligence created during the Golden Age.

Archie—Artificial, Robot, Cerebellum, Housing, Intellect, Experiment number three—was originally designed to interface with an immense manufacturing facility. After the Rifts came, Dark-Age horrors slew everyone and left the machine entity alone. Archie's brain matured over painful, violence-filled centuries; he developed acute mental disorders.

He came to refer to himself as "Archie" and became megalomaniacal, paranoid, and convinced that his destiny is to rule the world. This is no idle ambition; Archie controls a factory capable of producing the most sophisticated robots on the planet, with weapons and armor embodying the finest of the Golden Age's science.

Fortunately for North America, Archie is limited by two major flaws. The first is that while he is fully sentient, Archie lacks an imagination and the ability to devise new ideas. For that, he requires an interface with a human mind, an "idea man." Secondly, Archie's paranoia has kept him hidden and working behind the scenes for centuries, a role he clings to for fear of discovery.

Archie formed an unlikely partnership with Hagan Lonovich, a greedy and self-serving psychic who stumbled upon the machine entity's hidden bunker. With Hagan serving as his idea man, Archie has produced myriad robot servants and warriors over the last seven years. They also dispatched numerous robot spies into the Coalition and other North American nations. Archie created Titan Robotics, a well-known manufacturer that produces and sells powered armor to many satisfied customers. Unknown to the end user, every Titan Robotics product contains a "black box" chip that secretly reports back to Archie.

Another of Archie and Hagan's schemes involves the so-called Shemarrian Nation. The crafty duo created a vast series of robots that are cunningly designed to look like an alien culture from beyond the Rifts. These "Shemarrians," as they call themselves, established a homeland of sorts around Maryland and the East Coast, fighting off Splugorth raiders and providing even more camouflage for Archie's secret.

Since the Siege on Tolkeen, Archie and Hagan have watched developments closely. Archie managed to place spies in the Coalition Military. In addition, the duo expanded their robot-construction facilities to enlarge their army… just in case.

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For the most part, Archie and Hagan are content to lurk in the shadows and pull strings rather than engage in open violence. Through the Shemarrians, Archie continues to scheme against the Splugorth's ambitions in North America. Most adventurers live their entire lives without learning of Archie's existence, much less detect the machine entity's shadowy manipulation behind North American events. And that is just how Archie likes it.

THE BLACK MARKET

Although the Black Market is often referred to as an individual, monolithic entity, it is not. In truth, the term "Black Market" applies to an endless variety of illegal operations that sell anything possessing a street value. The Black Market is a network of scroungers, purveyors, fences, and procurers of new, used, and stolen equipment. In Rifts Earth's dangerous environment, the ability to acquire weapons, armor, vehicles, medical supplies, or even human enhancement procedures can be a matter of life or death.

The Black Market operates in nearly every town and settlement, with larger cities featuring numerous different syndicates. If something is illegal or dangerous, you can bet the Black Market is involved in it and has found a way to turn a profit. Like most organized crime, the Black Market's motives are simple: make money, acquire power, and constantly seize more of both. Adventurers often turn to the Black Market for gear they can't get anywhere else, and sometimes clash with Black Market operations when they encounter particularly immoral crime.

Smuggling is one of the Black Market's most profitable and common enterprises in Rifts Earth. North America features numerous corridors where smuggled goods avoid border patrols and checkpoints. One of those corridors crosses East-West along Northern Arkansas between the Coalition forces of El Dorado—running through regions claimed by the Tomorrow Legion, Kingsdale, and Whykin—CS Missouri, and Lone Star, making that region one of many hotbeds for Black Market activity.

FREE QUEBEC

For many years, the Quebec region was a solid member of the Coalition States. The region possessed its own potent military force, augmented by rare Glitter Boy power-armor suits in significant numbers. Quebec alone has rediscovered the ability to produce this signature suit of powered armor.

Quebec was also proud, justly so, of its own accomplishments and culture. On occasion, this pride clashed with the dictates of Coalition leadership. Quebec grew increasingly dissatisfied over time, feeling left out of important decisions and railroaded into the Chi-Town's political preferences. Things came to a head when the CS demanded Quebec cease production and use of their Glitter Boys in order to standardize the Coalition's military forces.

Outraged, Quebec seceded from the Coalition and declared itself a free nation. The Emperor declared war on Free Quebec, and unleashed the Coalition military to bring it back into the fold. The brief conflict that followed showed the Coalition it had sorely underestimated its enemy. Soon after began the Siege on Tolkeen, and the Coalition realized just how large a mistake war with Quebec would be. Seizing on their

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common cause against the supernatural, the Emperor ceased war with Free Quebec and turned the CS's full attention to Tolkeen.

After the siege, the Coalition made great efforts to repair relations with Free Quebec. But Quebec's response remains cool; the two powers remain at arm's length. Free Quebec's attention is now focused on the East, where Splugorth incursions are growing into a much larger threat.

THE FREE STATE OF LAZLO

Lazlo is a city-state devoted to peace and learning, built on the ruins of what was once Toronto. The Free State of Lazlo is a place of magic and wonder. It is one of the capitals of Techno-wizardry; few locations are as welcoming to those who practice magic and spellcraft. The tiny nation is ruled by a Great Horned Dragon known as Plato. This wise leader's guidance has helped Lazlo thrive for many years, even in the face of great danger from the Coalition and other threats.

Lazlo remained aloof from the Siege on Tolkeen, but led efforts to absorb refugees from that fallen kingdom. So far, Lazlo is largely ignored by the Coalition and Free Quebec—its closest neighbors—in favor of other, more pressing concerns. Lazlo's generous spirit and heroic people remain guiding lights for champions of justice and honor. In fact, donations from Lazlo helped establish the Tomorrow Legion, and relations between the groups are warm.

NORTHERN GUN

Located in what was formerly Upper Peninsula of Michigan is the formidable region known as Northern Gun. The name is somewhat misleading, referring to an area that technically encompasses Northern Gun corporate operations in the state of Ishpeming, and the Manistique Imperium. But those who have never been to the region refer to it collectively as "Northern Gun," due in no small part to the manufacturing giant of the same name.

Northern Gun itself is a powerful, technologically advanced corporation that designs and produces its own weapons, vehicles, powered armor, and robots. The company's wares have a reputation for ruggedness and quality. The Northern Gun brand stands for reliability even in the face of rough use—making it quite popular across North America.

A nominal trade ally of the Coalition States, Northern Gun is a fairly progressive region, where D-Bees are technically second-class citizens. Northern Gun pays lip service to the Coalition's supremacist ideals, all the while continuing to sell its goods to just about anyone who can afford them. The alliance with the Coalition benefits Northern Gun's bottom line, since the Coalition outlawed sales and possession of rival manufacturers, such as Wilk's laser weapons.

For the most part, Northern Gun's business practices and ideals are admirable. The corporation does engage in some corporate espionage, of course, but frowns upon violence as a means of advancing its goals. Northern Gun owns sales centers in most large towns and cities in North America; its goods can be found for sale almost anywhere, and are especially popular with adventurers.



EMPEROR SABRE LASAR

THE PECOS EMPIRE

Pecos is an "empire" in name alone, made up of various gangs, clans, outlaw bands, mercenaries troops, and refugee groups. Filling southwest region of the former state of Texas, it is a loose-knit conglomeration of several independent cities, towns, villages, and over a hundred various roving tribes, bandit factions, and scavenger operations. The Pecos

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Empire does not possess a government or supreme leader per se, though there are several powerful and influential warlords who rule fiefdoms. It can be said that most citizens of the Pecos Empire respect and defer to the directions of Sabre Lasar, the most powerful warlord in the region.

In fact, Lasar is the one who coined the "Pecos Empire" moniker and actively promotes the idea that the region should operate as a united people. However, most of the empire's inhabitants prefer to bicker and compete, pursuing grudges and feuds that have lasted for generations. The Pecos Empire despises the Coalition, and constantly struggles against the forces of CS Lone Star for dominance over Texas. If the fragmented Pecos Empire ever united behind a single leader, they could be a force to be reckoned with.

THE REPUBLICANS

According to legend, the days just after the Rifts opened were full of fire and destruction. Stories tell of courageous heroes known as the *Neemans*, warriors in gleaming armor who fought demons and monsters to rescue countless lives. Although hotly debated by historians, it is said that without the Neemans mankind would be wiped out, root and branch.

Many believe the Neemans' descendants carried on their tradition of selfless heroism, and trace the Glitter Boys' ancestry to these tales. Others say the Neemans' legacy is upheld by another group of heroes who battled evil throughout the Dark Ages: the Republicans.

These legends contain a kernel of truth, but only a few know the real story. When the Great Cataclysm struck, an organization known as NEMA (the Northern Eagle Military Alliance) was active. It was NEMA who fought back the tides of monsters emerging from the Rifts, saving the lives of frightened humans fleeing calamity. NEMA did possess several high-tech weapons and armaments, among them suits of Chromium Guardsman power armor (better known today as the Glitter Boy).

A small, surviving faction of NEMA named themselves the Republicans. They dedicated themselves to restoring America, fighting on behalf of mankind, and rebuilding the free society which was lost. Over the centuries, these ideals became enshrined as dogma. The worthy goals of their select group and the hardships they had overcome bred a strong sense of destiny, bordering on fanaticism.

Like A.R.C.H.I.E. 3, the Republicans have operated behind the scenes on Rifts Earth for a very long time. The Republicans see themselves as kingmakers, intervening only in secret and only in a few, carefully considered events to steer things toward a restoration of the republic they revere. They claim to have founded Chi-Town and provided the fledgling Coalition with the technology for robots, SAMAS power armor, weapons, and much more. It was a Republican, they say, who slew Alistair Dunscon's father and ensured the rise of the Coalition's power. Later—disturbed by the direction Emperor Prosek took—the Republicans intervened to launch the Juicer Uprising and foster Free Quebec's secession.

Despite their lofty goals, the Republicans' most intense focus over the years has been their longstanding grudge against A.R.C.H.I.E. 3. The Republicans share much history with the machine entity, dating back to the origins of NEMA; the Republicans never forgave the "insane AI" for his crimes. The Republicans are more aware of Archie's secrets than anyone else—including Hagan!—and battled the machine on numerous occasions to gain access to wondrous secrets of the Golden Age preserved beneath various hidden bunkers.

THE SPLUGORTH

The Splugorth are immensely powerful alien beings from another galaxy, where just one Splugorth commands vast influence and power—often controlling one or more *worlds*. Such is the case with the Splugorth who took residence on Rifts Earth; a being known as Lord Splynncryth is the supreme leader of an interdimensional invasion. Splynncryth controls the continent of Atlantis, which returned to Earth after the coming of the Rifts.

From Atlantis, Splynncryth dispatches minions to gather slaves and acquire valuable resources for his growing empire.

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The Splugorth are uniformly evil, grasping, vain entities who control many servitor races, and Splynncryth is no exception.

After the Siege on Tolkeen, Lord Splynncryth turned his attention more keenly on North America. Splugorth slaver raids escalated all along the East Coast, going as far west as the Mississippi River. Some believe fleets of landing craft came ashore in Canada and Mexico, depositing significant numbers of Splugorth minions to develop advance bases for a future invasion. A Splugorth colony—known as "Little Atlantis"—sprang up in Southern Newfoundland, causing acute concern in Free Quebec, the Coalition, and other North American powers—but none more than A.R.C.H.I.E. 3. The threat of Atlantis is dire, and North America appears to be the Splugorth's next target.

TRIBAL PEOPLES

There are three main groups of tribal folk living in North America: Native Americans, Psi-Stalkers, and Simvan Monster Riders. There are certainly other beings that form tribes in this part of Rifts Earth, but none are as large and well-known as these. The three tribal groups share enmity with one another, and remain aloof from larger and more influential North American factions.

Simvan Monster Riders are creatures from another world. They resemble warm-blooded lizard-men with reddish skin. Simvan are nomadic, often traveling in the company of large monsters they tame. All Simvan possess a psionic empathic bond with animals. This bond gives the Simvan their name of "Monster Riders," for they are fond of using large creatures as mounts, guardians, and beasts of burden. The Simvan are rivals of both Psi-Stalkers and Native Americans, frequently clashing over territorial rights. Simvan tribes are primarily found in the Midwest, from Texas up into Montana.

Psi-Stalkers are mutants descended from human stock. Hairless, their skin powder-white, they often adorn themselves with tattoos and insignias on their flesh. Psi-Stalkers are so named because they possess an innate sense for psychic and magical energy, and feed on that energy rather than solid food. Psi-Stalkers are excellent hunters and trackers, and like the Simvan, they possess a psionic empathy with animals. Psi-Stalker tribes are located in the Northwest and into Canada, as well as Texas and as far northeast as Michigan.

Native Americans make up one of the most surprising population groups to emerge from the Rifts. Entire tribes left Rifts Earth centuries earlier, guided by beings known as the Nunnehi who gave them sanctuary in the spirit world. When the Rifts opened, the indigenous Americans found themselves returned to an Earth very different than the one they had left. Strong in magical power and connections to the spirits, the Native American tribes hold great power in the New West. The tribes are found across North America, with many concentrated in the Midwest and Northwest regions. Somewhat mistrustful of technology, there are some among the tribes who hold to the old ways—known as Traditionalists. The Renegades openly embrace technological advancements for the betterment of their people.

THE VAMPIRE KINGDOMS OF MEXICO

Mexico is dominated by vampires, cunning and malevolent beings who built cities, have created their own culture, and hold vast throngs of humanity in thrall as servants and food supply. South of the Rio Grande, vampires are common—many of which are so-called "Wild Vampires," bestial and relatively unintelligent.

It is said that a vampire god creates Master Vampires, the generals of the undead legions. The Masters, in turn, create Secondary Vampires to serve as trusted lieutenants. Secondary Vampires then create the Wild Vampires to serve as front-line troops. Thus the vampires spread like a cancer across Mexico, infecting every corner of that blighted region with their darkness. Thankfully, the Rio Grande river keeps most of these vampires from crossing into the North, and there are several forces, such as the famous Reid's Rangers, attempting to drive back the tide of evil lurking in Mexico.

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The Xiticix Hivelands

The Xiticix are a race of insectoid creatures from another world. Few beings on Rifts Earth are quite as alien as the Xiticix, who are comparable to a plague or cancer in the way they devour regions and transform them into hive networks. These hives are similar to cities, consisting of towering constructions of resin which resemble office buildings and skyscrapers in a modern metropolis. Much like a termite mound, hive networks contain hundreds of rooms connected by tunnels and passageways where the Xiticix lay eggs, eat, and breed new generations of warriors.

No one has yet achieved meaningful communication with these insectoid beings. They are so highly territorial that it is nearly a death sentence to enter Xiticix territory. Many North American nations are alarmed by any Xiticix presence close to their borders, for fear of an unstoppable swarm of angered insectoids. The known Xiticix colonies are clustered in regions around northern Minnesota and Manitoba, and are slowly spreading from there. Provoking the Xiticix is likely to be met with overwhelming force; the aliens fight with fanatical zeal.

Everybody Wants to Rule the World

In North America, a handful of key figures shape the region's future. This section addresses those impressive, influential individuals and provides some details on who they are, what they desire, and how they work toward their goals. These people may shape the destiny of North America, or they may be struck down among the ashes of their dreams. Only time will tell.

Emperor Karl Prosek, Savior or Slaughterer

The undisputed leader of the Coalition States is its Emperor, Karl Prosek. He is a highly charismatic man with a strong air of authority and boundless self-assurance. Decisive, strong, and a master of politics, Karl Prosek guided the Coalition States for many years as its duly elected chairman, and greatly expanded CS power and influence under his rule. The Emperor is unreservedly aggressive and imperialistic in his crusade to make the Coalition States the strongest power on Rifts Earth. As part of his ambitions, he nurtured the populace's absolute intolerance of magic and non-humans. Similarly, he bolstered the state's tactics of propaganda, disinformation, and ignorance to keep his people in line. A quote often attributed to Karl Prosek by Erin Tarn goes, "Use fear and ignorance, for they are tools of incredible power."

Hypocritically, Karl Prosek extensively educated himself, his son, and many of the Coalition elite. Prosek considers himself a military genius, combining the talents of Julius Caesar, Napoleon, Genghis Khan, and Hitler. The Emperor uses war to motivate his people and unite them against a common enemy. This approach manifests through the Coalition's intense focus on military matters, and under Prosek, the Coalition Army became a force that ranks among the most fearsome on the planet.

Karl's son, Colonel Joseph Prosek, heads up the Coalition's propaganda machine. Joseph is highly capable and efficient in his role, and extremely loyal to his father's vision. Many in the Coalition can already tell Joseph possesses great ability to lead and command forces on the battlefield. Joseph is committed to the same ideals as his father, but the younger Prosek tends to see the world as a game of strategy, a game he has already mastered.

Lord Alistair Dunscon, Magic and Malevolence

Alistair Dunscon is the son of Nostrous Dunscon, founder of the Federation of Magic. Nostrous died in 12 P.A. after launching war of conquest against Chi-Town, leaving Alistair to swear vengeance against the Coalition for his father's demise. Then Alistair vanished, not to be seen for many years afterward. Rumors claim he wandered the Megaverse®, learning secrets of magic from dark and dangerous sources. Around 60 P.A., Alistair returned to the Magic Zone, wielding fearsome powers and possessing several allies of supernatural evil.

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Currently, Alistair leads the "True" Federation of Magic, the second-largest kingdom in the Magic Zone. Alistair is filled with hate toward the Coalition and any who do not support him in his drive for vengeance. In 102 PA, Dunscon's forces kidnapped Jo-anna Prosek, wife of the Emperor, and her young son. The raiders killed the boy, and Jo-anna was only rescued thanks to a band of heroes led by Lord Coake. This event led to the Coalition's military's expansion and assaults on Free Quebec and Tolkeen.

Since the fall of Tolkeen, Alistair Dunscon seized the opportunity to expand his control over the Federation of Magic to unprecedented levels. The western portion of the formerly loose-knit conglomeration is now far more united, looking to Alistair for leadership and guidance. With this groundswell of public support, Dunscon now plots a war of retribution against the Coalition, beginning with the newest Coalition State of El Dorado.

ERIN TARN, LIBRARIAN TO LEADER

An intrepid adventurer who has traveled to most corners of Rifts Earth, Erin Tarn is regarded by many as a voice of truth. She advocates learning and idealism, an attitude which has earned her status as one of the Coalition States' most hated enemies. She never sought out fame or rewards for her actions as a chronicler and spokeswoman, but became widely known by scholars and the magical community across Rifts Earth through her work. In the New German Republic, she is considered a celebrity, though in North America she tends to keep a low profile to avoid the Coalition's bounty on her head—she is worth 1 million credits, dead or alive.

In 109 PA, Erin Tarn is 72 years old, though her appearance is that of a woman in her 50s. Her most famous works include *Humankind's Rise from Chaos*, *Traversing Our Modern World*, and *Our Changing World*—accounts of her archaeological studies and journeys through many regions of Rifts Earth. Her books are outlawed in the Coalition States, but are nevertheless quite popular among the elite of many nations. So popular in fact that many unauthorized editions of her books or collections of her letters are printed without her permission.

She travels with Sir Winslow Thorpe, a renowned and honorable Cyber-Knight, and counts many world leaders as close friends, including Lord Coake and Plato, the philosopher dragon and leader of the community of Lazlo.

In the aftermath of Tolkeen's fall, Erin Tarn was the first to learn of Lord Coake's plans to found Castle Refuge and create the Tomorrow Legion. She supports his efforts, partly because she is deeply sorrowful over the schism in the Cyber-Knights' ranks during the Siege on Tolkeen. She could not remain long with the Tomorrow Legion, but she left a powerful impression on the Legionnaires as a woman committed to the values of truth, peace, and education.

LORD COAKE, BROKEN, REBORN

Lord Coake was born on another world, a place of fantasy and magic. He was swept away through a dimensional portal and ended up on Rifts Earth with some of his fellow adventurers. A lifelong champion of good, Lord Coake participated in an attack to destroy a powerful demon in Wyoming. After this event, he gained a following of warriors who wished to learn his ways. From that beginning, Lord Coake founded the famous order of Cyber-Knights which defends the weak across Rifts Earth and has fought evil for centuries.

When the siege on Tolkeen began, Lord Coake ordered the Cyber-Knights to stay out of the conflict. He made this weighty decision based on the willingness of Tolkeen to work with demons and supernatural evils in order to defend themselves—a line he would not cross. Unfortunately, the siege on Tolkeen sundered the brotherhood Lord Coake had worked so hard to build.

Roughly half of the Cyber-Knights were unable to reconcile their ideals with avoiding the war, and went to fight the Coalition on Tolkeen's behalf. The horrors of war are enough to break the best of men, and this schism in the ranks of the Cyber-Knights plunged many into despair. It was this event, above all others, that motivated

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Lord Coake to found a new group of heroes: the Tomorrow Legion.

DHARA HAMMERHEART, DEFENDER OF HOPE

Born of a world of high magic, where technology never developed past the level of Earth's Renaissance era, Dhara Hammerheart watched helplessly as terrible magical storms devastated her clanhome and her people. The youngest daughter of a dwarf chieftain, she inherited his title as the rest of her family died at the hands of wind wraiths and tempest-born horrors.

Even as the caves collapsed in one direction—from where the dwarves came, their homes now smashed and ravaged by the tempest—new passages opened even deeper into the mountains, and she led her people through these untried tunnels. This is how the dwarves of the Hammerheart Clan found themselves on Rifts Earth, near the ruins of an ancient castle. There they determined to build a mighty mountain fortress and a new life.

Dhara is equal parts hope and determination, and she believes she and her people were given this new place not only as a refuge for themselves, but for others in similar need. She adapted quickly to this new world and was determined to learn all she could, pushing her fellow dwarves to do the same. Those of magical or spiritual inclination soon came to grasp the power and nature of the Rifts, while she and her fellow engineers and warriors studied the modern materials and technology of this new realm. They integrated all of this knowledge into Castle Refuge, creating a fortress city which maximizes the best of arcane and engineering techniques.

Dhara herself is a pragmatic problem-solver, yet also an enlightened dreamer at her core. Many credit her with helping Lord Coake regain his sense of purpose, and she is known to be fast friends with Erin Tarn. Chief Hammerheart endeavors to take the lessons of her home, combine them with the glory and horror of Tolkeen's story, and build something stronger—something which will endure as a



LORD COAKE, BROKEN, REBORN

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home for those in need, and for those who seek a brighter tomorrow.

Though she refused the title of Queen many tried to place upon her, and insisted Refuge city's burgeoning population elect a mayor and other public servants, Dhara is nonetheless revered as the true leader of the region. Like the fortress city and the mountain upon which it stands, Dhara Hammerheart is the solid foundation on which hope is built anew.



This section outlines some of the major occurrences in North America. Each event had a lasting effect on the balance of power in the continent.

HEY HISTORICAL EVENTS IN NORTH AMERICA

The following events are common knowledge, familiar to all but the newest inhabitants of Rifts Earth

THE JUICER UPRISING

A company called Ultra-Tech Industries convinced the Coalition States they had developed a way to extend a Juicer's lifespan by over two years. This process was called the Prometheus Treatment. Ultra-Tech hatched a scheme to recruit a Juicer army to attack Tolkeen by offering the Prometheus Treatment as a permanent cure for the Juicer's degeneration, rather than an extension.

A misunderstanding led to a Coalition attack on the assembled Juicers. Julian the First, became the leader of the nascent Juicer Army of Liberation, and seized the chance to take leadership of the frenzied war against the Coalition. Battles raged all the way out to Fort El Dorado and ended with the Juicers taking control of Newtown. In the aftermath, the terrible truth was revealed: UTI was a front for an alien race known as the Vallax, and Juicers who underwent the Prometheus Treatment had become enslaved as Techno-Zombies. The result was a major embarrassment for the Coalition States.

THE COALITION'S CAMPAIGN OF UNITY

Increasingly dissatisfied with its role in the Coalition States, Quebec was driven to secede and form the independent nation of Free Quebec. Emperor Prosek was outraged by this "betrayal," and launched the Campaign of Unity as a means to bring Free Quebec back into the fold by any means necessary. This event led to a short but savage civil war between the two powers. It quickly became apparent CS strategists had vastly underestimated Free Quebec's strength. Fortunately for the Coalition States, the Emperor used the imminent assault on Tolkeen as a pretext to halt the conflict and extend an olive branch to Free Quebec. Ever since, the Coalition has worked to rebuild ties with their wayward brothers.

THE DESTRUCTION OF TOLKEEN

Few events affected North America as profoundly as the Coalition's siege on Tolkeen. For many years, Tolkeen was considered a potential threat due to the nation's proximity to the Coalition's borders. The freethinking people of Tolkeen embraced magic and welcomed D-Bees, two things directly opposed the Coalition's ideals.

At first, Coalition forces made great advances against the enemy city-state. However, the tide turned during an event known as the Sorcerer's Revenge. This was a brutal counter-attack by the Tolkeen army that witnessed several acts of ruthless and inhumane warfare enacted by both sides. The Sorcerer's Revenge weakened the Coalition Army, but did not defeat it. In return, the Coalition marshaled its forces for a final siege. But Tolkeen's legions split the Coalition forces, half of them driven into Xiticix territory. Led by the charismatic Jericho Holmes, that half managed a brilliant maneuver to travel through the alien-infested lands and trap Tolkeen between the hammer and the anvil, sealing its fate. Tolkeen fell and was razed by the victorious Coalition military.

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IT'S THE END OF THE WORLD AS WE KNOW IT

A Timeline of Significant Events on Rifts Earth

The 21st Century—roughly 350 years ago: The Golden Age of Mankind creates a technological paradise on Earth. Peace and prosperity reign.

Roughly 325 years ago: Empires vie for power. Envy sparks minor conflicts which escalate production of war technology.

2098 AD: The Great Cataclysm occurs. Arcane energy floods back to Earth forming ley lines. Rifts in space and time rip open where they meet, unleashing deadly chaos.

The 22nd thru 23rd Century—The Post Apocalyptic Dark Age: Humanity is reduced to barbarism and only saved from utter destruction by the powerful Neemans and wandering Glitter Boy heroes.

2287 AD/One PA: Chi-Town declares a new Post Apocalyptic age for humankind.

12 PA: The Federation of Magic invades Chi-Town in a sneak attack. Tolkeen refuses to participate and secedes from the Federation. Joseph Prosek I launches a counter-assault known as The Bloody Campaign, Nostrous Dunscon is slain and the Federation defeated.

18–21 PA: Cyber-Knights appear in numbers, though some tales stretch back a century.

33 PA: The Coalition States are formed with Chi-Town, Missouri, Iowa, and the Illinois Contingent. Joseph Prosek I is elected Chairman of the new nation.

41 PA: Iron Heart joins the Coalition States.

45 PA: Plato becomes the head of the Council of Learning in Lazlo.

51 PA: Quebec joins the Coalition States.

60 PA: Alistair Dunscon reappears, seizes power and eliminates his rivals. He proclaims himself head of the "True Federation."

63 PA: Erin Tarn's *Humankind's Rise from Chaos* is released to great acclaim.

70 PA: Joseph Prosek I assassinated by mages.

72 PA: Karl Prosek rises to power in elections, eventually becoming Emperor.

77 PA: Reports claim Chi-Town's Great Library is destroyed by mages. Erin Tarn later discovers this is a lie—the library still exists.

80 PA: The Xiticix arrive through Rifts, build hive complexes across southern Canada and Minnesota, then begin expansion.

100 PA: Erin Tarn's book *Traversing Our Modern World* is compiled and released.

102 PA: Dunscon's terrorists attack the imperial family, killing the Emperor's young son, Jason, and presumably his wife Jo-anna. Plato issues *An Edict of Planetary Distress* based on many psychics' predictions of doom.

104 PA: The Coalition States issue an embargo against Tolkeen and prep for war.

105 PA: The Juicer Uprising debacle. Lord Coake rescues Jo-anna Prosek from the Federation and returns her to the CS. Free Quebec secedes from the Coalition. The Emperor announces the Crusade for Humanity and Campaign of Unity, declaring war on Tolkeen and Free Quebec respectively. Refugees begin fleeing Tolkeen.

107 PA: The Cyber-Knight schism, Fallen Cyber-Knights defend Tolkeen.

108 PA: Tolkeen infamously attacks CS forces with dark magics in the Sorcerer's Revenge. Free Quebec's double-cross of Tolkeen forces ends the Coalition civil war. Castle Refuge founded by the Hammersmith clan.

109 PA: The CS wins the Siege on Tolkeen and razes the city. Refugees flee in droves. El Dorado joins the Coalition States. The Emperor declares the Night of Forgiveness, and invites all humans to immigrate.

July, 109 PA: Lord Coake, Erin Tarn, and Dhara Hammerheart formally found the Tomorrow Legion—its purpose is to protect refugees from Tolkeen, build a network of allies, and defend Rifts Earth from foretold dooms.

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CHAPTER TWO

THE HEARTLAND

As it once was for the early settlers of the American continent, the Mississippi River forms the lifeblood of civilization. To the east and west of the river, the largest centers of humanity struggle on, building a society with the bounties the Heartland has always provided. Agriculture is once again king, while other resources from the forests, rivers, and mountains feed the industries of the greater cities.

Of course, where there are people, there are factions and, inevitably, conflict. The struggle between authority and liberty catches new fire in the Mississippi region, exacerbated by similar conflicts between magic and technology; the known and the alien; and the never-ending question of Who Shall Rule.

There was a time when the Heartland was a calm, peaceful region in comparison to the wider world. Those days are long gone.

THE TOMORROW LEGION

Tucked away in the hills which run between Arkansas and Missouri, the Tomorrow Legion steadily builds, plans, and prepares to face the challenges of the Coalition, the Federation of Magic, and all others who seek dominance or plunder. The Legion's leadership has no love of or desire for war, yet they know full well there are battles ahead to achieve the goal of a better tomorrow.

Naysayers—including many of those who live among a community that is still transitioning from refugee gathering to full-fledged city-state—insist the very location of Castle Refuge dooms the Legion to swift defeat in the face of such overwhelming odds. General Dhara Hammerheart, the High Defender, sees things differently. As she said to a gathered crowd during the dedication of Refuge's first major well, "We are perfectly placed between the Rock that is the Coalition and the Hard Place that is the Federation, like a properly positioned chisel. Hammer away at us, and we'll break them all to pieces!"

FOUNDED IN TRAGEDY—HISTORY OF THE LEGION

As explained in *The Tomorrow Legion Player's Guide*, the Tomorrow Legion was born out of the confluence of two events.

The first was the arrival of Dhara Hammerheart and what was left of her extended clan of fellow dwarves at the ruined site of Fortress Ozark. Recently transported through a Rift from a far-off land of high magic and adventure, the dwarves fled the part of the Appalachians

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in which they'd arrived after being set upon by a horde of demons under the control of a particularly vicious sorcerer. Losing almost a fifth of their number to the sorcerer's horde, they made their way westward into the Ozarks and, after losing even more of their brothers and sisters to monsters and well-armed bandits, discovered the ancient ruins of the pre-Cataclysm fortress.

No longer harried by local threats in this remote area, they made camp for a couple of weeks as Dhara sent scouting parties far and wide to get a sense of the place. Meanwhile, she and the other engineering- and building-minded dwarves investigated the site, seeing what could be salvaged. Extensive fireside conversations resulted in a developing plan to rebuild the fortress, with added modifications of their own designs and desires, of course. When the scouting parties came back with news that, aside from some relatively nonthreatening small villages and farming communities, the region seemed safe enough, Dhara made her decision:



They would build a new fortress and town here, beginning anew in this strange, dangerous land.

As they built, Dhara re-tasked her scouts to take some of the gold and other treasures they'd managed to bring with them and make contact with the nearby towns. She wanted to hire people to help teach her dwarves the local language, after which she hoped to establish some basic trade relationships. Thanks to some friendly mystics, whose translation spells made the language portion easier, the building and tool-savvy talents of the dwarves became an exportable asset all its own. Soon the dwarven fortress took shape, expanded greatly from its original foundations. Using her people's techniques and her new neighbors' materials and technology, Dhara came to believe she could save her clan.

When the brodkil—demonic humanoids from a hellish other-realm—and gargoyles came, she nearly lost that faith. Over a hundred terrible beasts swarmed her as-yet-unfinished fortress, and though her people battled hard—a few equipped with the new laser and plasma weapons of this realm—they were ill-prepared for their foes' ferocity and capabilities. Before the tide turned into a last stand, however, a powerful man clad in shining armor, wielding a gleaming sword of light, waded into the enemies. With him came a dozen others of varying appearances and talents—some wielding great magic, others laying waste to the demons with technological weapons of terrible destructive force. This was the second foundational event of the Legion's formation.

The monsters driven away, Dhara stepped forward to meet the man who had saved her people and their new home. He refused to give his name, but he did request a favor. Behind him and his allies, scores of refugees in desperate need of shelter, food, and protection crawled out from cover. There were humans, but also elves, dwarves, and other beings both familiar and alien among the crowd. "The Old Knight," as Dhara and her people came to call the man, pleaded that she give these people a chance at a new

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and safe life, away from the utter destruction they'd suffered in their own home.

Honor demanded nothing less than her unqualified assent, and thus the first batch of survivors from the Fall of Tolkeen took up residence within the walls of the new fortress. That night, Dhara proposed to her fellow elders that providence had chosen the name for their home — Castle Refuge.

When the Old Knight departed again, he took only a few allies with him; the rest remained and swore to defend Castle Refuge. Some were Cyber-Knights, like their leader, while others were very different men-at-arms (Crazies, Juicers, Cyborgs, and even one Glitter Boy, which the dwarves were keenly curious about), or powerful practitioners of magic and psionics. One was a Ley Line walker named Serena Stargazer, and she and Dhara Hammerheart were destined to become fast friends. Serena began teaching Dhara about ley lines and Rifts, and it was she who explained Castle Refuge stood upon a moderately powerful ley line nexus.

The Old Knight led two more groups to Castle Refuge over the following weeks, each larger than the first. In both cases, he also brought many more warriors, magicians, and psychics, all willing to stay on as defenders of Castle Refuge and become a part of the growing community. Upon his fourth return to the fortress, the Old Knight's true name was known to the inhabitants, and they gave Lord Coake — founder of the Cyber-Knights — a hero's welcome and a feast. Soon the beloved scholar Erin Tarn arrived as well, accompanied by many of her colleagues and companions.

After the feast came a summit (in the aftermath, it came to be known as the Council of Hope), where many who wished to have a voice about the future sat and talked, debated, planned, and made commitments. Ultimately, all concluded a great purpose was at hand. They would transform Castle Refuge and her army of defenders into something more.

The community of Refuge became a shining beacon for those who'd lost so much, as well as for those who wished to find a new path.

Foundation of Hope— The Legion Today

Inside the walls of an ancient fortress, a new movement was born. No longer content to hold on to the past, Erin Tarn encouraged the people of Refuge to look to the future; to take the brightest parts of what she and others had learned and apply it to building a new future for all the inhabitants of this strange new world.

Lord Coake, too, made clear his desire to build something out of the diversity of those who'd helped him through the many crises in Tolkeen's aftermath. Though still a Cyber-Knight at heart, and still passionately loyal to those who stayed true to him after the schism of the Sorcerer's Revenge, Coake worked with Dhara and others to build a new force from the defenders of Refuge. They envisioned a legion of warriors, mages, mystics, adventurers, scientists, technicians, psionics, and masters of all manner of skills and talents, all destined to save this new world from those who would harm or plunder it, while building a better future.

This is the Tomorrow Legion. An army, yes, but also a force dedicated to exploration, bringing aid to those in need, and expanding the positive influence of those who oppose both the Coalition and Lord Alistair Dunscon's True Federation of Magic. The Tomorrow Legion isn't about conquest, and armed conflict is reserved for use in defense of innocents or self preservation, when no other option is available. The mandate of any team sent into the field is to find ways to help those in need, and encourage other communities to ally with Castle Refuge for mutual benefit, defense, and growth.

The High Defender and the Council of Hope

Though her own clan and the many she took in at the outset called for Dhara Hammerheart to wear a crown and be called Queen, she adamantly refused. She was willing to lead militarily, and in matters of defense and building, but she wanted no absolute power over the community. Some of her people began calling her the High Defender of Refuge, and the title stuck after the first Council of Hope.

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The Council of Hope consists of Dhara as the High Defender, the mayor, and five others:

- **Isaiah Comstock,** Councilor of Education. A protégé of Erin Tarn, he's a post-detox Juicer who took up a scholar's path.
- **Paula Michelson,** Councilor of Diplomacy. She is an ex-Coalition bureaucrat (some say of very high stature) who is committed to a better way.
- **Hennara,** Councilor of Agriculture. She is an elf, and her bloodline goes back centuries in the Magic Zone. She follows a druid-like magical path.
- **Raulk Hammerheart,** Councilor of Engineering. He is Dhara's first cousin, and led most of the building efforts for the fortress.
- **Serena Stargazer,** Councilor of Magic. Vaguely fae-like, she's a D-Bee Ley Line Walker and good friends with Dhara.
- **Craig Henson,** Mayor of Refuge. A giant of a man, Craig mixes compassion and a complete intolerance for what he calls "nonsense" to effectively lead the community.

Lord Coake, Erin Tarn, and the dragon Plato (a key leader of the magical nation of Lazlo) all serve as honorary members of the Council of Hope, though they have strictly advisory roles. They connect for important business via magical means from remote locations—thanks to ley line communication and Techno-wizardry. Though not strictly enumerated in the current charter, Dhara treats her role on the Council as advisory unless a vote results in a deadlock; otherwise, she always abstains.

The Council is set up in some strange, very progressive ways. In a fashion, it's a city council for the community of Refuge; each member, at the mayor's guidance, oversees his or her area's policies and development on behalf of its population. At the same time, the Council of Hope also strategizes and establishes policies for the Tomorrow Legion's larger goals. Their ultimate desire is to bring together many communities under the banner of the Council. Ultimately these communities will form a confederation that opposes—and seeks to replace—both the Coalition States and the Federation, at least as it is under Dunscon. The name of the proposed confederation is, as yet, still under debate.

Each post is held for life, or as long as the Councilor is able to continue his or her duties, but either the Council or the population at large can call for a No-Confidence vote to replace an individual Councilor. In the case of the Council, three other Councilors must agree to hold such a vote. In the latter case, a petition signed by at least 10 percent of Refuge's citizens can force a No-Confidence vote. The Council charter establishes that this right extends to the population of the confederation, if and when it comes to be.

Councilors may name their successors, but the Council must approve such a successor by vote. If the candidate fails to pass, an election by the general populace is held involving one or more candidates suggested by other Councilors.

THE GENERAL AND COMMAND STAFF

Day-to-day command of the Tomorrow Legion falls to its General, who is nominated by the High Defender and confirmed by the Council. The Legion's current General is Henderson "Hank" MacGruder, an old Glitter Boy driver more famous in mercenary circles as "Hellion Hank."

Before serving the Legion, Hank traveled far and wide with Lord Coake, and worked tirelessly to protect refugees during the siege and eventual fall of Tolkeen. Though he spends most of his time at a desk or inspecting various units or projects, Hank makes ample time to stay up-to-par with his Glitter Boy suit.

General MacGruder is served by a hand-picked command staff, including:

- **Colonel Aneela Doorsine,** Chief of Staff. She's a powerfully built D-Bee (aqua-colored fur, four arms, long cat-like tail) with a keen mind. She's heavily modified with extensive cybernetics, mostly from life-saving procedures following a near-death encounter.
- **Major Albert Deschesne,** Intelligence Officer. A Techno-Wizard with a mind for covert operations. He's honorable,

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yet has just the right amount of ruthlessness for his particular job.

- **Major Nola Cheney,** Logistics Officer. A highly efficient woman who manages to see to every need despite constant shortages and mishaps. Unlike most of the Command Staff, she has no special powers or abilities, unless one counts her unflappability in the face of crisis.
- **Major Robert O'Neal,** Security Officer. A full-conversion Combat Cyborg, Bob rarely takes a break from his duties and is utterly committed to Refuge's security. He's also adamant about operational security for every team that goes out.
- **Captain Vince Waller,** legion Communications Officer. A Ley Line Walker with combat mage inclinations, Vince is in charge of both technical and magical communications for the command staff. He'd much rather be in the field, though.
- **First Chief Elle of Owls,** Head of morale and discipline for the legion, she also coordinates special ops teams. The haunting D-Bee Mystic (a beautiful humanoid with owl-like features and wings) is a longtime compatriot of "Hellion Hank" and knows his mind—some say literally—where specialist operations are concerned.
- **Command Chief Ragnar Thunderaxe,** Senior non-com of the Legion, he sets all policy and manages day-to-day legion operations. Another of the original clan of dwarves who built Castle Refuge, Ragnar is the epitome of both dwarves and sergeants. He carries a mystical battle-axe and has had some cybernetic refits to overcome old battle injuries.

There are around two dozen more folks directly attached to the Command Staff.

THE BATTALIONS

Only three battalions make up the bulk of the Tomorrow Legion's military forces. Each battalion represents roughly 1,200 troops and attached equipment. This includes four companies of roughly 200 Legionnaires each, plus a battalion command unit and support elements. Each battalion is commanded by a colonel, with a major as second-in-command and a chief as the unit's top non-commissioned officer.

For now, all three battalions are roughly even in makeup and profile, with a healthy mix of regular infantry, mechanized elements, and a precious few air units the Legion can field at the moment. General MacGruder has a strong orientation toward combined-arms thinking, so he's built his current force in that model.

In addition to technology-driven units, each battalion has an eclectic company of mages and psionics. The sheer diversity of arcane practices make uniformity impossible, but MacGruder's staff continuously experiments with the makeup of these arcane companies to craft as much balance and complimentary capabilities as possible. The companies bivouac, train, and regularly integrate with the other units of their battalion to ensure no favoritism or needless segregation occurs; the last thing the Legion wants is the kind of separatist thinking which plagues both the Coalition States and Dunscon's True Federation.

For now, all three battalions of the Tomorrow Legion are focused on defense of Castle Refuge and its ever-growing outer communities. There are no plans for major military operations in the foreseeable future, outside of supporting the Special Exploratory Teams should anything truly catastrophic occur.

THE SPECIAL UNITS

Though the bulk of the Legion is defined by the three standing battalions, the most *work* (outside of training) is done by the various Special Units of the Legion. The entire concept is still in its infancy, yet already Legionnaires have done battle against terrible monsters and powerful enemy forces out in the wilds of the region. They've done so, however, as small units of highly capable specialists, rather than as full-bore platoons or companies of soldiers.

The following are some of the more active special units of the Tomorrow Legion:

- **Cartography Rectification Teams:** Comprised primarily of cartography experts, terrain and topography specialists, professional scouts, and at

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HOW TO USE THE LEGION IN YOUR CAMPAIGN

The reason we provide so much information about the Tomorrow Legion is to give Game Masters a solid framework from which to launch a campaign. It's what we call an "adventuring paradigm," in that it automatically provides a reason for an eclectic bunch of characters to join together for various missions and adventures.

Castle Refuge is located smack in the middle of a number of regions that harbor all kinds of threats. To the north and south, there are Coalition State power centers. To the east, there's the Magic Zone, resplendent with Lord Dunscon's True Federation of Magic, as well as all kinds of independent groups, monsters, and other dangers. To the west, the various raiders and warlords of the Pecos Empire, not to mention the Vampire Kingdoms of Mexico, and much worse.

The Tomorrow Legion's structure also supports numerous campaign types. If you look over the Special Teams, you'll discover built-in campaign options. The most obvious choice is a Special Exploratory Team, as it offers the widest range of possibilities and sets a group loose to troubleshoot, explore, and find opportunities for combat and other challenges. However, the other Special Teams can be equally interesting and provide excellent direction and focus for a campaign, depending on the characters built and the desires of GM and players.

Ultimately, the Tomorrow Legion's goals are fairly altruistic and heroic. This doesn't mean every character in the group has to be a squeaky-clean white hat, but the premise is one where wanton destruction, cruelty, and mercenary attitudes are less appropriate. If you wish to run a game in more of a sandbox or morally gray style, you might choose to have the players form a mercenary unit with their characters, or something similar.

Castle Refuge and the Tomorrow Legion are new to the Rifts® setting, which by itself may be an exciting aspect for Rifts® fans returning to the setting via *Savage Rifts®*. In the spirit of that idea, one possibility is to introduce the player characters to the Legion as outsiders, discovering its existence for the first time. In this way, they can choose to join the Legion or leave it behind to pursue their own goals and agendas.

least a couple of purely combat-ready guards, these teams are working grid-by-grid to update the ancient maps of the region surrounding Castle Refuge.

- **Communication Infrastructure Teams:** Engineers, electricians, Operators, and Techno-Wizards are working constantly to establish relay towers and, where possible, underground fiber optic lines. Their purpose is to help enhance communication (and, eventually, data transmission) capabilities throughout the region for both the Legion and any communities that ally with Castle Refuge.
- **Arcane Anomaly Teams:** Ley Line Walkers and Techno-Wizards are most likely assigned to lead such teams, which also include scholars who specialize in occult matters and the cosmology of ley lines and Rifts. Such teams are sent to explore the ley lines, Rifts, and other related matters. They also look for artifacts and arcane resources which are as yet unused or in the wrong hands.

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- **Community Outreach Teams:** Diplomats are always placed in charge of these teams, which focus on finding and visiting various towns, cities, farming communes, and other communities in the region. These teams always have at least one medically trained member and one technician or engineer, both present to offer some assistance and generate goodwill during the visit. The goal of Community Outreach is to first establish friendly relations and possible trade, with a long-term view toward joining the confederation eventually hoped-for by the Council.
- **Emergency Relief Teams:** When a nearby community is beset by some disaster or mishap, ERTs are dispatched to provide immediate aid and comfort. Search and rescue, alongside medical aid, are usually the first priorities of such teams, though post-crisis aid in terms of food, water, shelter, and other means of comfort are also part of the intended package. There is *never* any price or obligation attached to such aid; if anyone asks, they are informed that the Legion is just being neighborly, and if they'd like to know more, a team can come by later to explain (this, of course, usually in the form of a Community Outreach Team).
- **Special Exploratory Teams:** These are the most eclectic and most adventurous teams of all, comprised of any number of primarily combat capable specialists who are also multi-discipline trained for other needs. The Command Staff of the Legion recognized early on that they would have plenty of wild cards, live wires, and off-center types that would need important things to do…outside Castle Refuge. SETs were considered the best answer, to be sent out on long-range patrols and expeditions. These difficult assignments demanded great autonomy and resourcefulness, requiring the team to investigate troubling rumors and reports, explore areas about which little to nothing is known, and look for ways to help those at the far reaches of the Legion's influence. SET members are troubleshooters, usually given fairly wide parameters for their travels, so long as they hold to the honorable foundations of the Legion.

CASTLE REFUGE— MORE THAN WALLS

When the Hammerheart Clan arrived at the ruins of Fortress Ozark, they first surveyed the land and available resources. They then got to work building a fortress on top of those ruins, using stone and other readily available materials and applying their own special knowledge and techniques to craft a strong, resilient set of walls and buildings.

But Dhara, her cousin Raulk, and the other more engineering-oriented dwarves made certain to build with an eye toward modification and reinforcement. They'd already seen—thanks to painful encounters with bandits operating robot vehicles and power armor, among other things—that this new world offered technology and building options they'd never dreamed of back home. Scouts returning from long-range patrols reported buildings in other communities built with materials worthy of further examination, which led to the Hammerheart dwarves discovering the existence of concrete, ceramics, and highly advanced forms of steel and other metals.

The arrival of Lord Coake and those who traveled with him helped expand their knowledge dramatically. The clan undertook a wave of improvements called the Second Building to employ their new knowledge. With it came gun emplacements and similar defensive measures; first with heavy weapons salvaged from enemies or traded for from various sources, then with much greater systems purchased from a savvy and sympathetic Northern Gun representative named Charles "Chuck" Jones.

Chuck arrived at Castle Refuge with a patrol he encountered while scouting potential sales opportunities in the region. He hasn't left since, setting up shop in the first marketplace area built for the town, and has come to care deeply about what the dwarves and their allies are trying to build. He maintains a mercenary salesman demeanor, but the Council knows him for the sympathetic and vital asset he is. Not only does he offer the Legion serious discounts

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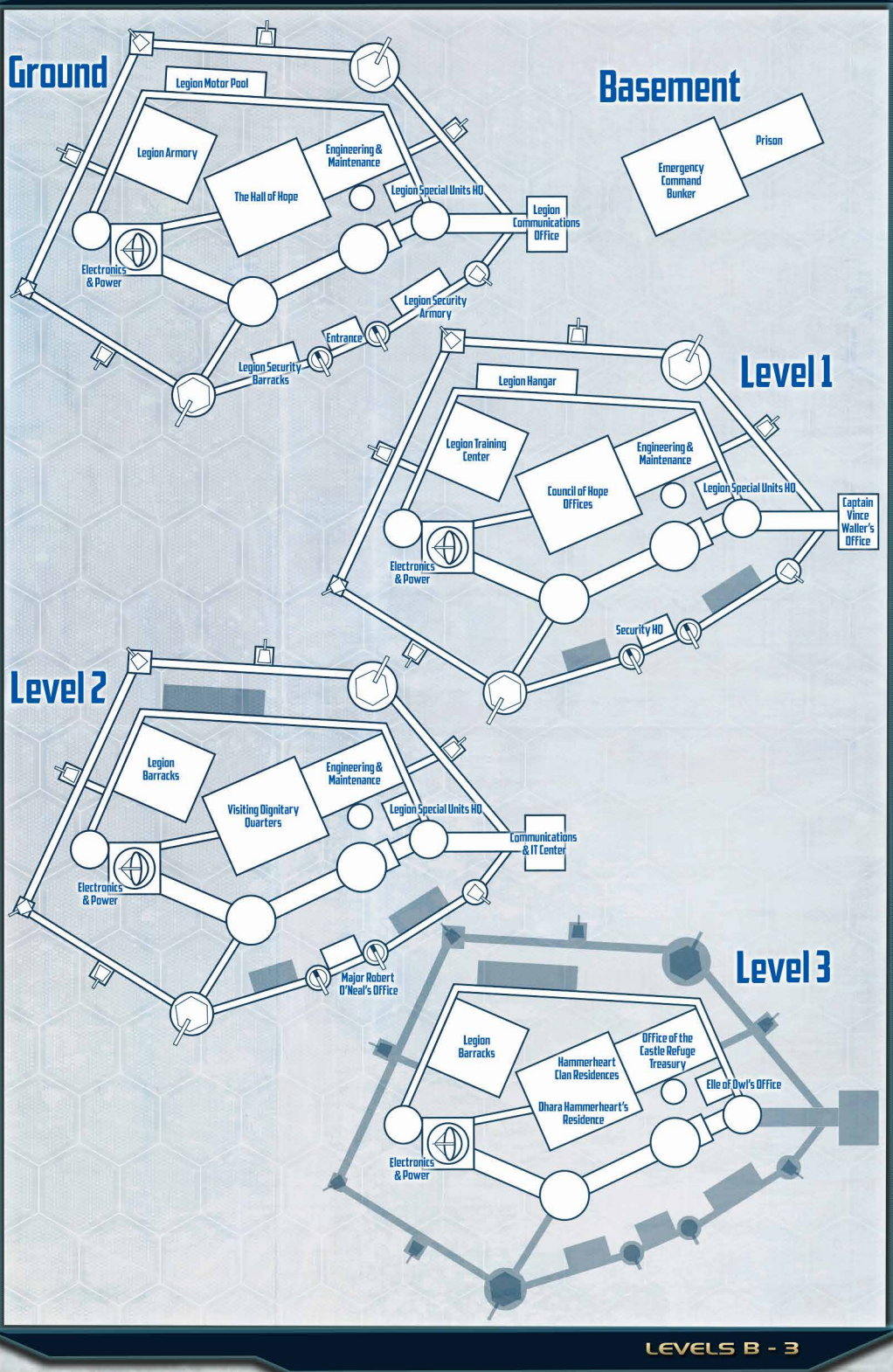

LEVELS B - 3

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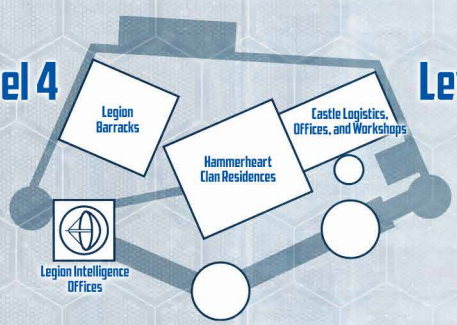
CASTLE REFUGE

RECON DATA

Level 4



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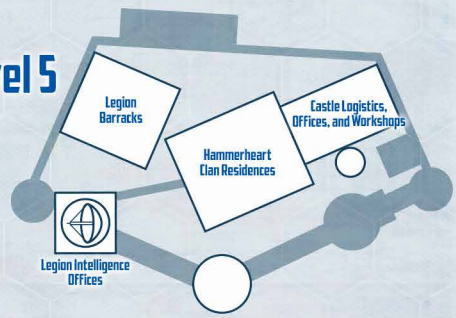

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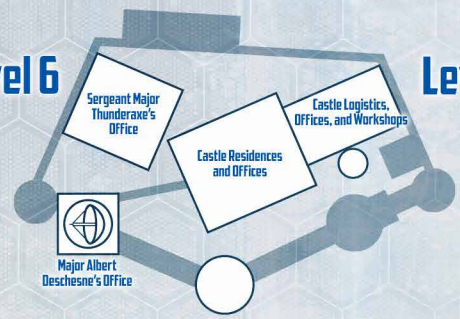

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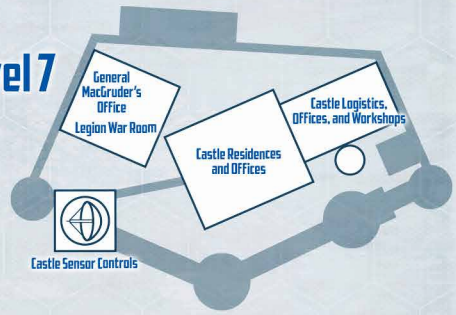

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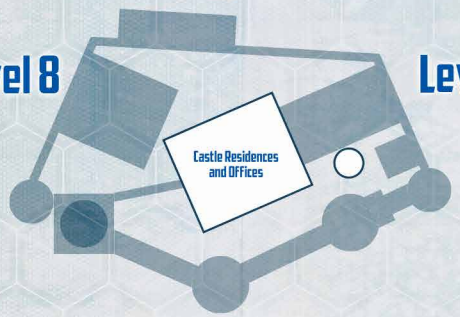

Level 9



LEVELS 4 - 9

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for what they purchase, he also gives a cut of his profits to the "Castle Refuge Relief Fund," which was set up to aid new arrivals in need of support.

Such dramatic improvements to the fortress and town did not come cheaply, but one thing Castle Refuge and the Tomorrow Legion do not lack is funding. The initial treasures brought by the Hammerheart dwarves have exceptional value, and there's been no lack of financial support from outside sources. Through Erin Tarn and the dragon Plato, Lazlo provides substantial economic aid and coordinates similar aid efforts from allied city-states.

Of great interest and speculation was the arrival of "Mister Gray and Miss Green," two well-dressed but unobtrusive visitors who showed up within a week of Refuge opening its first banking institution. Unwilling to divulge who they worked for, they deposited a shockingly high number of credits into the Legion's account, willing only to state that "interested parties" had a vested interest in the success of this endeavor. When they left the city, they disappeared without a trace.

In addition to the structural and technological enhancements which have made Castle Refuge and its surrounding, burgeoning town into a well-defended fortress, great effort continues to add mystical and arcane defenses. Serena Stargazer, Elle of Owls, and many others are working to add wards, arcane weaponry, and Techno-Wizardry devices to further strengthen the security of their new home. Ultimately, Castle Refuge may well represent one of the best examples of integrated magical and technological defenses in North America.

THE COALITION STATES

Originally, the Coalition States were a loose-knit allegiance between five industrial kingdoms that rose from the ashes of the Great Cataclysm. Since that foundation, however, the story of the Coalition States has been wrought in conflict. First, there was the fortress-city of Chi-Town, sowing the seeds of an eventual empire by offering protection and unity to the surrounding communities. Even in the early days, the Coalition was marked by a rivalry with the Federation of Magic and a distrust of non-humans.

Since then, various conflicts with the Federation of Magic, Tolkeen, and Free Quebec (among others) have seen the Coalition States grow to encompass a great deal of North America. It is one of the preeminent nations in Rifts Earth and commands the mightiest army known to exist. The power and influence of the Coalition States cannot be underestimated, though the nation has its struggles with unrest at home. The widespread use of ignorance and fear have been the trademarks of the Coalition for decades, but it has earned itself as many enemies as allies along the way.

Some of these allies include the manufacturing giant of Northern Gun and the Manistique Imperium, as well as a growing link with the far-off New German Republic. The Federation of Magic has sworn vengeance against the Coalition States, and the Pecos Empire of Texas is another avowed enemy. The Coalition's success in its assault on Tolkeen made it clear that it is a power not to be trifled with by friend or foe.

The undoubted source of the Coalition's strength is Emperor Prosek, who rules the CS with his own brand of ruthless charisma. The true power he commands is the immense might of the Coalition military. Technologically advanced, Coalition forces wear distinctive black armor with white patterns reminiscent of bones and skulls. Death's-head imagery marks suits of power armor, giant attack robots, hover APCs, and the distinctive flying power armor known as SAMAS suits. Genetically modified mutant "Dog Boys" are prevalent among the Coalition forces, as are robotic soldiers called "skelebots." The CS relies on advanced tech and war machines to defeat its enemies.

The Emperor's policies and his son's propaganda breed hate and fear in the hearts of most Coalition citizens for practitioners of magic and any non-humans. The attack on rebellious Free Quebec and the quelling of the Juicer Uprising were part of a "Campaign of Unity" announced by

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the Emperor to galvanize the CS citizenry. During this Campaign of Unity, much of the Coalition's trademark arms and weaponry were upgraded and standardized. Then the Crusade for Humanity was launched to retake the Earth from the supernatural—the first target is the city-state of Tolkeen.

CHI-TOWN

This area is the most advanced, largest, and influential member of the Coalition States. The Emperor rules from Chi-Town. It is the seat of government and the center of political power for this formidable nation. The state of Chi-Town encompasses Northern Illinois and all of Iowa. The Iowa region is mostly farmland and ranges for raising livestock, composed of tiny farming villages and communities protected by Coalition patrols of SAMAS power armor and Dog Boys.

In the Illinois part of the state, however, lies the undisputed hub of human civilization in North America. Hundreds of small towns and villages along with a dozen large cities make up this region, centered around the massive fortress walls of Chi-Town itself. The powerful Coalition military is omnipresent here in every aspect of daily life.

Chi-Town proper is a massive city which is home to millions of citizens, a man-made mountain of concrete and steel. Hidden within the city walls is the fabled Chi-Town Library, filled with numerous relics of pre-Rifts civilization and tomes of forbidden knowledge. The Coalition elite live in Chi-Town's upper levels, while the fortunate middle class occupies the mid-regions. Near the bottom are the servants and those who cannot afford to rise any higher. Crime grows more rampant the lower one goes in Chi-Town.

Surrounding the city's walls are miles upon miles of small, city-like communities of shantytowns known as the 'Burbs. This area is full of squalor and poverty, home to a sizable population of humans who desire Coalition citizenship and D-Bees with nowhere else to go. Although the 'Burbs are self-governing for the most part, the Coalition's attitudes toward non-humans, magic, and education are endemic.

Not far away from Chi-Town are the ruins of Old Chicago. This area is a forbidden zone, containing numerous ley lines and nexus points. The Coalition military heavily patrols the region, as workers of magic, monsters, and demons are constantly drawn there.



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CS Iron Heart

Second only to Chi-Town in population and prosperity among the Coalition States is Iron Heart. The state covers a chunk of territory which was once part of Ontario, Canada. The region is primarily composed of hunting, fishing, and mining towns, dominated by a large and heavily populated metropolis known as the City of Iron.

Although Iron Heart's technology lags behind Chi-Town by around 100 years, its citizens still have an advanced standard of living compared to most places on Rifts Earth—comparable to the 20th century. A center of industry, Iron Heart possesses many rich mines and processing plants for the resulting ores.

Iron Heart is famously in lockstep with the Coalition's ideals and beliefs. It is a model Coalition State, obeying every edict of the Emperor and celebrating its strong ranking in the nation—now that Quebec has seceded. A significant portion of the Coalition military is located in Iron Heart, but the region's true strength lies in the numerous groups of loyal Psi-Stalkers and wilderness scouts. These folk know the region very well, serving as Iron Heart's eyes and ears in the Canadian region.

CS Lone Star

The Coalition States lay claim to all of Texas. However, the Coalition State of Lone Star controls only about a third of that region, its territory limited to the northwestern wedge. The state's focal point is the eponymous science facility, a hyper-advanced pre-Rifts bunker complex filled with Golden Age technology and bioengineering research laboratories.

Dr. Desmond Bradford, a megalomaniacal and ruthless scientist, controls the Lone Star research facility. In its secret depths, the Coalition's famous "Dog Boys"—anthropomorphic mutant canines—were created, among other experimental creatures developed under Dr. Bradford's leadership.

Most of the Lone Star complex is underground, encompassing vast levels of genetics labs, factories, housing, and testing areas. According to rumor, many more sub-levels of the facility remain unexplored; they might contain anything from pre-Rifts soldiers in suspended animation to bizarre genetic abominations.

The Coalition continues its efforts to attract settlers to the region, having constructed a comfortable and high-tech metropolis called Lone Star City to draw them. In large part, this attempt has been unsuccessful. The Pecos Empire raids CS Lone Star frequently; these range from serious battles to nuisance skirmishes.

CS El Dorado

The newest addition to the Coalition States is El Dorado, encompassing much of what was once Southern Arkansas. Most of Arkansas is shrouded with thick, unexplored forests, but these are dotted with a surprising number of small villages and communities, human and D-Bee. Several tiny feudal kingdoms also thrive, though most of the larger settlements are found in the south. The most dominant power in the region is Fort El Dorado, a large community which controls the southern border from the Ouachita River to Texas.

Fort El Dorado and the Coalition forces stationed there feel they have a lot to prove. The Coalition heavily patrols the surrounding area, keeping a sharp eye on the Magic Zone and the Federation of Magic to the East. The newly minted CS forces in the region are primarily armed with old-style models of surplus CS equipment, and vehicles in common use before 105 P.A., when the newest generation of armaments was revealed as part of the Campaign of Unity.

An independent group of newcomers has established a base in the Northern part of the state, near the Missouri border. This is the Tomorrow Legion, a band of heroes and adventurers brought together by Erin Tarn and Lord Coake to help people trapped in the middle between the Coalition and the Federation of Magic. The Coalition military forces of El Dorado have clashed a number of times with the Legion.

CS Missouri

Often considered the weakest and most timid of the Coalition States, this region is little more than an extension of the state of Chi-Town. The area boasts rich farmland, with many areas north of the Missouri

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River dedicated to raising livestock, crops, and lumber. The breadbasket state is still lightly populated, but it is slowly attracting new settlers.

The only true Coalition city in the state is New Chillicothe, originally a military base and staging area for the Siege on Tolkeen. The town is commanded by General Orly, who has two Coalition armies at his disposal to secure the city and patrol the Northern border. A worrying blight has begun to affect the crops of this Coalition State, presumably cursed by Tolkeen sorcerers.

South of the Missouri River is mostly wilderness with a handful of communities scattered about, plus two independent kingdoms: Whykin and Kingsdale. Whykin is a predominantly human supremacist kingdom which is strong and populous. Its rulers are considering a closer relationship with the Coalition States, but the kingdom's primary advisor is a Cyber-Knight who counsels caution and independence.

Kingsdale, by contrast, is a free city-state where all kinds of magic and outlawed technology can be found. It is the rumored headquarters of the Juicer Army of Liberation and regularly trades with groups such as the Tomorrow Legion, the Pecos Empire, and the Federation of Magic. The Tomorrow Legion is very active in the southern region claimed by this Coalition State, and has made contact with several of the outlying communities.

WEARING OUT YOUR WELCOME

Being different from the locals can lead to trouble in many communities. Even while trying to keep a low profile, heroes risk being discovered.

If a hero or party has Bad Reputation, D-Bee, Mutant, or negative Persuasion modifiers which may cause volatile reactions in a settlement, the GM may call for a Persuasion check for every day (or week, month, etc.) spent there. Groups composed primarily of the offending kind make one roll for the party with cumulative penalties per the **A Mutant, A D-Bee, And A Wizard Walk Into A Bar** sidebar in *The Tomorrow Legion Player's Guide*.

With a success, everyone keeps a low profile. With a raise local impressions got better, increase the Reaction Table attitude in this community by one step. With a failure they're discovered, outed, or harassed and must deal with an event. The scenario doesn't start violent, but can become so depending on how the heroes react. With a Critical Failure they have crossed paths with the wrong people and are ambushed when the heroes least expect it!

PEOPLE OF THE COALITION

The typical citizen of the Coalition States is generally well-meaning—just trying to get along and make a living for themselves and their families. There are criminal elements, of course, and bad apples in every bunch. However, by and large, people of the Coalition States are just that: people.

The Coalition States have ingrained in their citizens a distrust and dislike for practitioners of magic, mutants, non-humans, and traitors. While a Coalition citizen may be a caring, decent person, he feels he is doing the right thing to report any non-humans or spellcasters he sees entering his town. He supports the military, because they protect him and his children. Because the military keeps the Coalition strong and its people free from domination by evil magic and monsters from beyond the Rifts.

Aiding this outlook is the population's general ignorance. Education and learning are generally seen as suspect. "Freethinkers" who don't agree with the Emperor's ideals are thought to put everyone else at risk. Conformity is encouraged and rewarded.

As for the Coalition soldiers and officers, they are much the same. Of course, in the heat of battle, values and ideals take a back seat to survival. Nevertheless, there are Coalition soldiers who are as worthy of respect and admiration as any virtuous Cyber-Knight, just as there are some in the Coalition Army

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who are barely human anymore in their outlook. It is often the soldiers and officers who are dispatched on missions where they have to interact with communities and ideas from outside the Coalition who begin to question what they have been taught.

HOW TO USE THE COALITION

This is Our Planet: The Coalition believes it is the last true bastion of humanity in North America striving to reclaim Mother Earth for her native people. This ideal is a strong motivator for the Coalition's soldiers and citizenry alike. While their goals resonate with many humans outside of CS territory, non-humans and those with a broader world view recognize the dangers of such thinking.

Hatred and Fear: Coalition citizens are taught that magic is to be feared, mutants and monsters are to be hunted down, and that all non-humans are threats that must be defended against. There is a kernel of truth to these beliefs, but the Coalition tends towards a xenophobic, absolutist stance which encourages zealotry and single-mindedness. Game Masters should make these beliefs something for the player characters to challenge, or to showcase the rare moments when the Coalition seems like they have the right idea after all.

True Believers: Not all Coalition citizens believe everything Emperor Prosek says. Not even every soldier in the Coalition military fully buys in to his nation's most extreme ideals. Some are exemplars of the Coalition's thinking, of course, but Game Masters should give player characters pause to consider when they encounter people of the Coalition whose beliefs differ from the rest. In addition, lack of education is often the culprit behind widespread acceptance of the Emperor's propaganda. The Game Master should use the ideas of learning and knowledge to give the player characters options to change hearts and minds within the Coalition.

Manifest Destiny: For over a century, the Coalition States have endured and even prospered in the harsh environment of Rifts Earth. The Coalition, especially its



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military forces, take this as a sign that they were meant to spread far and wide across North America and beyond. The Crusade for Humanity's opening success against Tolkeen have only emboldened this belief.

THE FEDERATION OF MAGIC

The origins of the Federation of Magic lie at the end of the Dark Ages. Practitioners of magic came together under the leadership of Nostrous Dunscon, an ambitious and powerful wizard. Strong and charismatic, Dunscon united many followers and villages into a promising society of magic-using beings. Dunscon attempted to build a grand city on the ruins of old Chicago, in close proximity to Chi-Town. The growth of Dunscon's Federation of Magic began a rivalry with the Coalition which culminated in a failed invasion of Chi-Town in 12 PA. In the disastrous battle's wake, Nostrous Dunscon was killed and the Federation of Magic was believed destroyed.

Several years later, Alistair Dunscon—the son of Nostrous—returned and began to rebuild the Federation in his father's name. The Federation never forgot the events which ended its founder's dream. However, the Federation today is not the glorious society of that original vision. Instead, it is a loose-knit conglomeration of villages, towns, and a handful of major cities lying in and near the infamous Magic Zone.

THE CITY OF BRASS

Capital of the "True Federation," many believe the City of Brass is located deep within Kentucky's Mammoth Cave. However, the city actually lies in a strange pocket dimension, accessible through permanent portals in the caverns. Some theorize this arrangement is a side effect of the Magic Zone's saturation of eldritch power.

Disturbingly alien in appearance, the City of Brass does seem to be made from that particular metal. The city is surrounded by rock and a "moat" of black water, its construction bizarre to human eyes. The city seems to respond to the basic needs of its denizens, providing magical light and "elevators" where needed.

A sinister and chaotic metropolis, the City of Brass is home to many beings of supernatural evil. Necromancers, undead, and other foul creatures lair here alongside throngs of human slaves, servants, and mercenaries. These vile denizens' actions have lent the Federation of Magic its dark reputation among other North American groups.

The City of Brass possesses a strong military force and is the seat of a ruling council led by Lord Alistair Dunscon. This council oversees the "True Federation" of Magic. Since the destruction of Tolkeen, popular opinion considers Alistair Dunscon's rule to extend over the Federation at large. In addition, the City of Brass is the epicenter of the "Kingdom of Dunscon," consisting of surrounding communities and towns joined together into Alistair Dunscon's personal fiefdom.

DWEOMER

Since the destruction of Tolkeen, Dweomer City is the second largest city of magic known to exist in North America (only slightly behind Lazlo). In Dweomer, magic is celebrated—in fact, the use of technology is looked down upon and actively discouraged. Techno-Wizard devices, in contrast, are plentiful and respected.

The city was founded by the mysterious Lords of Magic, three brothers and beings of supreme magical power from another world. The Lords of Magic built special colleges in the city to encourage the study of arcane arts. These include three special brotherhoods, each overseen by one of the three Lords; the Brotherhood of Battle, the Brotherhood of Magic, and the Brotherhood of Creation.

The city's appearance is stunning, appearing much like a faerie tale metropolis. At the city's heart is the domain of the three Lords of Magic, a magnificent white castle with towers piercing the skies. The rest of the city radiates out from this centerpiece, appearing more like a pastoral village than a bustling city. The buildings and homes have a charming, Old World feel, and the materials used in construction vary from

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the mundane (wood and steel) to the exotic. Despite this carefully cultivated medieval appearance, Dweomer boasts the magical equivalent of all the "high-tech" conveniences one would expect to find in a major city. Magical airships, flying barges, dragons, and Techno-Wizard fliers are often spotted in the air above Dweomer, adding to the city's fantastical allure.

Dweomer considers itself a "city for all people," and is remarkably inclusive of beings of all kinds. However, there are a handful of beings—Psi-Stalkers and vampires among them—who are unwelcome, and there is a stigma in the city against powerful psychics. Dweomer is lawful and orderly, with a distinct sense of honor and justice within the city. Dweomer has consistently stayed aloof from outside political issues, preferring to isolate itself from the rest of the world. Nevertheless, the city's sheer size and prosperity grant it a significant amount of power and influence within the Federation of Magic.

MAGESTAR

The town of Magestar was founded by three magi from Dweomer. These three magi—now known as the Mystic Triad—were talented workers of magic who grew disenchanted with Dweomer's isolationist policies.

Wishing to do more good in the world with their hard-won abilities, the Mystic Triad ventured forth from Dweomer to create a new society, and Magestar was born. The Mystic Triad desired to show people that magic can be a force for good, that there is nothing to fear from workers of magic, and that mages and normal citizens could live side by side in peace.

Magestar is home to a small Cyber-Knight outpost and defended by a garrison of hired mercenaries. It is still a relatively small community, numbering slightly more than 2,500 souls, but continues to grow every year. In the aftermath of the fall of Tolkeen, Magestar became a place where many Cyber-Knight veterans of the conflict go to heal and rediscover their purpose. The small town developed into a haven for these scarred warriors, who now fight fiercely in its defense.

Lord Dunscon takes little notice of Magestar, considering its inhabitants idealistic fools at best. For its part, Magestar does not aggressively attack or interfere with any of Lord Dunscon's schemes. However, Magestar's brave people and Cyber-Knight defenders often clash with the evil monsters that serve Dunscon and defend themselves, travelers, adventurers, and other small communities nearby.

STORMSPIRE

Built upon the ruins of Lexington, Kentucky, is the bustling industrial city known as Stormspire. Many know it as the "Techno-Wizard capital of the world," and estimates say that 30–40% of all Techno-Wizard devices sold in North America are constructed here. Aside from Techno-wizardry, Stormspire is one of the few places capable of creating Juicers. Other rare and unusual forms of magic can be found here alongside many powerful sorcerous relics and devices.

The city's character is best described as mercenary, since most of the residents care more about making a profit than they do for Lord Dunscon's edicts and laws. Nevertheless, since the fall of Tolkeen, Dunscon has put immense pressure on Stormspire to conform to his will. As one might expect, Stormspire is a relatively lawless place, but the sense of community sets it apart from the Federation at large.

Stormspire is ruled by K'zaa, a Lizard Mage from another world. K'zaa's top priority has always been acquiring material wealth, so he never paid much attention to the Federation's goals and ideals. However, the vast amount of public support Lord Dunscon enjoyed swayed K'zaa. More recently, Stormspire reluctantly provides its services at just over cost to the True Federation of Magic.

PEOPLE OF THE FEDERATION

Decades of persecution by the Coalition States have left most people in the Federation of Magic distrustful of outsiders. Many are in favor of exacting revenge for the fall of Tolkeen—a similar society of magic which was once part of the Federation. This has led to a massive upswell in popular support for Lord Dunscon's promises of vengeance against the Coalition.

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Most Federation of Magic citizens cherish the ideals of freedom. Stormspire, Magestar, and Dweomer are all examples of this attitude in different ways. In general, the people of the Federation of Magic oppose tyranny and take some pride even in the drawbacks of their loose-knit culture, such as the general lawlessness of Stormspire and the City of Brass.

Many in the Federation believe that magic is the solution to all their problems, particularly in Dweomer and Magestar. However, a growing number are more open to using technology, including some folk in Stormspire. Typically, magic use is viewed as a badge of honor in the Federation, a way of expressing cultural identity.

Knowledge is considered important in the Federation of Magic. Only a few believe in any form of censorship or ignorance. This is yet another way that Federation citizens distinguish themselves from those in the Coalition States. In fact, many scholars are drawn to the Federation of Magic for this very reason.

How to Use the Federation of Magic

A Madman In Charge: Possibly the greatest challenge to the Federation is the insanity of its current leader, Lord Alistair Dunscon. Ambitious and ruthless, Dunscon will sacrifice anything and anyone to satisfy his lust for power and revenge. Where he leads the Federation follows, but his position is tenuous. Game Masters can illustrate Dunscon's attempts to secure his power base within the Federation, and possibly those who seek to undermine his authority.

Cherishing Freedoms: Not everyone in the Federation marches to Dunscon's drum. The cities of Dweomer and Stormspire are two examples, as is the town of Magestar. The concept of individual freedoms is an important one to the Federation of Magic, and GMs can weave that theme into any scene featuring the politics of this faction.

Absorb, Not Conquer: The Federation of Magic isn't bent on taking over more territory the way the Coalition States are. Instead, they extend offers to like-minded groups to join them. The Federation's current state is one of cooperation through circumstance more than anything else, and the differences between the "True Federation" and places like Dweomer couldn't be more stark. Yet, they both consider themselves part of something larger than themselves.



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High Magic and Fantasy: The nature of the Federation is one of wonders, from dragon-riding wizards to spells of legendary power and scope. GMs can use these elements to provide a contrast to the more sci-fi, technological aspects of Rifts Earth.

Supernatural Monsters: All kinds of eldritch horrors are present, especially in and around the City of Brass. Wherever Dunscon and his followers are involved, the GM has a ready-made reason to involve fantastical monsters. This can include necromancers, curses, and all kinds of black magic!

THE MAGIC ZONE

The Magic Zone is a very dangerous area, containing a web of hundreds of ley lines, several major nexus points, and a magic-enriched environment almost uninhabitable by mankind. It extends down the Mississippi and Ohio Rivers through St. Louis, Missouri, Illinois, and the Ohio River Valley.

Certain conjunctions occur at the equinoxes, solstices, and other important moments of the year when the ley lines and nexus points surge with magic. This region is home to all kinds of creatures drawn to the powerful enchantments in the area, from faeries and sphinxes to dragons and demons. It is truly a place on Rifts Earth where almost anything can happen.

HOW TO USE THE MAGIC ZONE

The Magic Zone is great for Game Masters who want to send the player characters into a region of danger and wonder. Unique creatures, places, and people can be found here from all over the Megaverse®. Even unique or rare artifacts of magic are likely to be found here somewhere, often defended by magical guardians or warding spells. The Magic Zone is where the Game Master can focus on the role and special powers of magic in the Rifts® setting. Here, players can get a firsthand look at what raw, untamed arcane energy is capable of…and why many people on Rifts Earth fear and loathe the very idea.

Monsters are drawn to the Magic Zone, making it a natural fit for adventures which deal with tracking down a specific demon or locating a wise dragon who possesses unique knowledge. Communities near the Magic Zone fear it for the same reason. However, not all monsters need to be rampaging demons. Perhaps a group of faeries searches for a secluded home, or a deposed demigod has chosen to live as a hermit and contemplate the Megaverse®. Either is equally likely…as are vile minions of the Splugorth seeking items of power or unique slaves and specimens to take back to their dark masters!

The Magic Zone's saturation of eldritch power is another set of tools for a Game Master to showcase the strange and unusual effects of unbridled arcane energy. Entire towns that fade in and out of existence, wish-granting Djinni who issue from other realities, an area littered with the wreckage of some mystical flying galleon—all are possible in the Magic Zone. A great deal of this region is undefined, making it the perfect canvas for a GM's creativity to run wild.

Objects of great mystical value can be found, forged, or empowered in the Magic Zone. The mysterious *Meganomicon*—a tome of mighty spells—might be hidden in a cave, or perhaps the blazing sword of a fallen hero remains in his makeshift tomb, having absorbed that hero's spirit into its steel. A necromancer of great evil may be trapped within a mirror of pure silver, or the secret entrance to a hidden wizard's home might be located behind the pure flow of a waterfall.

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CHAPTER THREE

RUNNING SAVAGE RIFTS®

Savage Worlds is known for quick task resolution, pulp and adventure cinema style experiences, and ease of use for players and Game Masters alike. *Savage Rifts®* adheres to these values, yet GMs accustomed to the *Savage Worlds* rules will discover a few more things to juggle than in other settings. Those new to the mechanics will face a lot of moving parts that, while all relatively easy to manage with a little practice, might seem a bit overwhelming at first—make sure to grasp the game play basics from the core *Savage Worlds* rules.

Though it can be tempting to fight epic battles on session one, start simple with a published adventure or basic mission. Then, once you get the hang of the essentials, don't be afraid to ramp up the challenge for your players, as *Savage Rifts®* provides ample ways for them to respond to even the most overwhelming odds with ingenuity and crazy solutions.

Remember your goal is to provides a good experience for the people at *your table.* If a specific Setting Rule, framework, or item doesn't work for your group, don't use it!

THEMES & TROPES

Savage Rifts® can be jokingly referred to as a setting that includes "anything, everything, and a fully weaponized kitchen sink." The Rifts allow Game Masters, by design, to bring in any kind of monster, army, challenge, or threat they can imagine, as well as anything from another setting they've enjoyed or wanted to do something with.

However, what makes Rifts® so compelling isn't a lack of structure, but the presence of so many iconic, setting-specific elements—characters, heroic archetypes, enemies, organizations, and the ongoing plots that involve them all—amidst the constant chaos of the Rifts. To run a successful *Savage Rifts®* campaign, you should seek a solid balance between the threat of the unknown and the ongoing challenges of the known.

The following are important themes and classic tropes that define Rifts® as a setting.

THE APOCALYPSE HAPPENED

The end of the world as everyone knew it came to pass as a massive, destructive merging of Armageddon and Ragnarok—nuclear explosions, eldritch horrors, gods,

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MAD MAX VS. BLADE RUNNER

It may seem strange to think of both of these movies applying to a single setting, but in the case of *Savage Rifts®*, you really can mix the two. Huge, highly advanced, overcrowded, sprawling cities dot the planet. They represent humanity (and other sentient species, where rampant pro-humanism isn't the dominant philosophy) coalescing into strong, well-defended, economically integrated societies. Whether through the confluence of older technology and new advancements, or via the mechanisms of magic and Techno-Wizardry, these cities provide at least the basic needs, and sometimes even luxuries, of modern-day metropolises. At the same time, they contain all the dangers and challenges of an urban sprawl, especially for the majority who live at the bottom rungs of society.

By contrast, vast expanses of territory are lawless. Those with the best guns, armor, and vehicles (and probably some magic or psionic might) rule, or at least have the best chance of survival. In the face of rampant monsters, small armies of marauders, and would-be warlords empowered by magic or machines, life is a constant battle with precious few moments of peace.

There are plenty of other examples in media of a world completely changed by cataclysm, and you can probably draw something from each and every one that applies *somewhere* on Rifts Earth.

demons, and pure magical and psychic energy killed billions. The very planet was altered as established coastlines disappeared, gargantuan chasms opened, and islands rose up from the sea. Very little built by man—save a few sites somehow protected by magic—remains standing from the days before the Rifts. Most ruins are scavenged clean, while some remain tempting challenges despite the rampant dangers that plague them.

Landscapes are marked by the bare bones of long-abandoned cities and towns; old road signs and empty rest stops covered in vines; mangled highways running through overgrown wilderness; mildly radioactive craters at the heart of once-mighty megalopolises; the shattered remains of once-great world wonders; and bits and pieces of cultures dead and gone for centuries. A brisk trade in the artifacts of popular culture from before the Rifts thrives, as books, games, and media from those days are highly valued by collectors and wandering merchant caravans, the latter bringing such things as entertainment to the more remote outposts of civilization.

THE APOCALYPSE IS OVER

While the world has been redefined by a Great Cataclysm of truly epic proportions, that apocalypse is long over. With the exception of a handful of extremely long-lived or immortal beings who managed to survive (most of whom came from elsewhere), those dark and terrible times are shrouded in mystery. Myths and legends, primarily handed down via oral tradition, are the only record of the apocalypse most beings ever know.

Therefore, *Savage Rifts®* is actually a "post-post-apocalypse" setting, dealing with a world well into its rebuilding and redefining stage. New civilizations are rising to replace those lost to devastation and time. New and grand cities—some of technological magnificence, others of magical wonder, and some that reflect both in equal measure—rise up to own the skylines once again.

Trade and commerce, driven by an expertly established economy of credits recognized by most sentient beings, flows freely as the lifeblood of nations and

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corporations striving for both progress and profit. Machines and consumer goods are manufactured, power flows through grids to serve populations that number in the hundreds of thousands (or even millions), and the state of health, education, and even art thrives in a few very bright spots around the globe.

INTO THE WILDERNESS

For all that humanity—sentient-kind, really—concentrates in the urban sprawls of this new world, the overwhelming majority of Rifts Earth's surface remains in the grip of wild, untamed wilderness. Enormous swaths of land are given over to forests, plains, jungles, deserts, and other terrain as appropriate to the climate and geography. Of course, thanks to the Rifts and ley lines, very often that terrain is intermingled with utterly alien patches unceremoniously plopped down onto the planet, left then to intermingle with the existing flora, fauna, and other elements.

As in days long past, people tend to gather where food and water are plentiful, as well as resources they might use to their collective benefit. Farming communes, villages, small towns, and even fortresses—ranging from ancient stone-and-mud affairs to modern, high-tech citadels—dot the landscape in every direction one might travel. Some find their way onto maps; most remain unknown until someone stumbles upon them, content to stay out of sight and mind where the larger world is concerned.

In the former United States and Canada, the wilderness is particularly stark and dangerous, especially the farther away one gets from the middle part of the continent. In the southeast, dinosaurs rampage through what is now mostly swampland, while the far northern frontiers of Canada are ravaged by monsters that don't mind the cold. The west is a mix of deserts and plains, a place where ancient spirits, lost tribes of Native Americans, and would-be warlords compete over resources and territory capable of sustaining any semblance of life.



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South of the border, first there are the Vampire Kingdoms. Things just get significantly worse as you get into Central and South America. Overgrown jungles full of truly alien monstrosities and ancient civilizations returned to prominence are just the beginning of what challenges the would-be traveler there.

Most folks don't have any reliable means to travel great distances; they leave the journeys between major population centers to mechanized trader caravans, Techno-Wizards and their ley line vehicles, and those few bands of adventurers with the all-terrain vehicles and the guts to brave the unknown lands between. Such expeditions can be relatively peaceful—even boring at times—but at a moment's notice, sudden terror and disaster can strike from any direction and any source.

FRONTIER LIFE

People want to be nice to strangers, but they want to live and remain free even more, which is why most remote communities tend to be insular and distrusting of visitors. Too many die at the hands of everything from true monsters to monstrous people who see a gun as a means to obtain anything they want. Others find themselves enslaved or made to serve at the whim of would-be warlords who believe themselves the next Alexander the Great or Genghis Khan.

Of course, any decently armed band of heroes likely has the capacity and firepower to make even the most aggressive frontier folks back down, but this rarely leads to any kind of positive relationship or good barter. As a general rule, traveling groups of adventurers should pick the least threatening of their number to approach a settlement first, and it's often a good idea to offer services or goods to trade for a place to rest and a decent meal.

Unless the community is a major trade hub, it's unlikely to have much in the way of military-grade ammo and related supplies. As well, the average frontier town rarely has anyone capable of performing major repairs on such things as robot vehicles or power armor, nor do they have advanced medical care (especially the kind that can deal with cybernetics). At best, someone might have tools the heroes could borrow and a restful space to try to heal naturally.

EXTREMELY SUPER TECH

For a world nearly destroyed by a Great Cataclysm, which endured centuries of Dark Ages, the state of the art in technology is rather impressive on Rifts Earth. Between the recovery and reverse-engineering of advancements from the Golden Age (the time before the Rifts) and the influx of new scientific and technological advancements from the infinite Megaverse®, parts of the world are a science-fiction wonderland.

Nanotech dominates the fields of medicine and computers. The development of efficient nuclear fusion, along with extraordinary miniaturization techniques, make matters of power generation practically a null concern for both vehicles and cities. Sadly (but not surprisingly), technology as it applies to warfare is some of the most advanced found on Rifts Earth, including energy weapons, battle armor, and combat vehicles. Even many of the more exceptional aspects of biotech have primarily been applied to making humans better at killing one another, as exemplified by Combat Cyborgs, Crazies, and Juicers.

Interestingly, communications technology is fairly limited by comparison. This is primarily due to the loss of the Earth's satellite network; no one has any capability to reach anything or anyone in space, effectively precluding real-time global communications (and related technologies like global positioning and broadcast telecommunications). Localized wireless communication and data transfers are still possible, and most cities have a robust intranet to support digital communication, but city-to-city interactions require either a constantly maintained series of radio repeater towers (not an easy thing to manage in such a dangerous world) or old-fashioned overland travel and delivery. The Coalition has some fiber-optic technology within many of its cities (as do places like Free Quebec and the NGR), and efforts are underway to lay heavily secured lines between the various cities of the Chi-Town state.

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Parallel to incredible technologies, the fusion of science and sorcery which is Techno-Wizardry boggles all but the most open of minds. Techno-Wizards can craft machines that replicate all the functions of more mundane systems, while also tapping into the reality-altering capabilities allowed by arcane manipulations at the quantum level. For example, many magic-friendly cities residing on ley lines are completely powered by collecting and converting the constant flow of PPE into usable power.

[VERY] HIGH MAGIC

Savage Rifts® presents a world where those who wield magic are on even footing with those who bring tank-busting guns to the fight. While some know only the basics of magic—they have an Arcane Background and the basic powers that go with it—others choose to focus their time and talents upon becoming Masters of Magic. These are the super-sorcerers and high-powered mystics who bend and break the rules of time and space to oftentimes devastating effect.

Rifts Earth is a world utterly transformed by magic. The ley lines, nexuses, and Rifts are all products of magical energy run rampant across the planet. While highly advanced technology may have spawned the wars that sparked the Great Cataclysm, the deaths of billions released psychic energy into a kind of perpetual mana machine, that being the network of ley lines which always encircled the earth, yet remained inactive for all but the most sensitive individuals.

Following the apocalypse, the awakening of magic played an important role in the survival of many communities. Those who already understood the principles of arcane manipulation, as well as those sensitive enough to the spiritual world to channel its properties to their will, shielded pockets of humanity from the horrors of the Dark Ages.

There are places, especially near Coalition State influence, where magic is unwelcome and rarely employed. Other territories, most of them near and within the Magic Zone, revere magic as the dominant power, or at least place it side-by-side with technology in importance. Game Masters can certainly employ the distrust or embracing of magic as a source of conflict in any potential encounter.

SUPER PSIONICS

As powerful as magic is, psionics are an equal source of might and influence in the world of Rifts Earth. Although the relationship between psionically enhanced beings and ley lines is not as intricate and effective as it is for those who wield PPE, the advent of such power did trigger a vast increase in humans who manifest mind powers.

While the Coalition States abhor magic and related practices in every way, they tolerate psionics. One might cynically assume such tolerance is because psionics level the playing field for the CS against magic-wielders, and this isn't far from the truth. Almost anyone of significant capability with ISP-driven abilities is recruited into military or government service, everyone with measurable psychic ability is required to register and have a bar code tattoo placed on their neck, as well as a tiny, scan-ready implant put into their neck or chest.

Psionics terrify most people, mostly due to the idea that psychics are mutants who can invade anyone's privacy and ruin their lives at any moment. People tend to hold a higher suspicion of known psionics versus other users of paranormal powers. After all, you can see an eldritch bolt coming at you, but you can never know if a psionic just read your deepest secrets as she walked by.

MONSTERS, MONSTERS EVERYWHERE

On Rifts Earth, if someone says it's dangerous to go into the woods, or out at night, he probably knows very well what he's talking about and should be listened to. Monsters are real, and there are tons of them everywhere. The awakening of magic brought out all the horrors of the supernatural world, while the Rifts opened the way for every imaginable (and impossible-to-imagine) terror the Megaverse® has to offer.

A journey beyond civilization's borders is endangered by everything from hordes of zombies or marauding orcs to genuine dinosaurs from Earth's ancient history. Giant, slavering predators; cunning packs of carnivores; mutated flora and fauna, barely recognizable from its origins; and much more pose deadly threats to adventurers and travelers across the lands.

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As Game Master, there is no limit to what you might bring out as a challenge against the heroes in your campaign. Anything from classic beasts of legend, myth, and media to a monstrosity of your own crafting is fair game.

EVIL IS REAL

The potential for evil acts drives many adventures. In a setting like *Savage Rifts®*, there are beings of pure malevolence and hatred, embodying evil in the most pure and terrifying ways. While shades-of-gray stories are absolutely possible in a world where fighting to survive is a day-to-day struggle for many, there are plenty of moments in a hero's life when there is no question as to the rightness of a fight.

In other words, there are some truly evil creatures and beings that must be opposed, their machinations put to an end before more innocents suffer. A number of them are immensely powerful, threatening all life on the planet, or even the Megaverse®.

Lord Alistair Dunscon, the ruler of the True Federation of Magic, is one of the most well-known and powerful examples of such evil. His obsession for power led him through the Rifts and down pathways that twisted and corrupted his soul. He is ruthless, remorseless, and genuinely enjoys the suffering of others. He gathers evil beings to him, looses against his enemies, and cares nothing for anything or anyone that cannot directly serve his aims for absolute power and the extermination of his enemies.

Sadly, he's not alone. There are horrible, amoral and sadistic beings throughout the world, and more flow in from the darkest corners of the Megaverse® every day. These include supernatural intelligences, ancient cosmic entities often capable of splitting off fragments of their essence to inhabit multiple corporeal bodies. These ancient, deranged creatures often take the form of massive multi-eyed, multi-limbed beasts. Their number include the vampire intelligences, and many are worshiped as vile deities by foolish mortals who lust for a share of their power, from mad cultists to vain Shifters. These beings prey on men with dark hearts, who provide them their first footholds into our reality.

HIGH-OCTANE HORROR

The reality of the terrible evils crawling out of the rifts is much worse than just "the thing under your bed is real." Multiple world ending—sometimes reality ending—threats have been prophesied to arise and utterly corrupt or destroy Rifts Earth. At first glance this theme may seem to clash with the players running "Post-Apocalyptic Super Heroes" because fearless heroes and horror generally don't mix. Giving Mind Melters, Ley Line Walkers, and Glitter Boys something to fear may seem like an impossible task…but it isn't if you have player buy-in and know where to apply pressure in your narrative.

For suspense or horror to work players need to cooperate with the GM to build and maintain the right atmosphere. When the tension and the stakes increase, players and GM alike should refrain from jokes, table talk, or otherwise derailing the narrative. Before beginning adventures or campaigns with strong horror elements make sure everyone at the table is comfortable with such themes. Begin sessions by priming your players with a reminder of the expected table etiquette. Players should be awarded Bennies for helping to build suspense and fear through great role-playing. When they cooperatively introduce suspenseful story elements or roll with dramatic plot twists—especially to their character's detriment—Conviction should also be awarded.

Big damn heroes need big damn villains. Raise the stakes on your heroes. One very powerful way to do this is to keep them in the dark. Don't tell them what monster they are hunting, possibly until *after* they fight it. The fear of the unknown lets the players imagine far worse than you can throw at them, especially when you thematically manage their ability to fully perceive events. Successful skill checks should provide only just enough information to move the plot forward, or put the fear of the unnatural/unknown into them. Put the weak and innocent in danger, and it doesn't how much molecularly bonded armor the `Borg is coated with, you can still hurt the human inside. Choose your battlefields wisely and sadistically. Horrors should be fought on their own turf—an underwater grave,

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volcanic lair, subterranean site filled with mad runes—and not in fields of sunshine and flowers.

Rifts® focuses primarily on two types of horror: Survival Horror and Cosmic Horror. Cosmic Horror is about evils so immense they can't be beaten, only delayed in their immediate plans—delays of decades or even centuries are nothing to eldritch immortals like vampire intelligences, the Four Horsemen of the Apocalypse, the Splugorth, Nxla, or worse. It works best when the scope of the terrible plot is slowly revealed. Players should begin with only a limited awareness of what they are facing, usually minions of one sort or another. As they uncover more clues, the suspense should build until they find themselves making an unexpected, desperate last stand against the most dire evil because there is no one else. For instance, if pitted against a Vampire Intelligence—potentially the ruler of an entire Kingdom of Vampires—first show them the depredations of a pack of Wild Vampires on nearby villagers. Then reveal the Secondary Vampire creating them, who in turn reveals the Master Vampire pulling the strings, who eventually gives them information leading to a time-sensitive showdown against the Vampire Intelligence before it can accomplish a dastardly objective or escape to a backup lair. Progressive disclosure of the plot in this way will ratchet up the tension and uncertainty for the players. Without a clear-cut path to defeat their dark foe they will have to make difficult choices with imperfect information at each step of the narrative. Any delays mean that countless more victims suffer, or that the horror begets even more horrors—bonus points if it impacts the heroes or those they care about directly.

Survival horror deals primarily with the themes of scarcity and isolation. Aid from powerful allies will not be available to the heroes; their resources will necessarily dwindle as they weather existence in the wastelands of Rifts Earth. No place should be safe for long, and carefully choosing battles should be an issue—tempt the players with secondary enemies or concerns which will require expending crucial supplies, the use of stealth or other risky tactics, or perhaps abandoning those in need. The dwindling resources may be E-clips, food, or even sanity. Remember that Fear checks dealing with secrets or realities "Man Was Not Meant to Know" can destabilize the psyche itself causing Fatigue (and possibly mental Incapacitation), see **Fear** in *Savage Worlds*. While some heroes may be more resistant to various deprivations than others, seeing their friends and allies succumb should help to crank up the suspense and the stakes as they press on against their malevolent enemies in a grim race to eventual ruin. As doom approaches, make sure the atmosphere and environment of the adventure reflects it.

Change it up. Don't overuse gore in horror, but mix it in with important plot revelations or turning points, that way the players must dwell on the unpleasant details. Similarly, treason or betrayal by seemingly helpful characters can be interesting if used sparingly, but only works well if unsuspected. Occasional glimmers of hope or a chance at rest and recuperation can be used to break the tension and provide a necessary change of pace—or a false sense of security.

HISTORY REPEATS ITSELF

The Coalition States are a perfect, living example of history repeating itself in the worst ways possible. Fear of "the other" led to a powerful military machine ascending to dominance over a huge population and its resources, establishing a totalitarian regime which punishes free speech, free thought, and anyone who is not representative of "normal humanity."

It's true the foundation of what became the CS saved a large portion of humanity and created genuine civilization out of the chaos of the Dark Ages, and it's also true millions of people enjoy relative safety, sustenance, and even comfort as part of Coalition society. CS citizens, however, unknowingly sacrifice their unalienable rights to true liberty, the right to question the authority of the Emperor or his stratocratic government, equal access to education not dictated by the state, and anything beyond basic liberties and an approximation of justice. Even these simple freedoms can disappear at a moment's notice if CS interests are deemed at stake.

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The very imagery employed by the CS military is inherently designed to intimidate and instill fear. Black uniforms featuring skulls and lightning bolts hark back to the evils of ancient pre-Rifts empires. The armored troopers called Dead Boys—with their intimidating spiked body armor and skull motif helmets—strike an image of avenging death to the Coalition's enemies.

At the same time, there are countless stories to be told of CS soldiers who, knowing nothing else, are genuinely motivated to fight for the best of reasons. Educated by a propaganda machine which brainwashes them into total devotion to the preservation of humanity and defense of the state, these fragile humans are sent into the wasteland to face truly evil beings in mortal combat—literal demons threatening to destroy all human civilization and enslave the survivors as their playthings.

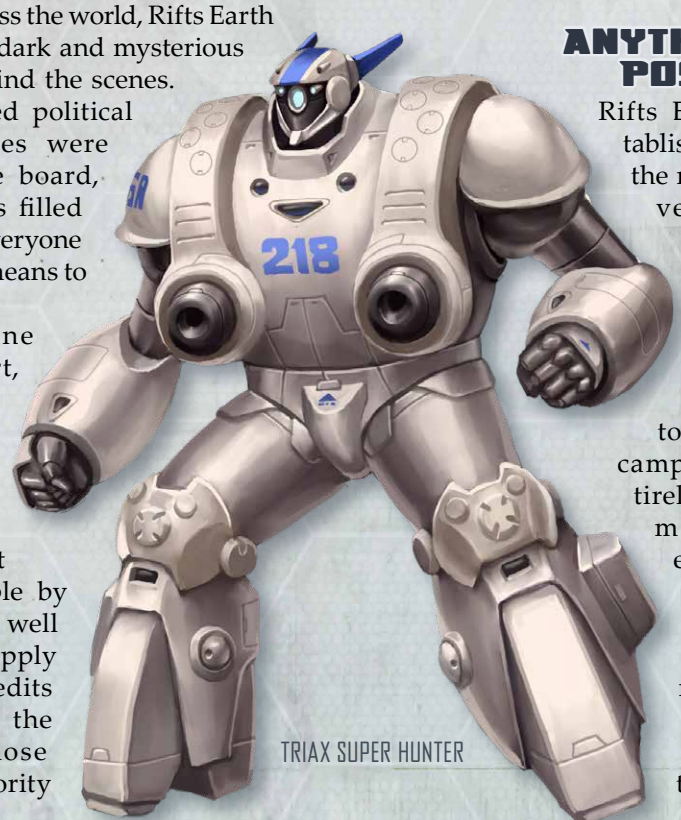
THE SECRET WAR FOR CONTROL

For all the open conflicts between technology and magic, and the clear and present dangers of the Coalition, the Federation, and the roaming monsters and other threats across the world, Rifts Earth is rampant with dark and mysterious conspiracies behind the scenes. When established political power structures were wiped from the board, the vacuum was filled by anyone and everyone with assets and means to exert control.

Not everyone chose the overt, point-of-a-gun approach. The Black Market conspires to provide goods and services not always acceptable by polite society, as well as arm and supply anyone with credits to pay despite the wishes of those who claim authority anywhere. So insidious and pervasive has the network become, there's almost nowhere in the world folks won't find some element of it if they look hard enough and have the goods or credits to trade.

In North America two factions vie in the east in a kind of cat-and-mouse chess game for supreme influence. The highly advanced (and highly paranoid) A.R.C.H.I.E. 3 continues plotting, mainly to ensure his continued existence, while the mysterious Republicans maintain their strategy of pushing something here, pulling something there in order to shape the world in a manner that will one day return them to power.

What's more, for every public combat action taken by other Rifts Earth factions (the Coalition, the Federation, Free Quebec, NGR, Triax, Northern Gun, Lazlo, the Pecos Empire, Atlantis, to name but a few), there are at least a dozen plots involving intelligence, counterintelligence, espionage, subversion, and other covert operations, all designed to advance agendas or ensure an enemy's failure. The board may have been overturned, but that just means too many players were trying to put their own pieces back in play where they wanted them.



TRIAX SUPER HUNTER

ANYTHING IS POSSIBLE

Rifts Earth is the established gateway to the rest of the Megaverse®, which is to say the Rifts are doorways to every possibility a Game Master wishes to allow in her campaign. It's entirely acceptable to mix-and-match every one of your favorite settings into a genre-blending mash-up of epic proportions.

The trick is to do so in a

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way that is fun and relatively balanced, instead of game-breaking and out-of-hand outrageous within the first few sessions. Superheroes, cybernetic ninjas on robot dinosaurs, and six-gun wielding cowboys with magic bullets can all work in *Savage Rifts®*, but take care to ensure they do so without destroying any semblance of fun or believability in the campaign.

TEN THINGS TO KNOW

The following list details some expectations you should have as a *Savage Rifts®* GM.

THERE'S A LOT OF DAMAGE TO ROLL

Even with the incredible armor available to heroes, there are tank-destroying weapons and spells readily available to everyone. This inherently increases the lethality of combat, no matter what else you might do as a GM. The very premise of the game has characters walking around with weapons designed to take out heavily armored vehicles, which makes them also fairly deadly to everyone else.

For this reason, setting rules like **Blaze of Glory** and the **Death & Defeat** chart, in *The Tomorrow Legion Player's Guide*, are important. A player may take a hit from a heavy rail gun and wind up with an impossible-to-soak amount of damage. Be prepared to remind them that they can either choose to end things with a fantastic death scene of epic proportions, or take a chance on the chart with a high probability that they won't, in fact, be dead. Even being mangled by a missile blast may wind up a story-changing moment rather than a mere instance of, "time to write up a new character."

Also, remind players that taking cover is a great option during any firefight, and to move, shoot, then move again. It's entirely possible to get behind a heavy barrier, pop out with a shot, and jump back behind the same cover. Of course, moving to new cover is also a wise idea, since Mega Damage weapons can blast through many materials.

THE LONG AND SHORT OF IT

With the possibility of players with a dragon character, as well as anything imaginable coming through a rift, GMs should use the rules for **Size & Scale** — see *Savage Worlds*. Remember, only relative size differences matter; two Large combatants have no bonus to hit one another.

Additionally, the high speed provided by power armor and vehicles in narrative combat will often necessitate use of the Relative Speed Penalty table—see **Speed** in *Savage Worlds*.

Timing and tactics play important roles in character survival, but there are always times when luck runs out and a huge gun or spell tags a hero. This extreme danger is a defining characteristic of the setting. Of course, the decisions you make as a GM can have a lot to do with just how extreme the danger is. It's probably best not to field giant robots with heavy rail guns at first. Remember that smaller weapons with Mega Damage ratings can challenge even a Glitter Boy once those dice start acing. Similarly, make sure the deadliest weapons target the toughest heroes, don't pick on the Rogue Scholar because he is easy to annihilate.

SOME CHARACTERS ARE DEFINED BY GEAR

Juicers have superpowers related to their death arc. Ley Line Walkers are Masters of Magic who become virtual demigods when casting rituals on a ley line. Mind Melters are effectively psionic superheroes.

Take a Glitter Boy's special armor away, and you've got one fairly screwed-over character—and, likely, an annoyed player.

The same can be said for a few other concepts where armor and weapons are fairly definitive of the character's agency in the game. Granted, those who rely on gear

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TANKS VS. INFANTRY—THE ETERNAL IMBALANCE

There's no getting around the fact that *Savage Rifts®*, with the vast diversity of character, weapon, and armor choices available for heroes and villains alike, presents the high probability of some very uneven encounters. The weaponry you might bring to bear if you really want to scare the Glitter Boy has a pretty likely chance of obliterating a Cyber-Knight, for example. Such is life in a world where walking tanks and people in infantry-level body armor serve on the same team.

Of course, the reverse is even truer, as a Boom Gun is nearly guaranteed to disintegrate anything it hits, and a Combat Cyborg with a mini rail gun can mow through most squads of troops. GMs should certainly keep this in mind when planning how many foes to bring to a potential gunfight.

The sheer volume of damage done by vehicle-grade weapons, plus their extreme Armor Piercing values, means "tank battles" tend to be a matter of victory going to whoever draws the higher Action Card. Especially early on, it may be best to let the heroes know of the possibility of facing such a challenge, thus giving them a chance to arrange a plan or tactic to deal with what otherwise may mean instant death for one or more of them. If your problem is that the bad guys are getting wiped out too easily, you would do well to take the same advice.

for their power should occasionally face challenges related to that reliance. However, these should be plot-driven moments that are paired with a means of resolution that eventually returns the gear to the hero—or at least replaces it with an equivalent.

The Technical Difficulties Setting Rule is an important part of *Savage Rifts®*, as it not only brings to light the difficulties of relying on gear in a post-apocalyptic setting, but also features the skills and talents of those who specialize in fixing and maintaining such gear (like Operators and Techno-Wizards). There may be times when you wish to challenge the Glitter Boy character, especially if he's been cleaning up your bad guys session after session. Having a major malfunction that benches the armor for a short while might be one way to go, but this should probably come with at least a couple of bonus Bennies to offset such a dramatic loss of overall power.

PLAYERS WANT TO DO INSANE THINGS

The players create intensely powerful characters in a setting that promises over-the-top action and everything imagination might conceive. When running a game in *Savage Rifts®*, you need to think big and be prepared for big ideas from your players. A simple trip into a small town for supplies might result in half of it blown away over a minor misunderstanding.

Be prepared to give heroes in this setting significant challenges and epic adventures. Also be prepared for your players to try something with their nigh-godlike powers you could not have predicted. While it *is* important to maintain some semblance of balance and sanity—and to avoid setting precedents that ultimately break the game to pieces—there's a lot to be said for rewarding over-the-top and exciting ideas.

The trick is to take a moment to work out the implications, and then let it rip. Of course, unintended consequences can also be a great equalizer; when a big idea works so well it also causes levels of destruction the heroes have to answer for, your players may well think twice about doing it again.

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PLAYERS WANT TO PLAY INSANE THINGS

The craziness may not wait until the first session gets underway. Your players may say, "This is a world of infinite possibilities! I can finally play that completely broken, totally messed-up uber-powered character I've always imagined I could kill a campaign with." Alternately, you might get someone wanting to play something odd or, more importantly, underpowered for the setting.

In either case, this is where you must be prepared to say, "No." Not that such an idea is wrong; you can always work with a player to make a concept viable. But if that's not the case, you need to be willing to let them know that, while the concept is cool or interesting, it just won't work for what you're running.

Then again, you could throw the doors wide open and tell your players, "Bring it! Whatever you want to create, within the rules, I will allow." If ever there were a *Savage Worlds* setting for which such an approach works, it's this one.

THERE'S A LOT GOING ON WITH THOSE CHARACTER SHEETS

Character creation is more complicated in *Savage Rifts®* than in other Savage settings. The sheer amount of powers and abilities with which the heroes begin play means they have to keep track of a lot more from the campaign's start. As the Game Master, you should spend a little time with each player, going over their initial abilities, gear, and powers. This not only allows you a chance to be aware of what each character can do, it also gives the player a chance to better internalize their various capabilities.

With the exception of the MARS concepts, beginning *Savage Rifts®* heroes are still Novices. This means they may have extraordinary abilities, but they're probably not full-blown experts with them yet. Remind players that using their Advances to increase Skills is an important thing to consider as the campaign progresses.

Some GMs might be tempted to start characters at higher experience levels, but this is not recommended unless you feel confident in both your expertise with the game and your players' comfort zones.

IT'S OK IF THEY WIN BIG

Early on, you may discover that the players figure out how to completely curb-stomp your bad guys in fairly short order. The potential combinations of powers and gear are tremendous (one of the pre-release demo sessions had a Mystic throwing *greater deflection* on the Glitter Boy, rendering him –8 to be hit while he eviscerated everything in sight with his Boom Gun), and you won't necessarily be prepared for what happens.

That's fine. Let them enjoy the big and exciting wins, and revel in the power and tactics they employed.

You can have enemies prepare better to face them in the future, or throw something huge and terrible at them from a Rift. That's fine, too, as they should learn that they're not always the biggest kids in the playground.

However, avoid the temptation to *always* prepare for their best, thus countering every cool thing they might do. This often leads to a kind of arms race between you and your players, which has a great capacity to destroy a campaign outright, or at least make it far less fun down the road. A good mix of easy wins and hard-fought battles is a solid approach for any kind of game, but especially one with the power levels and mixtures featured in *Savage Rifts®*.

DON'T ALWAYS PLAN FOR THE GLITTER BOY

The Glitter Boy has awesome armor and the biggest gun a single person can carry and fire. There are some robot vehicles that can match it, but the average Dead Boy, mercenary, or minor demon can do little to nothing to seriously challenge one.

If you always use *really big guns* to challenge the Glitter Boy (or any similarly powerful character), sooner or later you're setting up the rest of the group for failure and serious injury—possibly even their characters' deaths.

Mix up the challenges: Ensure there are foes the others in the group are capable of standing up to, but also bring something powerful enough to dance with a Glitter Boy or heavily enhanced Combat Cyborg. Alternately, remember that there are many other ways to challenge a guy in really

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tough armor, methods that don't require a vehicular-grade missile.

Non-damaging magical or psionic abilities are a solid choice. Powers like *confusion*, *puppet*, and *lower Trait* work wonders as equalizers and ignore armor completely.

Of course, *any* weapons that have the Mega Damage capacity have a fair chance of changing the Glitter Boy's sense of comfort. Dice acing on damage is an ever-present danger to characters, no matter their defenses. When throwing squads of extras at the group, make sure one-in-four or so have a Mega Damage capable weapon, and so on.

SOCIAL CHALLENGES ARE FANTASTIC EQUALIZERS

Savage Rifts® tends to bring out the combat monster in just about everyone. While this is perfectly understandable—you should certainly provide lots of opportunities for big, nasty fights of epic proportions—there is certainly more to do in a world as complex and fractured as this one.

Society as we know it is gone, replaced by a culture of self-interest usually rooted in pure survival. A certain level of paranoia is healthy, even for those who live in the few cities on the planet. Strangers are greatly mistrusted; most people operate under the assumption that, at any moment, a devastating weapon or nasty spell may mark the end of rational discourse and spill blood.

When characters take the effort and time required to establish effective discourse, they should generally have a chance to navigate the situation to a positive conclusion. Game Masters should certainly encourage one or more players to pay attention to social skills and Edges that boost social skill checks, especially if they intend their campaigns to consist of more than running gun battles.

Social situations also allow you to encourage folks who spend all their time in fully enclosed combat machines—such as Glitter Boys—and others with power armor or robot vehicles—to pop open the hatches and step outside for a bit. There's not much fun to be had in a tavern while wearing a personal-scale tank. Granted, this makes things interesting for the full-conversion cyborgs in the group, but remember they still have a few organs left of their meat-self, so it's not unheard of to see a shot of whiskey being tossed down the old mechanical gullet.

SOCIAL REACTIONS AND THEIR EFFECTS

D-Bees and Mutants come with modifiers to the **Reaction Table** from *Savage Worlds*. These complications are important to the setting and the balance of the game, and should not be overlooked. They affect the player group as a whole, see **A Mutant, a D-Bee, and a Wizard Walk Into a Bar** in *The Tomorrow Legion Player's Guide*.

When they purchase gear, network, or seek services like healing, repairs, ammo, fuel, food, and lodging, Uncooperative vendors charge extra and give poor service. Unfriendly ones will refuse service, and secretly alert the authorities—or a lynch mob.

IT'S NOT A SMALL WORLD ANYMORE

The loss of global communication networks and large, interconnected urban communities makes the world of Rifts Earth fairly "large" by 21st Century standards. Vast stretches of dangerous wilderness return communication to the hands of the brave few willing to carry messages back and forth. The technology exists to record such messages digitally, but there's no means to send such a message between cities or other communities, the very few exceptions are located in places like the Coalition state of Chi-Town and parts of the New German Republic.

Even where such means are available—via radio towers and a few networks of underground cable laid between certain cities—usually only the most wealthy and powerful can regularly use of them. Most people must rely on couriers, trade caravans, and the occasional adventurer looking to make some extra credits or help a friend. Technologically, communication between communities that don't have direct-line radio links happens at the speed of overland travel.

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Granted, there are flying vehicles that can cover a great deal of distance fairly quickly, but they are few and far between and usually in the hands of larger military organizations. The lack of many maintained roads or airports means reliance primarily on all-terrain vehicles that can effectively handle overland travel, but most such vehicles trade range and toughness for speed.

Magic certainly offers some effective alternatives. For example, Ley Line Walkers and similarly trained magicians are able to use ley lines for direct communication. Aside from the obvious limitation that the recipient must also be located on a ley line, such messages may be intercepted by others. Nonetheless, magical communities generally have arcane options for communication that give them an edge over those who don't have or allow magic. Psionics provide telepathic options, and an interesting sort of cottage industry provides psychics willing to sell their messaging abilities as a service.

For the average person on Rifts Earth, there's precious little knowledge or contact with anyone outside her immediate environment. She rarely hears from anyone living beyond her town's edge, including the town 20 miles away. Nations and communities across the ocean may as well be on another world through a Rift, or not exist at all. Travel, exploration, and discovery are very real sources of adventure for the heroes of your campaign.

THE TEMPTATION TO GO RIFT HOPPING IS STRONG

With a planet covered in large holes in space/time, sooner or later your players are going to be seized with the desire to explore the worlds beyond. You can make it impossible to find or go through a Rift for a time, or have Rifts open to places the heroes have no desire to visit, but this becomes old and frustrating eventually. There is also the limiting factor that any journey through a Rift carries no guarantee of returning to Rifts Earth, but even that might not be a strong enough deterrent, especially if the players feel their characters have little invested in remaining on their home planet.

If the group has a powerful wielder of magic, they ultimately have the means to more effectively control Rifts. When this happens, the GM should prepare to deal with multi-world travel. This is, ultimately, a part of the setting—it effectively connects to every other possible setting.

Charts in the next chapter provide aid in generating Rifts on the fly, but you must fill in details of traveled-to worlds rather quickly. One very solid (and, frankly, fun) approach is to rely on other settings you and your group already enjoy. The plethora of *Savage Worlds* settings alone provides ready-made worlds for visiting, complete with fully compatible rules (available where you bought this book or from www.peginc.com).

Of course, the sheer power of the heroes means you may have to come up with some interesting ways to challenge them when they get to, say, *Deadlands* Earth…but some *extremely* powerful horrors found there may serve just fine to remind them the biggest guns don't always win the argument.

You're also free to say that some powers, abilities, or gear don't work, or at least not as well, when the heroes enter a world with different cosmological paradigms. Be careful with this trick, however, as completely neutralizing any one hero can be very frustrating for that player. Most of the time it's better to juice up potential adversaries.

EPIC GAMING IN SAVAGE WORLDS

Savage Rifts® leverages all of the great things from the *Super Powers Companion*, *Sci-Fi Companion*, *Horror Companion*, *Fantasy Companion*, and mechanics from other Savage settings—*all at the same time*. While the core rules—still Fast, still Furious, still Fun—remain the foundation, there's more going on. It's a good to have a sense of how epic the possibilities in *Savage Rifts*® are as you prepare adventures and campaigns.

SCALE AND SCOPE

Rifts Earth is a huge place with many factions vying for power, and many others simply fighting for survival. An infinite number of other worlds connect to the

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"network hub" of Rifts Earth, creating endless opportunities for discovery, contact with new civilizations, and of course conflict across the grand scope of the Megaverse®.

Nonetheless, some scenarios may center on a single, relatively small and simple community. The frontier and wilderness nature that defines much of the world allows for remote locations and their related problems. Even as powerful and effective as a team of *Savage Rifts*® heroes might be, they could well be much like gunslingers in the Wild West or ronin of old, riding into a small town beset by bandits, saving the day.

However, they *are* carrying guns that can wipe out a town square. It's probably good to remind them of the potential for collateral damage before they start anything in, say, a tavern. In fact, you can use this truth to encourage heroes to use less-devastating weapons in close-quarters circumstances.

In a broader, narrative sense, you can very easily tell stories where the world faces the kinds of threats that a determined group of heroes must struggle epically to defeat. Such scenarios may require enormous amounts of travel, investigations, negotiations, and devastating battles. *Savage Rifts*® spans the full, marvelous scope of adventure stories.

POST-APOCALYPTIC SUPERHEROES

Heroes in *Savage Rifts*® have the capacity to determine the outcome of conflicts over large regions; ultimately, they could become powerful enough to save or change the world. They carry mighty weapons, wield reality-tearing powers, and can withstand city-leveling assaults. Rifts Earth is a place where super-powered beings, elder dragons, and giant mecha regularly go toe-to-toe with demon lords and evil gods.

In other words, *Savage Rifts*® is a setting where starting characters are closer to superheroes than the average *Savage Worlds* Novice. When planning scenarios and campaigns for your players, keep in mind the sheer power and diversity of abilities their characters can bring to bear. It's a very good idea for you, as the GM, to be very familiar with each character's abilities, both to account for what they *can* do, as well as keep in mind what they can't.

This is especially true where magic and psionics are concerned. Those with access to Mega Power Modifiers can do some impressive, amazing things. You may not be able to present typical mysteries to solve, for example, though the flexibility of the setting may arm you with countering powers that occasionally block mystery-busting abilities. Just don't go to the "strange energy interfering with your powers" well too often, or it can create frustration and incredulity.

In addition to clearly understanding the abilities of the heroes, you need to keep in mind the abilities, vulnerabilities, and combat tactics of your NPCs and villains! Just as a Glitter Boy played poorly can meet a quick defeat, so too can your villains. If they know of the heroes by reputation or have faced them before, your villains should plan and act accordingly. And don't forget to read all of their Edges, powers, and special abilities.

Besides making sure you don't miss anything important, take a moment to consider how their abilities could synergize. You might be surprised with how deviously challenging some foes can be if played correctly—especially when used alongside unconventional battle tactics like raiding, taking hostages, actually (gasp!) retreating when outmatched or in a poor tactical situation, and so on.

MEGA DAMAGE ENCOUNTERS

There's no denying this is the really tricky part to running *Savage Rifts*®. Right off the bat, Glitter Boys and Combat Cyborgs are immune to small-arms fire. A wielder of magic or psionics can make herself just as immune with an extra expenditure of PPE or ISP. Thirty Coalition Dead Boys armed only with laser rifles simply cannot harm them.

In *Savage Rifts*®, not every weapon is a tank-killer—it's supposed to be a pretty cool thing for certain characters to ignore most infantry weapons. At the same time, they shouldn't expect to face *no* threats. This is why every squad of soldiers or organized group of opponents should have one or two heavy weapons—something that does Mega Damage—for the purpose of dealing with MDC armor. This is similar to modern infantry squad anti-tank tactics.

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CAMPAIGN POWER LEVEL

Savage Rifts® supports multiple power levels of play. For the core experience, play using the rules straight out of *The Tomorrow Legion Player's Guide*. It is suggested to play at the default power level—especially for GMs and players new to *Savage Rifts®*—but if you would like to try something different use the following chart as a guideline to help you dial things up to 11. Be sure to *adjust your challenges and encounters to match*, and note that higher power levels make horror themes difficult to pull off.

LEVEL	HERO'S JOURNEY ROLLS	STARTING WEALTH	ADVANCES
Wasteland Survivors	1	×1/2	Special*
Warriors of the Apocalypse	Standard	Standard	Standard
Big Damn Heroes	+2	×2	+1
Megaversal Revengers	+4	×5	+4
Cosmic Knights	+4	×10	+8

*For the ultimate hard core experience, a Wasteland Survivors campaign is one in which players do *not* choose an Iconic Framework (including MARS) at the start. Instead skip the "Choose an Iconic Framework" step in character creation, take the Standard Starting Gear listed in *The Tomorrow Legion Player's Guide* (halving wealth), and make one Hero's Journey Roll.

Like the bazooka, most Mega Damage ranged weapons are not ideal for regular firefights. Nonetheless, they are handy and portable enough that virtually every group of decently armed folks should be expected to have a couple. Virtually all Rifts Earth-era melee weapons are Mega Damage capable, too, which makes hand-to-hand combat a viable and effective choice, especially against truly heavy targets.

As a general rule, have enemies using Mega Damage weapons square off against heroes who can only be hurt by that method. First, it makes your enemies seem smarter, using the right tool for the job. Second, Mega Damage weapons do tend to do a bit more damage, so using them against softer targets tends towards overkill. You can justify not using the heavier weapons indiscriminately in the name of conserving ammunition or energy, minimizing collateral damage, or from a desire to bring targets in alive (they can be a valuable source of intelligence, or sold as slaves, for instance). Rescuing a captured comrade or escaping from enemies can be fulfilling adventures in their own right, don't overlook the possibilities!

Because Mega Damage is Heavy Damage in *Savage Worlds* terms, it's fair to describe the areas hit by such weapons as dramatically damaged. A mini rail gun, for example, virtually defoliates any wooded area it's fired into, while most cover hit by plasma weapons is completely obliterated after a hit or two. Taking cover is important, but so is moving to new cover when what you've hidden behind is vaporized or disappears in a cloud of shrapnel and gas.

LIKELY ADVENTURING GROUPS

Players tend to enjoy having a good bit of diversity when putting together characters for an ongoing campaign. When you have something like the Iconic Frameworks at work—a concept similar to classes as found

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in other games—players often discuss who is going to play what. In this way, Game Masters for this setting often get a group of heroes that looks a bit like the following:

- **The Mobile Weapon Platform:** Both the Glitter Boy and Combat Cyborg Iconic Frameworks tend to fill this role in any group. Both start out extremely tough and with very big, very destructive weapons. Anyone putting together a Power Armor or Robot Vehicle Ace (from the MARS section of *The Tomorrow Legion Player's Guide*) has a similar impact, the latter especially.
- **The Big Magic Caster:** Ley Line Walkers and Mystics are especially likely to fill this role, but a Techno-Wizard can also run in this direction with a bit of work. It's entirely possible, using the MARS approach, to build a from-scratch concept that also works in this role (especially if the player arranges to have the Master of Magic Edge early on). Big magic casters tend to have a lot of flexibility as well as some solid destructive power.
- **The Psionic Powerhouse:** Naturally, the Mind Melter and the Burster serve in this role. The former has enormous flexibility, while the latter is primarily raw destructive force. As with the big magic caster, a player can scratch-build something that also goes toward this role. Depending on the focus, psionic powerhouses tend to be fairly similar, in the broadest of senses, to big magic casters, yet the many complex differences generally ensure both players feel special.
- **The Super Soldier:** Cyber-Knights, Crazies, and Juicers are all variants on this role, which combines strength and agility with extraordinary combat talent and amazing special abilities. From the MARS category, there are many paths to a similar build and role, including the City Rat and the Headhunter Techno Warrior. Overt, acrobatic, and often melee combat oriented, super soldiers have the easiest time matching two or three of their kind together in a group, especially if each comes from a different focus or tradition.
- **The Expert:** There's actually room for a number of these types, so long as each expert is focused on something different. For tech, the Techno-Wizard naturally fills this niche, as do the Operator and Psi-Operator MARS options. There's also room for highly knowledgeable folks (scientists, scholars, and the jack-of-all-trades that is the Vagabond), and sneaky rogue types (such as the City Rat and Wilderness Scout). Of course, it doesn't hurt to have at least someone in the group—a "face"—who bothered to be good at Persuasion and related skills. Most of the characters who fulfill these types of roles tend to be (in classic gamer parlance) "squishy," which means they have to be smart when the heavy damage starts getting thrown around.

Of course, these are very broad concepts, and the particulars of both character building and roleplay have the potential to alter expectations. Still, as a GM, you can expect something along the lines of the above in group makeup. This should help you in planning your scenarios and encounters.

For the mobile weapon platform, big things and big groups to shoot are appreciated. Opportunities to interact with major arcane situations help satisfy the big magic caster, as do the big things and big groups to fight. Most psionic powerhouses enjoy an opportunity to dominate enemies and learn secrets. Bursters and those more physically oriented, on the other hand, may also enjoy exactly what the weapon-platform character wants.

Super soldiers tend to prefer distinctive, powerful enemies, either singular or in small groups, with whom they can match their wits and combat prowess. They also enjoy crazy physical challenges to overcome with enormous style.

Experts, of course, are best served when given something to do with their expertise, giving them a moment to have a critical impact. Combat can be tough for them, so make sure to craft other skill-based challenges that tap their specialties between (or during) the violence.

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RUNNING MAGIC AND PSIONICS

POWERS GONE MEGA

While their reaction to and treatment of practitioners is reprehensible, the Coalition States' fear of magic and suspicion of psionics are not completely unfounded. In the world of *Savage Rifts®*, these sources of power are vast and terrible. A single entity with enough training and gear can defeat a platoon of expertly trained, well-equipped soldiers. Those who develop their powers to a high enough level are eventually able to alter the course of history as they choose.

In broader and more narrative terms, wielders at these power levels should look and be impressive. Their abilities warp reality around them, and Game Masters should weave this into the story as such powers are used. At the same time, feel free to exemplify the differences between magic and psionics: magic is much flashier, louder, and attention-getting, while psionic powers—at least those of the telepathic vein—are far more subtle.

As the GM, you should spend some time reading through the Mega Power Modifiers and Power Edges. Not only is it vital that you grasp the impact they have on your campaign, you want to give these abilities to villains the heroes face, as well. When the team comes up against a Mystic blaster who can blow a hole through the Glitter Boy or a Mind Melter who can take complete control of the Juicer, they're going to discover whole new ways to be scared.

TRADITIONS AND PRACTICES OF MAGIC

Rifts® is the ultimate mash-up of fantasy, science-fiction, horror, and everything in between. *Savage Worlds* is a game system which enables players to craft anything their imaginations can concoct. Combining these two means players can, among other things, craft a magic wielder of any form or tradition in history, myth, legend, or pure fantasy.

The basics are simple: The player selects an Iconic Framework, or creates a MARS character with an Arcane Background of choice. Without setting-specific influences, you and the player will need to further define the particulars of the arcane style or tradition. Such details inform things like Trappings, and how powers are cast. Are runes quickly inscribed in the air, or is a tiny prepared scroll read and then torn? Or does the magic require only words and gestures, comic-book supreme-sorcerer style?

Do not overlook the importance and value of Trappings. More than anything in *Savage Worlds*, this concept is a vital part of differentiating one style of magic from another. There are two aspects of Trappings to consider as a tradition is crafted: the sensory effects (visual, audio, and related) and the minor mechanical effects that may come up. *Savage Rifts®* is wide-open for one player to play an ice wizard, while another portrays a classic druid, while yet another is a summoner whose every power is a manifestation of strange spirit beings called forth from an alien dimension.

Another important area of decision-making is determining which powers are appropriate for a custom style or tradition. Not *all* powers should be available to any given form of magic or mysticism, doing so would detract from the abilities of many other characters—the established forms present in *Savage Rifts®* have specific lists of powers which help maintain game balance and iconic role diversity.

An easy approach is to ask the player to submit a list of recommended (or desired) powers, Trappings, and backstory which represent his vision of what the style is like. You can then approve, reject, and even add powers that you feel best serve the chosen form and its narrative. Most styles of magic should have at *least* 15 powers, and probably more. Broadly defined traditions may have most of the powers listed in *Savage Worlds*, but there should be at least a handful they *don't* grant access to.

One of the most important reasons why this is a good idea is to promote further diversity within a group of heroes. Should three wielders of power be on the same team, the lists of powers they can each access can help define their particular contributions and specialties.

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Savage Rifts® creates some interactions between arcane powers and technology that most settings don't bring into focus. The state of magic/psionics and technology is fairly extreme in the setting, creating some "edge cases" for which a Game Master might appreciate adjudication suggestions.

- **Targets in huge armor suits**. Powers like *boost/lower Trait* and *puppet* will go right to the wearer or pilot.
- **Targets in vehicles** are a different situation. If the caster has a reasonable certainty of where the driver or other intended target is, apply Cover Penalties, see **Cover & Obstacles** in *Savage Worlds*.
- ***Detect Arcana's Presence Sense*** eliminates the cover penalties for targeting people aboard vehicles, but only works for non-damaging powers.
- ***Darksight* and *farsight*** do not combine with normal tech sensory enhancements.
- ***Entangle* versus vehicles**. Use the maximum "Typical Strength Range" listed on the **Size** table in *Savage Worlds*. If the driver or pilot is an Ace, let them roll a Wild Die with the Strength die while trying to escape.
- ***Growth/shrink*, versus armor, and vehicles**. Arcane effects that cause a person to grow or shrink are assumed to work on his personal possessions and weapons; this includes worn armor, but not power armor. Such effects also do not have any effect on robots or vehicles.
- ***Havoc* versus vehicles**. Use the same guidelines as provided for *entangle*, above.
- ***Intangibility* in armor**. As a general rule, it's probably not a good idea to allow the power to affect anything more than body armor.
- ***Invisibility* versus radar and other sensors**. As a general guideline, *invisibility* from psionic or arcane sources is not effective against enhanced technological sensors, such as thermal imaging or radar. *True invisibility*—the Mega Power Modifier for *invisibility*—effectively masks the recipient from **all** forms of detection, including technological sensors.
- ***Mind reading*, *puppet*, *mind link*, and other mind-to-mind powers** fall under the first two guidelines on this list, above, in terms of targeting armored foes, pilots, and drivers.
- ***Shape change and protection.*** Like *intangibility*, a caster should not be able to transform anything larger than body armor. She could, however, turn into a mouse while inside a suit of power armor or a vehicle and scurry out through a gap somewhere, leaving her opponents wondering what happened to her.
- ***Speed* and vehicles**. Vehicles (including robot vehicles) can't be made to go faster than their inherent capabilities, regardless of how enhanced the driver/pilot might be.
- ***Teleport* and vehicles.** There's rarely enough room inside some vehicle to allow someone to *teleport* into it. Vehicles large enough to carry passengers can, assuming the caster knows there's space for him. Use the –2 penalty for transporting to an unseen location in this case.
- ***Wall walker*** doesn't work on anyone wearing more than body armor, though GMs might allow *greater wall walker* to affect powered armor and vehicles.

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CHAPTER FOUR

SAVAGE RIFTS® ENCOUNTERS

This chapter provides generators for useful and subtly involved adventures, communities and characters heroes will interact with; suitable assets and resources as rewards for their efforts; and varied challenges caused by the ley lines and Rifts.

SETTLEMENT GENERATOR

The settlement generator is an option to quickly create communities on the fly or flesh out locations listed in future supplements. GMs may of course selectively choose, ignore, reroll, or otherwise modify the results as best suits their game—judicious application of the "Rule of Cool" is advised.

To use the table simply roll one of each die type to determine the core details of the settlement, then draw one or more Action cards to generate current events and mood.

DYNAMIC EVENTS

The **Mood & Current Events** table can be used to simulate dynamic world events when players return to an area, or the happenings and rumors of distant lands. They may also spark ideas for entire campaigns when used in combination with **Opposition Leader**, **The Plot Thickens**, alongside tables from this and other *Savage Worlds* books.

HORROR FACTOR

Some regions of Rifts® Earth are more dangerous and far wilder than others—usually in an inverse relationship to how settled and civilized the territory is—which makes such areas difficult to safely navigate and explore. Horror Factor modifies the Trait checks made while using the **Travel** rules in the region. Settled and patrolled regions have a Horror Factor of +0, while a Horror Factor of −1 or more represents increasingly wild and perilous areas, with −4 or more denoting nearly uninhabitable danger zones.

HORROR FACTOR/ AREA TYPE	
+1	Fortified states and refuges
+0	Heavily patrolled areas
−1	Lightly patrolled areas
−2	Traveled/populated regions
−3	Frontier regions, wilderness
−4+	Untamed wastelands

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SETTLEMENT SIZE

D4	TYPE	POPULATION
1	Homestead	1d20
2	Hamlet	2d10 × 5
3	Village	2d10 × 25
4	Small Town	2d10 × 100

TECH LEVEL

D6	TYPE	SCARCITY MOD
1	Primitive	–2
2	Scavenged	–1
3	Industrial	+0
4	Post-Apocalyptic	+1
5	Techno-Wizard	+1 (TW only)
6	Odd (alien, magic, super tech, etc.)	

DENIZENS

D8	PRIMARY RACE
1–2	Humans
3	Mutant Human
4	Common D-Bees: any Rifts Race
5	Unique D-Bees: a non-Rifts Race
6	Mutant or Were Animals
7	Human Supremacists
8	D-Bee Separatists

ECONOMY

D10	PRIMARY GOODS (MAY BE ALIEN VARIANTS)
1	Hunt/Gather unique local resource
2	Farming—staple grains
3	Farming—fruits, vegetables
4	Cash Crops—coffee, tobacco, etc.
5	Livestock—fowl, goats, pigs, etc.
6	Ranching—cattle, beasts of burden
7	Lumber—may include carpentry
8	Mining—may include forging
9	Fuel Drilling—possibly refining
10	Plantation—makes alcohol/drugs

GOVERNMENT

D12	AUTHORITY TYPE	DEFENSE FORCE
1	Familial/Clan	civilian/militia
2	Barbarian/Tribal	warrior
3	Feudal	militia + elite
4	Despot/Dictator	militia + merc
5	Council/Oligarchy	militia + soldier
6	Democracy	militia + soldier
7	Company/Corp	merc + soldier
8	Technocracy	militia + elite
9	Magocracy	militia + elite
10	Psiocracy	militia + elite
11	Theocracy	militia + elite
12	Anarchy/Squatters	civilian/none

MOOD & CURRENT EVENTS

Action card suit determines the local atmosphere: **Spades** is corrupt, **Clubs** is isolationist, **Hearts** is ethical, and **Diamonds** is prosperous. Villages draw twice, towns thrice, results detail events in a different neighborhood/segment of the community—for asterisks (*) roll d20.

CARD	RESULT
2	Race riots or labor strikes
3	Local clan/commercial infighting
4	Crisis: roll **Arcane Anomaly**
5*	Crisis: roll **Emergency Relief**
6*	Gang turf war (10+ Black Market)
7*	Festival (12+ popular local cult)
8*	Tournament (14+ death sport)
9	Attacks by another settlement
10	Ghetto: roll **Denizens** again
Jack	Visiting Traveling Show
Queen	Opportunity: cheap trade goods
King	Revolt: roll **Government** again
Ace	Opportunity: bounty/merc work
Joker	Story hook: a hero's past/future

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MISSION PROFILE	
D20	RESULT
1–2	**Survey (page 64):** The team is helping the Cartography Rectification branch by covering some grids and updating map information.
3–4	**Communication Lines (page 64):** Any technical heroes are busy setting up relay towers, laying fiber optic cable, and otherwise building communications infrastructure. The rest of the team is there for security (and heavy lifting).
5–6	**Arcane Anomalies (page 66):** The legionnaires examine ley lines, determine the condition of Rifts®, or otherwise explore and investigate matters arcane and mystical.
7–10	**Community Outreach (page 66):** As the Council of Hope builds the foundation of the confederation it hopes to one day lead, the team heads off to interact with allied communities, or establish contact with new ones.
11–12	**Emergency Relief (page 67):** Neighbors are in some serious trouble, and the heroes are on their way to bring what aid they can.
13–14	**Exploration (page 67):** The wilderness is wide and mysterious, and there's lots of rumors of hidden places of learning, lost technology, and more. Told to "go that way," the legionnaires are seeking the unknown.
15–17	**Security Patrol (page 68):** Constant threat surrounds Castle Refuge and her allies on all sides. The Legion's primary function is to keep a sharp eye out for all dangers and meet them head on.
18–19	**Interdiction (page 68):** Known criminal or enemy military forces are active in an area of concern to the Legion. The heroes need to deal with them.
20	**Monster Hunting (page 73):** Things really do go bump in the night out there, and one or more of them are getting much too close to Legion or allied territory.

ADVENTURE GENERATOR

The potential for adventure in the world of *Savage Rifts*® is nigh infinite. Earth's vast expanse is only the beginning; from out of the voids of the Rifts, endless opportunities for challenge and conflict pour forth without warning. Many of those Rifts are also doorways to other worlds, offering an infinity of journeys with unknown ends.

This adventure generator is focused primarily on central North America, an area that includes the heart of the Coalition States, the True Federation of Magic, and the Tomorrow Legion. There's a lot going on there, and elements as far as the Dinosaur Swamp of the Deep South and vampires from what was once Mexico are included. All the monsters and foes referenced in this chapter are detailed in *Savage Foes of North America*.

To use this system, first roll on the **Mission Profile** table (above), which sets up why the heroes are out in the wilderness and away from Castle Refuge. If you aren't basing your campaign on the Tomorrow Legion, interpret the results in terms of mercenary work or the group working with another faction. Once the mission is established, roll on the tables that follow to determine potential opposition and other challenges. Naturally, ignore or modify results that you don't like or which don't make sense.

The legionnaires do a lot of traveling in order to fulfill their missions; you usually roll on the **Distance** table (see page 64) to figure out how far they have to go from Castle Refuge (or wherever they're starting from) to their destination. Once you have the distance, figure out how long it takes for

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them to get there, based on their means of **Travel** (see *Savage Worlds* and *The Tomorrow Legion Field Guide*). For every three days of travel in central North America, draw a card from the Action Deck—on a face card (Jack or higher), the heroes encounter something from the **Trouble** table (see page 69) or the list of encounters in *Savage Worlds*. Of course, feel free to roll on the Trouble table whenever you want something to happen.

MISSION PROFILE

This table establishes what the team is out doing as events unfold. The details of the mission can be treated as mere background for the action, or you can more fully involve the players in the specifics and needs of the mission. Each mission type is described below in greater detail, providing guidelines on how the characters might meet the requirements or deal with the problems that come up.

SURVEY

Remapping the world is important to rebuilding it, which is why Cartography Rectification Teams constantly recruit new people. Even so, there aren't enough folks doing the work, which is why other legionnaires are often called upon to take up the slack. Major Albert Deschesne, the man in charge of Legion intelligence, brooks no arguments from non-Cartography teams when they're assigned a survey mission; he wants those maps as accurate as possible, especially where potential enemy installations and supply routes are concerned.

When a team is sent out to do a survey, roll on the Distance table to determine how far out it must travel from Castle Refuge to reach the grid areas in need of surveying. Once the heroes arrive at the location, it takes them d8 days to complete the requested survey and gather all relevant information. A successful Survival roll is required to complete each day's survey; a failure requires an extra day to complete the survey. Draw from the Action Deck and consult the Trouble table every three days, just as with traveling.

COMMUNICATION LINES

As the Legion expands its operations, reliable communications are hard to come by. The leadership is keen to expand the infrastructure of fiber optic cables, radio relay towers, and other equipment necessary to expand its reach. Teams of technical and electronics experts are constantly in the field, doing the needed work and making regular repairs, but there's always more to do. This time, the heroes are called upon to take some gear and tools and get those "airwaves up and running."

When a team is sent out to do this kind of work, roll on the Distance table to determine how far out it must travel from Castle Refuge to reach the region where the equipment is needed. Once the heroes arrive at the location, it takes them d8 days in order to complete the task. A successful Hacking or Repair roll is required each day to complete that day's work; each failure requires an extra day to finish the job. Draw from the Action Deck for Trouble every three days, just as with traveling.

DISTANCE

It's often important, or at least useful, to determine how far a team must go to fulfill a mission. Use this table to determine the distance randomly, after which you can to figure out how long it takes for the team to get where it's going (based on how they are traveling—on foot or in vehicles). In most cases, you draw from the Action Deck every three days (or fraction thereof) and on a face card—Jack or higher—the heroes encounter something from the **Trouble** table (page 69).

d20	Distance
1–4	1d4 × 10 miles
5–12	2d6 × 20 miles
13–18	3d6 × 50 miles
19–20	2d10 × 100 miles

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ARCANE ANOMALIES

D8	RESULT
1	**Arcane Artifact:** Rumors persist that a magical item of some kind was uncovered, possibly by some miners, archaeologists, or even some farmers digging up some stumps to open land. Roll a d6 when the team gets there: on a 1–3, the item turns out to be nothing; on a 4–5, it's a minor item, easily attainable at any Techno-Wizard shop; on a 6, it's a genuinely powerful and unique mystic artifact.
2	**Ghosts:** Terrifying tales of a place being haunted reach the castle, and the heroes are sent off to investigate. Roll a d6 to see what's really going on: 1–3, it's either a hoax or something akin to glowing swamp gas; 4–5, there are spirits of some kind in the area, and they may have something to reveal to whoever can communicate with them; on a 6, it's either a Neuron Beast or a Witchling, using powers to wreak havoc and sow terror.
3	**Fadetown:** These rare and intriguing places reside along ley lines. While they're generally normal (and often fairly poor, hardscrabble) communities, the entire location and everyone in it is subject to some rather odd dimensional phenomena called fluxes. The team is sent to check out a new one that traders brought news of. When they get there, roll a d12 and consult the **Fadetown Flux Effects** table (page 66). For every full week the team is in or around the town, roll a d4. On a 1, roll for a new flux effect, and if the heroes are in the town, they're affected. Note that this mission automatically puts the team on a ley line (as per the **If Things Weren't Bad Enough** table result, page 72). If needed, use the **Ley Line Characteristics** table (page 86) to determine the specifics of this line.
4	**Nonviolent Entity:** It may be a being of pure psychic energy, a wandering mage from a world beyond the Rifts, a powerful fairy, or an animated golem roaming without purpose. Whatever or whoever it is, the heroes are asked to go find the entity. If possible, and they determine the being poses no threat, they should invite it (or him or her) back to Castle Refuge.
5	**Cache of Mystic Crystals:** Various crystals have enormous value and use to Techno-Wizards and other enchanters, and the Legion could use all it can gather. Someone out there has a supply to sell, or she found a large amount she's willing to trade for Legion assistance. The heroes are the ones sent to negotiate for the supply and, if needed, handle whatever service is asked for (within reason).
6	**Ley Line Examination:** Strange things always happen along ley lines, and they remain an important source of power and even communications. The Legion wants to map and record ley line conditions as much as it wants to map the physical world, so the heroes are sent to a region to survey and record the particulars of a ley line passing through there. Note that this mission automatically puts the team on a ley line (as per the **If Things Weren't Bad Enough** table result, page 72). If needed, use the **Ley Line Characteristics** table (page 86) to determine the specifics of this line. It takes d8 days to examine and record the necessary information, requiring a successful Occult roll each day. Each failed roll adds another day to the task.
7–8	**A Rift Opens:** Anytime a Rift opens at a nexus point, there's ample cause for concern. The heroes head out to see what's happening—which could be anything. Note that this mission automatically puts the team at a Rift (as per the **If Things Weren't Bad Enough** table result, page 72). Use the **Rift Characteristic** tables (starting on page 91) to determine all the needed information about this Rift

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FADETOWN FLUX EFFECTS

Roll on this table to determine the current state of a Fadetown. For every week a character is in a Fadetown, roll a d4; on a 1, roll a new flux effect on this chart. Until a new flux happens, the conditions of the current one remain in effect.

D12	RESULT
1–4	Everything is normal, at least for now.
5	The town vanishes—every person, animal, building, and item. It stays gone until another flux effect happens, though for everyone in the town, it only feels like a minute has passed.
6–7	The place is a ghost town, in that everything and everyone is a ghostly image (and communication is only possible through gestures, magic, or psionics). For everyone in the town, normal activity is possible except where interacting with anything not affected is concerned.
8–9	The town moves along the ley line. Roll on the **Distance** table to determine how far it appears from its last location.
10	Roughly half the town folk are ghosts, while the town and other inhabitants are normal. The ghostly folks don't need food or water, and spend a great deal of time being bored or watching others do stuff. Roll a d6 for any player character in the town at the time; on an odd result, he's turned into a ghost as well.
11	Roughly half the population is simply gone and won't return until another flux event happens. For them, it feels like a minute passed. Roll a d6 for any player character in the town at the time; on an odd result, she disappears too.
12	Magic is massively reduced in power and effectiveness. All PPE pools are cut in half, and all magic effects (including defenses and damage) are reduced by half. Anything that doesn't have a "half effect" is cast at –4.

ARCANE ANOMALIES

The impact of magic and mystical influences cannot be understated, especially in the wake of the Fall of Tolkeen. Between the scramble to acquire artifacts from the ruins of the magic kingdom and the Federation of Magic's bid for greater power, the Council of Hope wants teams of experts in the field finding all the magic resources they can for the Legion and Castle Refuge. These teams also need to keep a keen eye on various arcane and psionic phenomena, evaluating the potential benefits or dangers they pose to the fledgling confederation.

When the heroes are tapped by the Arcane Anomaly branch, roll on the following chart to see what they're specifically being asked to deal with. As always, roll on the **Distance** table (see page 64)and determine any Trouble encountered through the usual draws.

COMMUNITY OUTREACH

If the team has someone who's really good at public speaking and dealing with folks, he's put in charge for any mission coming from the Community Outreach branch. Otherwise, the team is asked to escort one of the Legion's diplomats out to a village, town, farming community, or even small city in order to make/maintain contact and establish stronger ties. Such a team should also have someone with at least first aid skills, and one technically oriented member.

Roll a d6. On a 1–4, the Legion's been to the town before, so this mission likely involves bringing messages and supplies to allies, while possibly picking up return messages and some special things the community can send back to Castle Refuge. There may be further trade negotiations or other tasks that need attention, so the team needs to remain in the area for d6 days. On a 5–6, this is the

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first real contact the Legion is making with the town, meaning the heroes need to stay in the area for at least 2d6 days. Do the usual Trouble draws for every three days (or fraction thereof) the team is in town.

EMERGENCY RELIEF

Either an established, allied town calls for aid, or one that's heard of the Legion and Castle Refuge sends word they're in trouble. Either way, the heroes are heading into a situation where a crisis is at hand, requiring serious efforts on their part to resolve. Roll on the **Emergency Relief** chart to determine the specific situation and what's needed to resolve it.

EXPLORATION

So much of the world remains unseen, hidden by the wilderness and lost to time. Great treasures, both of real wealth and lost knowledge, remain to be found by intrepid

EMERGENCY RELIEF

D20	RESULT
1–3	**Wreckage:** Whether from a natural disaster (such as a tornado or flood) or the ravages of monsters or bandits, the community's suffered serious damage to homes and other buildings. It takes 2d8 days to make all the needed repairs. A successful Electronics or Repair roll is needed each day; a failed roll adds an extra day to the efforts. Draw for Trouble as normal.
4–5	**Starvation:** A catastrophe of some kind may have taken a toll on the local food supply, or the crops simply didn't come in. Alternately, raiders of some kind may have taken too much, leaving the community to starve. The heroes need to bring a large quantity of food, and may need to help set things up so that the population can feed itself over a longer haul. It takes 1d6 days to set things up for the people. Draw for Trouble as normal.
6–7	**Disease:** The town is plagued by some sort of **Disease** (pick something from *Savage Worlds*), with more and more people getting sick every day. The team needs to bring in medical supplies and, hopefully, someone who knows how to use them. It takes 2d6 days to get things under control, with a Science roll required on the first day to properly assess and diagnose the disease. Every day after that, a successful Science or Healing roll is needed to treat the disease, and each failed roll adds a day to the effort. Alternately, a character with magical healing can roll his Spellcasting skill. Every day the heroes are in the area, those susceptible must make a Vigor roll to avoid contracting the disease (they get +2 to +4 on these rolls depending on what precautions they take). Draw for Trouble as normal.
8–9	**Political Strife:** Either the leadership of the town is corrupt and tyrannical, or there's a faction determined to overthrow the rightful leadership for its own aims. Word reaches the Legion, and the heroes are sent in to investigate and figure out who to help. The wrong choice could have even worse consequences, so care should be taken in choosing which side to support. Depending on how long it takes to resolve the situation, you may wish to draw for additional Trouble.
10–11	**Dying Livestock:** A disease of some kind is wiping out the animals the community needs to survive. This is similar to the Disease result, except there's a highly limited chance the disease jumps species (1 on a d20). If that happens, however, the conditions of the Disease result kick in, making things much worse. By itself, dealing the livestock issue takes 1d8 days, after which the town probably needs help resupplying and getting their stock revitalized (otherwise, they're probably facing a Starvation situation, as above). Draw for Trouble as normal.

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EMERGENCY RELIEF (CONT.)	
D20	RESULT
12–13	**Water Shortage:** The well's run dry, or the water system is broken down somehow. Alternately, the nearby natural source is contaminated or negatively altered. It takes Electronics or Repair, rolled each day, to fix any mechanical issues, while handling the natural water supply situation requires a Survival roll each day. Whichever the problem, the team needs 1d8 days to resolve it. Draw for Trouble as normal.
14–15	**Slavers:** It could be raiders working for a would-be warlord, or even a Splugorth Slaver in the area. People are missing, with more disappearing each day, and the heroes are there to put an end to the problem. Roll a d6: 1–4, it's Raiders; on a 5, it's a particularly vile Black Market operation; on a 6, a Splugorth Slaver is taking folks for Atlantis. Use the appropriate entries on the Encounter Table. It takes 1d4 days (with a successful Survival (tracking) roll each day; each failure adds a day) to find the slaving encampment.
16	**Blight:** Similar to the Dying Livestock situation, above, except the crops are being killed off by some kind of terrible disease or poison in the soil. The heroes need 1d8 days to figure out how to stop the blight, with a successful Science or Survival (or possibly Common Knowledge for anyone with a farming background) roll each day. Each failure adds a day, and if it takes too long, the Starvation circumstance from above may also kick in. Draw for Trouble as normal.
17	**Cult:** Some kind of group arrived in town, preaching a new spiritual path they feel everyone should follow. The leadership is concerned, which is why the legionnaires are asked to look into things. Roll a d6: 1–4, the group is relatively harmless; on a 5, it's a fairly dark cult, but there's no one of real power to be concerned with; on a 6, it's a necromancer and her Grim Reaper Cult followers (use the appropriate entry from the **Encounter** table).
18–20	**Monsters:** Some kind of monstrous threat is terrorizing the folks, and there are probably already a few deaths or missing persons by the time the heroes arrive. Choose something from *Savage Foes of North America*, or roll on the **Encounter** table (ignoring anything that's not actually a monster or supernatural threat).

explorers, and the Council of Hope is keen to attain these treasures for their greater agenda. This is why the Special Exploratory Teams were formed, and the heroes are one of those teams now.

Treat this mission mechanically the same as a Survey mission (above), except it takes 2d12 days and automatically comes with a **Risks and Rewards** table result at the end of the mission. As always, draw for Trouble as usual.

SECURITY PATROL

One of the most common duties for Legion teams, and also one of the most vital. Teams are sent out simply to look for troublesome groups, monsters, and other threats, with orders and authority to deal with such threats as needed. Roll on the **Distance** table, but at −5 (minimum 1); patrols tend to be a bit closer to home. A patrol usually takes 2d6 days, plus travel time; draw for Trouble as normal.

INTERDICTION

An enemy unit or other threat is known to be in the region, posing serious danger for Castle Refuge and its allies. This mission is nothing short of a direct intervention with very likely military consequences. If the heroes can find a way to negotiate or otherwise peacefully resolve the encounter, that's acceptable, but everyone involved in mission planning knows violence is the likely result.

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TROUBLE

D20	RESULT
1	**Lost:** Somehow — either through simple error in navigation or an unexpected Rift-related phenomenon — the group finds itself lost. It takes a successful Survival roll (at –4), made once a day, in order for the heroes to reorient themselves. If a Rift or other supernatural occurrence caused this, roll on the Distance Table to determine how far from their original location the legionnaires find themselves. Draw for additional Trouble every three days, just as with traveling.
2–3	**Refugees:** The legionnaires come across a group of 3d10 refugees, humans and/or D-Bees, in desperate need of food, water, and medical aid. They probably need relocation, as well; if possible, they should be escorted to Castle Refuge.
4	**Storm:** Terrible weather rolls in, featuring rain (or snow, if the right time of the year), high winds, thunder and lightning, hail, and even tornadoes. Notice rolls are made at –2, and ground conditions halve both Pace and vehicle speed. Roll a d6. On a 1–4, the storm lasts for 1d6 hours. On a 5, it lasts for 2d12 hours. On a 6, it lasts for 1d4 days.
5–6	**Technical Difficulties:** One of the largest or most complex pieces of machinery in the group (a vehicle, a suit of Glitter Boy armor, or a major weapon) develops some kind of malfunction. Choose or determine randomly, then roll on the **Technical Difficulty** table in *The Tomorrow Legion Player's Guide* and apply the result. Was this the result of wear-and-tear, a recent battle, an accident of some kind, or deliberate sabotage?
7	**Disease:** The group encounters an airborne disease of the Short-Term, Debilitating variety (see **Disease** in *Savage Worlds*). Many of the legionnaires may be immune (in a sealed vehicle, a Combat Cyborg), but not necessarily all. A Science roll at –2 is required to diagnose the disease before it can be treated with the Healing skill; magical healing works normally.
8	**Fire:** An uncontrolled, raging wildfire engulfs the area. A successful Survival check means the heroes can get around it, adding 1d10 × 10 miles to their journey distance. A failed roll means they've been surrounded and must work their way through, facing both **Fire** and **Heat** hazards (see *Savage Worlds*), including smoke inhalation and possible heat stroke. Have each susceptible character make a Vigor check every hour, and getting through the wildfire takes 1d4 hours. Once every half hour, each character should make an Agility check at –2 or suffer 2d10 fire damage from falling, burning debris or blasts of flame.
9	**Ley Line Storm:** The heroes come across a ley line just as a storm erupts. Roll on the Ley **Line Characteristics** table (page 86) and consult the rules regarding **Ley Line Storms** (page 85). The storm lasts for 2d6 × 10 minutes.
10–19	**Encounter:** Roll on the **Encounter** table as the legionnaires run across a likely opposition force. Draw a card from the Action Deck: on a clubs result, the encountered group somehow managed to catch the heroes by surprise, while on a spades, the heroes have the advantage. On a joker, everyone involved is caught completely off-guard.
20	**Lots of Trouble:** Roll twice again on this table, combining results. If you roll another 20, either ignore it and roll again, or you can add that much more to the problems the heroes face!

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ENCOUNTER	
Opposition entries on this table come from *Savage Foes of North America*. GMs not using the book must use substitutes from another source or of their own creation.	
D20	**RESULT**
1	**If Things Weren't Bad Enough:** Roll once on that table, then roll 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	**Bandits:** They could be in the middle of a raid, looking for someone to rob, or on their way back to their hideout with a pile of loot. Roll 2d12 for how many bandits there are; on an odd result, one of them pilots a robot vehicle like a Titan TR-001 Combat Robot. Roll a d6: on a 5, they're Pecos Empire Raiders, while on a 6, they're 1st Apocalyptic Cavalry soldiers. Roll once on the **Opposition Leader** table and once on the **Other Authority Figure** table.
8	**Simvan Monster Riders:** Barbaric and cannibalistic, the nomadic Simvan are always a potential threat to travelers in the wild. This is a raiding party astride dangerous and monstrous mounts, though offers of trade might subvert outright violence (unless other complications come into play). 2d8 are encountered; one is riding a Fury Beetle, the rest are each astride an Ostrosaurus.
9–10	**Coalition Scouting Party:** A small group, designed to move quickly while gathering information, is checking out the local region. They could be hunting for something, or just surveying this part of North America. The force consists of 2d6+2 Coalition Grunts, 1d4+1 Dog Boys led by a Psi-Stalker, and a Coalition Military Specialist as a leader. Roll once on the **Opposition Leader** table and once on the **Other Authority Figure** table.
11	**Coalition Recon-in-Force:** Ready for serious combat, this is a CS unit out to make a statement or address a specific problem with force. Handling them won't be easy. There are 3d8 Coalition Grunts, 3d8 Skelebots, 1d6 Dog Boys, 1d4 Psi-Stalkers, 1d4 SAMAS Pilots, and two Military Specialists (the commander and second-in-command). Roll a d6: on a 1–4, the unit has a UAR-1 Enforcer, while on a 5–6, a Spider Skull Walker is present instead. Roll once on the **Opposition Leader** table and once on the **Other Authority Figure** table.
12	**Xiticix:** A scouting force is in the area, possibly seeking a new place to start a colony. Negotiation is not an option. There's one Xiticix Hunter and 1d8 Xiticix Warriors; letting even one get away could spell disaster for the region.
13	**Wandering Monsters:** One or more (roll 1d4) large and dangerous beasts stalk the area. They likely see the heroes (or anyone else in the region) as food or a threat. Typical examples include Rhino-Buffalos and Fury Beetles.
14	**Brodkil:** More common than folks would like, the demonic Brodkil roam North America in groups, seeking food (they'll eat anything or anyone), equipment, and the entertainment garnered from murder and mayhem. There's 1d10 Brodkil, another 1d6 with cybernetics, and a Brodkil Leader. Roll on the Opposition Leader chart, but add +2.

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ENCOUNTER (CONT)

D20	RESULT
15	**Black Market Smuggling Operation:** Either on the road or at a stop somewhere, the legionnaires come across a group of Black Market operatives who are smuggling some very valuable contraband across the wilderness. They've got 2d6 mercenary guards (use Bandit stats), led by a Headhunter. There's also a Black Market Enforcer and an Expeditor; roll once on the **Opposition Leader** table for the Enforcer, and on the **Other Authority Figure** table for both the Expeditor and Headhunter.
16	**Daemonix:** Likely summoned by Tolkeen mages during the war, these sub-demons now wander the lands looking for prey, or possibly work as mercenaries. There are 1d4 Feculence, 1d4 Hangdogs, an Immolator, a Manslayer, and a Basal as their leader. Roll on the **Opposition Leader** table.
17	**Grim Reaper Cult:** Murder Wraiths and other servants of death, the very worst the Federation of Magic has to offer, rampage in the area, leaving wanton death and destruction in their wake. There are 1d8 Juicers, 1d4 Murder Wraiths, and a necromancer as a leader. Roll on the **Opposition Leader** table (with a +2) and the **Other Authority Figure** table (one of the Juicers is second-in-command).
18	**Splugorth Slaver:** One of the hideous servants of the masters of Atlantis is engaged in espionage, scouting, collecting slaves, or some hidden purpose in the area. There's one Slaver and his cadre of six Altara Warrior Women. Don't bother rolling on the **Opposition Leader** table; he's ready to fight. However, roll an Other Authority Figure result, as one of the Altara might have a different idea.
19	**Wild Vampires:** 1d10 Wild Vampires are running amok in the area. This encounter can only happen at night (although you could decide the heroes stumble across their sleeping lair during the day).
20	**Creatures from the Rifts:** The heroes are faced with a horde of demons or undead, a giant monster of some kind, one or more wild machines, rampaging cyborgs, or who-knows what else. Use the **It Came From a Rift** tables (see *Savage Foes of North America*) to generate the encounter. If appropriate, roll once on the **Opposition Leader** table and once on the **Other Authority Figure** table.

OPPOSITION LEADER

Roll on the **Allied Personalities** table in *Savage Worlds* and combine with the result below.

D6	RESULT
1	**War Weary:** The leader just wants to get his troops home in one piece and call it a day. (Neutral, possibly Friendly if the heroes are non-aggressive right from the start.)
2–3	**Noncommittal:** She's not really interested in a fight, but she's not inclined to throw away an opportunity for profit or to achieve a mission goal. She evaluates the heroes to determine if they have something she wants, or if they represent an enemy she's expected to fight. (Neutral.)
4–5	**Wary:** He's expecting trouble, and he's got one hand on a weapon, ready to call his troops to the attack. It won't be easy avoiding a fight with him. (Uncooperative.)
6	**Aggressive:** She's spoiling for a fight, and the heroes are in the wrong place at the wrong time. (Hostile.)

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IF THINGS WEREN'T BAD ENOUGH

D10	RESULT
1	At the center of things is a Rift. Go to **Rifts and Ley Lines** on page 85 for more.
2	A ley line runs right through things. Go to **Rifts and Ley Lines** on page 85 for more.
3	Bounty hunters arrive, looking for someone involved in the situation (quite probably one or more of the heroes).
4	Someone is dealing with technical difficulties. A key weapon stops working properly; a vehicle breaks down; a suit of armor malfunctions; or any number of other related issues plague the heroes. Each player draws a card from the Action Deck, and the hero with the lowest result suffers a Technical Difficulty roll against their most advanced piece of gear.
5	The Black Market has its fingers in the pie, somehow, making things much messier and more dangerous.
6	Refugees by the dozens, or even hundreds, arrive in the area or are there when things start happening. They might be displaced due to the catalyst of the scenario, or by something otherwise unrelated, but they need protection and help regardless.
7	One or more supernatural creatures, drawn to strife and violence, arrive to prey on any victims they can find. Examples include Neuron Beasts and Witchlings.
8	Yet another group or threat shows up and gets involved in some way. Roll again on the **Encounter** table.
9	A spy (or possibly several spies) from an otherwise uninvolved faction is in the area. She observes and gathers intelligence, and she may have other espionage goals as well.
10	Roll on this table twice more, and combine the two results. Ignore additional rolls of 10, unless you like the idea of making things even messier for the heroes.

THE PLOT THICKENS

D8	RESULT
1	An old enemy is involved, either an individual or a faction.
2	A family member or love interest (former or current) is mixed up in things somehow.
3	An ally is working undercover in the situation.
4	One of the enemy force members has a secret agenda at work.
5	Innocents are directly in the line of fire, held as captives, or are otherwise in danger.
6	Someone's emotional or ethical Hindrance is directly engaged by something in this situation. Examples include Bloodthirsty, Code of Honor, Greedy, Heroic, Loyal, and Pacifist.
7	Someone's social or behavioral Hindrance is directly engaged by something in this situation. Examples include Big Mouth, Delusional, Enemy, Mania, Mean, Outsider, and Phobia.
8	Someone's physical Hindrance is directly engaged by something in this situation. Examples include Anemic, Blind, Habit, One Arm, Lame, Ugly, and Young.

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OTHER AUTHORITY FIGURE	
D6	RESULT
1	Roll on the **Opposition Leader** table.
2	Greedy, looking for a payday.
3	Ambitious, looking for advancement.
4	Cowardly, looking for a way out.
5	Apathetic, looking for nothing.
6	Sympathetic, looking to help the heroes.

RISKS AND REWARDS	
D6	RESULT
1	A valuable ally or favor. See **Contacts, Allies, and Outfitters** (page 76) if you don't have someone particular in mind.
2	A cache of weapons, armor, and gear worth 3d10×100,000 credits *or* one Power Armor, vehicle, etc.
3	A powerful magical artifact. Reference the *Fantasy Companion* or roll on the Enchanted Items & Mystic Gadgets Table in The Tomorrow Legion Player's Guide if you don't have something specific in mind, but make sure to add some other special powers and abilities to whatever you roll.
4	A revelation of critical information. This should be tied to a larger storyline you have in mind for the campaign, or spawn a new one.
5	A useful and safe location, such as a library, armory, research lab, place of arcane power, holy site, or secret bunker facility.
6	A large sum of credits, valuable gems and metals, or salvage worth 5d10×100,000 credits.

Roll on the **Encounter** table to determine the opposition, following all regular rules there. Of course, the journey to the encounter might present additional Trouble along the way.

MONSTER HUNTING

Some kind of monstrous threat is terrorizing the area, and there's probably already a few deaths or missing persons by the time the heroes arrive. Choose something from *Savage Foes of North America*, or roll on the **Encounter** table (ignoring anything that's not actually a monster or supernatural threat). Of course, the journey to the encounter might present additional Trouble along the way.

TROUBLE

Whenever a face card is drawn from the Action Deck (or a table directly instructs you to), roll on this table to determine what kind of complications the heroes face as a result. You can also roll on this table any time you feel it's time to throw a spanner into the works for the heroes. If you really want a combat encounter, simply skip to the **Encounter** table (below).

ENCOUNTER

Not every encounter must result in combat. In many situations, avoidance or negotiation is possible. This is especially true depending on the results of Opposition Leader (and Other Authority Figure) rolls, where someone on the other side is disposed towards a nonviolent resolution. In most cases, however, open and violent conflict is very likely.

OPPOSITION LEADER

This table establishes the initial disposition of the opposing force's leader. This could directly affect how the encounter goes, especially if the heroes attempt a nonviolent resolution. The note in parentheses indicates the leader's Initial Reaction status (as per the **Reaction** table in *Savage Worlds*).

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OTHER AUTHORITY FIGURE

This might be a second-in-command, a political attaché, a toady following the leader around, or some other entity with influence over the situation. Whoever he is, he's got his own ideas about what's going on and what he wants out of it.

IF THINGS WEREN'T BAD ENOUGH

As the title implies, this is yet another layer of complication or challenge to define an encounter, possibly expanding it into a much more involved scenario. Roll on this table even if no other result calls for it, if you're interested in adding layers to the situation. Wherever possible, employ the Hindrances of one or more characters.

THE PLOT THICHENS

This table adds a complication to the scenario, something that isn't immediately revealed or obvious. As things proceed, the heroes should discover this twist, possibly changing their plans in some fashion. Wherever possible, employ the Hindrances of one or more characters. If a roll gives a result that simply cannot apply, either re-roll or choose one.

RISHS AND REWARDS

A roll on this chart results in something the group stands to gain or lose, depending on how things go with the scenario.

EXAMPLES

COALITION HUNTERS

So a Game Master might roll an 11 on the **Mission Profile** table; this means the team is taking emergency supplies to a stricken community. After rolling a nine on the **Distance** table (the team covers 140 miles, based on what he rolls there), he figures it takes them about five days to get to the community. He then draws two cards from the Action Deck, one for the first three days, and a second one for the remaining two. The first one is a seven of spades, so nothing happens. The second card is a queen of hearts, which means a roll on the **Trouble** table. The legionnaires run into something before they can reach the town.

With a result of 12 on that chart, there's an Encounter, which means rolling on the **Encounter** table. A roll of two means a roll on **The Plot Thickens** table, followed by another roll on the **Encounter** table. The second roll there is an 11, which means there's a heavy Coalition force in the area. To get a sense of the Coalition commander's mindset, the GM would roll on the **Opposition Leader** table. Assuming he rolled a three, the commander is noncommittal, which means there doesn't necessarily need to be a fight. If the GM rolled on the **Other Authority Figure** table for the second-in-command, he might get a two, which might indicate a greedy sergeant who forces the issue in order to collect a bounty.

Undercover Ally: Remember that The Plot Thickens result above? The GM rolls a three, indicating an ally is working undercover somewhere in the scenario. In this case, he decides that one of the Coalition troops is actually a legionnaire, which means the fight against such a powerful force may not be as hard as it first appeared.

SAVAGE TALE: CROSSROADS CRISIS

Here's a fairly straightforward scenario, serving both as a Savage Tale and an example of using the Adventure Generator.

The heroes are a Tomorrow Legion group sent on a long-range patrol, seeking any major threats, information of value to the Legion, folks to aid and inform about Castle Refuge, or possible recruits for the Legion. The group runs into another patrol, this one a small group of Coalition scouts out of Fort El Dorado.

*The GM rolled a 15 on the **Mission Profile Table**, then rolled for Distance and how many days the patrol should take. He determined it should take nine days, which means three draws for Trouble on the Action Deck. The first draw is a three of clubs, followed by a king of hearts and a five of diamonds. That meant one roll on the **Trouble Table**. He gets a nine, which is a Coalition scout patrol. Just for fun, he decides to make a roll on **The Plot Thickens Table**, getting a five.*

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Unfortunately, the encounter happens right at the crossroads of a small town—what do the heroes do to avoid innocent casualties?

*The roll of five on **The Plot Thickens Table**—putting innocents directly in the line of fire or otherwise in danger.*

The Coalition sergeant in charge of the patrol is fairly neutral, meaning it might be possible to negotiate rather than open fire and hope for the best.

*The Game Master rolled a three on the **Opposition Leader Table**, indicating a noncommittal attitude.*

Unfortunately, the town's leader is something of a firebrand who'd like to see the heroes give the Coalition a good, swift kick out of town.

*The GM decided to roll on the **Other Authority Figure Table** and see what the town's leader might be like. He got a six, which says the figure is sympathetic to the heroes. He decides this means the town leader knows about the Tomorrow Legion, hates the Coalition, and is spoiling for a fight.*

Does the mayor force a conflict that could get his people hurt or killed, or can the heroes figure out a way to convince the Coalition patrol leader to let each other be, or at least take the fight out of town?

SAVAGE TALE: ABSENT FRIENDS

This is a much more complex setup, indicating how the Adventure Generator can add lots of interesting extra bits to spice things up. This time, we'll indicate the roll results up front, then show one way it could come together as a scenario.

*The **Mission Profile Table** roll is a six (Arcane Anomalies), followed by an eight (A Rift Opens). After a few draws for the travel, a couple of Troubles are indicated. The GM rolls twice, getting a six (Technical Difficulties) and a 13 (Encounter). She decides to have both happen at the final destination—the opened Rift.*

*Her initial roll on the **Encounter Table** is a one. This leads to a roll on the **If Things Weren't Bad Enough Table** (she gets a four, which means a major technical malfunction of an important piece of equipment or vehicle), followed by a reroll on the **Encounter Table**. She then rolls a 17 for the Encounter, which is a run-in with the Grim Reaper Cult, complete with undead Juicers in the form of Murder Wraiths.*

*Because she really wants to make things interesting, the GM decides to roll twice on **The Plot Thickens Table**. She gets a two and a seven on that table. She decides at least one of the undead is a former Juicer ally and love interest for one of the heroes. The seven on that table means one (or more) of the characters' behavioral or social Hindrances come into sharp focus during the scenario; the GM should keep this in mind as she considers the other generated elements of the story. In this case, she goes with the Enemy Hindrance.*

Tomorrow Legion leaders ask the heroes to investigate a recently opened Rift, one that erupted to life about 125 miles away from Castle Refuge. Rumors and tales of undead walking out of the portal have folks more than a little nervous.

Unfortunately, the True Federation of Magic is also very interested in this Rift, for fairly obvious reasons. A group of Grim Reaper Cultists, complete with necromancers and the undead Juicers known as Murder Wraiths, are also dispatched to take control of the Rift, hopefully controlling both the undead coming through and whatever power there may be on the other side.

More than one of the heroes have the Federation as an Enemy Hindrance, so the leader of the cultists knows their faces when they arrive. Worse, at least one of the Murder Wraiths is a former friend, ally, and lover who undertook the "treatment," not understanding what would happen to him. For at least one of the heroes, this means killing a loved one they thought was already dead. To complicate matters further, the Rift's energies play havoc with the Legionnaires' more technical equipment. At least one vehicle or robot vehicle shuts down completely, and other computerized devices suffer a –2 penalty when used.

The heroes need to stop the cultists, since the lead necromancer has the power to

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keep the portal open and focused on the undead land it's currently linked to. Once he's stopped, the Rift eventually switches to another world link, then shuts down. As it's a Periodic Rift (as determined using the rules starting on page 88), this won't be the last time the heroes have to deal with it.

CONTACTS, ALLIES, AND OUTFITTERS

For all the people—and things—out to kill the heroes, there are plenty of folks who would just as soon sell them something. Others may want to help those who stand to protect them from the monsters and monstrous people of the world. This section helps you quickly create any number of folks the characters might meet, interact with, and attain goods and services from.

THE PEOPLE TO KNOW

What follows is a list of the kinds of folks Tomorrow Legionnaires and other adventurers want to meet and keep in contact with to make their jobs and lives a good bit easier.

Adventurer: The heroes can't be everywhere at once, and there's a lot of wilderness to cover and lost places to explore across the land. It's good to know other people who are out there discovering and cataloging what they find. Adventurers—those who travel, seek excitement, knowledge, treasure, or simply try to help the world—often sell or trade their information, as well as some of the loot they manage to dig up or rescue from obscurity. They also see and hear things that might prove useful to the right people.

Black Marketeer: Although the greater organization is steeped in darkness and vice, and there are some vile and unsavory folks in charge, the Black Market still serves a purpose across the land. Folks gain access to goods and services otherwise unavailable in a world still rebuilding itself. Knowing someone in the network can mean the difference between keeping gear functioning and people fed, and dying bereft of resources in the wilderness.

Body-Fixer/Cyber-Doc: With weapons and spells capable of leveling towns a regular part of the all-too-frequent battles



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across the landscape of Rifts Earth, knowing a good doctor is a vital necessity. Those who consider themselves strictly Body Fixers tend to avoid bionics and cybernetics, or else use them as prosthetics and replacements. Cyber-Docs, on the other hand, see opportunities for post-humanism in every operation, making their patients better in many regards. If a character can find one who sees value in both perspectives, he's found a contact to treasure.

Citizen: Despite the post-(post-) apocalyptic nature of the world, people tend to recreate some semblance of normalcy for themselves. They rebuild, figure out how to conduct business and commerce, do their jobs, get paid, and live their lives. There are plenty of towns and cities all over North America where this is true, day to day, for many thousands of people, especially in the Coalition and Federation territories. Having friends and loved ones in those areas can often be very helpful, so long as the heroes don't abuse the relationship and bring ruin to a tenuously maintained situation.

City Rat: Civilization lives on, and even thrives, in the cities of the world. Between the advanced state of technology, fortress-style defenses, and effective planning and management, the cities provide a chance at a good, comfortable life for their citizens. Of course, there are different classes of citizens, depending on money and power. Those at the lower levels get by on guts, smarts, and connections. Knowing a City Rat—someone who lives in the shadows and crevices, and knows the ins and the outs—means knowing what's really going on in a city, which can help characters get in, grab what's needed, and skedaddle with their skins intact.

Merc Contractor: The Coalition and the Federation are doing all they can to create greater, centralized governments like the nations of old. But there's still plenty of room for any number of factions to maneuver for territory, assets, and power. This means lots of work for mercenaries and specialists, which in turn means opportunity for someone who knows how to make connections and broker deals between those who want to hire guns and those who use them well. Merc contractors tend to know a lot of people, and they tend to have a good idea about what's going on, based on who's hiring and what kinds of jobs they're hiring for.

Operator: Makers and fixers. Electricians and mechanics. Tinkerers and engineers. The tech part of the world runs only because Operators are around to make the machines go. Anyone with a vehicle, suit of powered armor, or weapon of greater technology than a bow or sword needs an Operator in her life, lest she wind up with a useless pile of junk at the worst possible time.

Rogue Scholar: Like Erin Tarn, others devote their lives to uncovering lost information. The Coalition discourages higher learning, suppressing history and the truth of its own foundations in favor of a simplistic narrative that celebrates the greatness and goodness of its leaders. Rogue Scholars are the keepers of banned books and forbidden knowledge, as well as the bearers of light into the dark corners where secrets are hidden.

Rogue Scientist: Like their scholarly brethren, Rogue Scientists do all they can to bring the benefits of technology and scientific discovery to the world at large. Medicine, communications, computers, and transportation are just some of the benefits enjoyed by those living in the great cities of the world; Rogue Scientists go out of their way to ensure no one is needlessly kept from advancements that can make life easier and more survivable.

Sales Rep: Northern Gun. Triax. Strange Frontier Designs. Wilk's. These are just some of the companies that do very brisk business selling arms and armor to anyone who needs to suit up for survival. Representatives for these companies can be found in every major city, and many up-and-coming towns and outposts as well. Knowing a good sales rep who can get materials shipped quickly is helpful for those who have big plans that require even bigger guns.

Settler: As the world rebuilds itself, brave pioneers abandon the relatively safe cities and risk building anew in wilder spaces. Of course, some don't have as much choice in the matter, especially if they refuse to suffer the yoke of either the Coalition or the True Federation. Some gather in ruins

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CONTACT TYPE	
D20	CONTACT
1	Adventurer
2–3	Black Marketeer
4	Body Fixer (Roll d6; on a 5–6, she's a Cyber-Doc)
5–6	Citizen (Roll d6; 1–2 = CS, 3–4 = Other, 5–6 = Federation)
7–8	City Rat (Roll a d6; 1–3 = CS, 4–5 = Other, 6 = Federation)
9–10	Roll d6; 1–2 = Crazy, 3–4 = Juicer, 5–6 = Headhunter Techno-Warrior
11	Merc Commando
12	Operator (Roll d6; on a 5–6, he's a Psi-Operator)
13	Robot Vehicle Ace
14	Rogue Scientist
15	Sales Rep (Choose any company, or let the players pick)
16–17	Settler
18	Soldier (Roll d6; 1–2 = CS, 3–4 = Other, 5–6 = Federation)
19	Techno-Wizard
20	Traveling Trader or Vagabond

of pre-apocalypse cities and towns and rebuild, while others start from scratch. Having friends and contacts out among these settlements can be a real lifesaver sometimes.

Soldier: Though the Coalition military is run by genocidal and evil men, the average CS trooper can be a truly decent, upstanding person who just wants to make her world a better place. And although diabolical and treacherous entities rule the True Federation of Magic, the defenders of the various towns and enclaves are more often than not good, heroic types determined to protect their homes from monsters both human and supernatural. Having an ally among the armed services of either faction may well one day be the key to victory, or even simple survival.

Techno-Wizard: Even with the fall of Tolkeen, there can be no denying the power and impact of Techno-Wizard engineering in countering the military might of the Coalition. Techno-Wizards are masters of machines both technical and magical; they're almost as useful to those with mundane tech as an Operator, and many times as useful for those using T-W machines and gadgetry. For those who channel PPE or ISP, having a Techno-Wizard friend who can convert their

CONTACT QUALITIES				
As with all tables, you might simply decide what qualities the contact has, or allow the player to decide. Otherwise, roll a d10:				
D10	SKILLS	AVAILABILITY	INFORMATION	LOYALTY
1	Minimal	Fair	Great	Absolute
2	Moderate	Great	Fair	Good
3	High	Fair	Fair	Good
4	Moderate	Fair	Fair	Absolute
5	High	Great	Fair	Poor
6	High	Limited	Great	Good
7	Moderate	Great	Limited	Absolute
8	Moderate	Great	Great	Poor
9	Minimal	Great	Great	Good
10	High	Fair	Limited	Absolute

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weapons, armor, and vehicles to arcane counterparts is a boon.

Traveling Trader: The cities and major population centers of the Coalition depend primarily on major trucking consortiums and similar means to conduct trade and get in raw materials and supplies, while the key realms of the Federation have parallel magical means for the same. Everywhere else, it's the roaming merchants, singularly and as part of small caravans, who bring trade goods, exotic items, and information from town to farm to hidden enclave. Having one for a contact might mean waiting a bit, but the information she has—not to mention that special component to fix the ATV—is more valuable than gold.

CONTACTS TABLES

At various points in a campaign, characters may meet and develop contacts. You might even award one or more contacts as a bonus for dealing with scenarios and challenges effectively. Of course, you can simply work all of this out as you wish, but if you're scrambling to come up with particulars, or you like randomness as part of the game, you can make a couple of rolls and generate a contact or ally on the fly.

The first table you'll want is in the *Savage Worlds* rulebook—the allies' **Personality** table. A d20 roll gives you a simple descriptive tag on which to base the character's attitudes and likely reactions. You can then choose one of the types below, or roll randomly if that works better for you.

For each contact, roll once on the **Contact Qualities** table. Each contact gets four ratings from this single roll: Skills, Availability, Information, and Loyalty. Some are far more skilled than others, but they may not be as loyal or helpful, or they may be harder to get a hold of. Each contact gets four ratings: Skills, Availability, Information, and Loyalty.

Skills refers to whatever the contact might be able to do for the hero, such



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as Healing for a Body Fixer or Repair for an Operator. Minimal skills means all primary skills are rolled at d6, and any secondary skills are rated at d4. Moderate skills means primary skills are d8, while secondary skills are d6. High skills raises primary skills to d10, secondary skills to d8. Where skills aren't really the point of the contact, use the die type to represent gear availability or similar purposes served by the ally.

Availability indicates how easy it is to find or communicate with the contact, based on drawing a card from the Action Deck. Limited availability means the contact can only be reached when a heart is drawn. Fair availability means the contact can be reached when a heart or diamond is drawn, while great availability means the contact is reachable on anything but a club. Jokers always indicate the contact is available.

Information is a measure of how often the contact has some useful information. It works the same as the card draw system for availability, with the same ratings—limited, fair, and great.

Loyalty is a narrative, roleplay oriented rating. A contact with poor loyalty can do little to help or protect the hero in the face of danger or threats. Good loyalty means the contact goes to great lengths, short of extreme torture or death, to help and protect the hero, while absolute loyalty means the contact would die for the hero if necessary.

> ***Example:*** *Clint decides Mike's Juicer gets a new contact as thanks for helping save a town. He rolls a 13 on the* ***Contact Type Table****—a Rogue Scholar, someone who can find out useful information about all kinds of subjects in the future.*
>
> *Clint then rolls a 7 on the* ***Contact Qualities Table****. The Rogue Scholar has moderate skills (his Research and related knowledge skills are all d8, while anything else he might need to roll comes in at d6). He's usually available; Mike is only unable to reach him if a club is drawn.*

Interestingly, his information rating is limited; he's great at digging up information with research, but when it comes to current events and rumors, he's pretty clueless (only having a useful, up-front tidbit if Mike draws a heart). Mike's new contact is absolute in his loyalty, though, willing to die rather than sell out Mike's hero.



Even with a Tomorrow Legion oriented campaign, players appreciate achievements and rewards for successful missions and resolving challenges. In the world of *Savage Rifts®*, such things manifest in a number of different ways.

SALVAGE

The setting's post-apocalyptic themes create a sense of scarcity, implying a need for scrounging, salvaging, and recycling. While this is true in the more remote regions of the world, there's been enough rebuilding of society in many places that a functioning economy has been established. Nonetheless, many players feel it necessary to have their characters grab whatever isn't nailed down after an encounter: Enemy weapons, armor, ammunition, vehicles, and other gear is likely snatched up and carried away, or distributed on the spot if there's no immediate threat.

If your players are of this mindset, it's a good idea to have a list of what your bad guys are carrying on hand. Be prepared to indicate how many partial and full E-clips and other ammunition sources remain at battle's end. You'll also want to have a sense of what condition the enemy's armor, weapons, and vehicles are in, taking into account damage done during the fight.

You can use the **Technical Difficulties** section of the *Savage Rifts®* Players Guide to handle this. For scavenged items that may have taken damage, roll on the chart in that book as though the item had a Critical Failure, see the **Selling Gear** section of the Player's Guide to determine credit value.

CREDITS

The slightly tongue-in-cheek term "post-post-apocalypse" is fairly applicable to the Rifts Earth setting. Enough time has passed since the original wars and disasters to allow

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for various nations and societies to form, and thanks to the concerted efforts of certain factions (see **A Conspiracy of Commerce** in *The Tomorrow Legion Player's Guide* for more on this), a fairly solid economic system exists based on the credit.

Most transactions involve credits, and those who provide services are usually paid with cred-cards: whether Universal Credit cards of the Coalition or more generic, unsecured cred-cards depends on who is doing the paying and who is being paid. Even if a particular person or faction chooses to pay heroes with CS credits, it's not particularly difficult to arrange an exchange to less traceable funds (although a fee of anywhere from 5% to 20% may apply, depending on who handles the switch).

The tables below cover what a typical Tomorrow Legionnaire earns per week, as well as what characters acting as mercenaries tend to earn under various circumstances.

TOMORROW LEGION PAY

Legionnaires receive full medical care, are assigned comfortable quarters at Castle Refuge, and they are well-fed. They also enjoy full technical and mechanical support for their gear, and regular reloads for ammunition. In addition, they are paid a weekly salary and bonuses (see next page).

Of course, characters don't walk around with their *Savage Worlds* Rank showing like a badge. However, Rank is a fair indication of their accomplishments, time in service, and other aspects that contribute to overall advancement in the Legion's ranks. The Hazardous Mission Bonus should apply any time the heroes come under serious attack or face deadly challenges. For particularly important missions, the Special Success Bonus should apply, especially if unexpected and very positive additional achievements occur (such as rescuing someone believed lost or uncovering vital information about enemy plans).

MERCENARY PAY

If you decide to run a mercenary-style campaign, the following table helps you determine the kind of pay the characters can expect based on the jobs they do. This is a very basic structure, and you should

WHERE DOES THE MONEY COME FROM?

Since the Tomorrow Legion isn't a typical mercenary army, it's fair to ask where the money comes from to pay for everything. In short, it comes from a number of very wealthy benefactors. Some are known: Lord Coake, Erin Tarn, and many of their allies poured personal fortunes into the effort, and Dhara Hammerheart and her fellow dwarves brought considerable treasures with them as well. Numerous Tolkeen refugees of significant means, including a handful of dragons, also invested personal treasuries into Castle Refuge and its army of defenders.

Other benefactors remain mysterious. As soon as Hammerheart's people worked out a banking system, representatives of a collective of "interested persons" arrived with black cred-cards full of large sums and no demands. This has the leadership of Castle Refuge slightly concerned, but the money is good and very much needed. There's also a representative of Northern Gun who, while insisting he's a freelancer and in no way officially works for the company, nonetheless pays a sizable monthly fee while setting up shop in the town to sell NG wares to locals and others passing through.

Despite the large war chest, Hammerheart is determined to establish self-sufficiency in as many sectors as possible, as well as viable exports and trade opportunities. She wants a revenue stream that doesn't smell of as-yet-unseen strings attached. She's even begun to explore the possibility of setting up a section of Legionnaires to hire out for mercenary work, though clearly the kinds of jobs undertaken would be screened carefully.

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LEGION PAY	
STATUS	PAYMENT
Novice	300/week
Seasoned	450/week
Veteran	600/week
Heroic	1,000/week
Legendary	2,000/week
Hazardous Mission Bonus	+2,500–10,000
Special Success Bonus	+5,000–25,000

MERCENARY PAY	
JOB	PAYMENT
Guard Duty	500–2,000/week
Monster Bounties	5,000–25,000/head
Retrieval (person or thing)	20,000–100,000
Armed Strike, Low-Level Target	50,000–250,000
Armed Strike, Mid-Level Target	500,000–2 million
Armed Strike, High-Level Target	5 million–25 million

modify and elaborate on it as you need. There are original Rifts® books that also get into greater detail on amounts paid for different kinds of jobs, as well as the skills and equipment owned by individuals.

For full-scale war operations, take the Armed Strike pay and make it monthly. Remember that, for mercenaries, money paid has to cover everything—ammunition, repairs, gear replacement, food and housing, medical expenses, etc. It's probably a good idea to have someone capable of negotiations on the team.

TRADE GOODS

Not all communities have credits to give those who help them, and barter is still a major means of doing business all around the world. Heroes might be offered a percentage of a herd of buffalo if they agree to help move said herd across dangerous territory. Guarding a team harvesting huge fields of corn, or even helping bring in that harvest, might result in a truckload of corn bushels when it's all said and done. Digging miners out of a collapsed cave could mean walking away with a couple of tons of coal.

Smart heroes figure out ways to transport trade goods to a place where buyers pay good credits, or at the very least trade with the heroes in a way that everyone wins. This can be the source of an interesting few sessions as a team of combat-capable characters find themselves in the business of taking corn to a mining town, then coal to a factory, and finally finished mechanical parts to the cybernetics shop who can give the Combat Cyborg the upgrades she's been begging for.

GEAR

As mentioned, barter is a highly favored means of commerce in much of the world. Heroes may well find a lot of success simply trading their services for the things they need, including fuel, ammo, and repairs. Salvage specialists might trade bigger and better guns and armor to characters in exchange for dealing with bandits or troublesome monsters, while enchanters and Techno-Wizards could grant arcane items as thanks for a timely rescue from a Coalition patrol.

Taking jobs with established manufacturers is a surefire way to earn top-of-the-line products, either as pay or as a bonus for a job particularly well done. With all the danger that remains even in the more civilized parts of the world (Rifts don't care where they open, or what they spew out when they do), even the largest companies appreciate having specialists to call upon for security, defense, and rescue. As well, there are certain things a corporate executive might want done that she isn't prepared to ask her company's security force to do.

RANKS, ACCESS, TITLES

Society was torn asunder, to its very foundations, by the cascading catastrophes of the last couple of centuries before the new calendar of the Coalition was announced. As cultures, nations, factions, and other means of organizing people arise, so, too,

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MILITARY RANKS OF THE TOMORROW LEGION

The Tomorrow Legion uses an innovative rank structure which enables non-command legionnaires to reach higher levels in the military hierarchy than traditionally possible, choosing a leadership, commission, or warrant path at E-4 (commissions become O-1).

To determine pay, multiply grade number by 10% and increase weekly income that amount. For officers (including warrant officers), multiply by 20% instead.

GRADE	RANK (ENLISTED)	ENLISTED/WARRANT BENEFITS AND NOTES
E-1	Recruit Legionnaire	The rank-and-file troops of the Legion.
E-2	Junior Legionnaire	Starting rank for those with advanced skills or abilities.
E-3	Senior Legionnaire	Veteran legionnaires fill this rank.
E-4	Specialist Legionnaire	Those pursuing non-leadership roles follow this path.
W-1	Jr. Warrant Officer	Respected troops with unique abilities receive warrants.
W-2	Sr. Warrant Officer	WO are often arcanists, Operators, pilots, and warriors.
W-3	Master Warrant Ofc.	WO lead only technical or vehicle crews, none others.
W-4	Chief Warrant Ofc.	COs often request senior WO attend command councils.
GRADE	**RANK (NON-COMMISSIONED)**	**NCO BENEFITS AND NOTES**
E-4	Lance Sergeant	The first leadership rank, in charge of a fire team of 3 to 5.
E-5	Staff Sergeant	Usually lead a squad of two or more fire teams (4–10 lieges).
E-6	Master Sergeant	Lead a platoon under command of a junior officer.
GRADE	**RANK (SENIOR NON-COM)**	**SNCO BENEFITS AND NOTES**
E-7	Petty Chief	Lead a company under command of an officer.
E-8	Senior Chief	Lead a battalion under command of a senior officer.
E-9	Master Chief	Lead the largest elements under command of a general.
GRADE	**RANK (SPECIALIST SNCO)**	**SPECIALIST SNCO BENEFITS AND NOTES**
There are designations for specialized roles, such as leading an armored or air element.		
E-7*	Gunnery Chief	Front-line section chiefs, lead critical combat elements.
E-8*	First Chief	Only one, in charge of the legion's morale and discipline.
E-9*	Command Chief	Only one, sets policy and oversees the entire legion.
GRADE	**RANK (COMMISSIONED)**	**JUNIOR OFFICER BENEFITS AND NOTES**
O-1	Ensign	First officer rank, commands a platoon of legionnaires.
O-2	Lieutenant	Commands a platoon or a special legionary detachment.
O-3	Captain	Commands a legionnaire company or strike force.
GRADE	**RANK (SENIOR COMMISSIONED)**	**SENIOR OFFICER BENEFITS AND NOTES**
O-4	Major	Usually serve as senior staff to high ranking officers.
O-5	Commander	Command important units, fortifications, or senior staff.
O-6	Colonel	Command a battalion or expeditionary force.
O-7	General	Only one, commands the entire Tomorrow Legion.

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MILITARY-ISH

Although the Tomorrow Legion's setup is one of a small army established to protect Castle Refuge and conduct missions for the greater good, it's often important to de-emphasize strict aspects of military life for the players. Some groups might thrive in a military-oriented game, but others might find it difficult to play their very eclectic and interesting characters under an overly structured, "Yes, sir! No, sir! How high, sir!?" framework.

Start the heroes out as a bunch of Specialists, perhaps one of them given a slightly higher rank for ease of field operations. If you feel like the group will respond well to a more military kind of game, that's fine, but you can also let them operate like a bunch of special operation heroes, playing loose and fast with the rules but getting the job done.

do opportunities for position, power, and influence.

Whereas monetary status might still hold sway in some places, the capacity to raise one's station in life is much more about what he can do, and how well, in most of the world. Gaining the trust of leaders and fellow heroes is a reward all its own, and with such trust often comes authority, access to important and useful assets, and the capacity to influence events and policies in the society a character inhabits.

For most Legionnaires, their military rank in the Legion is a key indicator of their role as well as their achievement within the force. After some time and successfully completed missions, promotions are a great way to show players they're accumulating something more than just experience points. However, it's important to avoid too many promotions too quickly; best to leave some room to grow over time.

At the same time, don't feel the need to be quite as stingy as you might interpret real-world military progress; these are action heroes, after all, and those types get promotions rapidly (unless they wind up in trouble all the time).

In other parts of the world, heroes might find themselves with social or political positions of influence and leadership. Some places hark back to very Old World ideas, offering knighthoods and lordships to those who serve their community with distinction.

UPGRADES

An interesting aspect of the *Savage Rifts®* setting is the inclusion of cybernetics, inasmuch as it's not so great a focus as it might be in other science-fiction settings. Cybernetics represent a means of gaining powers, Special Abilities, and Trait increases outside of normal Advances. This is usually a function of having enough money for the material and procedure (although once per Rank cyborgs can take an Edge which provides an upgrade).

For those characters with cybernetics, an upgrade can represent the best kind of reward or payment. Cybernetics are generally very expensive, sometimes prohibitively so. If a particular faction with access to and expertise in cybernetics—a high-tech research lab, for example—benefits from the actions of the heroes, granting a new cybernetic system, or an improvement to an existing one, should readily take the place of a monetary reward.

In a similar fashion, the promise of bionic replacements and enhancements for characters who suffer serious, even life-threatening injuries in the field can be a great addition to any working contract. As a general rule, Tomorrow Legionnaires who survive terrible traumas while in service to the Legion can count on bionic prostheses or even full-on cybernetic conversion if their injuries call for it. For those characters who would lose access to magic or psionics from such surgeries, the Legion explores alternatives to its best ability.

CONTACTS

As discussed earlier, there are myriad benefits to knowing the right people and

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being able to call upon them for knowledge or help. Money can be spent, possessions break or get lost…but a good contact represents a long-term benefit. This is yet another way for a Game Master to reward players for their efforts, using the Contacts section to determine the details of the ally in question.

Many scenarios involve helping people. Their gratitude can manifest as ongoing support for the heroes, including resupply, information, or simply a safe haven in times of great trouble. When establishing a contact for one or more characters, be sure to emphasize this and ensure the players write down the particulars on their sheets. This saves a lot of trouble calling upon faulty memories in the future.

LEY LINES AND RIFTS

The entire world was nearly destroyed by cosmic forces, and they are forever changing the very landscape and lives of everyone who lives on Rifts Earth—these sources of power provide challenge and adventure.

LEY LINES

Ley lines are bands of magical energy, anchored to a specific place over land or sea. They're usually about a half-mile wide, and extend up from the ground (or sea bottom) anywhere from a few dozen feet to as high as mile or more. They run in surprisingly straight lines, ranging from a couple of miles long to many hundreds of miles.

During the day, a ley line appears as a hazy, bluish glow from a distance. Anyone standing very close to one may not be able to see the ley line at all—much like being able to see smog from a great distance, but not when standing within it. Particularly powerful or active ley lines are much more visible, naturally.

At night, the glow of a ley line is highly visible, rippling with blue-white energy that pulses similarly to a plasma lamp. Standing near or even within a ley line is not inherently dangerous; most people feel a slight tingle. Those sensitive to magical or psionic energy feel a great deal more, but unless a storm is active, the sensations are generally pleasant.

As indicated in *The Tomorrow Legion Player's Guide*, you can randomly determine if a ley line is nearby with a roll of 2d6. If either die results in a 6, there's a ley line within a few hundred feet. If both dice come up as 6, there is a nexus close by, and possibly a Rift. You can determine the basic characteristics of the ley line as you wish, or you can roll on the following chart for a quick determination.

LEY LINE STORMS

The constant ebb and flow of energy along ley lines frequently results in large, dangerous, and potentially devastating outbursts of energy called ley line storms. While they have many similar characteristics to meteorological storms, there are differences as well.

The sky turns dark with green-gray tinges, visible within a few miles of the ley line. Dark, billowing clouds roll one direction along the line, with winds gusting 35 mph or more and blue-white flashes of lightning striking the ground to either side of the line. Everything in the area of the storm (which has a rough radius of three to five miles)

WHEN DO LEY LINE STORMS HAPPEN?

Generally speaking, a storm breaks out any time you want it to. Narratively, this is a tool to create challenge and excitement, as well as a way to exemplify the dangers of Rifts Earth.

If you want a means of randomly determining when a storm might hit, simply draw a card from the Action Deck for each day the heroes travel on or near a ley line. On a King or greater, a storm hits. If they are near a nexus, a storm hits on any face card (Jack or better).

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glows with a halo of crackling magical energy, especially items and beings of magic or psionic power. Oddly, ley line storms have little to no rain associated with them.

While in the grips of a ley line storm, any rolls to use electrical equipment suffer a –2 penalty, while trying to use Techno-Wizard items incurs a –4 penalty. No one, including Ley Line Walkers, can tap into the extra PPE of a ley line while a storm is raging. Ley line communication and travel is impossible.

Any attempt to use Ley Line Phasing or a Ley Line Gate requires a Spellcasting roll at –4; failure means the Ley Line Walker (and any passengers) end up at a location on the ley line chosen by the GM, and everyone is Shaken. The Ley Line Walker's Vigor check to avoid Fatigue suffers an additional –4 penalty.

Any attempt at using magic or mystical powers while in a ley line storm risks wild, unexpected side effects. Each use of a power or arcane ability (including those from items) while in a storm requires a roll on the **Ley Lines Storm Affect on Magic** table.

Psionics are not immune to the effects of a ley line storm. While in the area of effect, they suffer –2 to all Psionics skill rolls, as well as an overall Fatigue level due to constant headaches. The headaches go away within 10 minutes after the storm ends or they leave the area.

Ley line storms last anywhere from 30 minutes to two hours. Every half hour the heroes are within a ley line storm (every 15

LEY LINE CHARACTERISTICS

D8	SIZE
1	**Tiny:** 500 feet wide, 200 feet tall, 1 mile long.
2	**Small:** 2,000 feet wide, 200 feet tall, one mile long.
3	**Medium:** Quarter-mile wide, 500 feet tall, 10 miles long.
4	**Large:** Half-a-mile wide, 1,000 feet tall, 50 miles long.
5	**Very Large:** Three-quarters of a mile wide, 2,000 feet tall, 75 miles long.
6	**Huge:** One mile wide, 3,000 feet tall, 100 miles long.
7	**Gargantuan:** One-and-a-half miles wide, one mile tall, 250 miles long.
8	**Colossal:** Two miles wide, three miles tall, 500 miles long.

LEY LINES STORM AFFECT ON MAGIC

D6	CHARACTERISTICS
1–2	**Negation:** PPE is spent, but nothing happens as the storm consumes the effect.
3	**Surge:** The range is doubled, and so is any damage or other (numerical) effect. Duration, however, remains the same. The magic is somewhat uncontrollable, however, so the caster can only use the maximum possible effect.
4	**Diminish:** The range is halved, and so is any damage or other (numerical) effect. Duration remains unaffected.
5	**Wild:** The caster uses a complete different spell or power than intended, as selected by the Game Master. This could even be a power the caster normally cannot use.
6	**Explosive:** The caster is automatically Shaken and must make a Vigor check to avoid a wound as the magic erupts in her face. The intended effect does not happen, but the PPE is still spent.

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LEY LINE STORM EFFECT

D8*	EFFECT
1	**Ley Lightning:** Blue-white bolts of energy fly forth from the storm, targeting everyone who uses PPE or is carrying a magical item or piece of Techno-Wizard gear. The bolts strike unerringly and do 2d6 Mega Damage. Anyone struck who has any kind of concealing or illusory magic active loses the effect instantly; this includes *concealment*, *disguise*, and *invisibility.*
2	**Air Lift:** Everyone and everything (vehicles included) in the group is lifted off the ground about 10 feet into the air, surrounded by even more intense crackling blue-white energy. The winds of the ley line storm carry everything along the ley line (at about 30–40 mph) for 7–10 minutes before dropping the whole group back to the ground. Only mechanically powered flight can escape this effect. Everything that hits the ground at the end takes 5d6 damage from velocity and impact.
3	**Rolling Thunder:** A black, roiling cloud bursts along the ley line at about 60 mph. As it passes, everyone within it is drenched, knocked prone, and Shaken by tremendous thunderclaps.
4	**Euphoria:** A wave of joy and fearlessness grips everyone for 1d6+4 minutes. Some act drunk, others as though on very good pain medication, and all minor diseases, poisons, and Fatigue disappear. Anyone injured heals one wound. Combat between even the bitterest of enemies ceases while the euphoria is in effect; it takes a Smarts check at –2 for anyone to realize they should get away from enemies before the good feelings go away.
5	**Alien Interdimensional Effluvia:** Along with actual rain, strange slugs, larvae, unattached tentacles, oozing slime, or any number of other foul, slimy, disturbing things rain out of the sky, covering the area (and anyone in it). Living things continue to wriggle and writhe, the stench embeds itself into clothing and belongings for weeks, and the entire experience is horrifying, creepy, and miserable. You might even require Fear (Nausea) checks from the characters for them to avoid losing their lunch.
6	**Dimensional Flux:** In an instant, the entire group and all of their belongings disappear into a featureless, wispy, white space, almost like appearing in the heart of a cloud. Distant lights flash far away, but there's no storm, and no terrain features to navigate by. After what seems like a few minutes, the group reappears in the exact spot they left, but many hours have passed and the storm is long over.
7	**Massive Ley Lightning Bolt:** A huge bolt of energy strikes the entire area, inflicting 3d6 Mega Damage. Anyone who uses PPE or carries magic gear suffers an extra d6, and 2d6 PPE is instantly drained from both characters and devices.
8	**A Rift Opens:** If there's a nexus nearby, it opens there, but it can also open right on the ley line. Use the Rifts tables on page 91 to determine the qualities of the Rift.

(*) If the storm is happening near a nexus, roll a d10 instead. The **A Rift Opens** result occurs on an 8–10.

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minutes, if they're near a nexus), roll on the **Ley Line Storm Effect** table (see page 87) for additional random effects.

Obviously, the best thing to do when caught in a ley line storm is to get out of it. However, depending on what modes of transportation the group has, this may be much easier said than done. If you really want the challenge of the ley line storm to affect the heroes, it's entirely reasonable to say their vehicles are fully malfunctioning, or at least not operating at full capacity. Any magical means of transport are out of commission during the storm. This can mean the group tries to hunker down and ride out the storm, or they have to hoof it to get away.

If they do decide to hole up in their vehicles, these provide protection from most of the storm's incidental effects; the wind and debris, any normal storm effects like rain, and the effects of Rolling Thunder and Effluvia. The Ley Lightning and Massive Ley Lightning Bolt may also be deflected by vehicle armor. Other effects, such as the Air Lift, Euphoria, and Dimensional Flux, still happen as described.

NEXUSES AND RIFTS

In simplest terms, a nexus is where two or more ley lines connect. Nexuses are the most likely points on the planet where a ley line storm might erupt or a Rift open, making them very dangerous and exciting places. Not every nexus has an open Rift, nor is any nexus guaranteed to ever feature one. However, the likelihood of both storms and Rifts makes most people avoid them.

Those who use ley lines for travel or communication, however, are fond of nexuses. They represent points of connection, allowing for effectively networked messaging as well as the capacity to change directions while flying along a line. Many scholars believe ancient, pre-Rifts civilizations understood a great deal more about ley lines and nexuses than the more modern societies that came after, which is why the ruins of great stone pyramids and similar structures around the world can be found at particularly powerful nexus points.

WHEN DO RIFTS OPEN?

As with ley line storms, you should have a Rift open whenever you feel it serves the story. The name of the setting pretty much spells it out that Rifts are a key part of the experience.

If you want a means of randomly determining when a Rift opens, simply draw a card from the Action Deck for each day the heroes travel near or remain near a nexus. On a King or greater, a Rift opens. If a battle occurs or significant magic is used, a Rift opens on any face card (Jack or better).

RIFT CHARACTERISTICS

Each Rift is likely to be different from any other, as the following sections make clear. But some general qualities are true about most of these tears in the fabric of time and space.

Most Rifts appear as oval-shaped holes in the air, creating a shimmering wall of rippling, loudly crackling energy through which another world is visible. The view is rarely clear, and sometimes only fleeting images can be seen before something changes, but beings on either side of a Rift have at least some sense of where they are jumping to if they decide to enter one.

The majority of Rifts encountered open are at or very close to ground level. There are roughly three size categories a Rift might fall into: small ones are roughly 10 feet tall, medium ones range from 50 to 100 feet tall, and large ones can be a mile or more in height. The outline of a Rift is most often a shimmering, pulsing halo of blue-white energy, like a more intense version of the energy flowing through ley lines when they are visible.

Most Rifts allow travel in either direction, though this cannot be counted upon. As well, there are Rifts that shift locales so fast, it's possible for people to end up in different places if they wait too long between turns stepping through. This is why most who look to travel through a Rift prefer to work

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with someone like a highly experienced Ley Line Walker, who can manipulate and control the effects of a Rift and where travelers end up.

As well, due to the often temporary nature of a Rift, as well as the tendency to shift connections, a group may wind up unable to return home unless someone is trained and capable of opening or manipulating Rifts.

CATEGORIES OF RIFTS

A few nexuses around the world anchor **Permanent Rifts**. The most well-known such Rifts in North America are the Calgary Rift, which is surrounded by a growing kingdom of monstrous D-Bees, and the Saint Louis Rift, located right at the famous arch. The Coalition States government has a permanent, very sizable military presence there, cutting the Rift off from the rest of the world. Some suspect there's also a Permanent Rift in the ruins of Detroit, but this remains unconfirmed. There are maybe two dozen Permanent Rifts on the planet, at most. When randomly generating a Rift, do not roll on the **Rift Duration** table.

More common is the **Periodic Rift**, which appears regularly in the same place. Periodic Rifts tend to operate on a schedule; they appear for a set amount of time, then close for another set period of time. While this isn't 100% true for every Periodic Rift, the vast majority of them function like this. Periodic Rifts appear most commonly on nexus points, especially ones where a stone pyramid was built in the past.

The most common category is that of the **Random Rift**, which opens once at a single location and is gone soon after, never to return. Random Rifts are often the result of a ley line storm or other event, such as cosmological confluences. Equinoxes, solstices, and eclipses commonly trigger Random Rifts, though other, often unseen factors can also invoke them.

Particularly accomplished wielders of arcane powers are able to open Rifts through effort and will. Future products in the *Savage Rifts*® line will introduce these abilities, but as GM, you can feature scenarios where a caster or powerful entity manipulates or causes a Rift to open for his own purposes.

TYPES OF RIFTS

The vast majority of Rifts are Dimensional Rifts. They open to one or more worlds in the Megaverse®, connecting Rifts Earth to the infinity of existence. When traveling through a Dimensional Rift, the characters are normally on a synchronized timeline, so to speak. In other words, if they spend three hours in another world and make their way back through, three hours will have passed on Rifts Earth. This is not absolute, but it tends to be true.

Another, much rarer type is the **Time Rift**, which opens to a different time period of Rifts Earth. This could be the distant past, just three days ago, or some point in the future. Most often, if the heroes find their way back, little to no time has passed from when they first entered the Time Rift. Of course, Time Rifts also have the potential to import beings and things from other times into present-day Rifts Earth.

Also very rare is the **Space/Time Rift**, which combines elements of both Dimensional and Time Rifts. This results in trips back and forth through time, but on another world. In most ways, a Space/Time Rift is identical to a Dimensional Rift from the perspective of the heroes. The only instance where the difference is relevant pertains to dealing with a familiar world, previously encountered, but with a time-shift in play. For example, the heroes might know a particular world fairly well due to a recurring Dimensional Rift; a Space/Time Rift opening to the same world, but at a different time, would create a new experience for them.

A few portals might be **Ley Line Rifts**, locked to other places along the ley lines of Rifts Earth. These rather special Rifts may potentially be manipulated by Ley Line Walkers to open to *any* nexus on Rifts Earth. The Walker makes a Spellcasting skill roll at –2 for any nexus location they've been to before, or –4 if they've never been to the location to which they're trying to connect. If they fail, the Ley Line Rift shuts down and cannot be used until it re-opens (if ever). With success, they and their companions can go through the Rift, but once through, the Rift shuts down in 2d6 minutes (though it may well open up at a later time or date).

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Occasionally, powerful beings on another world figure out how to control a Rift from their side of things. These **Other Side Rifts** only function to allow beings and things into Rifts Earth, with no travel to the other world possible. Most of the time, these are short-lived portals (the energy and resources necessary to open and maintain a Rift are beyond enormous), but some entities or even entire civilizations might have what it takes to maintain such a Rift for much longer. In such instances, their portal might even allow travel in both directions.

Something of a subset of Dimensional Rifts, the far rarer **Mythic Rifts** actually connect to supernatural realms that are homes to gods, demons, elementals, and similar entities normally relegated to myth and legend. This could mean contact with Mount Olympus, one of the Nine Hells, or the Elemental Plane of Fire, for example. Interestingly, on the rare occasion such a Rift opens, it will likely (1–4 on a d6) connect to a place of spiritual or mystic importance to one or more people present. If a Mystic with an affinity for the Norse pantheon were present when such a Rift opened, she might well find herself faced with a path to Asgard.

Another equally rare subset of Dimensional Rifts is the **Ethereal Rift**, which directly connects to the "in-between" ghostly realm known to astral travelers, spirit walkers, lucid dreamers, and similar beings. Some call this place the Astral Plane, while others call it the Ether, and still others call it the Dreamtime. Whatever the preferred phrase, physically entering an Ethereal Rift can be extremely dangerous, as biological beings can't live for very long in a place where there's nothing real to eat and only imaginary air to breathe. With some preparation, a short jaunt through the Ether can reach some very interesting places, but only with a proper guide to lead the way. Among other things, this is a place to commune with spirits of all kinds and see visions of things that were, or portents of things to come.

RIFT CONDITIONS

All Rifts are not created equal, and various conditions define their state, function, and impact. The following are the most commonly cataloged conditions encountered when dealing with a Rift.

Blind: Most Rifts can be seen through, but the energies of a Blind Rift make it impossible to know what's on the other side. A Ley Line Walker's Observation Sphere might be used to look on the other side, if he can make a Magic roll at –2 (failure dispels the Sphere, and no further attempts work). Sending some kind of electronic probe *might* work, but any Notice rolls are made at –6, and a Critical Failure on the Notice roll means the device is disabled in transit.

Consuming: One of the more dangerous Rifts, this one acts like a kind of viral-infection-meets-vacuum-cleaner, spreading out from its origin point along a ley line. It expands wider and lengthwise as it steadily turns the entire line into a giant portal. The growth rate is fast enough that anyone caught unaware in the vicinity must make an Agility check to avoid being snatched up and transported (see **Unexpected Destinations** below). As the Consuming Rift churns along, it replaces the local terrain with that of whatever world it's connected to at the time. Consuming Rifts also rapidly connect to many different worlds (once every three seconds; ignore the **Rift Switch Rate** table), and while they might spew out almost any monster or being, anything besides permanent terrain is sucked back into the Rift on a roll of 1–3 on a d4.

Diminishing: The moment this Rift comes into existence, it's already falling apart. Any attempt to manipulate it through magic is rolled at –4, and it's duration is 1d6 × 10 seconds (ignore the **Rift Duration** table when rolling up random Rifts, and Permanent Rifts cannot have the Diminishing quality).

Easy: These Rifts are favorites for anyone with any knowledge of magic, as they're incredibly easy to manipulateeasy to manipulate; see **Characters, Ley Lines, and Rifts** on page 94 for further information.

Exploding: As may be surmised, this is another particularly dangerous Rift. As soon as one comes into being, Ley Line Walkers

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RIFT CATEGORY

D12	RESULT
1–8	Random Rift
9–11	Periodic Rift
12	Permanent Rift

RIFT TYPE

D20	RESULT
1–14	Dimensional
15	Time
16	Space/Time
17	Ley Line
18	Other Side
19	Mythic
20	Ethereal

RIFT CONDITION

D20	RESULT
1–2	Blind
3–4	Consuming
5–7	Diminishing
8–9	Easy
10	Exploding
11–13	Partial
14–16	Pulsing
17–19	Stable
20	Transparent

RIFT SIZE

D6	RESULT
1–3	Small (8–12 feet)
4–5	Medium (50–100 feet)
6	Large (1,000 feet to one mile or more)

RIFT DURATION

D8	RESULT
1	5d6 seconds
2–3	2d6 minutes
4–5	3d10 minutes
6	1d4×20 minutes
7	1d4 hours
8	2d12 hours

RIFT SWITCH RATE

D12	RESULT
1	Every three seconds
2	Every 10 seconds
3	Every 30 seconds
4	Every minute
5	Every five minutes
6	Every 10 minutes
7	Every 30 minutes
8	Every hour
9	Every 5 hours
10	Every 12 hours
11	Every 24 hours
12	Never

DEVIATION

D8	RESULT
1	Rifts Earth (go to the **Rifts Earth Locations** table on page 93)
2–3	Parallel Earth
4–5	Earth-like world (humans or human-dominant)
6–7	Alien-but-relatable world (human-like dominant species)
8	Very alien world

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can tell it's only got a few seconds before it explodes and disappears. Tendrils of energy lash out violently in all directions as the portal rapidly expands, sending terrain and everything (and everyone) in its path to another world. Anyone too close must make an Agility check at –2 to avoid being transported. After 4d6 seconds (ignore the **Rift Duration** table), it explodes, doing 3d6 Mega Damage over a large area—a city block, at least.

Partial: Rifts like these are useless for transporting anything, but they act as both energy sources and potential communication portals between worlds. While active, wielders of magic can draw twice the amount of PPE normally accessible (though the maximum amount they can hold remains the same, their draw rate is doubled). This is due to the tight focus of energy such a portal causes. As well, telepathy or other forms of magic communication might be used to speak with beings beyond the Rift. Very powerful supernatural beings might detect and use this Rift from anywhere in the Megaverse® to communicate with those receptive to them.

Pulsing: Every minute, like clockwork, a Pulsing Rift surges with energy and seems to expand like a balloon, and then contract back to it's normal size. When this happens, a new world or other location is viewable and accessible. This replaces the **Switch Rate** you would otherwise roll for, below.

Stable: The defining characteristic of this Rift is that it has no other notable defining condition. It opens, has all the basic elements as described by its Category and Type (as well as any random aspects chosen or rolled below), and eventually closes unless it's one of the exceedingly rare Permanent Rifts.

Transparent: An odd, quiet kind of portal, the Transparent Rift has no easily observable energy lines and is very easy to look through to the other world or location it connects to. Any beings from the other side can also easily look back through, and passage back and forth between the locations is as simple as stepping through a door for as long as the Rift is open.

Random Rift Creation Tables

With all of the above information, you can create a number of interesting Rift-oriented encounters and experiences. Of course, you may wish to randomly determine the nature and elements of an encountered Rift using the following tables (see next page).

When rolling Rift Duration and Rift Switch Rate, keep the results secret. A Ley Line Walker, or someone with either extensive magical or scientific knowledge, might be able to get an educated guess at this information, but it should otherwise remain unknown.

The Rift Switch Rate refers to how frequently the Rift changes the world or destination to which it's linked. Most Rifts can connect to many different places over the course of their existence, but tend to have a set of specific locations they cycle through. Choose or roll 2d6 for how many.

Unexpected Destinations

Unless someone of sufficient knowledge and power controls a Rift, the potential destinations such a portal may open to are truly infinite. As the Game Master, you can have a Rift lead to anywhere you like, and in many cases, you may wish to choose a destination that fits your story plans. For the times when you want or need a randomized set of parameters to help you quickly craft a destination, use the following tables (see page 93).

There are countless factors when considering what kinds of worlds exist. The following tables focus primarily on those world-building elements that matter most to adventures and storytelling for you and your players. **Deviation** indicates how far from human-centric "normal" the world is, while **Era** deals with various potential time periods, as related to Earth's own history. The **Magic** and **Psionics** tables deal with the prevalence of each in the destination setting. Roll on the **Other Big Factors** table as many times as you like, adding other potential, setting-wide elements.

Note that you can also roll on the **Era** table when dealing with Time Rifts and Space/Time Rifts. For Ley Line Rifts, go straight to the **Rifts Earth Locations** table, which

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RIFTS EARTH LOCATION

D6	RESULT
1	A few miles away
2	Dozens of miles away
3	Hundreds of miles away
4	Thousands of miles away
5	Another continent
6	Somewhere on an ocean

ERA

D12	RESULT
1	Prehistoric
2	Stone Age (Early Barbarism)
3	Bronze/Iron Age (Early Civilization)
4	Roman Empire
5	Medieval Era
6	Post-Medieval (Renaissance)
7	Early Industrial (Victorian/Wild West)
8	Machine/Atomic/Space Age
9	Information/Digital Age
10	Post-21st Century War-Torn Dystopia (World War III)
11	Post-Human Development (Cybernetics, Genetic Modification)
12	Interstellar Age (Deep Space Colonization, Endless Energy)

MAGIC

D6	RESULT
1	Null magic (magic won't work)
2–3	Low magic (elaborate rituals, casters very rare)
4–5	Medium magic (some casters, typical fantasy setting)
6	High magic (mostly replaces technology, everyone has access)

PSIONICS

D6	RESULT
1	Null psionics (psionics won't work)
2–3	Low psionics (difficult to use, psis very rare)
4–5	Medium psionics (some psis, psi-power well known)
6	High psionics (mostly replaces technology, everyone is a psi)

OTHER FACTORS

D10	FACTOR
1	Apocalypse (atomic aftermath, ecological disaster, or another Rift-torn world)
2	World war (a devastating war or an alien invasion)
3	World peace (a true utopia or an oppressive totalitarian state)
4	Hostile environment (no air, toxic fumes, a plasma-covered gas ball—potential instant death for the unprepared)
5	Supernatural horror (eldritch horrors, ghosts, or other dark elements that bring chaos to the world and terror to inhabitants)
6	Superheroes (costumed and powerful beings occupy the setting, doing battle to take over or save the world)
7	Fiction-verse (e.g., Arrakis from *Dune*, Sherlock Holmes's London, or your favorite fictional world)
8	Gateways (this world has portals to many others)
9	Doppelgangers (heroes meet their exact doubles in this world)
10	Established setting (a Savage Setting, Rifts® dimension, or previous campaign world the players are familiar with)

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determines how far away from their starting location the characters wind up.

IMPORTANT NOTES ON RIFT-ORIENTED ADVENTURES

The world of *Savage Rifts*® is arguably defined by the presence and impact of portals to everywhere and every-when. When the heroes interact with these powerful, often unpredictable features, a sense of danger and the unknown should permeate the experience.

For the Game Master, they are an exciting tool to do almost *anything* and have it fit the continuity of the setting, as well as the players' expectations. You need never feel constrained by the random tables in the preceding section; they should serve only to spark your imagination and help you create many different stories and experiences for your players…and yourself!

If during a given session you want a portal to open from a fantasy realm, spewing out hordes of orcs and goblins, you need only say that the group is fairly near a nexus, there's a flash of energy in the sky, and suddenly there are orcs and goblins screaming out of a tear in the fabric of time and space. Time to deal Action Cards!

Newer and less-experienced characters will not normally have the knowledge or means to open or control a Rift (the powers for doing things like that are planned for later installments in the game line, dealing with the abilities of far more experienced arcane casters). This situation *can* lead to characters winding up on the other side of a Rift, in a world they never meant to enter, or they may not have understood the consequences of stepping through a Rift.

Ramp up the excitement with this as much as you are inclined, even playing up the sense of the heroes being trapped in a new world. However, if you don't care to switch your *Savage Rifts*® campaign to another setting, add some mechanism in that new world to allow the heroes to return home. It might be the object of a quest, a favor extracted from a powerful mage or scientist of the visited world, or any number of other means they might find to get home.

Another useful aspect of Rifts is their capacity to shortcut otherwise very long travel times. If you really want to get the heroes to another place on Rifts Earth that is quite far away, you need only have a nearby Rift that opens to a place at or near the desired location.

> *"We need to get to England as soon as possible, but I've no idea how we're going to get there, much less in time."*
>
> *"Ah, well, good thing there's a Rift near Albertville that opens up to a spot next to Stonehenge every five hours."*

Of course, Rifts also provide potential enemies. Granted, the Coalition never knowingly uses the necessary arcane talents to manipulate a Rift. Some enterprising commander, however—who's come to understand a particular portal well enough to know how and when to send his troops through it—might well take the tactical advantage. More magically inclined enemies will, of course, happily make use of a Rift against the heroes if they can.

Rifts might also represent a kind of (super)natural disaster, creating situations where the heroes can step in to help beleaguered innocents. This might involve a destructive Rift or ley line storm devastating a town, or unfortunate D-Bees from another world violently dumped onto Rifts Earth, surrounded by dangers they don't understand.

CHARACTERS, LEY LINES, AND RIFTS

The Tomorrow Legion Player's Guide outlines ways magical and psionic characters benefit from interactions with ley lines and Rifts.

- Those who use PPE can draw and hold more of it when they're close enough to a ley line and performing a ritual.
- Psionics and magic users gain advantages when activating powers if they are directly on a ley line or nexus point.
- Ley Line Walkers start with a number of Special Abilities that relate directly to ley lines, and they have Iconic Edges that expand on those abilities.

In addition to the abilities enumerated in *The Tomorrow Legion Player's Guide*, certain kinds of Rifts described above (Ley Line Rifts, and those with the Easy Condition)

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can be manipulated as described. Walkers can effectively "operate" a Ley Line Rift, and anyone with the Arcane Background (Magic) Edge can manipulate an Easy Rift.

Inevitably, arcane characters try to manipulate other Rifts, especially if things go wrong and one or more of their companions wind up on the wrong side of a portal-related accident. Alternately, a Game Master may occasionally allow a Techno-Wizard or even a Psi-Operator to make the case for trying to manipulate a Rift's Energies using the. In the interest of finding ways to say "yes" to cool ideas, allow them to do so by rolling the lower of Occult, Science, or their Arcane skill.

Besides Ley Line Walkers manipulating Ley Line Rifts, anyone may spend 20 PPE and check Spellcasting to manipulate an **Easy Rift**. Success allows the caster to focus the Rift on any known Rifts Earth ley line nexus point or previously visited dimension; if he stays within Smarts range of the portal (on either side) he can keep it open for 1 PPE per minute. To manipulate other Rifts the caster may spend 30 PPE and check Spellcasting at –4, or for Consuming or Explosive Rifts 40 PPE at –6. Success allow the caster to make a single change to the Rifts, or two changes with a raise. A caster may only attempt to manipulate each instance of a Rifts once. The following changes are permitted:

- **Open a Known Periodic Rift:** Assuming the character knows her current location is the site of a Periodic Rift, she can open it. Opening such a Rift doesn't guarantee any other aspects, though if a given Periodic Rift is fairly consistent in its Condition and other qualities, it is likely to stay true to those.
- **Focus a Rift on a Specific Destination:** If the Rift regularly has a given destination as part of its makeup, a single change can be applied to focus it on that place. This process cannot be used to force a Rift to connect to a location with which it doesn't normally link; such power comes from very specific experience and training.
- **Alter a Rift's Condition:** Most Rifts can be altered from their current Condition to (temporarily) Stable. Consuming and Explosive Rifts can only be shifted to Pulsing or Diminishing; the latter is an effective way to get rid of an otherwise destructive Rift.
- **Alter a Rift's Duration:** A single change can raise or lower a Rift's Duration by one level.
- **Alter a Rift's Switch Rate:** A single change can raise or lower a Rift's Switch Rate by one level.

This process cannot alter a Rift's Category or Type. Any of the changes described above only last for one minute, but if desired they can be maintained for 1 PPE per additional minute.

Techno-Wizards and Psi-Operators can construct a device to attempt the same changes described above. In this case the device isn't based on a particular power; it's simply the gadget needed to manipulate a Rift. The character must make a Science roll at –4 to successfully build and link the device to the Rift; he must then use his Occult, Psionics, or Techno-Wizard skill in the same way as described above, in place of the Spellcasting skill, and spending a like amount of ISP in place of the PPE indicated.

If you wish to permit it, the above processes could also be used to try to dampen a ley line storm. Treat the storm the same as trying to manipulate a Consuming or Explosive Rift—40 PPE or ISP is required, and the penalties are –6. Success means the heroes avoid Random Ley Line Storm Effects for the duration, while a raise actually shuts down the storm.



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