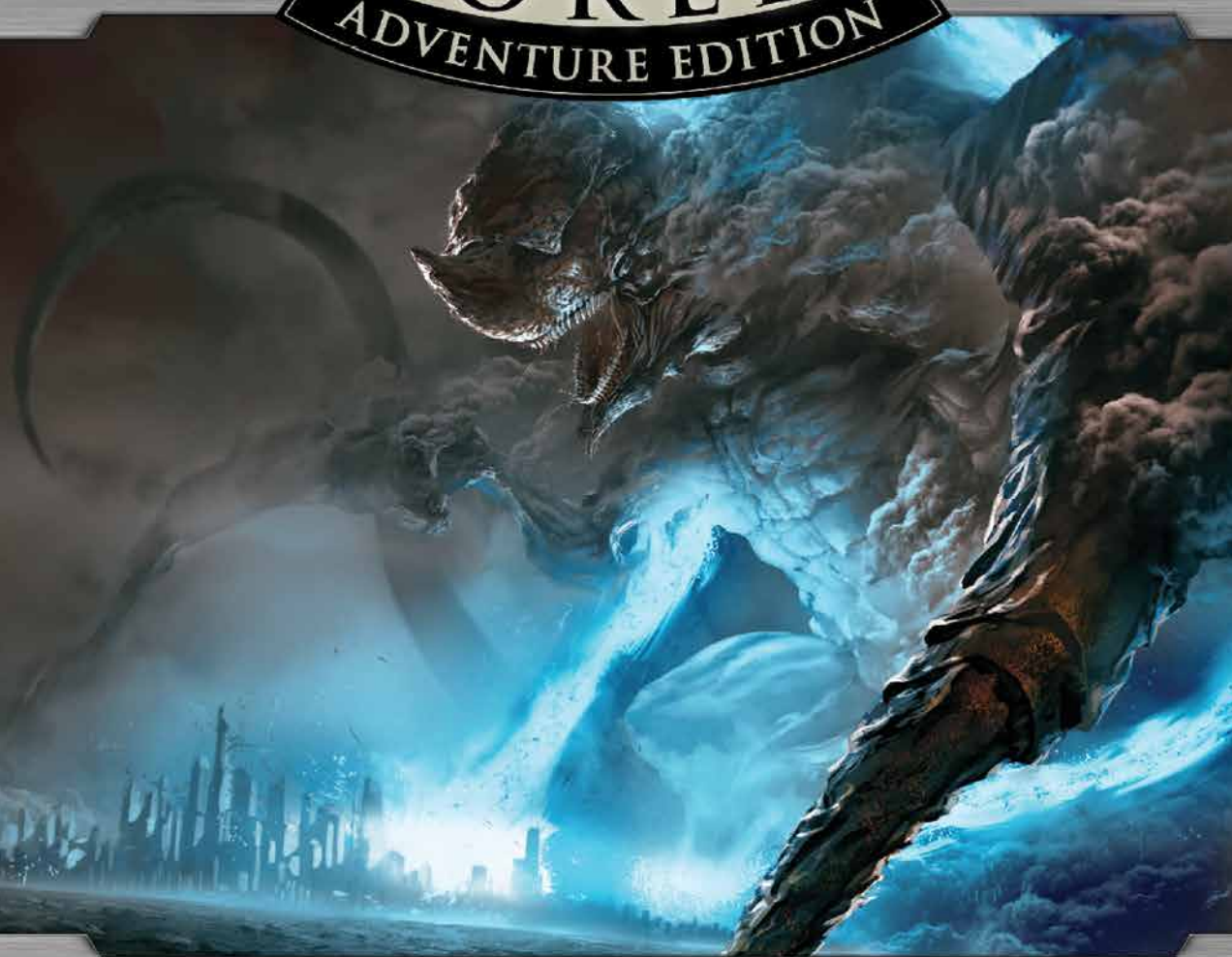
SAVAGE WORLDS

ADVENTURE EDITION



RIFTS®

SAVAGE FOES OF NORTH AMERICA

Joshua Danish (Order #49370917)

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RIFTS®

SAVAGE FOES OF NORTH AMERICA

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SAVAGE WORLDS ADVENTURE EDITION

PINNACLE ENTERTAINMENT GROUP

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Note: Foes have some stats modified without noting the specific source, such as powers listed without the New Power Edge or Power Point totals without the Power Points Edge.

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CHAPTER ONE

USING SAVAGE FOES OF NORTH AMERICA

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

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

There are also dangers unknown pouring out of active Rifts all over the world. Such dangers can appear just about anywhere, but they are more prevalent in the farther reaches away from civilization. **Chapter Three** not only provides information and

THE "CAN I PLAY ONE OF THOSE?" QUESTION

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

Until then, use the **Making Races** section of *Savage Worlds* in combination with the **Custom Races** section of *The Tomorrow Legion Player's Guide* to create and play any D-Bees players desire. With a setting like *Savage Rifts®*, pretty much anything a player or Game Master finds in another *Savage Worlds* book or can imagine (and can craft from the **Making Races** and **Custom Races** rules) could be found in the world.

As for new Iconic Frameworks, theres the Savaging Your Favorite Rifts® Ideas PDF, which provides real guidelines on how to create things in a way that fit the game and the setting, as well as the Personal Concept Option for MARS characters.

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ANYTHING GOES

One of the more fascinating aspects of bringing the Rifts® setting to *Savage Worlds* is the capacity for Game Masters to tap into the enormous library of settings and source material—a GM can grab pretty much anything from any source and use it in *Savage Rifts®*.

When using established settings, modifications may be necessary to make the encounter adequately challenging. An easy trick is to arm dimensional travelers from other realms with local weapons and armor, or make sure arcanists tap into the extra power available on Rifts Earth.

stats for well-known monsters and terrors of the world, there's also a set of tables a Game Master can use to generate random creatures and related threats from any open Rift.

THE GAME MASTER'S HANDBOOK

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

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



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CHAPTER TWO

DENIZENS OF NORTH AMERICA

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

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

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

THE COALITION STATES

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

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

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

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

COALITION ARMOR AND WEAPONS

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

Several references are made to the Coalition's military hardware upgrade, an ongoing process across the empire's armies. The troops presented in this book all wear and use original-issue (pre-105 PA) gear, as most of those encountered by the Tomorrow Legion are part of outfits which have not received the most recent upgrades. It is important to note that this "old-style" gear is in wide circulation throughout North America, and with the exception of SAMAS power armor and other advanced war machines, can be freely bought and sold without risking the ire of CS forces.

Please see *Rifts® North America: Empires of Humanity* for the majority of the upgraded "new style" (post-105 PA) gear and unit entries.

STANDARD CS INFANTRY ARMOR

CA-1 "Dead Boy" Heavy EBA: The standard issue to Coalition soldiers circa 101 PA and still one of the finest combat suits to be found in service anywhere. With the upgrade currently underway to advanced models within the CS military, more older Dead Boy suits are finding their way to the Black Market. They have built-in mini-computers for basic functions; a communications system with a 10-mile range; public-address loudspeakers; and thermal vision mode. The CA-1 model is full Environmental Body Armor providing +7 Armor, +3 Toughness, d6 Min Str. (18 lb, 45,000 credits)

STANDARD CS INFANTRY WEAPONS

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	RARITY	COST
C-18 Laser Pistol	12/24/48	3d6	1	3	10	d4	3	+2	12,000
C-10 Light Laser Rifle	24/48/96	4d6	1	2	30	d4	5	+1	16,000
Notes: Integrated Multi-Optics Scope.									
C-12 Heavy Laser Rifle	24/48/96	4d6	3	3	30*	d6	7	+0	20,000
Notes: Heavy Pulse, Integrated Multi-Optics Scope. **Special:* Shots +30 when a reserve E-Clip slot is loaded; this reserve is Reload 3.									
C-14 "Fire Breather" Assault Laser Rifle	24/48/96	4d6	1	3	20	d6	10	−1	30,000
Notes: Integral grenade launcher (18/36/72, Shots 12, damage by grenade type), Integrated Multi-Optics Scope.									
CR-1 Rocket Launcher	100/200/400	4d6	1	20	1	d6	14	−2	18,000
Notes: Reload 2, Multi-Optics Scope; standard Armor Piercing load listed, also commonly use Plasma (7d6 Mega Damage, SBT, It Burns). Six missiles can be carried in a hip pack.									
CV-212 Variable Light Frequency Laser Rifle	24/48/96	4d6	3	3	30	d6	8	−5	50,000
Notes: Heavy Pulse, Integrated Multi-Optics Scope, Ignores any laser resistance.									
C-27 Plasma Cannon	20/40/80	3d12+3	1	—	10	d8	12	−3	32,000
Notes: Mega Damage, It Burns.									

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CA-2 "Dead Boy" Light EBA: Lighter weight and easier to wear, the CA-2 was primarily used by pilots, scouts, and police forces before the massive upgrade program. It provides the same basic electronic and environmental systems. The biggest attraction is the lighter weight and greater mobility—providing +6 Armor, +1 Toughness, d4 Min Str. (9 lb, 35,000 credits)

DPM 101 "Dog Pack" Light Riot Armor: Issued primarily to Coalition Dog Boy soldiers, this armor has none of the electronic or environmental systems of CA suits. It is lightweight and certainly easier to find and acquire. +5 Armor, d4 Min Str. (8 lb, 14,000 credits)

COALITION PERSONNEL

KARL PROSEK, SUPREME COMMANDER, EMPEROR OF THE COALITION STATES

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

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

If ever encountered, either in the city, or on the very rare occasion he goes into the field, the Emperor is surrounded by a huge and deadly force of personal guards and other military units. He wears custom-made, ultra-tech body armor and is armed with the CS's best personal weapons.

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

Skills: Academics d12, Athletics d8, Battle d12, Common Knowledge d10, Electronics d10, Fighting d8, Intimidation d10, Notice d10, Persuasion d12, Piloting d8, Research d10, Shooting d10, Stealth d8, Survival d8

Pace: 6; **Parry:** 6; **Toughness:** 19 (10)

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

Edges: Alertness, Brave, Charismatic, *all* Leadership Edges, Elan, Famous, Filthy Rich, Investigator, Iron Will, Level Headed (Imp), Linguist, Marksman, Martial Warrior, Scholar (Academics, Battle)

Gear: Emperor's Body Armor (+10 MDC Armor, +3 Toughness, EBA), CP-40 Pulse Laser Rifle (Range 24/48/96, Damage 4d6+1, RoF 3, AP 4, Heavy Pulse), CP-30 Pulse Laser Pistol (Range 10/20/40, Damage 3d6+1, RoF 3, AP 4, 3RB), silver-coated knife (Str+d4), Vibro-Knife (Str+d6 Mega Damage, AP 6), 2 × frag grenades (Range 5/10/20, 5d6 Mega Damage, LBT).

CAPTAIN JONAS SHRIKE

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

Shrike hates D-Bees, and he hates magic and those who wield it even more. He had a brother who died in the war with Tolkeen, making every confrontation with the enemies of the Coalition States rather personal for him. He's trained the troops under his command to feel as strongly about their enemies as he does (and he goes out of his way to cull any soldiers who show remotely sympathetic or "soft" attitudes, sending them back to Fort El Dorado with scathing reports). For all the hatred and loathing he has for D-Bees and magic-wielders, Jonas is a strong

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commander who asks nothing of his troops he won't do himself.

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

Shrike's command vehicle is a Coalition Mark V APC. Any team of heroes tangling with this has a real fight on their hands, as it's very tough and festooned with weaponry.

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

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

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

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

Edges: Command Presence, Hard to Kill, Inspire, Marksman, Power Armor Jock

Gear: CA-1 Heavy EBA (+7 Armor, +3 Toughness), C-14 "Fire Breather" Assault Laser Rifle (Range 24/48/96, Damage 4d6, RoF 1, AP 3), C-18 Laser Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 3), Vibro-Knife (Str+d6 Mega Damage, AP 6), 2 × frag grenades (Range 5/10/20, 5d6 Mega Damage, LBT).

COALITION GRUNT

The foundation of the Coalition war machine, every soldier who wears the infamous "Dead Boy" armor is taught he is a patriot of the human race. While barely 15% have even a rudimentary education, each Coalition soldier is highly trained and goes through intense indoctrination. The vast majority believe they are the last hope of innocent human civilians, ready to fight against vile sorcerers, horrific monsters from the Rifts, and invading alien D-Bees. On some occasions, however, grunts balk at wholesale slaughter of unarmed sentient beings, or at least have a profound sense of remorse and reconsideration after the fact. Most are found out and "re-educated," but those who escape their superiors' notice find ways to try and change things, leading to more than a few ex-Coalition Grunts taking on new careers.

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

See *Rifts® North America: Empires of Humanity* for an updated CS Grunt entry using post-105 PA equipment.

COALITION MARK V APC

Most mercs and adventurers in North America dream of one day having a Mark V to call their own. A machine designed for combat zones, this eight-wheeled monster normally loads up 20 infantry troopers, 4 SAMAS, and 2 Sky Cycles—with enough cargo for weeks in the field. Gunners operate the rail gun and laser turrets, while a comms tech operates sensors and the driver and co-driver handle the auto-cannons and missiles. It's highly illegal to own one with the full armament compliment anywhere near Coalition territory, though a stripped-down model (lasers only) will normally only get the hairy eyeball from Coalition authorities. (21 million credits, Restricted, –5 Rarity; 10 million stripped down, –3 Rarity)

Coalition Mark V Armored Personnel Carrier: Size 8 (Huge), Handling +0, 90 MPH, Toughness 50 (30), Crew 5+26

Notes: ATV, ECC, MDC Armor, STS, Nuclear, one Cargo Space.

Weapons:

- Dual-linked Medium Rail Gun
- Dual-linked Medium Laser
- 2 × Dual-linked Anti-Personnel Lasers (left pintle mount)
- 2 × Dual-linked Anti-Personnel Lasers (right pintle mount)
- 2 × Mini-missile Launchers (fixed front, RoF 8, Shots 20)
- 2 × 40mm Cannon (fixed front, Shots 30, HE rounds)

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Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d4, Shooting d6, Stealth d4, Survival d4
Pace: 6; **Parry:** 5; **Toughness:** 15 (7)
Hindrances: Illiterate, Loyal, Vow (Minor—Serve the Coalition)
Edges: Soldier
Gear: CA-1 Heavy EBA (+7 Armor, +3 Toughness), C-12 Heavy Laser Rifle (Range 24/48/96, Damage 4d6, RoF 3, AP 3, Heavy Pulse), Vibro-Knife (Str+d6 Mega Damage, AP 6), 2 × frag grenades (Range 5/10/20, 5d6 Mega Damage, LBT).



COALITION TECHNICAL SOLDIER

This category includes a number of different specialists that fulfill the many technical and related needs of a massive military machine. Most are junior enlisted, although those of particularly advanced training and specialization are likely sergeants.

All Technical Soldiers have the core stats of the Coalition Grunt, with the following alterations: all wear CA-2 Light EBA and carry either a C-18 Laser Pistol sidearm or C-10 Light Laser Rifle. Unless acting as vehicle crew, Gunners typically wear CA-1 Heavy EBA and carry a CR-1 Rocket Launcher or C-27 Plasma Cannon, with one to two embedded per infantry squad.

All Technical Soldiers have their Smarts raised to a d8. Based on specialization, select one of the MOS packages below:

- **Demolitions MOS:** Electronics d6 Repair d8, Notice d8
- **Gunner MOS:** Electronics d6, Notice d8, Shooting d8
- **Mechanic MOS:** Electronics d8, Repair d8, Science d4
- **Medic MOS:** Healing d8, Science d6, Survival d6
- **Technician MOS:** Electronics d8, Hacking d6, Repair d4
- **Vehicle Operator MOS:** Boating d8 *or* Driving d8 *or* Piloting d8, Electronics d6, Survival d6

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COALITION JUNIOR OFFICER

Coalition junior officers command a platoon of infantry, and it is their task to make sure mission objectives are completed. They are career warriors and very cunning tacticians. They often take to the field, commanding from a Mark V APC or SAMAS suit.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d8, Battle d8, Common Knowledge d6, Electronics d6, Fighting d8, Intimidation d6, Notice d8, Persuasion d8, Piloting d6, Shooting d8, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 15 (7)
Hindrances: Loyal, Vow (Minor—Serve the Coalition)
Edges: Command Presence, Inspire, Level Headed, Power Armor Jock, Tactician
Gear: CA-1 Heavy EBA (+7 Armor, +3 Toughness), C-18 Laser Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 3), Vibro-Knife (Str+d6 Mega Damage, AP 6), 2 × frag grenades (Range 5/10/20, 5d6 Mega Damage, LBT).

COALITION MILITARY SPECIALIST

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

Military Specialists are often expected to go on long-range missions, either in small groups or solo. In addition to combat gear, they carry anything vital to the mission assigned. They also pack out with sensory and recording gear, added survival gear, and are assigned whatever vehicle they might need to make the journey (and survive it).

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Battle d6, Common Knowledge d8, Electronics d8, Fighting d8, Healing d4, Intimidation d8, Notice d10, Persuasion d8, Piloting d8, Shooting d8, Stealth d8, Survival d8
Pace: 6; **Parry:** 6; **Toughness:** 16 (7)



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Hindrances: Loyal, Vow (Minor—Serve the Coalition)
Edges: Brave, Martial Artist, Power Armor Jock, Marksman
Cybernetics: Core Electronics Package, Cyber-Wired Reflexes, Environmental Sensors, Optics Package (+2 sight-based Notice), Range Data System (reduce Shooting penalties by two), Wilderness Scout Package (+2 Survival).
Gear: CA-1 Heavy EBA (+7 Armor, +3 Toughness), C-14 "Fire Breather" Assault Laser Rifle (Range 24/48/96, Damage 4d6, RoF 1, AP 3) grenade launcher (Range 18/36/72, 3d12 Mega Damage, SBT, It Burns), C-18 Laser Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 3), Vibro-Knife (Str+d6 Mega Damage, AP 6), 2 × frag grenades (Range 5/10/20, 5d6 Mega Damage, LBT).

COALITION SAMAS PILOT

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

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d8, Common Knowledge d6, Electronics d8, Fighting d8, Notice d8, Persuasion d4, Piloting d8, Repair d4, Shooting d10, Survival d6
Pace: 10; **Parry:** 6; **Toughness:** 20 (10)
Hindrances: Illiterate, Loyal, Vow (Minor—Serve the Coalition)
Edges: Ace, Combat Ace, Power Armor Jock, Rock and Roll!, Steady Hands
Gear: SAMAS (sidebar), C-18 Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 3), Vibro-Knife (Str+d6 Mega Damage, AP 6).

COALITION SKY CYCLE PILOT

One of the key components of the Coalition military's air force, the one-man AFC-023 Sky Cycle is an adrenaline junkie's dream and a safety officer's nightmare. As dangerous as it is, the CS has no shortage of volunteers for the duty. Sky Cycle Pilots are

COALITION PA-06A SAMAS

The SAMAS is one of the most famous power armor suits in North America, and represents the CS military's dominance of air and ground warfare. Since 105 PA, suits have found their way into the Black Market—they get snatched up fast. (2 million credits, –4 Rarity Restricted)

PA-06A SAMAS: Size 2 (Normal), + 10 MDC Armor, +5 Toughness, Strength d12+4, Pace 14 + d8 (60 MPH)
Notes: Nimble, Flight (Handling +2, 300 MPH)
Weapons:
- Light Rail Gun (handheld)
- Mini Missile (Forearm, RoF 2, Shots 2, Reaction Fire)

COALITION AFC-023 SKY CYCLE

A longtime mainstay of the Coalition military, Sky Cycles are often used in patrol, recon, and rapid reaction roles. Fantastic speed and maneuverability make them desirable and hard to find, even for the cost. (2 million credits, –3 Rarity Restricted)

AFC-023 Sky Cycle: Size 3 (Normal), Handling +3, 520 MPH, Toughness 18 (8), Crew 1
Notes: Nimble, Exposed Crew, STS, VTOL, MDC Armor, Nuclear Powered
Weapons:
- Dual-linked Light Lasers
- 2 × Mini-Missile Launchers (fixed front, RoF 5, Shots 10)

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brash, daring, and willing to do whatever the mission calls for. There are few vehicles in the air capable of challenging them, but other flying dangers (such as dragons) often spell instant doom for an unlucky squadron.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Driving d6, Electronics d6, Fighting d6, Notice d8, Persuasion d4, Piloting d10, Repair d4, Shooting d8, Survival d8
Pace: 6; **Parry:** 5; **Toughness:** 12 (6)
Hindrances: Illiterate, Loyal, Vow (Minor—Serve the Coalition)
Edges: Ace, Combat Ace, Quick
Gear: Sky Cycle (see sidebar), CA-2 Light EBA (+6 Armor, +1 Toughness), C-18 Laser Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 3), Vibro-Knife (Str+d6 Mega Damage, AP 6), 2 × frag grenades (Range 5/10/20, 5d6 Mega Damage, LBT).

COALITION UAR-1 ENFORCER

This venerable robot vehicle remains in extensive use throughout the CS, though more are finding their way (repainted and modified, of course) onto the Black Market every year. A quirk of its design is that its sensors are located in an external pod cluster. (28 million credits, Rarity –3)

UAR-1 Enforcer: Size 7 (Large), Crew 1+1, Strength d12+7, Toughness 46 (24), Pace 14 + d8 (60 MPH)
Notes: MDC Armor, shoulder STS cluster –4 to hit and 18 Hardness.
Weapons:
- Medium Rail Gun (right shoulder, fixed front)
- 2 × Anti-Personnel Lasers (above-shoulder turrets)
- Medium Missile Launcher (left shoulder, RoF 4, Shots 6)
- 2 × Light Missile Launchers (shoulders, RoF 4, Shots 5)
- Mini-Missile Launcher (chest, fixed front, RoF 4, Shots 20)



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UAR-ENFORCER PILOT

At nearly 20 feet tall and designed to look like a giant suit of Dead Boy armor striding across the battlefield, the Enforcer robot vehicle is bound to make anyone think twice about fighting the CS. Enforcer pilots tend to be overconfident, and often arrogant to the point of dismissing anyone not in another robot vehicle. This usually works out fine for them, but a determined foe with a heavy weapon can sometimes catch one off guard.

When available, there's a second member of the crew (same stats), who acts as a gunner and operator for sensors and other electronics. The Enforcer has a huge array of weapon options, and the operators are often able to fire at least two at once (at the usual penalties for multiple actions).

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Electronics d8, Fighting d8, Notice d6, Persuasion d4, Piloting d8, Repair d4, Shooting d8, Survival d4
Pace: 6; **Parry:** 6; **Toughness:** 12 (6)
Hindrances: Illiterate, Loyal, Vow (Minor—Serve the Coalition)
Edges: Ace, Combat Ace, Robot Vehicle Jock
Gear: UAR-1 Enforcer (see sidebar), CA-2 Light EBA (+6 Armor, +1 Toughness), C-18 Laser Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 3), Vibro-Knife (Str+d6 Mega Damage, AP 6).

SPIDER-SKULL WALKER CREW

Another vehicle combining terror tactics with practical effects, the Spider-Skull Walker is a common sight for anyone encountering Coalition heavy patrols, search-and-destroy units, and assault forces. The robot vehicles can deftly navigate steep inclines, debris fields, battlefield wreckage, and ruins generally impassable to other heavy armor.

The crew are classic "tankers," soldiers who love their machines and know everything about using them for transport and combat. As Spider-Skull Walkers are frequently used to get squads into dangerous places (and sometimes out again), these crews tend to form solid bonds with the infantry with whom they serve.



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COALITION SPIDER SKULL WALKER

Designed as much for terror as tactics, the CR-003 is a giant death's-head-motif hull on six legs, armed with heavy rail guns. At 30 feet tall, it towers over most battlefield combatants, and the insect-like legs give it exceptional mobility. They're not part of the phase-out programs so few are on the Black Market. (36 million credits, Rarity −5 Restricted)

CR-003 Spider-Skull Walker
Assault Armor: Size 9 (Huge), Crew 2+6, Strength d12+8, Toughness 48 (24), Pace 14 + d12 (80 MPH)
Notes: ATV, MDC Armor
Weapons:
- 2 × Heavy Rail Guns (fixed front)
- Dual-linked Anti-Personnel Laser (front chin turret)
- Dual-linked Anti-Personnel Laser (rear turret)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Electronics d8, Fighting d6, Notice d6, Persuasion d4, Piloting d8, Repair d6, Shooting d10, Survival d6
Pace: 6; **Parry:** 5; **Toughness:** 12 (6)
Hindrances: Illiterate, Loyal, Vow (Minor—Serve the Coalition)
Edges: Ace, Combat Ace, Robot Vehicle Jock
Gear: Spider-Skull Walker (see sidebar), CA-2 Light EBA (+6 Armor, +1 Toughness), C-18 Laser Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 3), Vibro-Knife (Str+d6 Mega Damage, AP 6).

COALITION DOG BOY SOLDIER

At some point before the Great Cataclysm, a facility down in what was Texas had major breakthroughs with genetically altering dogs to create humanoid hybrids. The intent was to craft a super-soldier and labor class, and while it may or may not have panned out in ancient history, the discovery of the Lone Star Complex by Coalition forces led inevitably to taking on Dog Boys as highly valued (if second-class) members of the CS military.

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

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

Note that the vibro-blade vambraces provide "claws" (which is why Dog Boys favor them).

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d8, Persuasion d4, Shooting d6, Stealth d6, Survival d6
Pace: 8; **Parry:** 7; **Toughness:** 12 (5)
Hindrances: Illiterate, Loyal, Mutant, Near-Human Physiology, Oddly Built, Vow (Major—Serve the Coalition)
Edges: Alertness, Brave, Brawny, Fleet-Footed
Gear: DPM 101 "Dog Pack" Light Armor (+5), C-10 Light Laser Rifle (Range 24/48/96, Damage 4d6, RoF 1, AP 2), C-18 Laser Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 3), Vibro-Blade Vambraces (Str+2d4 Mega Damage, AP 8, Parry +1).
Special Abilities:
- **Keen Sense of Hearing and Smell:** Dog Boys have a great sense of smell, similar to their normal canine counterparts. This gives them an additional +2 on all

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Notice and Survival (tracking) checks where smell or sound come into play.

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

COALITION PSI-STALKER

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

Like the Dog Boys, Psi-Stalkers have gained great prominence and a measure of acceptance among front-line CS troops. Their natural gifts in finding and fighting supernatural threats, combined with fearlessness and general expertise in the great wilds most humans avoid, make them exceptionally valuable assets. Unfortunately, their mutant status and generally spooky appearance (pasty white skin, hairless, a tendency to file their teeth into points, prominent tattoos and piercings) make them less than desirable among the Coalition population at large.

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

COALITION DEATH'S HEAD TRANSPORT

One of the most terrifying sights in the sky is a fully loaded Death's Head transport; a single vehicle represents a large unit of Coalition soldiers capable of taking on entire armies with ease. The standard compliment is two Mark V APCs (plus troops), two UAR-1 Enforcers, a Spider-Skull Walker, and either a hundred more Dead Boys or thirty SAMAS.

A Death's Head Transport is a terrible threat—a thing to avoid without one seriously fantastic plan.

Coalition Death's Head Transport: Size 13 (Gargantuan), Handling +2, 670 MPH, Toughness 80 (50), Crew 9+408

Notes: ECC, MDC Armor, Nuclear Powered, STS, VTOL

Weapons:

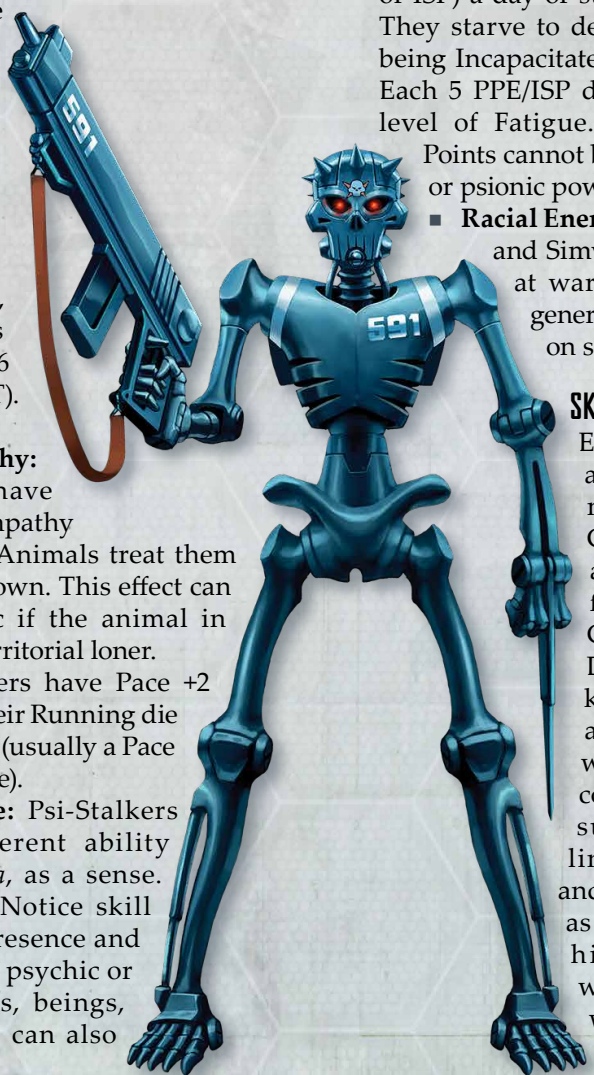
- Dual-linked Heavy Rail Gun
- 6 × Dual-linked Light Lasers (three turrets on each side, Anti-Personnel, Reaction Fire)
- 2 × Medium Missile Launchers (RoF 4, Shots 5)

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

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d10, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d8, Persuasion d4, Riding d8, Shooting d8, Stealth d8, Survival d8
Pace: 8; **Parry:** 7; **Toughness:** 17 (7)
Hindrances: Bloodthirsty, Illiterate, Loyal, Mutant, Vow (Minor—Serve the Coalition)
Edges: Ambidextrous, Brawny, Two-Fisted, Woodsman
Gear: CA-1 Heavy EBA (+7 Armor, +3 Toughness), C-12 Heavy Laser Rifle (Range 24/48/96, Damage 4d6, RoF 3, AP 3, Heavy Pulse), 2 × C-18 Laser Pistols (Range 12/24/48, Damage 3d6, RoF 1, AP 3), 2 × Vibro-Knives (Str+d6 Mega Damage, AP 6), 2 × frag grenades (Range 5/10/20, 5d6 Mega Damage, LBT).
Special Abilities:

- **Animal Empathy:** Psi-Stalkers have an inherent empathy with animals. Animals treat them as one of their own. This effect can be problematic if the animal in question is a territorial loner.
- **Fast:** Psi-Stalkers have Pace +2 and increase their Running die by one die type (usually a Pace 8 and d8 run die).
- **Psychic Sense:** Psi-Stalkers have the inherent ability to *detect arcana*, as a sense. They use the Notice skill to detect the presence and location of any psychic or magic energies, beings, or items. They can also use Survival (tracking) to track a specific magical or psionic entity. This sense works to detect anything psychic, magic, or supernatural, including invisible and astral beings. Psychic Sense doesn't work inside sealed armor or vehicles.
- **Psychic Vampire:** Psi-Stalkers require a diet of PPE or ISP directly drained from a living being. They gain this using the **Draining PPE/ISP** Setting Rule in *The Tomorrow Legion Player's Guide*, which only works by touch. The Psi-Stalker must cut and draw blood from an intended victim or donor, which must be supernaturally, magically, or psionically active to provide sustenance. Psi-Stalkers must consume at least 5 Power Points (PPE or ISP) a day or suffer a Fatigue level. They starve to death after a week of being Incapacitated by lack of "food." Each 5 PPE/ISP drained restores one level of Fatigue. Consumed Power Points cannot be used to fuel spells or psionic powers.
- **Racial Enemy:** Many Psi-Stalker and Simvan tribes have been at war for years and will generally attack each other on sight!



SKELEBOT

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

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

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

Note the CV-213 rifle is a variant of the infantry CV-212 tied into the bot's nuclear power pack and designed to overcome laser-resistant armor; in combat against a Glitter Boy—or any enemy with laser resistance—all Skelebots in the area share targeting data and are able to inflict full damage with their weapons against the suit.

Attributes: Agility d4, Smarts d6, Spirit d4, Strength d12+1, Vigor d10
Skills: Athletics d8, Fighting d8, Notice d6, Shooting d8, Stealth d6, Survival d6
Pace: 8; **Parry:** 6; **Toughness:** 17 (7)
Hindrances: Ruthless (Minor), Vow (Major—Obey programming and Coalition commands)
Edges: Ambidextrous, Fleet-Footed, Rock and Roll!, Steady Hands, Two-Fisted
Gear: CV-213 VLF Laser Rifle (Range 24/48/96, 4d6 Damage, RoF 3, AP 4; Heavy Pulse, tied into the bot's power supply), one per squad typically also carries a CR-1 Rocket Launcher and a hip case of reloads.
Special Abilities:

- **Armor:** Hardened alloy casing, +7 Armor, +3 Toughness.
- **Construct:** +2 to recover from Shaken; doesn't breathe or eat, immune to Poison and Disease, ignores 1 point of Wound penalties.
- **Fearless:** Mindless automatons are immune to Fear and Intimidation.
- **Sensor Suite:** +4 to Notice checks or to offset Shooting penalties; ignores Illumination penalties, detects chemicals and radiation, +1 Shooting.
- **Weapon Mount:** 2 × retractable Vibro-Blades (Str+d8 Mega Damage, AP 8).

SAVAGE TALE: NO ZEALOT LIKE A CONVERT

Unfortunately for a lot of people who live in North America, far too many don the armor and insignia of the Coalition States, and embrace the steady diet of propaganda fed to them. They believe entirely in eradicating "threats to humanity," including anyone who looks weird or who dares meddle with the demonic forces of magic. The CS Military encourages this thinking, offering commendations, medals, and bonuses to those who show the proper fervor and commitment to the cause.

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

CENTRAL ARKANSAS, NO MAN'S LAND

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

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

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

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SLASH AND BURN

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

An outlying lumber operation, about five miles from the camp, lies in ruin. Human and Hoorian bodies are strewn everywhere. The obvious culprits are the still-present squad of Coalition Skelebots and the two Fort El Dorado soldiers overseeing them; the latter two pick through the wreckage and loot corpses before they call in to report to their commander. The corporal is more than ready for a fight. If things go badly, the private surrenders if given half a chance.

- **Corporal Billy Evenrude:** Coalition Grunt (page 8). He uses a C-14 "Fire Breather" Laser Rifle with plasma grenades in the attached launcher.
- **Private 1st Class Gus Peters:** Coalition Grunt (page 8).
- **Skelebots (5):** See page 16.

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

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

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

ONYX LOGGING CAMP

If the team heads to camp, they arrive only shortly before another CS patrol gets there. There's enough time to reach the camp leader, a Hoorian named Agaetia. As discussions ensue about what to do, gunfire erupts as three Dead Boys and four Skelebots come across a pair of camp watchmen.

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

- **Coalition Grunts (3):** See page 8.
- **Skelebots (4):** See page 16.
- **Camp Defenders (2):** Use Militia stats (page 56).

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

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

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

EVACUATION

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

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BOUND FOR GLORY

One way or another, Lieutenant Carmichael discovers the existence of the Onyx Logging Camp. She sees it as the first step on her ascent to glory. Left alone, she leads her force on a direct path for the camp, expecting no significant resistance. What's left of her Skelebots and Dog Boys surge ahead, while the main force follows. They intend to smash into the camp and slaughter the D-Bees and any sympathizers who fail to surrender.

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

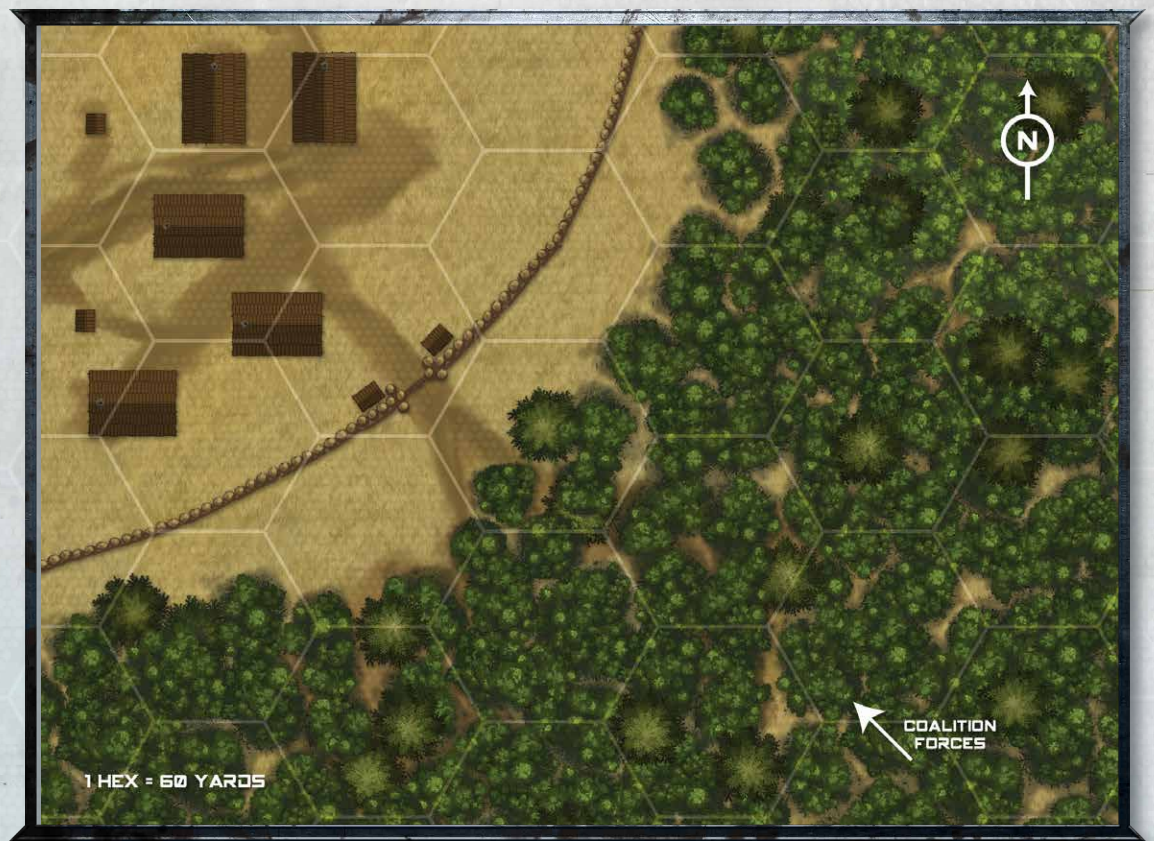
If the team tries for a less direct approach, Carmichael sends out the Dog Boys and half her remaining men to run down "interlopers." If she has a clear idea what she's up against and realizes she'll need all of her forces to fight them, she does so without hesitation. For example, if a Glitter Boy,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

She and Sgt. Jenkins likely fight to the death. The rest of her force surrenders if the tide turns enough, and the Legion has standing orders to take prisoners when possible, bringing them back to Castle Refuge to be dealt with (and, hopefully, rehabilitated).

- **2nd Lieutenant Andrea Carmichael:** Coalition Junior Officer (page 10).
- **Sergeant Beauregard Jenkins:** Coalition Grunt (page 8), but with Quick, Fighting d8, and Shooting d8.
- **Klaive:** Coalition Psi-Stalker (page 15).
- **UAR-1 Enforcer (1):** 1 pilot (page 13).
- **Coalition Dog Boys (3):** See page 14.
- **Coalition Grunts (12 or 24):** See page 8.
- **Coalition Skelebots (15):** See page 16.

AFTERMATH

If the team faces only part of the CS force, they may wish to track down and deal with the various recon patrols Carmichael sent out.



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THE FEDERATION OF MAGIC

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

In the days following the fall of Tolkeen, his influence over the lands increased considerably. Well over 50 percent of the populated areas of the Magic Zone now ally directly with the City of Brass under the banner of Lord Alistair Dunscon. In addition to all of the entities listed below, many creatures found in the **Monsters of the World** section—Brodkil, Gargoyles, Neuron Beasts, Witchlings, and more, beginning on page 69—can be found in direct service to Dunscon, attacking anyone he deems an enemy.

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

FEDERATION AND MAGIC ZONE ENTITIES

LORD ALISTAIR DUNSCON

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

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

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

To this end, he draws the most hate-filled and vengeful survivors of the destruction of Tolkeen to him; he welcomes the most vile practitioners of the darkest of magics; he takes council with greater demons, devil lords, and diabolical supernatural beings—he is even said to be in league with the horrid Splugorth who control Atlantis. In short, Lord Alistair Dunscon is an evil man who seeks to rule a kingdom on the bones and blood of his enemies. Frighteningly, he may have the power to succeed.

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The *Skin of the Demon* scale mail armor Dunscon wears is crafted from the body of a living demon (no longer sentient, but still technically alive). *Daemonfist* is his staff crafted from jade, carved in the form of two intertwined snakes, and the *Bands of Denial* protect him from enemy evocations.

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

Skills: Athletics d6, Common Knowledge d6, Academics d10, Fighting d10, Healing d6, Intimidation d12, Research d10, Occult d12, Notice d12, Persuasion d10, Shooting d4, Spellcasting d12+2, Stealth d8, Taunt d6

Pace: 6; **Parry:** 7; **Toughness:** 23 (16)

Hindrances: Arrogant, Mania (Major—Diabolical Megalomania), Vengeful (Major)

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

Powers: *Arcane protection, banish, barrier, beast friend, blast, bolt, boost/lower Trait, burst, conceal arcana, darksight, deflection, disguise, dispel, drain Power Points, entangle, environmental protection, farsight, fear, fly, illusion, intangibility, invisibility, light/darkness, mind link, protection, puppet, sloth/speed, slumber, smite, sound/silence, speak language, stun, summon ally, telekinesis, teleport,* and *warrior's gift.* **PPE:** 50

Gear: Skin of the Demon (+16 MDC Armor; half damage from heat-based attacks; Environmental Immunity Heat and fire), Daemonfist (Str+2d6 Mega Damage, +2 Parry, Reach 1, +2 Fighting, +2 Spellcasting, +4 to summon and control demons), Bands of Denial (+12 Toughness vs. damaging magical powers and effects).

Special Abilities:

- **Bind the Summoned:** A Shifter can bind summoned beings to their service for an extended period of time. He does this by reducing his maximum PPE by the amount needed when using *summon ally*. The creature remains bound to his service until released or Incapacitated. At Legendary Rank, he may retain up to five summoned allies. Bound allies have the Resilient ability. When using Magic Rituals, ignore 4 points of penalties for Improved Duration.
- **Communication Rift:** By concentrating for a full round Shifters can open micro-Rifts across space and dimensions, just large enough to send and receive spoken messages; costs 15 PPE near a ley line, or 50 PPE away from one.
- **Dimension Sense:** With a Spellcasting check, determine the following about a dimension: environmental conditions, magic poor or rich, temporal shifts, whether it is a parallel dimension, etc.
- **Dimensional Teleport Home:** Once per day for 25 PPE, a Shifter can *teleport* himself home regardless of distance.
- **Expanded Awareness:** Shifters *detect arcana* as an Innate Ability. With a Notice roll, they sense supernatural beings or dimensional manipulations.
- **Immortality:** Transformed by his travels through the Megaverse®, Dunscon is immortal and immune to most Hazards as well as all *possession*.
- **Ley Line Phasing and Ley Line Gate:** See *The Tomorrow Legion Player's Guide*.
- **Ley Line Magic Mastery:** See *The Tomorrow Legion Player's Guide*.
- **Psychotically Brave:** A Legendary Shifter, Dunscon gains +5 to Fear checks and subtracts 5 from **Fear Table** results.
- **Regeneration:** Dunscon's immortality also confers rapid healing—make a Vigor check every hour to heal wounds.
- **Sense Rifts:** Shifters can sense dimensional anomalies within 50 miles (direction, type, general location), or anywhere along a ley line's length.
- **Shift Reality:** Shifters get a free reroll (can't reroll Critical Failures) on all Spellcasting rolls related to: *banish, boost/lower Trait, drain Power Points, illusion, intangibility, invisibility, light/darkness, sloth/speed, sound/silence, summon ally, teleport*, and +4 to open, close, or manipulate Dimensional Portals.
- **Weakness (Sacrifices):** The price for Alistair Dunscon's immortality is the sacrificial death of a sentient being once a week, from whom he must drain the life essence at the moment of death.

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ZARGUS THE GREAT

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

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

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

He is called "the Great" because he chooses to be, and woe be unto anyone who challenges his right to the honorific. His style of magic is a form of sorcery, involving formulaic invocations that alter reality to his whims and needs. He is more than capable of defending himself, but prefers to rely on his security detail and special agents to handle most of his dirty work.

Zargus's team includes two Combat Mages (see page 22), a dozen Brodkil (page 69; four have cybernetics), three Corrupt (page 23), and at least half a dozen mercenaries of varying specialties (select from the **Mercenaries & Specialists** section, starting on page 56). He is in regular contact with a band of Grim Reaper fanatics (page 27) in the region and often calls on them for special missions.

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

Skills: Athletics d6, Common Knowledge d8, Fighting d8, Intimidation d10, Occult d10, Notice d8, Persuasion d8, Shooting d6, Spellcasting d10, Stealth d8, Taunt d10

Pace: 8; **Parry:** 6; **Toughness:** 13 (6)

Hindrances: D-Bee, Greedy (Minor), Loyal, Alien Physiology, Oddly Built, Stubborn, Suspicious (Minor), Vow (Major—serve Lord Dunscon)

Edges: Arcane Background (Magic), Charismatic, Danger Sense, Extraction, Harder to Kill, Humiliate, Level Headed, Master of Magic, Rabble-Rouser, Soul Drain, Streetwise, Wizard

Powers: *Arcane protection*, *deflection*, *dispel*, *growth/shrink*, *illusion*, *intangibility*, *protection*, *slumber*, *speak language*, *teleportation*. **PPE:** 25

Gear: Armor of the Beguiler (+6 Armor, +2 Toughness, *invisibility* at the base −4 level as an Innate Ability), TW Iceblast Shotgun (Range 12/24/48, Damage 1–3d8+1, on a raise target iced per *sloth*, Double Barrels), TW Whip of Pain (Str+d4 Mega Damage, AP 2, Reach 2. Cost 1 PP, successful strikes deliver *stun* against the target).

Special Abilities:

- **Aura of Allure:** Zargus's species has a combination of pheromones and translucent, glittering scales that grant *empathy* as an Innate Ability.
- **Long Stride:** Those strange legs carry Zargus quickly—Pace +2 and run die d8.
- **Low Light Vision:** Zargus's species ignores Dim and Dark Illumination.
- **Magically Inclined:** His species is magically gifted—a bonus of +10 PPE for whatever magical path they pursue.
- **Weakness:** Disinclined to use their muscles, Zargus's species suffer a −1 to all Strength rolls (including damage).

COMBAT MAGE

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

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

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

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



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

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Healing d4, Intimidation d8, Occult d8, Notice d8, Shooting d8, Spellcasting d10, Stealth d6, Survival d4

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

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

Edges: Arcane Background (Magic), Blaster, Channeling, Extraction, First Strike, Master of Magic, Wizard

Powers: *Bolt*, *deflection*, *dispel*, *protection*, *smite*.

PPE: 20

Gear: TW Combat Mage Heavy EBA (+6 Armor, +2 Toughness, +2 Strength die type, *darksight*, *farsight*), TK Machine Gun (Range 30/60/120, Damage 4d6, RoF 4, AP 3, Reload 2, 5 PPE to reload), TW Flaming Sword (Str+d12 Mega Damage, AP 6, It Burns), 2 × frag grenades (Range 5/10/20, 5d6 Mega Damage, LBT).

Special Abilities:

- **Arcane Marksman:** If the caster doesn't move and activates no more than a single *bolt* or similar attack power as her first action, she may add a +1 bonus to her Arcane Skill roll, or ignore up to 2 points of penalties from Called Shots, Cover, Range, Scale, Size, or Speed.

CORRUPT

Some forms of evil spawn from the spirit of angry vengeance—where a being was created wantonly, a series of terrible life choices were made, or somebody had one really horrible day. Other forms, such as the Corrupt, come from something deeper and far more vile. No one knows for certain what terrible force of the cosmos the Corrupt give their lives and their souls to, but there can be little doubt it is an ancient evil seeking only malevolence and destructive chaos. It offers enormous power and a freedom from weakness and emotional pain in exchange for committing heinous and murderous atrocities across the globe. Whatever the being truly is, the Corrupt call it the Liberator: it frees them from all emotions causing them pain, guilt, or empathy. Instead, they are driven to destroy, torture, and terrorize with abandon. The only time they feel joy

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is when they serve their own worst instincts. Corrupt are also physically transformed, becoming larger, bulkier, and horrifying. They gain scaly dark skin, glowing eyes, and vicious talons. They are clad in a black carapace festooned with spikes and straps—the latter actually a part of them, rather than the armor it appears to be!

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

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

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+2, Vigor d10
Skills: Athletics d10, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d8, Occult d8, Shooting d8, Spellcasting d10, Stealth d8, Survival d8, Taunt d8
Pace: 8; **Parry:** 7; **Toughness:** 26 (12)
Hindrances: Bloodthirsty, Overconfident, Vow (Major—Serve the Liberator)
Edges: Alertness, Ambidextrous, Arcane Background (Magic), Brawny, Brute, Bruiser, Dodge (Imp), Hard to Kill, Fleet-Footed, Overrun, Quick, Two-Fisted
Powers: *Blind*, *boost/lower Trait*, *invisibility*, *smite*, *stun*. **PPE:** 20
Gear: NG-E4 Plasma Ejector (Range 24/48/96, 3d12+3 Mega Damage, RoF 1, It Burns).
Special Abilities:

- **Armored Hide:** What looks like strange leather-wrapped, spiky plate mail is actually the Corrupt's body; +12 MDC Armor, +4 Toughness.
- **Claws:** Str+d10 Mega Damage, AP 6 (includes Bruiser bonus).
- **Euphoric Bloodlust:** In combat, Corrupt automatically enter a state granting them the benefits (and penalties) of the Berserk Edge. They may only end their rage when the battle is over. Note this state does not prevent Corrupt from using firearms or casting spells!
- **Fast Regeneration:** Corrupt make a natural healing roll every round unless the Wounds were caused by a Weakness.
- **Fear (–1):** Corrupt invoke a Fear check at –1 when they are encountered.
- **Fearless:** Nothing in the Megaverse® frightens a Corrupt—they've bonded to the most terrifying entity there is.
- **PPE Vampire:** Whenever a Corrupt kills someone, he automatically gains 2 × their Spirit die in PPE for himself.
- **Special Senses:** Corrupt ignore Illumination penalties. They Notice thermal signatures and invisible entities at no penalty, ever.
- **Supernatural Form:** Half-damage from Fire, Heat, and Cold; immune to Disease, Poison, and most other Hazards.
- **Weakness (Holy Attacks):** Supernatural evil beings, the Corrupt take +4 damage from holy attacks and weapons.
- **Weakness (Life Energy):** Food and drink mean nothing to a Corrupt; they must slay and consume the life energy of sentient beings to feed.

MYSTIC KNIGHT

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

What little code the Mystic Knights do have revolves around themselves and signing on with a master or employer for a time, accomplishing whatever they are hired to do as effectively as possible. While

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in someone's employ, Mystic Knights make a show of deference and respect to that person or group. That's as far as it goes, however, and anyone who doesn't fall in the limited category of employer or master is subject to abuse, torment, or outright murder. No one hires the Mystic Knights lightly, for wherever they go, when the bloodshed starts, massacre is a goal rather than a consequence.

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

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

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

Pace: 8; **Parry:** 7; **Toughness:** 17 (7)

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

Edges: Alertness, Arcane Background (Miracles), Arcane Background (Psionics) Brave, Danger Sense, First Strike, Fleet-Footed, Frenzy (Imp), Martial Artist, Provoke

Powers (Miracles): *Bolt*, *deflection*, *protection*, *sloth/speed*, *smite.* **PPE:** 30

Powers (Psionics): *Arcane Protection*, *darksight*, *telekinesis.* **PPE:** 30

Gear: Mystic Knight Armor (+7 Armor, +3 Toughness), TW Katana (Str+d8+4 Mega Damage, AP 8, +2 Fighting, +1 Parry), TW Fireburst Rifle (Range 24/48/96, 4d6 Mega Damage, RoF 3, AP 2, SBT, It Burns, Shots 20), 2 × frag grenades (Range 5/10/20, 5d6 Mega Damage, LBT).

Special Abilities:

- **Expanded Awareness:** Mystic Knights *detect arcana* as an Innate Ability, and sense supernatural beings with Notice.
- **Invulnerability:** Mystic Knights gain +20 MDC Armor versus all arcane and mundane energy sources (including electricity, fire, ion, lasers, particle beams, and plasma). They ignore the AP of all damage from mundane energy sources (but not arcane ones).

MYSTIC KNIGHT CODE

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

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

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- **Ley Line Magic Mastery:** see *The Tomorrow Legion Player's Guide*).
- **Ley Line Phasing, Rejuvenation, and Sense:** see *The Tomorrow Legion Player's Guide*).
- **Onslaught:** Mystic Knights have access to the *bolt* Mega Power Modifiers of Greater Bolt and Onslaught—which they fire as beams of dark energy from their hands or eyes.
- **PPE Channeling:** Mystic Knights can expend PPE to power or recharge mundane items such as flashlights, computers, and batteries for no appreciable PPE, and can recharge E-clips for 1 PPE per shot.
- **Steal Ley Line Energy:** Mystic Knights can, as an instant reaction, Siphon PPE drawn by any other caster from a ley line during rituals. A Knight must be within Spirit × 2 and make an opposed arcane check, pitting her Faith skill against that of the other caster at the final round of the ritual's Dramatic Task.

MURDER WRAITH

Most people revile necromancy, and the Murder Wraiths are a shining example of exactly why. Combining the altered biology and neurological makeup of a Juicer with the powers of undeath is a nightmare recipe of epic proportions. Unfortunately, the necromancers of the Federation's Grim Reaper cult accomplished this terrifying feat.

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

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



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

Murder Wraiths are one of the more powerful forms of undead in the world, yet they have their weaknesses. They depend on both the life essence and the flesh of sentient living beings, and their days in the sun are effectively over. They appear not quite alive—sunken eyes, sallow

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or pale complexion—and exude a sweet smell of death. Whatever decency may have existed in the mind or soul of a Murder Wraith is corrupted, leaving only the most evil and sadistic parts of the persona.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d12+4, Vigor d12
Skills: Athletics d12, Common Knowledge d6, Fighting d12, Intimidation d8, Notice d8, Persuasion d4, Shooting d12, Stealth d10
Pace: 16; **Parry:** 8; **Toughness:** 19 (5)
Hindrances: Bloodthirsty, Overconfident
Edges: Brawny, Charge, Combat Reflexes, First Strike, Fleet-Footed, Frenzy (Imp), Hard to Kill, Quick
Gear: Juicer Assassin Plate Medium Armor (+5 Armor, +3 Toughness), JA-9 Laser Rifle (Range 30/60/120, 4d6 Damage, RoF 1, AP 3; Heavy Beam, ignores laser resistance, Multi-Optics Scope), Vibro-Longsword (Str+d10 Mega Damage, AP 10).
Special Abilities:

- **Fast Regeneration:** Roll Vigor to recover Wounds each round, and gain +2 to recover from Shaken.
- **Invulnerable:** Murder Wraiths can only be truly damaged by arcane magic and silver (Cyber-Knight abilities count as magic for these purposes). They can only be shaken by other attacks, even those as powerful as a Glitter Boy's Boom Gun or a Burster's flame bolt.
- **Uncanny Reflexes:** Like Juicers, Murder Wraiths are –2 to be hit in combat, and +2 to Evade. No longer dependent on the bio-comp, they start any combat situation with this ability.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to Disease and Poison.
- **Weakness (Holy and Magic Attacks):** Attacks from holy or blessed sources or weapons—such as those by Mystics and Cyber-Knights— and magic do +4 damage to Murder Wraiths.
- **Weakness (Flesh Hunger):** A Murder Wraith must consume at least a pound of sentient flesh a week or turn to goo and die. It must also drain at least 5 PPE from a victim each week or suffer the same fate—accomplished by touching a victim who is in pain (which makes torturing victims or eating them alive a favorite pastime). They can store up to 10 weeks of sustenance ahead of time by gorging the necessary amount of flesh and PPE.
- **Weakness (Sunlight):** Murder Wraiths suffer –2 to all Trait rolls during daylight hours, even if they are indoors or in the shade, while direct sunlight imposes a staggering –4 but does no damage.
- **Weakness (Bond of Servitude):** Murder Wraiths serve the commands of the necromancer who raised them. If they wish to deny their creator, they must succeed in an opposed Spirit roll at –2. On a success, it gains a single round of action to try and kill its master, while a raise grants five rounds. If the master is killed, the wraith is freed…yet must live on as the monster it is.

NECROMANCER

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

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

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Healing d8, Intimidation d8, Occult d10, Notice d8, Persuasion d6, Shooting d6, Spellcasting d10, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 13 (5)
Hindrances: Curious, Outsider

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

Powers: *Bolt*, *boost/lower Trait*, *darksight*, *deflection*, *drain Power Points*, *fear*, *healing*, *intangibility*, *protection*, *puppet*, *sloth/speed*, *slumber*, *wall walker*, *zombie*. **PPE:** 20

Gear: Ley Line Walker Medium Armor (+5 Armor, +2 Toughness, +4 vs Poison and Disease), TW Shard Pistol (Range 15/30/60, 3d4 Mega Damage, RoF 3, AP 4, 3RB, targets hit suffer *lower Trait* vs. Vigor, and with a raise Hinder).

Special Abilities:

- **Necromantic Prodigy:** Necromancers get a free reroll (can't reroll Critical Failures) on all Spellcasting rolls related to: *boost/lower Trait*, *divination*, *drain Power Points*, *fear*, *slumber*, *zombie*.
- **Phylactery:** All Necromancers craft an enchanted *memento mori* to store siphoned PPE. These phylacteries can hold up to 3 × the Necromancer's Spirit as a PPE reserve. Phylacteries become even more important to a Necromancer should he decide to become a lich.
- **Raise the Undead:** A far greater version of the *zombie* power, enabling a Necromancer to summon up a small army for extended periods of time. It takes an hour to perform the ritual (which can be done concurrent with the siphon PPE ability), and considerable blood sacrifice is required. At the end of the ritual, the Necromancer expends 1 PPE for each zombie or 2 PPE for each skeleton he wishes to raise, and the zombies can include the people he *just* murdered. There is *no* upward limit, save how much PPE he has to expend, although there must be a corpse or skeleton within 2 × his Spirit for each being he wants to raise. Undead raised this way are under his absolute control, and last until they are destroyed.
- **Siphon PPE:** Necromancers can drain mystical energy as per the **Siphoning PPE** Setting Rule in *The Tomorrow Legion Player's Guide*. Necromancers can use this extra energy to supplement their own PPE, storing extra power using their Phylactery ability. With such reserves available, even Novice Necromancers can raise a squad of zombies from a single graveyard.
- **Spiritual Awareness:** Necromancers attune to the spiritual world, gaining *detect arcana* as an Innate Ability with the reduced Power Points cost from both the Range (Self) and Aspect **Limitations**. They can sense supernatural beings and see ghosts, ethereal beings, and anyone using the *invisibility* power within line of sight with a Notice check.
- **Undead Link:** A Necromancer's link to the cycle of life and death grants her a natural healing roll once per day. In addition, a Necromancer cannot be turned into a vampire against her will and receives a +2 bonus to resist the *puppet* power of vampires.

SKELETON

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

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

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

Pace: 8; **Parry:** 6; **Toughness:** 13 (5)

Edges: Fleet-Footed

Gear: Decrepit Armor (+5 Armor), Laser Rifle (Range 24/48/96, Damage 4d6, RoF 1, AP 2), Vibro-Knife (Str+d6 Mega Damage, AP 6).

Special Abilities:

- **Bony Claws:** Str+d4.
- **Fearless:** Mindless undead are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; doesn't breathe; immune to Disease and Poison.

ZOMBIE

Zombies are strong and tough, but slow. There tend to be far more bodies available for zombies than for skeletons, which is

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why they are much more plentiful in a Necromancer's forces.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10
Skills: Athletics d4, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d4, Shooting d6
Pace: 4; **Parry:** 5; **Toughness:** 14 (5)
Hindrances: Hesitant
Edges: Brute
Gear: Decrepit Armor (+5 Armor), Laser Rifle (Range 24/48/96, Damage 4d6, RoF 1, AP 2), Vibro-Knife (Str+d6 Mega Damage, AP 6).
Special Abilities:

- **Bite:** Str+d4.
- **Fearless:** Mindless undead are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; doesn't breathe; immune to Disease and Poison.
- **Weakness (Head):** Called Shots to a zombie's head do the usual +4 damage.

SHIFTER

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

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

The Shifter's abilities described below are for when a Game Master wants to deal with the full process of summoning and controlling beings as part of the story. For the sake of convenience in a given tale, you should simply decide the Shifter successfully summoned and commands one or more beings to fight the heroes.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d8, Occult d10, Notice d10, Persuasion d10, Shooting d6, Spellcasting d10, Stealth d6, Survival d6
Pace: 6; **Parry:** 5; **Toughness:** 13 (5)
Hindrances: Curious, Overconfident
Edges: Arcane Background (Magic), Charismatic, Level Headed, Master of Magic, Rapid Recharge, Soul Drain
Powers: *Banish*, *boost/lower Trait*, *dispel*, *drain Power Points*, *illusion*, *intangibility*, *light/darkness*, *sloth/speed*, *summon ally*, *teleport*. **PPE:** 35
Gear: Ley Line Walker Medium Armor (+5 Armor, +2 Toughness, +4 vs Poison and Disease), TW Shard Pistol (Range 15/30/60, 3d4 Mega Damage, RoF 3, AP 4, 3RB, targets hit suffer *lower Trait* vs. Vigor, and with a raise Hinder), silver dagger (Str+d4).
Special Abilities:

- **Bind the Summoned:** Shifters can bind summoned beings to their service for an extended period of time. They do this by reducing their maximum PPE by the amount needed when casting *summon ally*. The creature remains bound to the Shifter's service until released or Incapacitated. The Shifter may retain up to one summoned ally per Rank (a Veteran Shifter may bind three beings). Bound allies have the Resilient ability. When using Magic Rituals, ignore 4 points of arcane skill roll penalties for Improved Duration.
- **Communication Rift:** By concentrating for a full round Shifters can open micro-Rifts across space and dimensions, just large enough to send and receive spoken messages; costs 15 PPE near a ley line, or 50 PPE away from one.
- **Dimension Sense:** With a Spellcasting roll, Shifters can determine the following about a dimension: environmental conditions, whether magic poor or rich, if there's a temporal shift, whether it is a parallel dimension, etc.

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- **Dimensional Teleport Home:** Once per day and for 25 PPE, a Shifter can *teleport* himself home regardless of distance.
- **Expanded Awareness:** Shifters *detect arcana* as an Innate Ability. With a Notice roll, they sense supernatural beings or the manipulation of time or dimensional energies.
- **Ley Line Phasing and Ley Line Gate:** See *The Tomorrow Legion Player's Guide*.
- **Ley Line Magic Mastery:** See *The Tomorrow Legion Player's Guide*.
- **Psychotically Brave:** Shifters gain +1 to Fear checks and subtract 1 from **Fear Table** results per Rank; i.e. a Veteran Shifter would be +3 and −3 respectively.
- **Sense Rifts:** Shifters can sense dimensional anomalies within 50 miles (direction, type, general location), or anywhere along a ley line's length.
- **Shift Reality:** Shifters get a free reroll (can't reroll Critical Failures) on all Spellcasting rolls related to: *banish, boost/lower Trait, drain Power Points, illusion, intangibility, invisibility, light/darkness, sloth/speed, sound/silence, summon ally, teleport*, and +4 to open, close, or manipulate Dimensional Portals.

DAEMONIX

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

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

Once on this side, the Tolkeenites actually offered the Daemonix a choice—serve with Tolkeen to save the city from the horrible Coalition Empire, or seek their fortunes in the new, wide world they'd been brought to. While the gesture seems noble on the surface, most understand it was a highly calculated risk, and a clever manipulation by those who conducted the rescue. With an offer to unleash their glorious, destructive might against an army, and the opportunity to be armed with magical devices to make them even more powerful and grand in this new world, there was little doubt the vast majority of the Daemonix would assent to the request to join Tolkeen's army.

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

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

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BASAL

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

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

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

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

Skills: Athletics d8, Common Knowledge d8, Fighting d8, Intimidation d10, Notice d8, Persuasion d8, Psionics d10, Shooting d6

Pace: 20; **Parry:** 6; **Toughness:** 26 (12)

Hindrances: Arrogant, Hesitant, Outsider

Edges: Alertness, Ambidextrous, Arcane Background (Psionics), Calculating, Frenzy (Imp), Master Psionic, Mentalist, Psi-Blade, Sixth Sense

Powers: *Boost/lower Trait*, *confusion*, *damage field*, *deflection*, *detect/conceal arcana*, *healing*, *illusion*, *mind link*, *mind reading*, *puppet*, *speak language*, *telekinesis.* **ISP:** 50

Gear: None; they eschew anything beyond their psionic powers. Note that the psi-blade of a Basal does Str+Spi Mega Damage, AP 10.

Special Abilities:

- **Armor +12:** Tough demon hide.
- **Aquatic:** Pace 6.
- **Environmental Immunity:** Cold, Disease, Fire, and Heat. Cold or heat-based attacks inflict half damage.
- **Fear:** Alien and creepy, Daemonix cause Fear checks when first encountered.
- **Immunity:** Any form of *possession.*
- **Size 6 (Large):** Even the smallest of the Daemonix is a big critter.
- **Slow Regeneration:** All Daemonix gain a natural healing roll once per day.
- **Techno-Wizard Devices:** Unlike other Daemonix, the Basal breed only takes on a six-legged mobile platform upgrade. Not only does this system provide an amazing Pace (with a d10 run die), it also gives the Basal the ability to perform a standing leap of 4", high or long—6" with a running start.

FECULENCE

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

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

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

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d10, Psionics d8, Shooting d8, Stealth d8, Survival d8

Pace: 10; **Parry:** 6; **Toughness:** 31 (14)

Hindrances: Curious, Mean, Outsider

Edges: Alertness, Ambidextrous, Arcane Background (Psionics), Giant Killer, Major Psionic, Mentalist, Steady Hands, Two-Gun Kid, Two-Fisted

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Powers: *Detect/conceal arcana*, *farsight*, *mind link*. **ISP:** 30

Gear: 2 × L-20 Pulse Laser Rifles (Range 24/48/96, Damage 4d6, RoF 3, AP 2; Heavy Pulse), 2 × Vibro-Swords (Str+d10 Mega Damage, AP 10).

Special Abilities:

- **Aquatic:** Pace 6.
- **Demon Hide:** Feculence have +14 Armor and +4 Toughness.
- **Environmental Immunity:** Cold, Disease, Electricity, and Poison. Cold-based attacks inflict half damage.
- **Fear:** Alien and creepy, Daemonix cause Fear checks when first encountered.
- **Low Light Vision:** Feculence ignore Dim and Dark Illumination.
- **Size 5 (Large):** Even the smallest of the Daemonix is still a big critter.
- **Techno-Wizard Devices:** Various leg and arm replacements grant each Feculence the following powers as Innate Abilities, activated with a Spirit roll (they are living PPE batteries and never run out of power for these devices): *blind*, *bolt*, *burst*, *confusion*, *entangle*, *fear*, *light/darkness*, *mind reading*, *puppet*, *slumber*, *smite*.
- **Tentacles:** With six articulated tentacles, the Feculence may make two tentacle actions each round.
- **Weakness (Heat/Fire):** Feculence suffer +4 damage from arcane Fire or heat-based attacks.

HANGDOG

"He who serves, the lowest of the low"—the translated name for this rather pathetic (in relative terms) breed of Daemonix. The leaders of Tolkeen made a minor attempt, when the Daemonix first came through the summoning portals, to elevate the breed. This was nearly disastrous as the other breeds threatened rebellion and the Basals who were handling



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initial negotiations explained that changing the caste order of their species was simply impossible. The Hangdogs are little more than moderately intelligent beasts of burden, and while they complain constantly about their lot in life, they seem utterly disinclined to change anything about it.

Hangdog Daemonix are huge, vaguely rhinoceros-like creatures with huge heads and massive horns. They have four legs and two almost comically large arms of immense strength. They are accustomed to tasks such as mining and pulling large cargo, but they've adapted to the role of war mounts with great capacity.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+7, Vigor d12+2
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d6, Survival d6
Pace: 10; **Parry:** 6; **Toughness:** 33 (15)
Hindrances: Loyal, Outsider
Edges: Alertness, Ambidextrous, Charge, Fleet-Footed, Frenzy (Imp)
Gear: None for themselves, but most Hangdogs ridden into battle have an elaborate Techno-Wizard platform cinched on, which gives the main rider dual fire-linked TW cannons (Range 80/160/320, 4d8 Mega Damage, RoF 1 AP 8) and a rear "tail gunner" seat with a TK Machine Gun mounted (Range 30/60/120, Damage 4d6, RoF 4, AP 3).
Special Abilities:

- **Bite, Claws, or Horn:** Str+2d8 Mega Damage, AP 16.
- **Burrowing:** Hangdogs can dig through even solid rock at their Pace.
- **Demon Hide:** Hangdogs have +15 Armor and +3 Toughness.
- **Environmental Immunity:** Cold, Disease, Fire, and Heat. Heat-based attacks inflict half damage.
- **Fear:** Alien and creepy, Daemonix cause Fear checks when first encountered.
- **Gore:** If the Hangdog moves at least 5" before attacking, it gains +4 to the damage total.
- **Immunity:** Hangdogs are immune to cold-based attacks.
- **Low Light Vision:** Hangdogs ignore Dim and Dark Illumination.
- **Size 6 (Large):** Hangdogs are only about 11 feet tall, but nearly 20 feet in length—truly massive.
- **Slow Regeneration:** All Daemonix gain a natural healing roll once per day.
- **Tracking Scent:** Hangdogs gain a +2 to all Survival (tracking) checks based on scent. If the target is bleeding, the bonus increases to +4.

IMMOLATOR

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

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

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+6, Vigor d12+1
Skills: Athletics d10, Common Knowledge d4, Fighting d10, Intimidation d8, Notice d6, Psionics d6, Shooting d8, Survival d6
Pace: 8; **Parry:** 7; **Toughness:** 37 (20)
Hindrances: Impulsive, Outsider
Edges: Alertness, Ambidextrous, Arcane Background (Psionics), Sweep (Imp), Major Psionic
Powers: *Detect/conceal arcana, telekinesis.*
ISP: 20
Gear: TW laser (Range 40/80/160, 4d6 Mega Damage, RoF 3, AP 5), TW lightning wand (Cone Template, 2d12 Mega Damage, AP 4), TW rod (Str+d12 Mega Damage, AP 6).
Special Abilities:

- **Aquatic:** Immolators can breathe underwater and move their Pace in water.
- **Bite or Stomp:** Str+2d6 Mega Damage, AP 12.

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- **Demon Hide:** Immolators have +20 Armor and +3 Toughness.
- **Environmental Immunity:** Cold, Disease, Fire, and Heat. Heat-based attacks inflict half damage.
- **Fear:** Alien and creepy, Daemonix cause Fear checks when first encountered.
- **Low Light Vision:** Immolators ignore Dim and Dark Illumination.
- **Size 6 (Large):** Immolators are 20–24 feet tall and mighty in build.
- **Slow Regeneration:** All Daemonix gain a natural healing roll once per day.
- **Techno-Wizard Devices:** Various leg and hand replacements, as well as head implants, grant each Immolator the following powers as Innate Abilities, activated with a Spirit roll (they are living PPE batteries and never run out of power): *protection, barrier, bolt, dispel, drain Power Points, entangle, fear, havoc, sloth/speed.*

MANSLAYER

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

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

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+4, Vigor d12
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d6, Psionics d6, Shooting d8, Survival d6
Pace: 8; **Parry:** 6; **Toughness:** 29 (14)
Hindrances: Bloodthirsty, Outsider



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Edges: Alertness, Ambidextrous, Arcane Background (Psionics), Major Psionic
Powers: *Relief, telekinesis.* **ISP:** 20
Gear: TW fire cannon (Range 25/50/100, Damage 3d12 Mega Damage, RoF 1, It Burns), TW lightning gun (Cone Template, 4d6+1 Mega Damage, AP 4), TW frostblade (Str+2d8 Mega Damage, AP 8).
Special Abilities:

- **Aquatic:** Manslayers can breathe underwater and move their Pace in water.
- **Bite or Stomp:** Str+2d4 Mega Damage, AP 10.
- **Demon Hide:** Manslayers have +14 Armor and +2 Toughness.
- **Environmental Immunity:** Cold, Disease, Fire, and Heat. Heat-based attacks inflict half damage.
- **Fear:** Alien and creepy, Daemonix cause Fear checks when first encountered.
- **Immunity:** Manslayers are immune to cold-based attacks.
- **Infravision:** Manslayers ignore two points of penalties from bright lights and flashes, and can see the heat patterns of living things—halve Illumination penalties when attacking warm targets (including invisible beings).
- **Low Light Vision:** Manslayers ignore Dim and Dark Illumination.
- **Size 5 (Large):** Manslayers are an impressive 18 feet tall.
- **Slow Regeneration:** All Daemonix gain a natural healing roll once per day.
- **Techno-Wizard Devices:** Various leg and hand replacements, as well as head gear, grant each Manslayer the following powers as Innate Abilities, activated with a Spirit roll (they are living PPE batteries and never run out of power for these devices): *protection, fly, invisibility, sloth/speed.*

AUTOMATON

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

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

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

The link between controller and arcane machine is pretty impressive, allowing each to see and sense what the other experiences. Those who go through the bonding ritual can actually control their Automatons at a distance of their Spirit × 2; otherwise, the operator must be in physical contact with the arcane golem. For a typical pilot, use the stats of the Combat Mage (page 22), and assume she has Piloting d8 and the Automaton version of the Robot Vehicle Jock Edge. In combat, Automatons are vehicles following the same rules as robot vehicles.

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BATTLELORD

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

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

Battlelord: Size 7 (Large), Handling +1, Pace 12 + d8 (50 MPH), Toughness 46 (22), Crew 1, Strength d12+6

Notes: MDC Armor

- **Fear:** Battlelord Automatons cause Fear checks when encountered.
- **Spellcasting:** The operator can cause the Battlelord to cast the following spells, using the lower of his Piloting or Spellcasting Skill. These spells draw on the Automaton's near-unlimited PPE store, and all can be cast using standard and mega Power Modifiers: *barrier*, *darksight*, *deflection*, *detect/conceal arcana*, *entangle*, *farsight*.
- **Special Qualities:** The Battlelord has Arcane Resistance (Imp), which it shares with its controller. This can be activated and deactivated as an Innate Ability. It also has Fast Regeneration (at d12 Vigor), but the operator must spend his own 10 PPE to activate it, and it only lasts five rounds per activation.

Weapons:

- Magic Two-Handed Sword (Str+2d12 Mega Damage, AP 24, Reach 2).
- Lightning Blasts (Range 80/160/320, 3d10 + 3 Mega Damage, RoF 1, AP 20).
- Eye Beams (Range 120/240/480, 4d6 Mega Damage, RoF 4, AP 5, Anti-Personnel).

EARTH THUNDER

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

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

Earth Thunder: Size 4 (Large), Handling +1, Pace 10 + d8 (40 MPH), Toughness 26 (8), Crew 1, Strength d12+3

Notes: MDC Armor

- **Spellcasting:** The operator can cause the Earth Thunder to cast the following spells, using the lower of his Piloting or Spellcasting skills. These spells draw on the Automaton's PPE store of 30 (the operator can also substitute his own PPE), and all can be cast using their Mega Power Modifiers: *barrier*, *bolt*, *burst*, *deflection*, *detect/conceal arcana*, *telekinesis*.
- **Special Qualities:** The Earth Thunder has permanent *darksight* and *farsight*, shared with its controller. It also has Fast Regeneration (at d12 Vigor), but the operator must spend his own 10 PPE to activate it, and it only lasts five rounds per activation.

Weapons:

- Magic Sword (Str+2d6 + 2 Mega Damage, AP 12, Reach 1).

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SAVAGE TALE: MEET THE NEW BOSS

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

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

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

CROSSING THE MISSISSIPPI

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

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

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

- **Murder Wraith:** See page 26.
- **Grim Reaper Juicers (2):** Use Juicer stats (page 63); both are on Last Call with only 3 Burn each (d8 Burn Die).
- **Mercenary Soldiers (4):** Use Soldier stats (page 66).

OCCUPIED WICKLIFFE

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

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

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

To keep the momentum going, and give all sorts of skills and plans a chance to shine, run this portion of the adventure as a Quick Encounter. Use the Dangerous level of Encounter Results for heroes using a more "wetwork" approach against the guards (see **Quick Encounters** in *Savage Worlds*).

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GLITTER BOYS AND ROBOT VEHICLE PILOTS

A lot of the combat in this scenario happens inside, with innocents as potential bystanders. This makes it pretty close to impossible to take a Glitter Boy or robot vehicle into the fight. This is one of those scenarios where the pilots need to rely on their other abilities and gear to get through.

That's OK, and should happen every once in a while, as a balancing factor against their otherwise devastating role in most conflicts.

CITY HALL

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

On the first floor, among the various people passed out, dancing, drinking, or otherwise occupied with party activities, there are armed mercs and more Grim Reaper Juicers. Ambrosia is on the second floor, "holding court," with the rest of the Juicers and Murder Wraiths (even if it's daytime, when they suffer penalties). Again, there are innocents everywhere, including a handful of males and females chained to the makeshift throne she's had crafted for herself—use the rules for **Innocent Bystanders** in *Savage Worlds*.

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

The building's interior is awash in pounding, thundering techno music. All hearing-based Notice checks are at −4. The lighting is pretty crappy, as well, imposing Dim (−1) penalties on attack rolls for anyone without some kind of offsetting enhancement.

- **Ambrosia Skyler:** a Juicer (page 63) armed with a WI-C8 "Juicer Chainsaw" (see *The Tomorrow Legion Player's Guide*), on Last Call with 1 Burn left (d12 Burn Die), which she will spend!
- **Murder Wraiths (1 per two heroes, rounded up):** See page 26, all are on the second floor.
- **Grim Reaper Juicers (1 per hero):** Use the Juicer stats (page 63); all are on Last Call with only 2 Burn each (d10 Burn Die). Half are on the first floor, the rest are on the second floor.
- **Mercenary Soldiers (2 + 1 per hero):** use Soldier stats (page 66), both floors.

IN THE BASEMENT

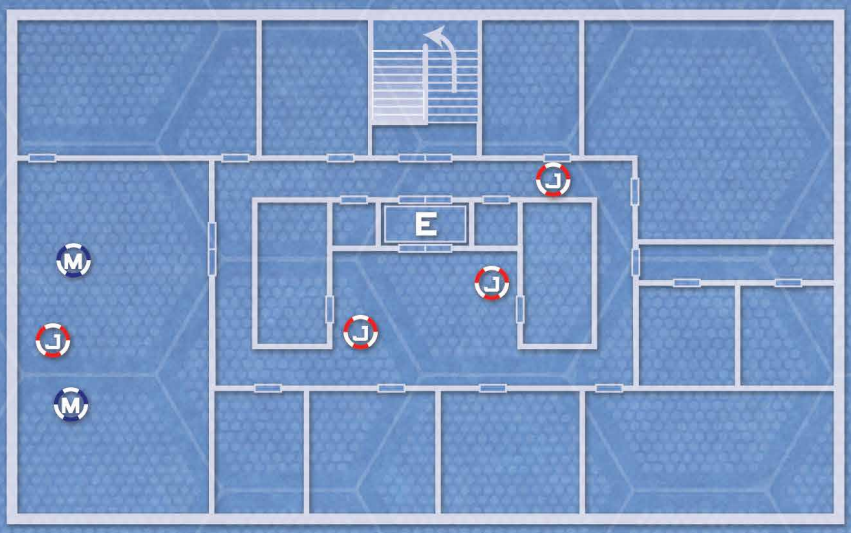
The real leader of the operation is a Grim Reaper Necromancer by the name of Oliver Breckinridge. He's made his lair in the basement of the Wickliffe City Hall. He's the one Ambrosia is linked to, who brings her to full Murder Wraith status once she finally dies. He's hoping to set himself up in the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

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

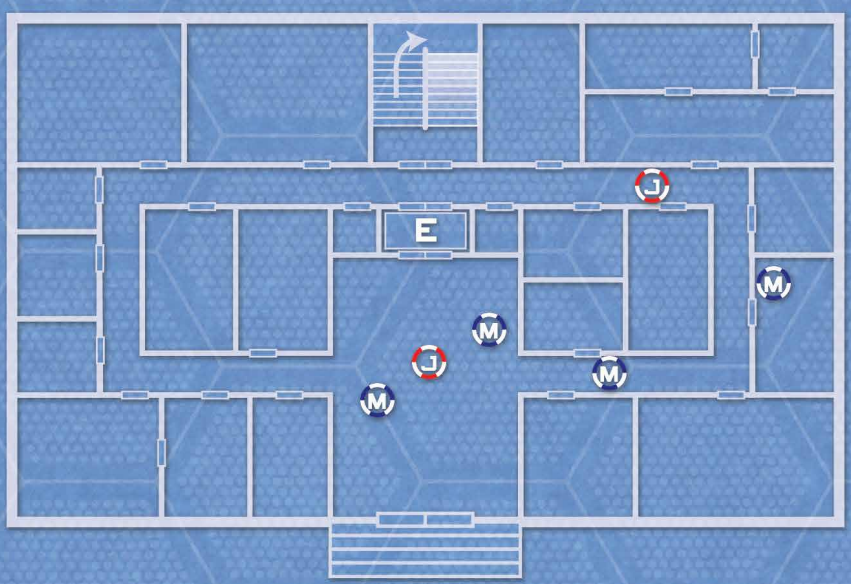
Oliver keeps a handful of zombies and skeletons on hand to defend him, as well as some Murder Wraiths.

- **Oliver Breckinridge:** a Necromancer (page 27).
- **Murder Wraiths (1 per hero):** See page 26.
- **Zombies (1 + 2 per hero):** See page 28.
- **Skeletons (2 + 1 per hero):** See page 28.

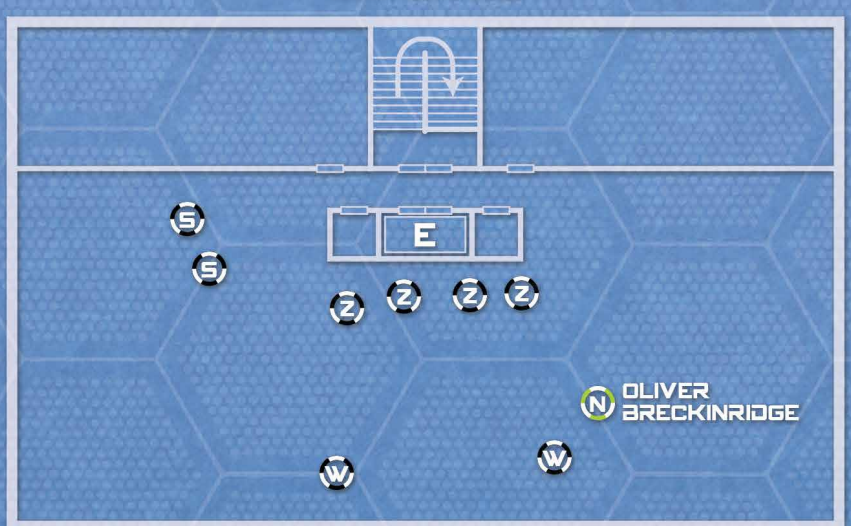
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SECOND FLOOR



GROUND FLOOR



BASEMENT

N

1 HEX = 6 YARDS

J GRIM REAPER JUICER
M MERCENARY
N NECROMANCER
W MURDER WRAITH
S SKELETON
Z ZOMBIE

WICKLIFFE TOWN HALL

Joshua Danish (Order #49370917)

THE BLACK MARKET

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

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

Meanwhile, the average person still interacts with what she understands to be the Black Market, including sales agents, backroom dealers, smugglers, enforcers, and other foot soldiers and operatives who do the day-to-day business. Any given Black Market outfit operates fairly independently, in a cellular fashion. If something happens to it, the damage to the greater cartel to which it belongs is usually slight, and damage to the American Black Market Network is practically nil. Nonetheless, the bosses of this vast network of criminal enterprises take *any* damage to their enterprises poorly, and retribution is often swift and final. In addition to the special agents detailed below, mercenaries and specialists (page 56) are regularly employed to handle all kinds of troubleshooting.

GILBERT FAIRCHILD, CAPTAIN OF THE RAZORBACH CREW

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

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

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

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

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well protected against monsters, bandits, and other threats.

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

His time as a Black Market soldier, and then Enforcer, made Gilbert Fairchild a very tough customer. He's also smart and educated about things that matter to his plans.

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

Skills: Academics d6, Athletics d10, Common Knowledge d10, Fighting d10, Gambling d6, Intimidation d8, Notice d8, Persuasion d10, Shooting d10, Stealth d6, Survival d6, Taunt d6, Thievery d8

Pace: 6; **Parry:** 7; **Toughness:** 20 (8)

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

Edges: Bruiser, Combat Reflexes, Command Presence, Connections (Black Market), Dodge, First Strike, Hard to Kill, Level Headed, Natural Leader, Steady Hands, Strong Willed, Tricky Fighter

Gear: Branaghan EBA and armored duster (+8 Armor, +3 Toughness), NG-LG6 Laser Rifle (Range 24/48/96, Damage 4d6, RoF 1, AP 2) and Launcher (18/36/72, 3d12 MD, SBT, It Burns), NG-57 Heavy Ion Blaster (Range 12/24/48, Damage 1–3d8+2, RoF 1), Vibro-Longsword (Str+d10 Mega Damage, AP 10).

Cybernetics: Bionic Strength Augmentation II, Core Electronics Package, Cyber-Wired Reflexes, Optics Package (+2 sight-based Notice), Range Data System (offset Shooting penalties by two), Synthetic Organ Replacement I.

BLACK MARKET ENFORCER

The Black Market employs thousands of soldiers, mercenaries, and specialists on both temporary and permanent bases, but the bosses and captains greatly count upon Enforcers to ensure things get done (and correctly). Enforcers are powerful combatants, certainly, but they are also expected to think on their feet, analyze the needs of the organization, and provide leadership in a crisis. Those who reach the rank of Enforcer in the Black Market are highly valued, but they also face strict and even deadly consequences for failure.

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

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

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

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

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

Gear: Bushman Medium EBA (+6 Armor, +2 Toughness), L-20 Pulse Laser Rifle (Range 24/48/96, Damage 4d6, RoF 3, AP 2; Heavy Pulse), Vibro-Longsword (Str+d10 Mega Damage, AP 10), 2 × frag grenades (Range 5/10/20, 4d6 Mega Damage, LBT).

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LIFELINE

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

ONE GOOD TURN

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

BLACK MARKET EXPEDITOR

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

Such agents are often placed in charge of specific tasks and limited operations, rather than running a permanent gang or facility. An Expeditor often has one or two Enforcers as well as numerous soldiers and specialists to call upon if needed. However, when muscle and enforcement are called for, most Expeditors feel they've made a mistake. The exception, of course, is when interlopers stick their noses into an operation and muddy the waters, at which point the Expeditor is all too happy to see the irritant removed.

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

Skills: Academics d6, Athletics d6, Common Knowledge d8, Electronics d8, Fighting d6, Hacking d6, Intimidation d8, Notice d8, Persuasion d8, Shooting d6, Stealth d8, Taunt d8, Thievery d6

Pace: 6; **Parry:** 6; **Toughness:** 12 (5)

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

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

Gear: Urban Warrior Tactical Medium EBA (+5 Armor, +2 Toughness), Wilk's 237 Backup Laser Pistol (Range 10/20/40, Damage 3d6+3, RoF 1, AP 4), Vibro-Knife (Str+d6 Mega Damage, AP 6), 2 × frag grenades (Range 5/10/20, 5d6 Mega Damage, LBT).

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RIFT RUNNER

The Black Market's Immortal Hand faction relies heavily on wielders of magic and supernatural beings to operate within and around the Magic Zone. They've cultivated specialized operatives known as Rift Runners — effectively Ley Line Walkers who focus their magic on smuggling, stealth, communication, and travel. Most Rift Runners have little interest in raw power, combat dominance, or political influence; rather, they're in it for the money, wielding their amazing magic capabilities to earn fat paychecks and juicy perks.

This doesn't mean a Rift Runner won't put up a nasty fight if cornered. The best of them are known for finding what is required, accomplishing the job, and getting goods to market, regardless of how it's done. Rift Runners are also frequently employed as thieves, snatching magic artifacts, alchemical supplies, or anything else their bosses want to sell elsewhere.

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

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Hacking d6, Notice d10, Occult d8, Persuasion d8, Research d8, Shooting d8, Spellcasting d10, Stealth d8, Survival d6, Thievery d8

Pace: 6; **Parry:** 6; **Toughness:** 10 (3)

Hindrances: Greedy (Minor), Loyal

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

Powers: *Blind, confusion, darksight, deflection, disguise, intangibility, invisibility, light/darkness, speak language, sloth/speed, teleport, wall walker.* **PPE:** 25

Gear: Ley Line Walker Light Armor (+3 Armor, +1 Toughness, +4 vs Disease and Poison, −2 to Notice rolls to detect the armor.), TW Telekinetic Revolver (Range 12/24/48, 3d6 Mega Damage, RoF 1, AP 3), silver dagger (Str+d4).

Special Abilities:

- **Expanded Awareness:** Rift Runners *detect arcana* as an Innate Ability. With a Notice roll they sense supernatural beings.
- **Ley Line Walker Abilities:** Rift Runners share the following Ley Line Walker special abilities — Ley Line Magic Mastery, Ley Line Rejuvenation, Ley Line Sense, Ley Line Transmission, and Ley Line Walking (see **Ley Line Walker** in *The Tomorrow Legion Player's Guide*).
- **Magic Bag:** Rift Runners learn a very special application of the *invisibility* power which allows them to designate a single carried container (backpack, satchel, suitcase, etc.) and all of its contents unseen by normal vision. As long as the Rift Runner has at least one PPE in reserve, he can maintain this effect indefinitely. This ability is a closely guarded secret, only taught to those Ley Line Walkers who serve the Immortal Hand.



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1st Apocalyptic Cavalry

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

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

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

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

Although Missouri is a Coalition State, Sprite still sends forces into the region regularly, knowing the CS Missouri military is stretched thin and primarily focused on the larger agricultural estates north of the Missouri River. This means any D-Bees in the area are at risk of being accused of crimes (falsely or justly) when the Cavalry rides through, possibly placing them in direct confrontation with the Tomorrow Legion. Also, there are a few bad apple patrol and raid leaders who don't much care *who* they maraud if they want to grab resources or money before heading home—though if caught they will be brought before General Sprite himself for judgment.

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

1st Apocalyptic Cavalry Horse

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+1, Vigor d10
Skills: Athletics d8, Fighting d8, Notice d6
Pace: 10; **Parry:** 6; **Toughness:** 19 (6)
Edges: Fleet-Footed
Gear: Barding (+6 Armor, +3 Toughness).
Special Abilities:

- **Kick:** Str+d4, to the front or rear.
- **Size 3 (Normal):** Bred for a mix of stature and speed.

Robot Horse

A large number of Sprite's cavalrymen ride robot horses or hovercycles, giving them extraordinary speed and combat capabilities. Based on the mustangs of old, these robot horses are of a strong, compact model.

RH100 Robot Horse: Size 2 (Normal), Handling +2, Top Speed 75 MPH, Toughness 24 (12), Crew 1+1, Remaining Mods 3.
Notes: ATV, Exposed Crew, Nuclear-Powered, STS, uses Riding skill.
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+5, Vigor d12
Skills: Athletics d8, Fighting d6, Notice d6, Survival d6
Weapons:

- Kick (Str+d6 Mega Damage).

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General Henneth Sprite

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

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

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

Skills: Athletics d8, Battle d8, Common Knowledge d8, Fighting d12, Intimidation d8, Notice d8, Riding d10, Persuasion d10, Shooting d12, Stealth d6, Survival d8

Pace: 6; **Parry:** 8; **Toughness:** 22 (8)

Hindrances: Driven (Major—kill D-Bees and monsters), Loyal, Ruthless (Minor)

Edges: Ambidextrous, Brawny, Bruiser, Charismatic, Combat Reflexes, Command Presence, Elan, Harder to Kill, Inspire, Level Headed (Imp), Marksman, Natural Leader, Nerves of Steel, Steady Hands, Tactician, Two-Gun Kid, Woodsman

Gear: Branaghan EBA and armored duster (+8 Armor, +3 Toughness), 2 × Wilk's-Remi "Six-Shooter" Laser Pistols (Range 15/30/60, Damage 3d6+3, RoF 1, AP 4), BigBore Sawed-Off Shotgun (Range 5/10/20, Damage 1–3d8+2 Mega Damage, RoF 1–2, AP 4), NG-P7 Particle Beam Rifle (Range 18/36/72, 4d8 Mega Damage, AP 8, RoF 1, Disintegration, Atomic Annihilation), silvered survival knife (Str+d4).

Cybernetics: Core Electronics Package.

Sergeant Olivia Rodriguez

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

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

Sergeant Rodriguez and her troops share a desire to make the land safe for humans again, and are highly motivated to seek out any D-Bees they can eliminate. She prefers to focus on those who put up a fight, and generally only harasses and takes resources from D-Bees and communities who harbor them if no one actually stands up to her or her men. Olivia rides into the field astride her robot horse, Firebrand.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d6, Persuasion d6, Piloting d6, Riding d10, Shooting d10, Stealth d6, Survival d6

Pace: 6; **Parry:** 7; **Toughness:** 12 (3)

Hindrances: Loyal, Stubborn, Vengeful (Major)

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

Gear: NG Maverick Riding Armor (+3 Armor, +2 Toughness), Wilk's-Remi 157 "Judgment Day" Rifle (Range 30/60/120, Damage 4d6+1, RoF 3, AP 3, Heavy Pulse), NG-45LP Long Pistol (Range 15/30/60 3d8 MD, RoF 1, AP 4, Disintegration, Atomic Annihilation), Vibro-Knife (Str+d6 Mega Damage, AP 6).

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1st Apocalyptic Cavalry Soldier

The troops under General Sprite's command aren't allowed to go into the field without knowing how to ride a horse and pilot a hovercycle, and they need to be able to fight and shoot while mounted and moving. All ride into battle by some means of transportation.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Driving d6, Fighting d6, Notice d6, Persuasion d4, Piloting d6, Riding d6, Shooting d6, Stealth d6, Survival d6
Pace: 6; **Parry:** 5; **Toughness:** 10 (3)
Hindrances: Greedy (Minor), Loyal
Edges: Steady Hands
Gear: NG RA15 Cannonball Ride Armor (+3 Armor, +2 Toughness), Wilk's-Remi 147 Laser Rifle (Range 24/48/96, Damage 4d6, RoF 1, AP 2), Wilk's-Remi "Six-Shooter" Laser Pistol (Range 15/30/60, Damage 3d6, RoF 1, AP 3), Vibro-Knife (Str+d6 Mega Damage, AP 6).

Road Boss Combat Chopper

A product of Wellington Industries, the Road Boss is a low-slung retro-styled "chopper" touring motorcycle… with a flex-fuel system, heavy armor plating, high-tech interface goggles, and an over-the-shoulder assault cannon (200,000 credits, Rarity +0).

W.I. Road Boss: Size 3 (Normal), Handling +2, 185 MPH, Toughness 19 (9), Crew 1
Notes: ATV, Exposed Crew, STS, Max Range 725 Miles, MDC Armor.
Weapons:
- "Catapult" 40mm Cannon (fixed front, Shots 30, HE rounds)
- Anti-Personnel Laser (front arc)
- Mini-Missiles (RoF 4, Shots 16)

The Pecos Empire

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

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

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

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EMPEROR SABRE LASAR

While most folks smirk or even laugh when the phrase "Pecos Empire" is used with any seriousness, few deny Sabre Lasar his self-appointed title of Emperor. Too many times, he's successfully stepped up, rallied the various clans, tribes, and gangs, and fought off challenges to the sovereignty of the region and serious dangers to its people. When he speaks of a land that will one day be a shining example of what could be in this new world, even the most cynical of his followers harbor a deep hope he might be right. Such is the charisma and leadership of the man…

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

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

For all his public demeanor (and public relations efforts), neither Lasar nor his personal army, the Sabre Warriors, are particularly *good* at heart. While they aren't wanton in their destruction, they are still bandits and raiders who primarily live by taking what they want or need from others. Sabre avoids targeting folks closest to where he resides and roams, but he'll let his troops be who they are and do what they do, stopping them just short of excessive murder or other atrocities. Encounters with Sabre Warriors do not *need* to result in combat, but they won't hesitate to throw down with anyone who interferes with their business.

The stats presented are for Sabre Lasar when he's in his human form (which is almost always). Should he take on his dragon form (which would only be in a truly desperate situation, and never around anyone who knows him), use the Flame Wind Dragon (Young Adult) write-up on page 72. Even in this form, he is insanely powerful and tough (though he does all he can to act like he's not *quite* that indestructible or strong).

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

Skills: Athletics d12, Common Knowledge d10, Fighting d12, Intimidation d8, Occult d10, Notice d10, Persuasion d10, Psionics d10, Shooting d10, Spellcasting d10, Survival d6, Stealth d8, Taunt d8,

Pace: 8; **Parry:** 8; **Toughness:** 20 (9)

Hindrances: Cautious, Loyal, Secret (Major)

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

Powers (Magic): *Arcane protection, banish, barrier, blast, boost/lower Trait, deflection, dispel, entangle, light/darkness, intangibility, protection, sloth/speed, slumber.* **PPE:** 40

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

Gear: Modified "new-style" Dead Boy EBA (+9 Armor, +3 Toughness), C-29 "Hellfire" Plasma Cannon (Range 18/36/72, 3d12+3 Mega Damage, RoF 1, Snapfire, It Burns, Multi-Optics Scope), 6 × plasma grenades (Range 5/10/20, 3d12 MD, SBT, It Burns) Vibro-Knife (Str+d6 MD, AP 6).

Special Abilities:

- **Darkvision:** Sabre can see heat signatures so well, he ignores all Illumination penalties.
- **Environmental Immunity:** As a dragon, Sabre is immune to Cold, Fire,

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Heat, and virtually all mortal Poison and Disease.

- **Expanded Awareness:** Sabre Lasar can *detect arcana* as an Innate Ability, and with a Notice roll sense supernatural beings.
- **Fast Regeneration:** Sabre makes a natural healing roll every round.
- **Impervious to Fire:** No fire or heat of any kind—natural or magical, environmental or as an attack—harms Sabre Lasar.
- **Invisibility:** Sabre can use the *invisibility* power on himself as an Innate Ability, no roll required. He only gains the base success level (−4 to be detected, −4 to be attacked). He uses this very sparingly, not wishing to appear cowardly or to give away all his secrets.
- **Ley Line Walker Abilities:** Sabre has the following Ley Line Walker special abilities: Ley Line Magic Mastery, Ley Line Rejuvenation, Ley Line Sense, Ley Line Transmission, and Ley Line Walking (see **Ley Line Walker** in *The Tomorrow Legion Player's Guide*).
- **Metamorphosis:** As a dragon, Sabre may change his shape and size as an action, appearing as any living creature from the size of a house cat to anything his natural size and weight. He can maintain any such form indefinitely, even while sleeping. The dragon gains no special properties of what he mimics, only the size and appearance, but he retains most of his own abilities except those only usable in dragon form (Armored Hide, Claws/Bite, Fear, Fire Breath, Flaming Scales, Tail Lash, etc.), see *The Tomorrow Legion Player's Guide*.
- **Nigh-Immortality:** Unless killed, Sabre can live anywhere from 6,000 to 12,000 years, and requires only magical energy to sustain himself—eating and drinking simply for pleasure.
- **Teleportation:** Sabre can use *teleport* as an Innate Ability, rolling Spirit for the check and drawing on his PPE to fuel the attempt.

WARLORD JAKUUL

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

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

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

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

Skills: Athletics d10, Battle d8, Common Knowledge d8, Fighting d10, Intimidation d8, Notice d8, Persuasion d8, Shooting d8, Stealth d8, Survival d8

Pace: 10; **Parry:** 7; **Toughness:** 23 (7)

Hindrances: Greedy (Minor), Overconfident, Stubborn

Edges: Brawny, Bruiser, Charge, Combat Reflexes, Command, Fervor, Fleet-Footed, Frenzy (Imp), Harder to Kill, Marksman

Gear: Juicer Assassin Plate Armor (+5 Armor, +3 Toughness), C-14 "Fire Breather" Laser Rifle (Range 24/48/96, Damage 4d6, RoF 1, AP 3) grenade launcher (Range 18/36/72, 3d12 Mega Damage, SBT, It Burns), Impact Hammer (Str+2d6+2, +2 damage to break objects), 2 × frag grenades (Range 5/10/20, 5d6 Mega Damage, LBT).

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Special Abilities:

- **Armor +2:** Jakuul has natural Armor.
- **Claws:** Str+d6; +2 Athletics (climbing).
- **Infravision:** Jakuul halves Illumination penalties against warm targets.
- **Size 2 (Normal):** Jakuul is big and imposing.
- **Slow Regeneration:** Jakuul gains a natural healing check once per day.
- **Weakness (Cold):** Jakuul's reptilian species suffers +2 damage from cold attacks, and −2 on Fatigue checks to resist Cold Hazards.



PECOS RAIDER

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

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

Skills: Athletics d6, Common Knowledge d4, Driving d6, Fighting d6, Intimidation d6, Notice d6, Piloting d6, Riding d6, Shooting d6, Stealth d6, Survival d4

Pace: 6; **Parry:** 5; **Toughness:** 12 (5)

Hindrances: Greedy (Major), Loyal, Mean

Edges: Extraction, Steady Hands

Gear: Huntsman Medium Personal Armor (+5 Armor, +2 Toughness), L-20 Pulse Laser Rifle (Range 24/48/96, Damage 4d6, RoF 3, AP 2; Heavy Pulse), 1 × frag grenade (Range 5/10/20, 5d6 Mega Damage, LBT), Vibro-Knife (Str+d6 Mega Damage, AP 6).

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ATLANTIS

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

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

Atlantis is ruled by the hideous and god-like Splugorth (specifically, one named Splynncryth). Those who serve with any status are known as Splugorth Minions. All others are subjects, visitor, or slaves; the latter actually make up the vast majority of the population in Atlantis. Most such beings never leave the continent, but there is a subset of entities frequently sent to the North American lands (and elsewhere) to explore, raid, and return to Atlantis



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with whatever slaves and treasures can be attained. Encounters with Minions of the Splugorth cannot help but result in spectacular violence, for they are truly evil, monstrous beings who see humans and most other sentients as slaves, food, or worse.

SPLUGORTH SLAVER

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

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

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

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

Skills: Athletics d10, Common Knowledge d6, Fighting d10, Intimidation d10, Notice d8, Persuasion d6, Shooting d8, Spellcasting d10, Stealth d8, Survival d8

Pace: 8; **Parry:** 9; **Toughness:** 32 (12)

Hindrances: Bloodthirsty, Mean, Overconfident, Outsider, Ugly

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

Powers: *Arcane protection*, *blind*, *bolt*, *burst*, *confusion*, *deflection*, *dispel*, *fear*, *invisibility*, *light/darkness*, *speak language*. **PPE:** 40.

Gear: Forearm Plasma Blaster (Range 30/60/120, 3d12+6 Mega Damage, RoF 1, It Burns), Barge-Mounted Stun Blaster (Range 18/36/72, MBT, targets check Vigor, at −2 with a raise, to avoid being Stunned), Head Laser (Range 24/48/96, Damage 4d6+1, RoF 1, AP 5, Anti-Personnel), Staff of Eylor (Str+d12, AP 6, Mega Damage, Reach 1).

Special Abilities:

- **Aquatic:** Pace 12 with a d6 run die.
- **Barge Shielding:** The barge is usually covered in a dome-like energy shield that functions like the *barrier* power, with Hardness 20 (MDC) which protects anyone aboard. If damage breaks this shield, it's temporarily knocked down until the start of the Slaver's next turn, returning to full strength at that time. The shielding does *not* block attacks originating within the barge, so occupants can fire at opponents.
- **Bio-wizard Slime:** Slavers have +12 Armor and +7 Toughness.
- **Claw/Bite:** Str+2d6 Mega Damage, AP 6.
- **Fear (–2):** Slavers are terrifying, causing Fear checks at −2 when encountered.
- **Flight:** The Slaver's barge body can silently levitate at Pace 12 with a d6 run die up to a maximum height of 500 feet.
- **Floating Eyes System:** Between the five emplaced eyes and the five separate spheres, the Slaver gains +4 to all Notice and Survival (tracking) checks; can see even fully invisible creatures; and has the *darksight* and *farsight* powers active at all times, with raise effects.
- **Ley Line Transmission:** Slavers can send and receive spoken messages along ley lines over any distance.
- **Size 5 (Large):** Splugorth Slavers, atop their great floating barges, are massive at 14 feet in height; they gain a fourth Wound level and +5 Toughness.
- **Slow Regeneration:** Splugorth Slavers make a natural healing roll daily to recover Wounds, or Injuries once all Wounds are healed.
- **Symbiotes:** Splugorth Slavers carry dozens of bio-wizardry crafted symbiotes and parasites with them,

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useful for binding and controlling slaves as well as healing. Assume all captured slaves are under the effects of *puppet* (opposed by a skill roll of d12), and the Slaver can use the *healing* power at a skill roll of d12 as well.

- **Telepath:** Slavers use *mind link* as an Innate Ability, rolling their Spirit. They also gain +2 to resist mind-affecting powers, such as *mind reading* and *puppet*.
- **Tentacles:** The Splugorth has two tentacle actions and a Reach of 3. Bound or Entangled prey may be bitten as usual.
- **Tracking Scent:** Splugorth Slavers can track by blood scent, giving them a +2 on Survival (tracking) checks.

ALTARA WARRIOR WOMAN

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

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

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

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12+1, Vigor d10
Skills: Athletics d10, Fighting d10, Healing d6, Notice d8, Psionics d8, Shooting d10, Stealth d8, Survival d6
Pace: 10; **Parry:** 7; **Toughness:** 21 (12)
Hindrances: Death Wish, Overconfident
Edges: Combat Acrobat, Alertness, Ambidextrous, Arcane Background (Psionic), Attractive, Combat Reflexes, Dodge, First Strike, Fleet Footed, Frenzy (Imp), Quick, Two-Fisted
Powers (Psionic): *arcane protection*, detect/conceal arcana**, and *empathy.* **ISP:** 40

I am not your "Darling," and if you don't leave me alone, you'll never meet this "Darling" you seek. Now then, if we can get to the matter of the upcoming mission, this conversation shall go much more smoothly.

–Krayya, Altaran "Blind Warrior Woman"

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Gear: Altara Combat Armor (+4 Armor, +2 Toughness), Magic Amulet (+8 Armor), 2 × Wrist Blasters (Range 18/36/72, Damage 2d12+2, RoF 1, AP 4), Mental Incapacitator (Range 12/24/48, targets check Vigor, at −2 with a raise, to avoid being Stunned, SBT), Slaver's Net Gun (Range 10/20/40, targets check Agility, at −2 with a raise, to avoid being Bound; −4 to break free, 12 MDC Hardness), 2 × Vibro-Daggers (Str+d6+2 Mega Damage, AP 8).

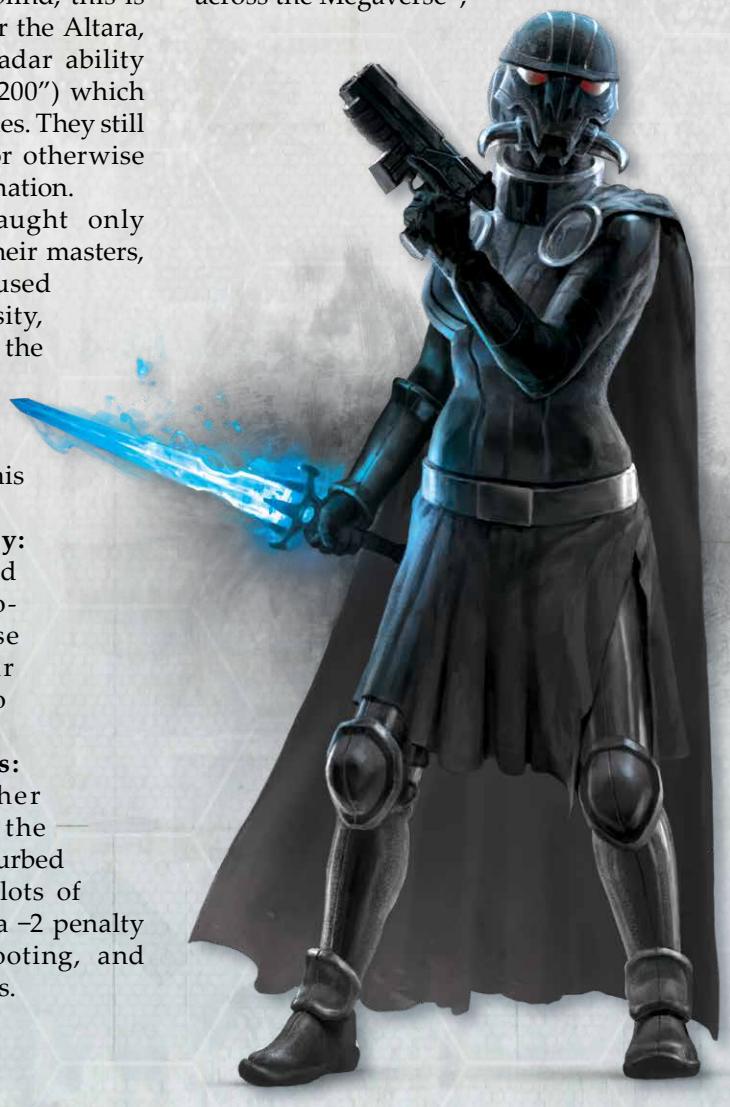
Special Abilities:

- **Bad Reputation:** Altara are infamous as servants of Splugorth Slavers worldwide. The average person hates and fears Altara — they suffer a −2 Persuasion penalty with most folks who discover who and what they are.
- **Blind:** Although created blind, this is only a minor drawback for the Altara, as they have a natural radar ability extending out 1,200 feet (200") which compensates for the penalties. They still cannot read, see colors, or otherwise detect purely visual information.
- **Instilled Ignorance:** Taught only what they need to serve their masters, extreme brainwashing is used to dampen Altara curiosity, leaving them naive about the world; −2 to all Common Knowledge rolls (a total untrained penalty of d4−4) and don't start with d4 in this core skill.
- **Near-Human Physiology:** Altara were modified through Splugorth bio-wizardry, giving those unfamiliar with their biology a −1 penalty to Healing rolls.
- **Storm-Fouled Senses:** In inclement weather or conditions where the environment is greatly disturbed (sand storms, fires with lots of smoke), the Altara suffer a −2 penalty to Notice, Fighting, Shooting, and Athletics (throwing) checks.

SUNAJ ASSASSIN

Clad in black armor with helmets shaped in monstrous visages, the Sunaj Assassins are another tool used by the Splugorth to execute their will across the Megaverse®. They are believed to be a monstrous, evil race who entangled themselves with the Splugorth in some supernatural, dark pact having to do with their homeworld or another planet. Here on Rifts Earth, they continue to pay their debt to the powerful race through covert and deadly services.

The truth is something far more sinister, and more heartbreaking. The original Atlanteans — evolved humans who mastered sorcery and science, who built a truly advanced civilization before all others — are not gone. In fact, many of them, scattered across the Megaverse®,



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look to the return of their original realm with great sadness, and a determination to do even more good in the various worlds to make up for the evil pouring out of Splynncryth's Atlantis. Unfortunately, their largest clan, numbering over a million across the many realities, has a different plan. The Aerihman clan of True Atlanteans wants nothing less than a full restoration of their original empire, and the road to that dream is paved with the corpses of the rest of their race!

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

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

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

Skills: Athletics d10, Common Knowledge d8, Fighting d10, Healing d6, Intimidation d8, Notice d8, Persuasion d8, Psionics d10, Shooting d10, Stealth d10, Survival d6, Thievery d8, Taunt d8

Pace: 8; **Parry:** 8; **Toughness:** 27 (9)

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

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

Powers (Tattoo Magic): *Arcane Protection, darksight, detect/conceal arcana, fly, healing, protection.* **PPE:** 34

Powers (Psionic): *Disguise, mind link, telekinesis.* **ISP:** 20

Gear: Sunaj Assassin Plate (+9 Armor, +3 Toughness, EBA), NG-P7 Particle Beam Rifle (Range 18/36/72, 4d8 Mega Damage, AP 8, RoF 1, Disintegration, Atomic Annihilation), TW Flaming Sword (Str+d12 Mega Damage, AP 6, It Burns), Telekinetic Submachine Gun (Range 15/30/60, 3d6 Mega Damage, RoF 3, AP 2), 2 × silver throwing knives (Range 3/6/12, Damage Str+d4).

Special Abilities:

- **Atlantean Transformation Immunity:** True Atlanteans cannot be forcibly transformed by magic or other means.
- **Ley Line Walker Abilities:** True Atlanteans have the following Ley Line Walker special abilities—Ley Line Sense and Ley Line Phasing (see **Ley Line Walker** in *The Tomorrow Legion Player's Guide*).
- **Magic Weapon Tattoo:** By activating *smite* for 3 PPE, a flaming sword appears in the bearer's hands. This weapon deals Str+d8 Mega Damage, plus the effects of *smite* (with Greater Smite applied).
- **Sense Vampires:** True Atlanteans can roll Notice to detect any vampires within line of sight.
- **Tattoo Magic:** A special form of magic, based out of Atlantis, using arcane tattoos to activate various powers and abilities. Some Magic Tattoos imbue specific abilities and protections, others powers, all activated using the bearer's Spirit. Activating a Magic Tattoo is an Innate Ability.
- **Tattoo Resilience:** Their magical tattoos give Sunaj Assassins +8 Toughness.
- **Vampire Protection Tattoo:** By activating the tattoo for 2 PPE, the bearer gains +4 Armor vs. attacks from vampires and +8 to resist any vampiric powers for the next hour, even if Incapacitated.

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Mercenaries & Specialists

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

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

Bandit

Low-brow rough-and-ready types armed with scavenged gear, these characters are ready for a fight if they think they can win with either surprise, treachery, or sheer numbers. These are the types of thugs and miscreants usually found raiding and tormenting nice folks who are trying to scrape a living out of this dangerous world.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Gambling d4, Fighting d6, Intimidation d4, Notice d4, Persuasion d4, Shooting d6, Stealth d4, Survival d4, Taunt d4
Pace: 6; **Parry:** 5; **Toughness:** 11 (5)
Hindrances: Greedy (Minor), Habit (Minor), Illiterate, Quirk
Edges: Scavenger
Gear: Piecemeal Salvaged Armor (+5 Armor, +1 Toughness), Ancient Assault Rifle (Range 24/48/96, Damage 2d8+1, RoF 3, AP 2, 3RB), spiked club/bat (Str+d6, AP 1), 1 × stick of MD dynamite (Range 3/6/12, 3d8 Mega Damage, LBT, +1" blast radius and +3 damage per extra stick), 2 extra assault rifle magazines.

Burster

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

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

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d8
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d10, Notice d6, Persuasion d6, Psionics d10, Shooting d6, Stealth d6, Taunt d6
Pace: 6; **Parry:** 6; **Toughness:** 6
Hindrances: Overconfident, Quirk (Constantly plays with fire), Stubborn
Edges: Arcane Background (Psionics), Blaster, Improved Flame Bolt, Major Psionic, Martial Artist
Powers: *Arcane protection, bolt, damage field*, deflection*, mind link, protection*, telekinesis.*
ISP: 20
Gear: Bursters don't normally bother with armor or weapons.
Special Abilities:

- **Everything Burns:** The fires started by the Burster are some of the most intense possible and can set almost any material aflame. When a Burster scores a raise on a damage-causing attack roll using one of their abilities, the target catches fire taking 3d6 Mega Damage until doused (see **Fire** in *Savage Worlds*).
- **Fiery Aura:** As an Innate ability, with one Psionics roll, a Burster can activate both *damage field* and *protection* together with the fire trapping. This ability costs no ISP, but additional modifiers may be used for additional ISP as normal. For the duration, melee attacks deal an extra 1d6 damage of the same type.
- **Fire Mastery:** The Burster has the Innate Ability to create, control, and eliminate

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minor fire, heat, and smoke effects using *elemental manipulation* for no ISP. As an action, she may activate the Elemental Fury or Exalted Manipulation modifier costing no ISP.

- **Firewalker:** Bursters are immune to Heat environmental Hazards, fire/flame damage, plasma damage, and gain +4 on rolls to resist heat-based arcane effects. Bursters take −4 damage from lightning or electrical attacks as well as laser, ion, and particle beam weapons.
- **Flame Bolt:** The Burster can hurl forth a flaming *bolt* of 3d6 Mega Damage (4d6 on a raise) for one ISP at Range Smarts × 2, *or* an Improved Flame *bolt* 5d6 Mega Damage (6d6 on a raise) for two ISP at Range Smarts × 3. Additional Power Modifiers may be used as normal.

CITY RAT

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

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d10, Common Knowledge d8, Electronics d8, Fighting d10, Hacking d8, Intimidation d8, Notice d8, Persuasion d10, Piloting d8, Shooting d10, Stealth d10, Thievery d8
Pace: 6; **Parry:** 7; **Toughness:** 13 (5)
Hindrances: Greedy (Minor), Overconfident, Wanted (Minor)
Edges: Acrobat, Ambidextrous, Brave, Scrounger, Streetwise, Thief, Two-Gun Kid
Cybernetics: Core Electronics Package (+2 to linked Common Knowledge, Electronics, Hacking, Research, and Repair checks), Optics Package (+2 sight-based Notice, ignore Illumination penalties), Targeting Eye (+2 Shooting).
Gear: Huntsman Medium Personal Armor (+5 Armor, +2 Toughness), 2 × Wilk's 237 "Backup" Laser Pistols (Range 10/20/40, Damage 3d6+3, RoF 1, AP 4), 2 × Uzi SMGs (Range 12/24/48, Damage 2d6, RoF 3, AP 1), 2 × Vibro-Knives (Str+d6 Mega Damage, AP 6), 2 extra E-clips/mags each firearm.
Vehicle: NG-300 "Speedster" Hovercycle.



CIVILIAN

The tough, common folk of Rifts Earth.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d6, Fighting d4, Notice d4, Persuasion d4, Shooting d4, Stealth d4, Survival d4
Pace: 6; **Parry:** 4; **Toughness:** 6 (1)
Hindrances: Illiterate, Quirk
Edges: Improvisational Fighter
Gear: Heavy clothing (+1 Armor), Medium Improvised Weapon (Range 2/4/8, Damage Str+d6).

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CYBER-DOC

Taking a medical expert with you into the wasteland, or even for a walk in the 'Burbs, is never a bad idea. Cyber-Docs are sometimes benevolent healers, and other times crooks running the seediest body-chop-shops in league with gangs of cyber-snatchers.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d8, Electronics d8, Fighting d6, Healing d10, Notice d6, Persuasion d8, Repair d8, Shooting d6, Science d10, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 12 (5)
Hindrances: Greedy or Code of Honor, Quirk, Vow (Minor — Hippocratic Oath)
Edges: Healer, Level Headed, Streetwise
Gear: Huntsman Medium Personal Armor (+5 Armor, +2 Toughness), Laser Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 2), bio-analysis kit, trauma kit, dosimeter.
Special Abilities:

- **Cyber-Doc:** Gain a free reroll on all Healing and Science (biology) checks.

COMMANDO

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

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10
Skills: Athletics d10, Common Knowledge d8, Electronics d6, Fighting d10, Healing d6, Intimidation d8, Notice d10, Persuasion d6, Piloting d6, Shooting d10, Stealth d8, Survival d8
Edges: Assassin, Brawler, Dodge, Marksman, Steady Hands, Woodsman
Pace: 6; **Parry:** 7; **Toughness:** 17 (6)
Gear: Explorer Heavy EBA (+6 Armor, +3 Toughness) with Falcon 300 Jet Pack (Handling +0, 120 MPH), NG-LG6 Laser Rifle (Range 24/48/96, Damage 4d6, RoF 1, AP 2) and Launcher (18/36/72, 3d12 Mega Damage, SBT, It Burns), NG-57 Heavy Ion Blaster (Range 12/24/48, Damage 1–3d8+2, RoF 1), large Vibro-Shortsword (Str+d8 Mega Damage, AP 8), 2 × smoke grenades, 2 × stun grenades (Range 5/10/20; LBT; targets roll Vigor, –2 with a raise, or Stunned).

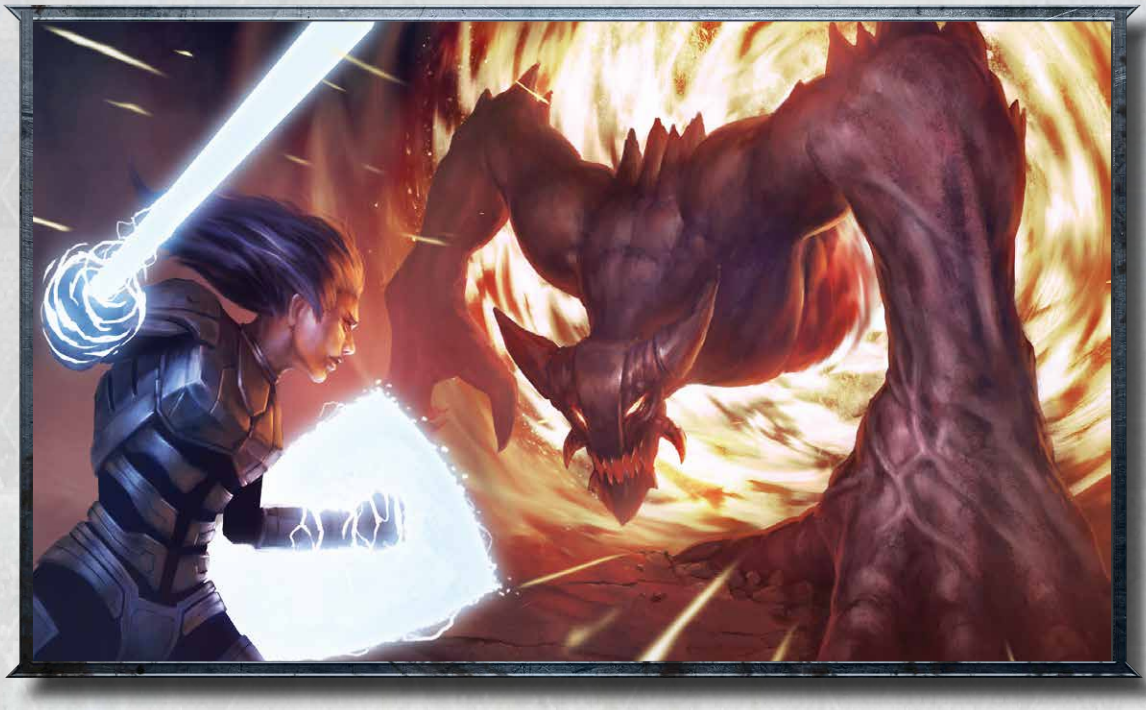
CRAZY

Despite the issues involved in working with someone with an unstable psyche, Crazies combine super-soldier capabilities with psionics. Most have figured out how to maintain combat effectiveness, but many become dangerous lunatics

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10
Skills: Athletics d10, Common Knowledge d6, Fighting d10, Notice d6, Persuasion d6, Psionics d8, Shooting d10, Stealth d6, Thievery d6, Taunt d8
Pace: 12; **Parry:** 7; **Toughness:** 16 (7)
Hindrances: Delusional (Major), Loyal, Overconfident, Stubborn
Edges: Acrobat, Arcane Background (Psionics), Gun Nut, Nerves of Steel, Quick
Powers: *Arcane protection*, detect/conceal arcana, fear, mind link, warrior's gift**. **ISP:** 15.
Gear: Gladiator Medium EBA (+7 Armor, +2 Toughness), 2 × Wilk's 237 "Backup" Laser Pistols (Range 10/20/40, Damage 3d6+3, RoF 1, AP 4), TW Flaming Sword (Str+d12 Mega Damage, AP 6, It Burns), 2 × frag grenades (Range 5/10/20, 5d6 Mega Damage, LBT).
Special Abilities:

- **Bio-Regeneration:** Crazies make a natural healing roll once per day.
- **Distinctive Appearance:** In addition to the protruding Mind-Over-Matter (M.O.M.) nodules on their heads, most Crazies are readily identified by their extraordinary number of tattoos, piercings, and other body modifications.
- **Enhanced Endurance:** Crazies need 4 hours of sleep and gain +4 vs Fatigue.
- **Heightened Senses:** Crazies gain +2 to Notice and Survival (tracking) rolls, and ignore two points of Range penalties.
- **Losing It:** Crazies can roll Smarts as an Innate Ability to Lose It (or do so automatically when Wounded unless resisting with a Smarts roll). While Losing It, they gain one die type in Strength, Vigor, Athletics, Fighting, and Shooting (gives +1 Toughness); ignore 2 additional points of Wound penalties and all Fatigue penalties; but hit a random target on a Critical Failure (or themselves for Bumps & Bruises).

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- **Needs Action:** Bored Crazies suffer –1 Persuasion and –1 to all Trait rolls until some high alert status or action kicks in.
- **Uncanny Reflexes:** –2 to be hit by any attack they are aware of and +2 Evasion.

CYBER-KNIGHT

Crusading warriors of every species and gender unique to the world of Rifts Earth, Cyber-Knights are post-apocalyptic paladins wandering the world helping those in need. Rarely is more than one encountered at a time, often standing against impossible odds she could probably use help facing. When a group of Cyber-Knights is encountered it foretells of a dire threat to all life.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d10
Skills: Athletics d10, Common Knowledge d8, Fighting d12, Healing d6, Intimidation d6, Notice d8, Persuasion d8, Psionics d8, Shooting d8, Survival d6
Pace: 10; **Parry:** 10; **Toughness:** 17 (6)
Hindrances: Code of Honor, Heroic, Loyal
Edges: Block (Imp), Champion, Fleet-Footed, Frenzy (Imp), Sweep (Imp)
Powers: *Deflection*, detect/conceal arcana, healing*, smite*, speak language.* **ISP:** 15
Cyber-Knights use powers marked asterisk (*) on themselves as an Innate Ability.
Gear: Cyber-Knight Medium EBA (+6 Armor, +2 Toughness, TW), Laser Rifle (Range 24/48/96, Damage 4d6, RoF 1, AP 2)
Special Abilities:

- **Cyber-Armor:** A techno-organic shell that when summoned grants +2 Toughness and ignores Gritty Damage.
- **Cyberkinetic Combat:** –2 to be hit by electronic-tech based attacks, such as laser rifles, vibro-blades, etc.
- **First Into Battle:** Increased Pace, stacks with Fleet-Footed for a d12 run die.
- **Psi-Sword:** As a free action, Cyber-Knights can summon a blade doing Str + Spirit ×2 Damage with AP equal to Psionics (or two blades at half Psionics)—in this case 3d10 AP 8.
- **Revered Protector:** Status and bearing grant Cyber-Knights +1 Persuasion.

FALLEN CYBER-KNIGHTS

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

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THE CYBER-KNIGHT CODE OF CHIVALRY

1. To Live

Live one's life so that it is worthy of respect and honor.

Live for freedom, justice, and all that is good.

2. Fair Play

Never attack an unarmed foe.

Never use a Psi-Sword on an opponent not equal to the attack.

Never charge an unhorsed opponent.

Never attack from behind.

Avoid cheating.

Avoid torture.

3. Nobility

Exhibit self-control.

Show respect to authority.

Obey the laws if they do not supersede the rights of life.

Administer justice.

Administer mercy.

Protect the innocent.

Respect women.

4. Valor

Exhibit courage in word and deed.

Defend the weak and innocent.

Fight for an ideal, like freedom.

Fight with honor.

Avenge the wronged.

Never abandon a friend, ally, or noble cause.

5. Honor

Always keep one's word of honor.

Always maintain one's principles.

Never betray a confidence or comrade.

Avoid deception.

Respect life.

Honor all life.

Respect all views of life.

6. Courtesy

Exhibit manners.

Be polite and attentive.

Be respectful of host, women, and honor.

7. Loyalty

To one's principles and heart.

To one's friends and those who lay their trust in thee.

To the Code of Chivalry.

in service to Tolkeen even as horrific demons were summoned to commit atrocities in the name of defeating the CS. Others simply became disillusioned after seeing the horrors of war, walking away from the code to find another way through life.

Most Fallen Cyber-Knights are loners, no longer identifying with the organization, yet they still use what gifts they retain to try and do *something* worthwhile in the world—Fallen Cyber-Knights have the same abilities, but lose their Champion Edge and the Revered Protector bonus.

A large (and growing) number of them have become Blackguards—Robber Knights, Justiciars, and Despoilers. These are truly evil individuals who exploit the innocent, revel in violence and murder, and seek to use their gifts for their personal aggrandizement and power. Despoilers, in particular, go out of their way to ruin the good name of Cyber-Knights.

Blackguards regain the Champion status, but in reverse; they are Champions for evil, gaining bonuses against supernatural forces of good such as beings of light, order, etc.

CYBORG

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

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

Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d6, Persuasion d6, Repair d6, Shooting d10

Pace: 8; **Parry:** 7; **Toughness:** 26 (10)

Hindrances: Greedy (Minor), Overconfident, Stubborn

Edges: Fleet-Footed, Frenzy (Imp), Iron Jaw, Rock and Roll!, Steady Hands, Sweep

Gear: Cyborg MI-B2 Medium Infantry Plate (+4 MDC Armor, +4 Toughness, –2 to all Agility-linked non-combat skill rolls), NG-303 Mini Rail Gun (Range 30/60/120, 2d10+2 Mega Damage, RoF 3, AP 6), Vibro-

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Greatsword (Str+d12 Mega Damage, AP 12), 2 × Armor Piercing Grenades (Range 5/10/20, 3d8 Mega Damage, AP 16, SBT), tool kit.

Cybernetic Systems: Adrenal (+2 vs Shaken), Audio (+2 hearing-based Notice), Core Electronics (+2 to linked Common Knowledge, Electronics, Hacking, Research, and Repair checks), Optics (+2 sight-based Notice, ignore Illumination penalties), Targeting Eye (+2 Shooting).

Special Abilities:

- **All Those Moving Parts:** Cyborgs must be Repaired instead of Healed.
- **Harder than Steel:** Cyborg construction provides +6 MDC Armor, +3 Toughness.
- **High-performance Legs:** Cyborgs have +2 Pace and d10 run die.
- **Inhuman Appearance:** Cyborgs suffer –1 to Persuasion.
- **Loss of Dexterity:** Cyborgs aren't designed for delicate or common use—non-combat Agility checks are at –2.
- **Malfunctions:** Cyborgs are subject to the Technical Difficulties rules (*Tomorrow Legion Player's Guide*).
- **More Machine:** +2 to recover from Shaken; Ignore 1 Wound level; self-contained breathing; immune to Disease and Poison.
- **Size 1 (Normal):** Combat Cyborgs are big and heavy.
- **Unarmed Combat:** Combat Cyborgs deal Str+d4 Mega Damage in unarmed combat and are considered armed.

GLITTER BOY

Most Glitter Boy pilots honor their heroic history, though the suit can be used for good or ill. Of course, should other Glitter Boys discover someone besmirching their good name and history, there's likely to be a conflict of rather epic proportions. Glitter Boy mercs command exorbitant fees.

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

Skills: Athletics d8, Battle d6, Common Knowledge d6, Electronics d8, Fighting d10, Notice d6, Persuasion d6, Piloting d10, Repair d6, Shooting d10, Survival d6

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

Toughness (Glitter Boy): 41 (25)

Hindrances: Greedy or Loyal, Heroic or Overconfident, Stubborn

Edges: Marksman, Power Armor Jock

Gear: Glitter Boy Armor Suit (see sidebar), Battlefield Light EBA (+5 Armor, +1

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Toughness), Wilk's 237 "Backup" Pistol (Range 10/20/40, Damage 3d6+3, RoF 1, AP 4), Vibro-Knife (Str+d6 Mega Damage, AP 6), tool kit.

Special Abilities:

- **Big and Shiny:** −8 to Stealth rolls due to the GB's reflective coating.
- **Digging In:** Activating/deactivating the stabilization system is an action, otherwise firing the Boom Gun knocks the Glitter Boy 2d6" back and prone, leaving the pilot Stunned. While dug in, it cannot move, can only fire to the front arc (180 degrees), and attackers gain +2 to attack rolls against it.
- **Heroic Legacy:** A Glitter Boy pilot gets +1 Persuasion.

GLITTER BOY ARMOR

USA-G10: Size 3 (Normal), +25 MDC Armor, +10 Toughness, Pace 14 + Run d8 (60 MPH), Swim Pace 6

Notes: Strength d12+5, laser resistant (halve damage and AP from lasers), built-in language translator and depth gauge. Jet Boosters (Jump +6" horizontal, +3" vertical).

Weapons:

- Boom Gun (Range 250/500/1000, 5d10+5 Mega Damage, AP 25, RoF 1, Shots 100; +1 Shooting, considered a shotgun for **Innocent Bystanders**)
- Melee (Str+d4 Mega Damage, considered armed)



- **Sonic Boom:** Firing the RG-14 causes a sonic boom affecting everyone (except the pilot) within a LBT who must check Vigor at −2. On a failure, the victim is Shaken and Hard of Hearing (Major) for 3d6 minutes (this may not cause a Wound). On a Critical Failure the victim is Stunned instead of Shaken.
- **Stand By to Fire:** USA-G10s can't move and fire the Boom Gun in the same round.

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Headhunter Techno Warrior

The warriors known colloquially as "Headhunters" are filled to the gills with almost all the machinery their meat can stand. This makes them valuable as mercenaries and bounty hunters.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12+2, Vigor d12
Skills: Athletics d10, Common Knowledge d8, Fighting d10, Intimidation d10, Notice d10, Persuasion d4, Repair d6, Shooting d10, Stealth d6
Pace: 8; **Parry:** 7; **Toughness:** 20 (8)
Hindrances: Illiterate, Mean
Edges: Brawny, Iron Jaw, Quick, Rock and Roll!, Soldier, Steady Hands, Upgradeable
Gear: Crusader Heavy EBA (+8 Armor, +3 Toughness), NG-303 Mini Rail Gun (Range 30/60/120, 2d10+2 Mega Damage, RoF 3, AP 6), NG-57 Heavy Ion Blaster (Range 12/24/48, Damage 1–3d8+2, RoF 1), Vibro-Longsword (Str+d10 Mega Damage, AP 10), 2 × Armor Piercing Grenades (Range 5/10/20, 3d8 Mega Damage, AP 16, SBT).
Cybernetics: Bionic Strength Augmentation III, Core Electronics Package (+2 to linked Common Knowledge, Electronics, Hacking, Research, and Repair checks), Cyber-Wired Reflexes I, Synthetic Organ Replacement II.

Juicer

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

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12+1, Vigor d10
Skills: Athletics d10, Common Knowledge d4, Fighting d10, Intimidation d8, Notice d6, Persuasion d4, Shooting d10, Stealth d8
Pace: 16; **Parry:** 7; **Toughness:** 16 (5)
Hindrances: Death Wish, Overconfident
Edges: Brawny, Combat Reflexes, First Strike, Fleet-Footed, Frenzy (Imp), Quick
Gear: Juicer Assassin Plate (+5 Armor, +3 Toughness), JA-9 Laser Rifle (Range 30/60/120, 4d6 Damage, RoF 1, AP 3; Heavy Beam, ignores laser resistance, Multi-Optics Scope), WI-C6 "Chain Sword" (Str+3d4+3 Mega Damage, AP 4, raise adds d12 damage, Critical Failure hits the user).
Special Abilities:

- **Burn (6):** Juicer may add a Burn Die to any Agility, Strength, or Vigor-based Trait roll. The Burn Die is a d6 that cannot Ace, and if the Burn Die result is a six, he reduces his Burn Rating.
- **Drug-induced Euphoria/Tranquility:** Juicers gain no benefit from Quick or Uncanny Reflexes on the first round of a completely unexpected combat.
- **Internal Repair System:** Juicers have Slow Regeneration.
- **Super Endurance:** Juicers only need 4 hours of sleep and are +2 vs Fatigue.
- **Super Speed:** Juicers double their Pace, and have a d10 run die.
- **Uncanny Reflexes:** –2 to be hit by any attack they are aware of and +2 Evasion.

Ley Line Walher

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

As Masters of Magic, Ley Line Walkers call upon primordial energies to challenge the strongest armor and most devastating weapons. Whenever possible, Walkers arrange to do battle near a ley line, where they enjoy devastatingly enhanced power.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Academics d6, Athletics d6, Common Knowledge d6, Fighting d6, Occult d10, Notice d10, Research d8, Shooting d6, Spellcasting d10, Stealth d6, Survival d6
Pace: 6; **Parry:** 5; **Toughness:** 12 (5)
Hindrances: Curious, Quirk, Stubborn
Edges: Arcane Background (Magic), Level Headed, Ley Line Phasing, Master of Magic, Rapid Recharge, Wizard
Powers: *Blast, bolt, boost/lower Trait, deflection, dispel, entangle, fly, healing, illusion, invisibility, sloth/speed, speak language, teleport.* **PPE:** 40

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Gear: Ley Line Walker Medium (+5 Armor, +2 Toughness, +4 vs Poison and Disease), TK Revolver (Range 12/24/48, Damage 3d6, RoF 1, AP 3), silver dagger (Str+d4).

Special Abilities:

- **Disconnected:** Walkers are awkward with "normal" people; –1 Persuasion.
- **Expanded Awareness:** Walkers *detect arcana* as an Innate Ability. With a Notice roll they sense supernatural beings.
- **Ley Line Walker Abilities:** Arcane Academic, Ley Line Magic Mastery, Ley Line Rejuvenation, Ley Line Sense, Ley Line Transmission, and Ley Line Walking—see *The Tomorrow Legion Player's Guide*.

MILITIA

Prepared folk who will defend their families and communities…or start a lynch mob!

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

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

Pace: 6; **Parry:** 4; **Toughness:** 10 (4)

Hindrances: Illiterate, Quirk and/or Habit

Edges: —

Gear: Plastic-Man Light EBA (+4 Armor, +1 Toughness), Light Laser Rifle (Range 24/48/96, Damage 4d6, RoF 1, AP 2), survival knife (Str+d4, +1 Survival).

MIND MELTER

When a leader or faction wants the most powerful psionic capabilities available, the Mind Melter is the specialist of choice. There are none stronger in matters of the mind, and Mind Melters are equally useful in overt combat situations and covert infiltration and information-gathering

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operations. Of course, they are also masters of psychological warfare.

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

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d8, Persuasion d8, Psionics d10, Shooting d6, Stealth d8, Survival d6
Pace: 6; **Parry:** 6; **Toughness:** 12 (5)
Hindrances: Arrogant or Curious, Loyal or Stubborn, Quirk
Edges: Arcane Background (Psionics), Danger Sense, Killer Instinct, Master Psionic, Mentalist, Possession
Powers: *Arcane protection, bolt, empathy, havoc, mind link, mind reading, mind wipe, protection*, puppet, smite*, stun, telekinesis.* **ISP:** 40
Gear: Huntsman Armor (+5 Armor, +2 Toughness), Laser Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 2), Vibro-Knife (Str+d6 Mega Damage, AP 6).
Special Abilities:

- **Alter Aura:** Melters have *conceal arcana* as an Innate Ability, and can mimic the supernatural "signature" of *any* being desired, from a child to a demon.
- **Expanded Awareness:** Melters *detect arcana* as an Innate Ability. With a Notice roll they sense supernatural beings.
- **Feared:** Most folks are terrified of Mind Melters. They suffer –2 Persuasion.
- **Master of Psionics:** Mind Melters get a free reroll on all Trait rolls when using psychic abilities and their Psionics skill.
- **Mental Resistance:** +4 to resist psionic effects. Hostile psionic powers have –4 to affect the Mind Melter and do –4 damage.

MINDLESS MINION

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

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d10
Skills: Athletics d8, Fighting d8, Notice d6, Shooting d6, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 15 (8)
Hindrances: Vow (Minor — serve a master)
Special Abilities:

- **Armor +8:** Mindless minions are tough.
- **Claws/Bite:** Str+d6, AP6.

MYSTIC

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

Combining raw power with subtle manipulations, Mystics excel in supporting their teammates. A Mystic's ability to call upon spiritual connections for guidance often helps weight the dice to their favor.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Faith d10, Fighting d6, Healing d8, Notice d8, Occult d8, Psionics d10, Shooting d6, Stealth d6, Survival d6
Pace: 6; **Parry:** 5; **Toughness:** 10 (4)
Hindrances: Arrogant or Heroic, Loyal or Stubborn, Quirk
Edges: Alertness, Arcane Background (Miracles), Arcane Background (Psionics), Danger Sense, Healer, Holy/Unholy Warrior, Master of Magic, Rapid Recharge
Powers (Miracles): *Arcane protection, bolt, boost/lower Trait, dispel, divination, entangle, healing, light/darkness, smite, sound/silence.* **PPE:** 15
Powers (Psionics): *Empathy, mind link, mind reading, object reading, relief.* **ISP:** 15
Gear: Adventure Survival Light Armor (+4 Armor, +1 Toughness, +2 vs all Hazards), Laser Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 2), silver dagger (Str+d4).
Special Abilities:

- **Cosmic Confluence:** Exchange ISP for PPE, and vice-versa, at a 1-for-1 rate.
- **Expanded Awareness:** Mystics *detect arcana* as an Innate Ability. With a Notice roll they sense supernatural beings.
- **Mystic Awareness:** +2 to sense supernaturally evil energies and beings.

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- **Spiritual Channel:** Mystics can use *divination* for no ISP/PPE. Each time he uses it, he must make a Vigor roll to resist gaining a level of Fatigue.

OPERATOR

Like Techno-Wizards, Operators command huge fees as specialists. Expert operation and repair of the technology so many depend on is a rarity throughout a world where education and training are difficult to come by. Many Operators enjoy the opportunity to travel far and wide, exploring the lands as they find plenty of work to be done.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d8, Boating d6, Driving d6, Electronics d10, Fighting d6, Hacking d6, Notice d8, Persuasion d8, Piloting d6, Repair d10, Shooting d8, Survival d4, Thievery d6
Pace: 6; **Parry:** 5; **Toughness:** 12 (5)
Hindrances: Greedy and/or Overconfident
Edges: Ace, Combat Ace, McGyver, Mr. Fix It
Gear: Urban Warrior Tactical EBA (+5 Armor, +2 Toughness), Wilk's 227 Pulse Pistol (Range 15/30/60, Damage 3d6, RoF 3, AP 2, 3RB), Field Repair Kit, Wilk's Laser Torch (4d4+4 Mega Damage, AP 16, Parry –1, Cauterize).
Vehicle: Mountaineer ATV with a Heavy Laser Cannon and Mini-Missiles.
Cybernetics: Core Electronics Package (+2 to linked Common Knowledge, Electronics, Hacking, Research, and Repair checks).

PILOT

Anyone with a vehicle of war and the skill to pilot it is in demand. Most pilots are highly skilled to ensure they have an edge in the kind of combat that can level a city.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Electronics d10, Fighting d10, Notice d8, Persuasion d4, Piloting d10, Repair d6, Shooting d10, Survival d4
Pace: 6; **Parry:** 7; **Toughness:** 10 (3)
Hindrances: Greedy and/or Overconfident
Edges: Ace, Combat Ace, Elan, Power Armor Jock, Robot Vehicle Jock
Gear: NG RA15 Cannonball Ride Armor (+3 Armor, +2 Toughness), Wilk's 227 Pulse Laser Pistol (Range 15/30/60, Damage 3d6, RoF 3, AP 2, 3RB), Field Repair Kit.
Vehicle: NG-X9 Samson, *or* Triax X-500 Forager Battlebot, *or* other of choice.

ROGUE SCHOLAR

Some people just can't help but become political dissidents; it's in their blood. Rogue Scholars are always on the run from the Coalition because their knowledge and insight into the world is a threat to the regime's carefully-crafted social controls.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Academics d10+2, Athletics d4, Common Knowledge d10, Electronics d8, Fighting d6, Hacking d10, Notice d8, Occult d10, Persuasion d6, Research d10, Science d10+2, Shooting d6, Stealth d6, Survival d6
Pace: 6; **Parry:** 5; **Toughness:** 12 (5)
Hindrances: Big Mouth, Curious, Wanted (Minor)
Edges: Alertness, Investigator, Scholar (Academics, Science)
Gear: Huntsman Medium Personal Armor (+5 Armor, +2 Toughness), Laser Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 2), Vibro-Blade (Str+d6 Mega Damage, AP 6), Field Computer (Grade II).

SOLDIER

These professional soldiers serve in various armies of Rifts Earth. Many turn to freelancing as mercs once their term of service to a faction or city-state has ended.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Electronics d6, Fighting d8, Healing d4, Notice d6, Persuasion d6, Shooting d8, Stealth d6, Survival d6
Pace: 6; **Parry:** 6; **Toughness:** 13 (6)
Hindrances: Driven or Greedy, Illiterate, Quirk or Habit
Edges: Soldier
Gear: Bushman Medium EBA (+6 Armor, +2 Toughness), L-20 Pulse Rifle (Range 24/48/96, Damage 4d6, RoF 3, AP 2; Heavy Pulse), Vibro-Knife (Str+d6 Mega Damage,

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AP 6), 2 × frag grenades (Range 5/10/20, 5d6 Mega Damage, LBT).

TECHNO-WIZARD

Their inherent mastery of machines and electronics makes Techno-Wizards incredibly valuable as specialists. Many military-oriented outfits use them as combat engineers, responsible for dealing with technical and mechanical challenges as well as maintaining the unit's gear and vehicles.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Electronics d10, Fighting d6, Notice d8, Occult d10, Piloting d6, Repair d10, Science d10, Shooting d8, Techno-Wizardry d10
Pace: 6; **Parry:** 5; **Toughness:** 10 (4)
Hindrances: Curious, Stubborn, Quirk
Edges: Arcane Background (Techno-Wizardry), McGyver, Mr. Fix It
Powers: *Boost/lower Trait*, *detect/conceal arcana*, *protection*, *sloth/speed*, *warrior's gift*. **PPE:** 20
Gear: Adventure Survival Light Armor (+4 Armor, +1 Toughness, +2 vs all Hazards), TK Revolver (Range 12/24/48, Damage 3d6, RoF 1, AP 3), Field Repair Kit and devices.
Special Abilities:

- **Arcane Machinist:** Half her Smarts die per session, as the only action this round, the Techno-Wizard can roll Techno-Wizardry at –2 to make a Gadget replicating any TW power of his Rank or lower. Gadgets must use their own PPE pool (equal to half their creator's, +5 PPE with a raise) and cease working once it's used up.
- **Machine Maestro:** A Techno-Wizard can interface with machines by touch; +1 to Common Knowledge, Electronics, Hacking, Research, Repair, and Thievery. With TW gear, the bonus is +2. He can't control intelligent machines, cybernetics, vehicles, or weapons.

VAGABOND

Vagabonds are tough loners and often capable warriors as well. Many are demagogues, troublemakers, con-men, and drifters. Others are legitimate traveling merchants, entertainers, or renaissance men and women looking for a worthy cause to champion or goal to pursue.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d8, Perform d10, Persuasion d10, Shooting d6, Stealth d6, Taunt d10
Pace: 6; **Parry:** 5; **Toughness:** 12 (5)
Hindrances: Driven or Greedy, Habit or Loyal, Stubborn.
Edges: Charismatic, Elan, Hard to Kill, Humiliate, Luck, Rabble-Rouser, Retort, Streetwise, Strong Willed
Gear: Huntsman Medium Armor (+5 Armor, +2 Toughness), Laser Pistol (Range 12/24/48, Damage 3d6, RoF 1, AP 2), Vibro-Blade (Str+d6 Mega Damage, AP 6).
Special Abilities:

- **Gifted:** Vagabonds make *all* unskilled checks at d4 (instead of d4–2).

WILDERNESS SCOUT

Scouts make excellent early-warning operatives, as well as pathfinders for those traveling across the most dangerous parts of the world—which is pretty much most of the world. They also tend to be excellent hunters…and snipers.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d10
Skills: Athletics d10, Common Knowledge d8, Fighting d8, Notice d10, Persuasion d6, Shooting d10, Stealth d8, Survival d10
Pace: 8; **Parry:** 6; **Toughness:** 16 (6)
Hindrances: Arrogant or Heroic, Cautious, Stubborn
Edges: Assassin, Brawny, Fleet-Footed, Marksman, Steady Hands, Woodsman
Gear: Bushman EBA (+6 Armor, +2 Toughness), L-20 Pulse Rifle (Range 24/48/96, Damage 4d6, AP 2, RoF 3, Heavy Pulse), Wilk's 237 "Backup" Laser Pistol (Range 10/20/40, Damage 3d6+3, RoF 1, AP 4), Vibro-Shortsword (Str+d8 Mega Damage, AP 8).
Special Abilities:

- **Scout Training:** Free reroll on Survival checks.

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Chapter Three

Monsters and Creatures

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

Monsters of the World

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

Brodkil

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

Brodkil are mostly found in North America and Europe, and are believed to have arrived in overwhelming numbers during the Great Cataclysm. Most of them wander the land in cannibalistic nomadic tribes, though many happily sell their services as mercenaries—especially to the evil factions like the True Federation of Magic.

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

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

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Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+1, Vigor d10
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d6, Shooting d8, Stealth d6, Survival d6
Pace: 8; **Parry:** 6; **Toughness:** 19 (8)
Hindrances: Bloodthirsty, Mean
Edges: Brawny, Brawler
Gear: L-20 Pulse Rifle (Range 24/48/96, Damage 4d6, RoF 3, AP 2; Heavy Pulse).
Special Abilities:

- **Armor +8:** Brodkil have armored hides.
- **Bite/Claws:** Str+d6 Mega Damage, AP 6.
- **Environmental Immunity:** Cold, Fire, Heat, and mortal Poison and Disease.
- **Fear:** All demons cause Fear checks when first encountered.
- **Infravision:** Brodkil halve Illumination penalties for warm targets.
- **Inherently Magical:** Brodkil possess a natural pool of 10 PPE and can use TW devices.
- **Invisibility:** Brodkil can become *invisible* as an Innate Ability activated without a roll (at the base −4 level). Brodkil use this to ambush foes, but rarely remain *invisible* once combat is underway, instead relying on their horrific presence to unnerve foes.
- **Size 2 (Normal):** Brodkil are significantly taller and tougher than the average human.
- **Slow Regeneration:** Brodkil make a natural healing roll once per day.
- **Weakness (Holy Attacks):** Demons take +4 Mega Damage from holy attacks.

BRODKIL WITH CYBERNETICS

Use the above, with the following adjustments:

- Increase Strength to d12+3 (cybernetic arms).
- Add +2 for all Notice checks and Shooting rolls (cybernetic eye).
- Add +4 Armor (plating).
- Add +2 Pace and increase the run die to d8 (cybernetic legs) *or* ignore 2 points of Multi-Action penalties each turn (extra cybernetic arm).
- Remove the *invisibility* Special Ability.



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BRODKIL LEADER

Most dangerous are the brodkil vicious enough to control a pack of their own kind—they are festooned with cybernetic trophies.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+5, Vigor d12
Skills: Athletics d10, Battle d8, Common Knowledge d6, Fighting d12, Intimidation d10, Notice d8, Repair d4, Shooting d10, Stealth d8, Survival d8
Pace: 8; **Parry:** 8; **Toughness:** 28 (14)
Hindrances: Bloodthirsty, Greedy (Minor), Mean
Edges: Brawny, Bruiser, Berserk, Charge, Hard to Kill, Steady Hands, Sweep (Imp)
Gear: Plasma ejector (Range 24/48/96, 3d12+3 Mega Damage, RoF 1, It Burns), TW Flaming Sword (Str+d12 Mega Damage, AP 6, It Burns), 2 × frag grenade (Range 5/10/20, 5d6 Mega Damage, LBT).
Cybernetics: Armor Plating (+6 MDC Armor), Extra Arms (ignore 2 points of Multi-Action penalties each turn), Optics + Targeting Eye (+2 to all sight-based Notice and Shooting rolls).
Special Abilities:

- **Armor +8:** Brodkil leaders have MDC armored hides.
- **Bite/Claws:** Str+d6 Mega Damage, AP 2.
- **Environmental Immunity:** Cold, Fire, Heat, and mortal Poison and Disease.
- **Fear:** All demons cause Fear checks when first encountered.
- **Infravision:** Brodkil halve Illumination penalties for warm targets.
- **Inherently Magical:** Brodkil possess a natural pool of 10 PPE and can use TW devices.
- **Size 3 (Normal):** Brodkil leaders are significantly taller and tougher than the average human.
- **Slow Regeneration:** Brodkil make a natural healing roll once per day.
- **Weakness (Holy Attacks):** Demons take +4 Mega Damage from holy attacks.

DRAGON

Cosmic powerhouses of immense supernatural might, dragons are drawn to Rifts Earth in droves thanks to the unlimited sources of nourishment provided by ley lines and Rifts. Some dragons are benevolent protectors, some are self-interested loners, and more than a few seek power through sheer terror or even outright worship from "lesser" beings.

Even hatchling dragons are forces to be reckoned with. They know little of the world or how to live in it, but are experts with their natural abilities and capable of at least moderately intelligent action. Hatchlings emerge from their shells alone, and they tend to imprint upon the first sentient beings they encounter, adopting the social and ethical mores of those beings over time.

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

FLAME WIND DRAGON (HATCHLING)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+4, Vigor d8
Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d6, Persuasion d4, Psionics d6, Shooting d4
Pace: 8; **Parry:** 6; **Toughness:** 30 (14)
Edges: Arcane Background (Psionics), Frenzy
Powers: *Arcane protection*, *detect arcana**, *mind link*, *speak language**. **ISP:** 10
Special Abilities:

- **Armored Hide:** The hatchling has +18 MDC Armor with +6 Toughness.
- **Claws/Bite:** In dragon form deal Str+2d4 Mega Damage (AP 6) with Reach 1. Bite has Reach 2.
- **Environmental Immunity:** Cold, Heat, Hunger, Thirst, Disease, Poison, Drowning, Electricity, and Radiation.
- **Expanded Awareness:** Dragons use psionic *detect arcana* as an Innate Ability.

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- **Fear:** In dragon form, Hatchlings cause Fear checks.
- **Fire Breath:** As an action using its Athletics skill in dragon form, a Hatchling can breathe a bolt of flame at Range 12/24/48 dealing 4d6 Mega Damage, AP 6—on a raise it deals 5d6 and targets catch fire, dealing 2d6 damage until doused. Alternately, the fire breath can manifest as a Cone Template emanating from its mouth. Either attack may be Evaded, reducing the damage one die (from 5d6 to 4d6, for example) with success, or two dice with a raise.
- **Flight:** In dragon form fly at Pace 12 and "run" for extra movement as usual.
- **Impervious to Fire:** Heat-based attacks (including plasma weapons) do not affect Flame Wind Dragons.
- **Infravision:** Halve Illumination penalties for warm targets.
- **Inherently Magical:** Hatchlings know no magic spells, but have a natural pool of 10 PPE and can use TW gear.
- **Limited Metamorphosis:** A dragon can adopt a single humanoid form, shifting forms with no cost or roll as an Innate Ability. He can maintain this humanoid form for a number of hours equal to his Spirit die before needing at least six hours of rest. He gains no special properties of what he mimics, only the size and appearance, but retains all of his abilities except those only usable in dragon form.
- **Nigh-Immortality:** Dragons are sustained by passively absorbing ambient magic energy, eating and drinking simply for pleasure.
- **Size 6 (Large):** In their natural forms, Hatchlings are 15–20 feet from snout to tail-tip, and weigh 7 tons. They gain a fourth Wound level and, when not using Metamorphosis, +6 Toughness.
- **Slow Regeneration:** Make a natural healing roll daily, can regenerate limbs.
- **Tail Lash:** A Hatchling in dragon form can attack all opponents adjacent to its rear or side as an action using Athletics; this attack ignores Scale penalties and may be Evaded, those who fail suffer Str+d8 Mega Damage.

FLAME WIND DRAGON (YOUNG ADULT)

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

Skills: Academics d10, Athletics d10, Common Knowledge d8, Fighting d10, Healing d6, Intimidation d10, Notice d10, Occult d10, Persuasion d8, Psionics d10, Shooting d6, Spellcasting d10, Stealth d8, Survival d6, Taunt d8

Pace: 8; **Parry:** 7; **Toughness:** 44 (22)

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

Powers (Magic): *Banish, barrier, blast, boost/lower Trait, deflection, dispel, entangle, light/darkness, intangibility, slumber.* **PPE:** 30

Powers (Psionic): *Arcane protection, confusion, detect arcana*, healing, mind link, speak language*.* **ISP:** 20

Special Abilities:

- **Armored Hide:** The dragon has +26 MDC Armor with +8 Toughness.
- **Claws/Bite:** In dragon form deal Str+3d4 Mega Damage (AP 16) with Reach 1. Bite has Reach 2.
- **Environmental Immunity:** Cold, Heat, Hunger, Thirst, Disease, Poison, Drowning, Electricity, and Radiation.
- **Expanded Awareness:** Dragons use psionic detect arcana as an Innate Ability.
- **Fast Regeneration:** Make a natural healing roll each round.
- **Fear (–2):** In his natural form, a Dragon causes Fear checks at –2.
- **Fire Breath:** As an action using its Athletics skill, a Dragon in natural form can breathe a bolt of flame at Range 12/24/48 dealing 4d6 Mega Damage, AP 16—on a raise this increases to 5d6 and targets catch fire dealing 2d6 damage until doused. Alternately, the fire breath can manifest as a Cone Template emanating from its mouth. May be Evaded, a successful Evasion reduces the damage one die (from 5d6 to 4d6, for example), or two dice with a raise.
- **Flaming Scales:** In natural form as an Innate Ability, Flame Wind Dragons

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can emanate fire from their scales. Treat this as a *damage field*, but causing 3d6 Mega Damage; targets may catch fire.

- **Flight:** In dragon form fly at Pace 24 and "run" for extra movement as usual.
- **Impervious to Fire:** Heat-based attacks (including plasma weapons) do not affect Flame Wind Dragons.
- **Low Light Vision:** Ignore penalties for Dim and Dark Illumination.
- **Metamorphosis:** As an Innate Ability, requiring no roll or cost, the dragon may change shape and size to any existing living creature from the size of a house cat to his own size and weight. He can maintain this form indefinitely, even while sleeping. The dragon gains no special properties of what he mimics, only the size and appearance, but he retains most of his own abilities except those only usable in dragon form (Armored Hide, Claws/Bite, Fear, Fire Breath, Flaming Scales, Tail Lash).
- **Nigh-Immortality:** Dragons are sustained by passively absorbing ambient magic energy, eating and drinking simply for pleasure.
- **Size 8 (Huge):** Adult dragons are 40–50 feet from snout to tail-tip, and weigh up to 15 tons; gain a fifth Wound level.
- **Teleportation:** The dragon can *teleport*, rolling Spirit and spending PPE. No Power Modifiers, but for +2 PPE he can quadruple the distance traveled..
- **Tail Lash:** A dragon in its natural form can attack all opponents adjacent to its rear or side as an action using Athletics; this attack ignores Scale penalties and may be Evaded, those who fail suffer Str+d8 Mega Damage.

FURY BEETLE

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



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

The Simvan (page 77) favor Fury Beetles as riding animals, a practice other cavalry-oriented nomads have adopted as well. Wild Fury Beetles challenge anyone who stumbles across them, whether the y are hunting for food—they are omnivores—or protecting their domain.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+7, Vigor d12+2
Skills: Athletics d8, Fighting d8, Notice d8
Pace: 12; **Parry:** 6; **Toughness:** 27 (12)
Edges: Alertness, Charge, Frenzy
Special Abilities:

- **Armored Shell:** Fury Beetles have +12 MDC Armor and +2 Toughness.
- **Claws/Bite:** Str+2d8 Mega Damage, AP 10. Fury Beetles can gut tanks.
- **Full-Spectrum Vision:** Able to see in the infrared and ultraviolet spectrums, as well as sense thermal patterns and possessed of full night vision, the Fury Beetle ignores all Illumination penalties.
- **Psionic Senses:** Fury Beetles have natural psionic sensory gifts. They can make a Notice check to psychically find water or sense arcane or psionic energies.
- **Rapid Movement:** All those legs give the Fury Beetle exceptional Pace, with a d10 Run die.
- **Size 4 (Large):** Fury Beetles grow up to 20 feet long and half that in height.
- **Slow Regeneration:** These creatures gain a natural healing roll once per day and can regenerate lost limbs over time.

GARGOYLE

Sub-demons from a hellish dimension, the gargoyles predominantly settled in Europe where they clash constantly with the New German Republic. However, plenty can be found in North America, especially since the Tolkeen war. The sorcerers of the kingdom called forth any supernatural entities they could lure to battle, including thousands of gargoyles.

In the aftermath of the war, small gargoyle tribes can be found in great numbers in the Federation of Magic, happily serving Lord Dunscon and his fellow mages. Many others wander the lands in packs (or flocks), preying on anyone weaker or in possession of things they desire. Gargoyles have developed an appreciation of technology, especially where weapons are concerned. They consider most mortals to be fine eating.

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

One in roughly every one hundred gargoyles is a lord, their natural leaders. Gargoyle Lords are of royal lineage, and possess greater stature, intelligence, and powerful supernatural abilities. They lead the gargoyle and gurgoyle social hierarchy, deciding when to go to war, migrate, settle a region, or ally with other groups. Gargoyles have strong social bonds and are always loyal to their community, even if it is an adopted "tribe" largely composed of non-gargoyles.

GURGOYLES & GARGOYLES

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d12+4, Vigor d10
Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d8, Shooting d6, Stealth d6, Survival d6
Pace: 6; **Parry:** 6
Toughness (Gurgoyle): 24 (12)
Toughness (Gargoyle): 30 (12)

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Hindrances: Greedy (Minor), Loyal
Edges: Brawler
Gear: Usually none. One in five may have *one* of the following: Mini Rail Gun (Range 30/60/120, 2d10+2 Mega Damage, RoF 3, AP 6), Plasma Ejector (Range 24/48/96, 3d12+3 Mega Damage, RoF 1, It Burns), Impact Maul (Str+2d8+4, Parry –1, Two Hands, +4 damage to break objects).
Special Abilities:

- **Armored Hide:** +12 natural Armor, +2 Toughness; Gargoyles are +5 Toughness.
- **Beak/Claws/Horns:** Str+2d6 Mega Damage, AP 6, Natural Weapons.
- **Environmental Immunity:** Cold, Fire, Heat, and mortal Poison and Disease.
- **Fear:** All demons cause Fear checks when first encountered.
- **Flight (Gargoyle only):** Flying Pace of 12" and may "run" with a d8 run die.
- **Size 2 (Normal—Gurgoyle only):** Gurgoyles weigh one ton.
- **Size 5 (Large—Gargoyle only):** Gargoyles weigh nearly two tons; gains an extra Wound level.
- **Slow Regeneration:** Make a natural healing roll daily, can regenerate limbs.
- **Superior Vision:** +2 to all vision-based Notice checks and have low light vision (ignoring Dim and Dark Illumination). With a Notice roll they sense supernatural beings and the arcane.
- **Tail:** While not fully prehensile, it can pack a wallop of Str+d6. May make one attack per round at no Multi-Action penalty using Athletics.
- **Weakness (Holy Attacks):** Demons take +4 Mega Damage from holy attacks.

GARGOYLE LORD

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d12+6, Vigor d12
Skills: Academics d6, Athletics d8, Battle d6, Common Knowledge d6, Fighting d10, Intimidation d10, Notice d8, Persuasion d8, Psionics d8, Shooting d8, Stealth d6, Survival d8, Taunt d8
Pace: 6; **Parry:** 6
Toughness (standard): 38 (14)
Toughness (Stone Form): 46 (22)
Hindrances: Arrogant, Greedy (Major), Ruthless (Minor)
Edges: Arcane Background (Psionics), Brawny, Bruiser, Frenzy, Linguist
Powers: *Arcane protection*, detect/conceal arcana, mind link.* **ISP:** 20
Gear: Usually none, though they covet treasure including artifacts, gems, precious metals, as well as weapons and armor.
Special Abilities:

- **Armored Hide:** Gargoyle Lords have +14 natural Armor, +6 Toughness.
- **Beak/Claws/Horns:** Str+2d8, AP 8, Mega Damage; Natural Weapons.
- **Environmental Immunity:** Cold, Fire, Heat, and mortal Poison and Disease.
- **Fear (–2):** Gargoyle Lords cause Fear checks at –2.
- **Fiery Breath:** As an action using its Athletics skill, a Lord can breathe a bolt of flame at Range 12/24/48 dealing 4d6 Mega Damage—on a raise this increases to 5d6 and targets catch fire dealing 2d6 damage until doused.
- **Flight:** Flying Pace of 12" and may "run" with a d8 run die.
- **Invisibility:** Lords can become *invisible* as an Innate Ability activated without a roll (at the base –4 level).
- **Size 7 (Large):** Weighs over two tons; gains a fourth Wound level.
- **Slow Regeneration:** Make a natural healing roll daily, can regenerate limbs.
- **Stone Form:** Gargoyle Lords may transform into living stone as an Innate Ability. While in this form the Lord's natural armor becomes MDC, and it gains a bonus of +8 more Armor. While in this form flight Pace is halved, and the Gargoyle Lord is Unstoppable (see *The Tomorrow Legion Player's Guide*).
- **Superior Vision:** +2 to all vision-based Notice checks and have low light vision (ignoring Dim and Dark Illumination). With a Notice roll they sense supernatural beings and the arcane.
- **Tail:** While not fully prehensile, it can pack a wallop of Str+d6. May make one attack per round at no Multi-Action penalty using Athletics.
- **Weakness (Holy Attacks):** Demons take +4 Mega Damage from holy attacks.

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NEURON BEAST

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

Though capable of engaging in direct combat, Neuron Beasts much prefer to hover nearby, soaking in the psychic energies generated when factions engage in an argument or battle. Not every Neuron Beast is evil, but most regard humans and D-Bees as lesser beings and will callously use them without compunction.

Neuron Beasts are immensely curious, engaged in the constant exploration and study of life and cosmic nature throughout Rifts Earth. Many wander the lands looking for people or factions to manipulate, posing as demon lords or godlings ready to grant wishes for the services they seek.

Attributes: Agility d8, Smarts d12+2, Spirit d12, Strength d12+1, Vigor d10
Skills: Academics d8, Athletics d8, Common Knowledge d10, Fighting d8, Healing d10, Intimidation d12, Notice d10, Occult d12, Persuasion d10, Psionics d12, Science d10, Spellcasting d12, Stealth d8, Taunt d10
Pace: 8; **Parry:** 6; **Toughness:** 36 (16)
Hindrances: Arrogant, Curious, Ruthless (Major)
Edges: Alertness, Arcane Background (Magic), Arcane Background (Psionics), Charismatic, First Strike (Imp), Level Headed (Imp), Jack-of-All-Trades, Linguist, Major Psionic, Master of Magic, Mentalist, Psi-Blade, Sixth Sense, Scholar (Occult), Strong Willed, Wizard
Powers (Magic): *Beast friend*, *banish*, *bolt*, *dispel*, *entangle*, *light/darkness*, *invisibility*, *speak language.* **PPE:** 40
Powers (Psionic): *darksight**, *deflection**, *detect/conceal arcana*, *empathy*, *mind link*, *mind reading*, *puppet*, *smite**, *stun.* **ISP:** 40
Special Abilities:

- **Armored Hide:** Neuron Beasts have +16 MDC Armor and +8 Toughness.
- **Claws:** Str+2d6, AP 10. Its talons and spiked tentacles are sharp.
- **Environmental Immunity:** Cold, Fire, Heat, and mortal Poison and Disease.
- **Fear (–2):** Neuron Beasts cause Fear checks at –2.
- **Flight:** These creatures naturally hover, and are able to *fly* at their Pace.
- **Four Arms:** This monster suffers no off-hand penalties and ignores 2 points of Multi-Action penalties each turn. It can summon a Psi-Blade for each hand.
- **Size 5 (Large):** Neuron Beasts are 20' tall; gaining a fourth Wound level.
- **Slow Regeneration:** Make a natural healing roll daily, can regenerate limbs.
- **Tentacles:** Neuron Beasts have four tentacle actions at Reach 4. A hit from a tentacle (Shaken or Wounded), causes a Vigor roll against paralyzing Poison.
- **Weakness (Cold):** These creatures suffer +2 damage from cold-based attacks, and –2 to resist other Cold effects (such as on Fatigue checks against extreme cold).
- **Weakness (Holy Attacks):** Demons take +4 Mega Damage from holy attacks.

RHINO-BUFFALO

It's easy to see how this Rift-delivered beast got its name, as it certainly looks like a gargantuan buffalo and a giant rhinoceros managed to breed true and create a devastating predator. Their favored prey is dinosaurs, which should tell the wary traveler something about how wide a berth to give a Rhino-Buffalo. As apex predators, the creatures rarely travel in groups larger than four, and most are solitary.

Rhino-Buffalos range from 18–25 feet in height, and up to 40 feet long, weighing multiple tons! More than one robot pilot has reported being charged by one of these monsters, clearly looking to answer a challenge or acquire food. Rhino-Buffalos are another favored mount for Simvan Monster Riders (see below).

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+6, Vigor d12
Skills: Athletics d6, Fighting d8, Notice d8, Survival d6
Pace: 12; **Parry:** 6; **Toughness:** 42 (20)
Edges: Charge, Fleet-Footed, Frenzy, Sweep

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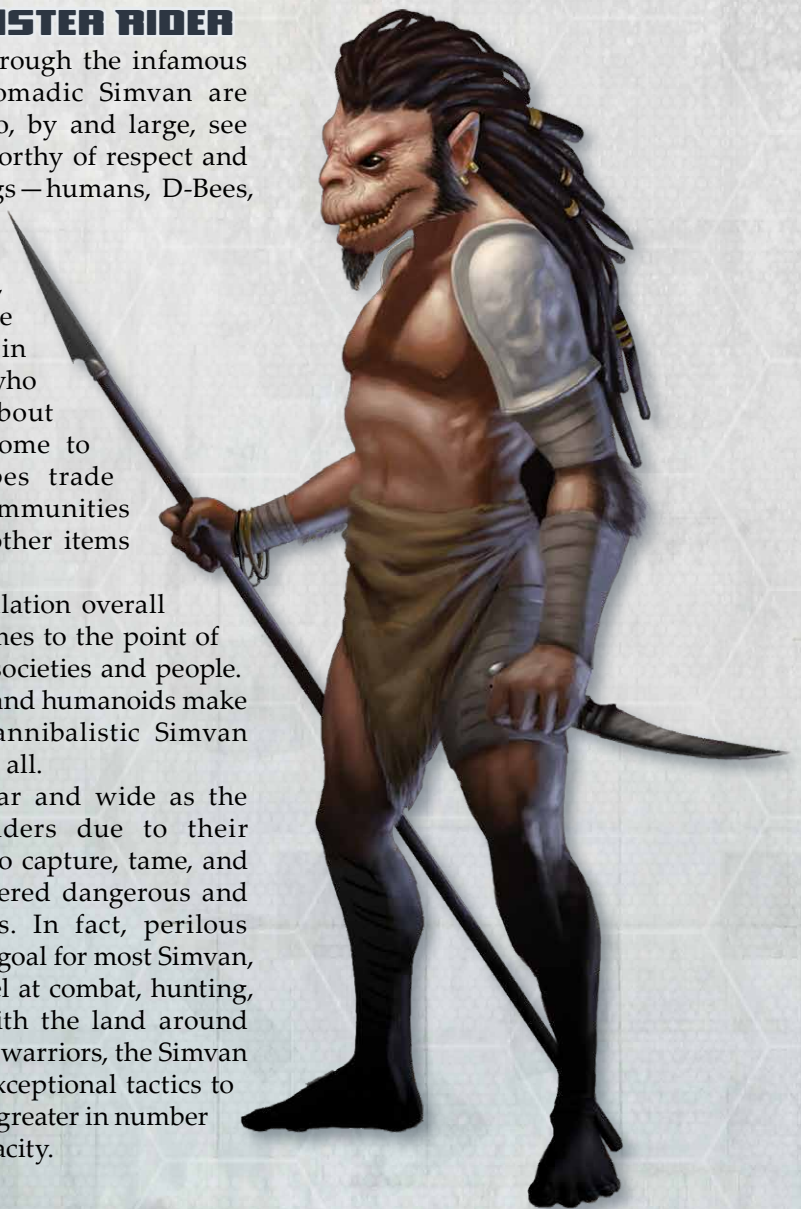
Special Abilities:

- **Armored Hide:** These beasts have +20 MDC Armor and +7 Toughness.
- **Bite/Claws/Horn:** Str+2d6 Mega Damage, AP 12,. Rhino-Buffalos can gut giant robots with ease.
- **Gore:** When moving at least 6" before attacking, they add +4 to their damage.
- **Hardy:** No additional Wounds from being Shaken more than once.
- **Leap:** Their powerful legs allow Rhino-Buffalos to leap up to 6" (12 yards)!
- **Size 7 (Large):** Rhino-Buffalos are large enough to treat dinosaurs as their favored prey! One extra Wound level.

Simvan Monster Riders are almost never encountered without their mounts, all of which are dangerous in their own right. Simvan often raid communities distant from their own, and they particularly enjoy attacking groups of mercenaries or well-equipped travelers who have the kinds of weapons and armor they like. In addition to the Fury Beetle (page 73) and the Rhino-Buffalo (page 76), the Ostrosaurus (see below) is a favorite mount—in fact, it's the most common monster the Simvan train and ride.

SIMVAN MONSTER RIDER

Originally arrived through the infamous Calgary Rift, the nomadic Simvan are a race of D-Bees who, by and large, see only themselves as worthy of respect and life. Most other beings—humans, D-Bees, supernatural entities, and so forth—tend to be rivals, enemies, and prey. There are plenty of exceptions, in the form of Simvan who understand more about the world they've come to inhabit. A few tribes trade with non-Simvan communities for technology and other items they need or want.



However, the population overall is aggressive, sometimes to the point of brutality, with other societies and people. The fact that humans and humanoids make fine meals to the cannibalistic Simvan doesn't help matters at all.

They are known far and wide as the Simvan Monster Riders due to their preternatural ability to capture, tame, and ride creatures considered dangerous and monstrous by others. In fact, perilous challenges are a daily goal for most Simvan, who revel in and excel at combat, hunting, and living as one with the land around them. Natural cavalry warriors, the Simvan Monster Riders use exceptional tactics to challenge enemies far greater in number and technological capacity.

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Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Healing d6, Intimidation d6, Notice d6, Psionics d6, Riding d10, Shooting d8, Stealth d6, Survival d6
Pace: 6; **Parry:** 6; **Toughness:** 13 (5)
Hindrances: Bloodthirsty, Mean
Edges: Alertness, Arcane Background (Psionics), Beast Bond, Beast Master, Woodsman
Gear: Huntsman Armor (+5 Armor, +2 Toughness), Laser Rifle (Range 24/48/96, Damage 4d6, RoF 1, AP 2), Vibro-Knife (Str+d6 Mega Damage, AP 6), hunting gear.
Powers: *Beast friend, detect/conceal arcana, healing, mind link.* **ISP:** 15
Special Abilities:
- **Instinct Over Intellect:** Simvan act on instinct, intellectual pursuits are not common. They suffer −1 to all Smarts rolls, but not Smarts linked skills.
- **Low Light Vision:** Simvan ignore Dim and Dark Illumination penalties.
- **Monstrous Beast Affinity:** When using *beast friend*, Simvan pay half the cost for a creature's Size (round up) and it affects "unnatural" beasts (see the list above of common riding animals).

OSTROSAURUS

Similar to dinosaurs, the Ostrosaurus stands 12–15 feet tall on its powerful hind legs, with a similar stance as that of a T-Rex. Its arms, however, are considerably longer and more useful. Ostrosaurus are alien, feathered carnivorous predators, with impressive animal intellect and high speed—which is why the Simvan love them.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+3, Vigor d10
Skills: Athletics d6, Fighting d8, Notice d8, Survival d6
Pace: 10; **Parry:** 6; **Toughness:** 22 (10)
Edges: Alertness, Fleet Footed
Special Abilities:
- **Armored Hide:** An Ostrosaurus has +10 Armor and +2 Toughness.
- **Claws/Bite:** Str+2d6 Mega Damage, AP 6.
- **Leap:** An Ostrosaurus can leap 4".
- **Size 3 (Normal):** Large and powerful.

THORNHEAD DEMON

Wicked, cruel, and territorial, a Thornhead Demon is a terrible thing to encounter in the wilderness. Though not brilliant by any stretch, they are sentient and capable of negotiating with those unfortunate enough to pass within their domain—which is usually marked with corpses and skeletons hung from trees or poles. Sufficient amounts of alcohol have been used to buy a group's way out of a fight, though usually the Thornhead Demon demands something (or someone) to eat.

Thornhead Demons are 12 feet of supernatural evil, with a horrifying face full of spiky teeth, gargantuan antlers, four glowing eyes, and spikes and muscles all over. Their most terrifying feature may be the two cyclopean serpent-like tentacles extending out from either side of their mouths; each thing has its own set of vicious teeth and seems to move of its own will!

Like most demonic beings, Thornheads enjoy dominance over what they see as lesser beings. More than a few villages and communities have found themselves forced to "worship" a Thornhead Demon, providing sacrifices of living things and precious items as tribute. The demons hoard anything deemed of value to others, even when such things are useless to the monster…and the skulls of their most impressive victims.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+3, Vigor d12
Skills: Athletics d10, Common Knowledge d4, Fighting d10, Intimidation d8, Notice d6, Spellcasting d8, Stealth d6, Survival d6
Pace: 10; **Parry:** 7; **Toughness:** 30 (12)
Hindrances: Bloodthirsty, Jealous (Major), Thin-Skinned (Minor)
Edges: Alertness, Arcane Background (Magic), Frenzy (Imp), Master of Magic
Powers: *Banish, blast, bolt, dispel, environmental protection, fear, flight, invisibility, puppet, speak language, zombie.* **PPE:** 25
Special Abilities:
- **Armored Hide:** Thornhead Demons have +12 MDC Armor, +7 Toughness.
- **Bite/Claws/Antlers:** Str+2d6 Mega Damage; Natural Weapons.

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- **Environmental Immunity:** Cold, Fire, Heat, and mortal Poison and Disease.
- **Fear (–2):** A terrifying demon, Thornheads cause Fear checks at –2.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting conditions.
- **Metamorphosis:** As an action, Thornheads can *shape change* into any insect native to the area it resides in (such as a beetle, wasp, or centipede).
- **Size 3 (Normal):** Thornhead Demons tower over most beings.
- **Slow Regeneration:** Thornheads heal if left alive. They make a natural healing roll each day and can regenerate limbs.
- **Tentacles:** Each of the two serpent-like mouth tentacles acts independently, attacking each round without incurring Multi-Action penalties. The tentacles have Reach 1, bite for Str+d4 damage (using the demon's Strength), and when a target is struck (Shaken or Wounded) they must check Spirit or suffer the effects of one of the following: *blind, puppet, slumber, stun*.
- **Weakness (Holy Attacks):** Demons take +4 Mega Damage from holy attacks.

WILD VAMPIRE

The vampires of Rifts Earth represent both the classic notion of vampires from myth and history, as well as a strange, devastating alien threat. The origins of the vampire "curse" are found across the dimensions, unknown to all but a few experts and scholars. A race of incredibly ancient cosmic monstrosities reach out to corrupt souls or evil beings, offering eternal life and power. They infect those who accept with a shard of their own essence—and a master vampire is born. From there, the mystical disease is intentionally spread until an army of undead, blood-sucking monsters is created.

Thanks to extensive efforts on the border with Mexico, vampires are fairly rare in North America. Unfortunately, they're being created by the thousands, and those known as Wild Vampires (by far the most numerous) are encountered with increasing frequency.

Wild Vampires are gaunt, horrific parodies of humanity, with extended jaws full of fangs and sharp teeth. Their skin is stretched and pale, their eyes dramatically sunken and bugged-out, and they reek of rotten meat. They speak rarely, snarling and howling as they lope along, and go berserk at the slightest provocation. Wild Vampires delight in causing pain, and while primal in nature, they can be cunning and enact plans beyond mere hunting and feeding. Some retain just enough presence of mind to take leadership of a pack, and if there's any talking to do, it's with such a leader.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+2, Vigor d10
Skills: Athletics d10, Common Knowledge d4, Fighting d10, Intimidation d6, Notice d6, Psionics d6, Stealth d8, Survival d8
Pace: 8; **Parry:** 7; **Toughness:** 10
Hindrances: Bloodthirsty, Impulsive
Edges: Arcane Background (Psionics), Brawler, Fleet-Footed, Free Runner
Gear: Various melee weapons (Str+d8).
Powers: *Beast friend, detect/conceal arcana, empathy, mind link, puppet, slumber.* **ISP:** 10
Vampire Psionic powers are Innate Abilities.
Special Abilities:

- **Bite:** Str+2d4 Mega Damage AP 12. Grappled prey may be bitten as usual; Shaken or Wounded victims must check Vigor or suffer a level of Fatigue.
- **Change Form:** With an action and a Psionics roll vampires can *shape change* into a wolf or bat (or change back again).
- **Claws:** Str+d8 Mega Damage, AP 6.
- **Fast Regeneration:** Vampires roll Vigor every round to heal damage—even after being "killed." A success heals one Wound, two with a raise. Silver or wood in the heart, sunlight and holy water (see below) bypass this ability.
- **Fear (–1):** Cause a Fear test at –1.
- **Immunities:** Vampires are immortal and ignore Poison, Disease, Fire, Cold, Radiation, and virtually all other sources of mundane damage or negative effects. They need no food or water (only blood, the lack of which drives them insane).
- **Invulnerable:** Attacks—even those causing Mega Damage—which don't use one of the Vampire's vulnerabilities can only Shake them.
- **Mist Form:** Can turn into mist with an action and a Psionics roll at –2.

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- **Perfect Night Vision:** Vampires ignore all Illumination penalties.
- **Thrall:** Targets Incapacitated by a vampire's bite are under its control (if not outright killed, usually the case for Wild Vampires). They are permanently under the *puppet* power until the controlling vampire is destroyed.
- **Turn:** Instead of creating a thrall, the vampire can turn a victim of its bite. When a Wild Vampire attempts to create a new vampire, the victim makes a Vigor check after being Incapacitated (either by the damage or Fatigue). The roll is made with all the penalties appropriate to damage done and Fatigue inflicted. On a failure, the victim dies. On a success, the victim makes a Spirit roll at the same penalty. Failure means she is now a Wild Vampire; success means she somehow resists and is still alive.
- **Undead:** +2 Toughness; +2 to recover from Shaken; Called Shots do no extra damage (with exceptions noted below).
- **Wall Walker:** Vampires move their Pace on walls, half Pace on ceilings.
- **Weakness (Decapitation and Burning):** Vampires Incapacitated via silver or wood (see below) become vulnerable to normal damage and fire. Only once they have been decapitated, the head and body burned in separate pyres, and the ashes scattered, are they destroyed.
- **Weakness (Garlic and Wolf's Bane):** A vampire must check Spirit to cross through or into an area protected by these herbs, and attack at −2 to bite anyone wearing either herb.
- **Weakness (Holy):** The holy symbols of any religion that reveres goodness and light over dark hold vampires at bay. Vampires must win an opposed Spirit check to attack. With a successful Touch Attack (Fighting +2), the holy symbol causes 3d4 fire damage to the vampire, who must check Fear. Holy attacks can damage Vampires but *not* destroy them.
- **Weakness (Magic and Psionics):** Vampires can be affected and harmed by magic and psionics, but *all* effects are halved and they *cannot* be destroyed unless the power is Trapped with water or sunlight (wood/silver deal full damage). Magic weapons can damage them but have the same restrictions. A sunlight Trapping on *light* does no damage but the fiends cannot enter the area of effect and any within must leave.
- **Weakness (Silver and Wood):** Silver objects burn for 3d4 fire damage, and Vampires suffer +4 damage from purely wooden or silver weapons, or a combination of the two. A successful Called Shot to the heart (−4) forces vampires to make a Vigor check against the damage total. If successful, they suffer damage normally and are Stunned; if they fail, they are Incapacitated, enter a stasis-like state, and become vulnerable to all normal sources of damage. However, the vampire is *not* destroyed, see Weakness (Decapitation and Burning) above.
- **Weakness (Sunlight):** Vampires suffer an automatic level of Fatigue during daylight hours and catch fire if any part of them is exposed to sunlight (clothing doesn't help, they must be completely shielded). A vampire's Pace is 2 and their powers don't work while exposed to sunlight—they burn for 2d10 damage every round they are exposed and vampires Incapacitated this way are destroyed by turning to ash.
- **Weakness (Supernatural Attacks):** Vampires can be damaged by the natural attacks of other vampires, werebeasts, demons, and supernatural beings. However, they are *not* destroyed unless a Weakness is used.
- **Weakness (Water):** Vampires have a phobia of bodies of water and cannot cross them (even if flying) unless there is a physical bridge, and even then must check Fear at −4. Holy or natural bodies of water damage them like acid. Immersing vampires (in a waterfall, flash flood, pond, river, lake, sea) deals 3d10 damage a round. Holy water is blessed with the Faith skill as an action. Small sources of holy water (a bucket, a squirt gun) do 1d10 damage, medium sources (a hose, a "super soaker") deal 2d10, and large sources (a fire hose) deal 3d10. Vampires Incapacitated this way melt into slime and are destroyed.

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WITCHLING

Supernaturally evil creatures of magic, Witchlings are truly malevolent beings who crave two things: personal power and the suffering of others. Witchlings belie the usual assumption that monsters, demons, and other supernaturally evil beings prefer solitude; they actually enjoy working with others for a greater common cause. They hold deceit and treachery to be the ultimate forms of art, and appreciate kindred spirits.

Grotesque, hag-like creatures in disheveled tatters and rags, Witchlings have scaly gray skin, tiny black eyes, and vaguely elfin ears. They have no legs, floating above the ground instead. Witchlings are cunning, treacherous, and fond of inflicting pain and suffering. They are disinclined to fight to the death, preferring to run away and plot revenge, or simply find a better opportunity.

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

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d10, Notice d10, Occult d8, Persuasion d10, Spellcasting d10, Stealth d10, Survival d6, Thievery d8

Pace: 8; **Parry:** 5; **Toughness:** 6

Hindrances: Cautious, Suspicious (Major)

Edges: Arcane Background (Magic), Extraction (Imp), Master of Magic, Wizard

Powers: *Bolt*, *lower Trait*, *burst*, *darksight*, *detect/conceal arcana*, *entangle*, *growth/shrink*, *healing*, *light/darkness*, *puppet*, *slumber*, *speak language*, *telekinesis*. **PPE:** 40

Special Abilities:

- **Environmental Immunity:** Cold, Fire, Heat, and mortal Poison and Disease.
- **Fear:** Terrifying and ugly. Any who encounter them make a Fear check.
- **Flight:** Witchlings can hover and *fly* in any direction at their Pace.
- **Invisibility:** As *invisibility*, but for no PPE cost, using Stealth as the skill roll.
- **Ley Line Transmission:** Per the Ley Line Walker's ability (see *The Tomorrow Legion Player's Guide*).
- **Slow Regenerations:** Witchlings make a natural healing roll once per day.

XITICIX

The insectoid race called the Xiticix is one of the great dangers to all other beings in the world. Some believe them to be the *greatest* danger to life and civilization the world has ever known, possibly fulfilling a rather famous Doomsday Prophecy—potentially naming them the Seventh Demon and the Fourth Danger.

Erupting from a Rift almost 300 years ago, during the Dark Ages, a horde of these "Bug Men" set up many Hivelands in the remote regions of Minnesota and Manitoba. Wherever they settled, the very terrain rapidly transformed into an alien landscape inherently hostile to anything not Xiticix. Worse, they're expanding at a geometric rate, and expert scientists are convinced they will be unstoppable within 10–20 years if a massive effort to cull them isn't undertaken soon.

Though they are most threatening far north of the region where the Tomorrow Legion operates, warrior scouts are frequently sent across the continent in search of likely places to establish new colonies. The wilderness offers easy opportunities to establish a hive and place a queen, which could easily spell the end of all life in the area if such activities aren't spotted and stopped. The two types of Xiticix likely encountered in such parties are Hunters and Warriors.

Both types are humanoid in structure, though with wings and extra limbs as well as alien insect heads with multiple large, multifaceted eyes. Warriors are gray in color, while Hunters are green. All Xiticix have low-level inherent psionic ability, enabling them to wield most Techno-Wizard items (including special ones created by their queens).

XITICIX HUNTER

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

Skills: Athletics d8, Battle d6, Common Knowledge d4, Fighting d10, Notice d8, Shooting d10, Stealth d10, Survival d8

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

Edges: Alertness, Ambidextrous, Danger Sense, Extraction, Two-Fisted, Woodsman

Gear: 2×Xiticix hooked short swords (Str+2d4, AP 6, Mega Damage), TK Rifle (Range 40/80/160, 4d6 Mega Damage, AP 4)

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Special Abilities:

- **Acid Spit:** Range 3/6/12, 3d4 Mega Damage, AP 8. Most Xiticix can spit a glob of acid capable of eating through even MDC armor, using their Shooting skill. The acid continues to damage whatever it hits for 1d6 rounds, unless it's removed by some means (salt water is an effective neutralizer).
- **Antennae:** Xiticix can operate by motion sense and sound, thanks to their highly developed antennae. They suffer no lighting penalties for attacks or actions, even in Pitch Darkness. This ability is negated if a source of white noise or extreme sonic effect is introduced into the area.



- **Armor +8:** Hunters have tough exoskeletons.
- **Death Scent:** If a Xiticix dies violently, it releases a distinctive scent, barely noticeable unless one possesses extraordinary scent abilities (like a Dog Boy). This scent can reach other Xiticix within four miles!
- **Extraordinary Senses:** Xiticix Hunters gain a +4 to Notice and Survival (tracking) rolls.
- **Flight:** Fly at Pace 12 with a d10 run die.
- **Low Light Vision:** Even when their antennae are neutralized, Xiticix eyes see into the ultraviolet and infrared ranges. They ignore Dim and Dark penalties.
- **Marking Spray:** Hunters seek out those who channel PPE in some fashion, as they are valuable to the hive. Xiticix use beings strong in PPE to create a special sludge that accelerates the growth of their young. To tag a potential target, the Hunter makes a Shooting roll (Range 4/8/16); on a success, no damage is done, but the target is now detectable by other Xiticix and can be tracked by them from two miles away. It takes two weeks to wear off, unless an alchemist, herbalist, or someone very knowledgeable helps the target wash it off; check Survival at −6, one attempt only.
- **Natural Camouflage:** Hunters can alter their color schemes to fit their backgrounds, granting them +2 on all Stealth checks.
- **Psychic Senses:** Hunters can make a Notice check to sense PPE and supernatural entities.
- **Size 1 (Normal):** 7 feet tall.
- **Slow Regeneration:** Xiticix make a natural healing roll daily, and can restore lost wings, limbs, and antennae.
- **Trail Scent:** Xiticix leave a scent trail easily followed by other Xiticix.
- **Ultrasonic Communication:** Xiticix communicate with each other at frequencies most beings cannot detect.
- **Wall Walker:** Most Xiticix can move at their normal Pace on vertical surfaces and even hanging upside-down.

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XITICIX WARRIOR

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

Skills: Athletics d6, Fighting d10, Notice d6, Shooting d10, Stealth d6, Survival d6

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

Edges: Alertness, Ambidextrous, Danger Sense, First Strike, Frenzy (Imp), Steady Hands, Two-Gun Kid, Two-Fisted

Gear: 2 × Xiticix long swords (Str+d10 Mega Damage, AP 8), Xiticix spear (Str+d8 Mega Damage, AP 6, Reach 1), TK Rifle (Range 40/80/160, 4d6 Mega Damage, AP 4).

Special Abilities:

- **Acid Spit:** Range 3/6/12, Damage 3d4 Mega Damage, AP 8. Most Xiticix can spit a glob of acid capable of eating through even MDC armor, using their Shooting skill. The acid continues to damage whatever it hits for 1d6 rounds, unless it's removed by some means (salt water is an effective neutralizer).
- **Antennae:** Xiticix can operate by motion sense and sound, thanks to their highly developed antennae. They suffer no lighting penalties for attacks or actions, even in Pitch Darkness. This ability is negated if a source of white noise or extreme sonic effect is introduced into the area.
- **Armor +6:** Tough exoskeleton.
- **Bite:** Str+2d4, AP 4. If the target is at least Shaken, he must check Vigor against Mild Poison (see *Savage Worlds*).
- **Death Scent:** When a Xiticix dies violently, it releases a distinctive scent, barely noticeable unless one possesses extraordinary scent abilities (like a Dog Boy). This scent can reach other Xiticix within four miles!
- **Extraordinary Senses:** Xiticix Warriors gain a +2 to all Notice and Survival (tracking) rolls.
- **Flight:** Pace 12 with a d10 run die.
- **Four Arms:** Xiticix Warriors suffer no off-hand penalties and ignores 2 points of Multi-Action penalties each turn.
- **Low Light Vision:** Even when their antennae are neutralized, Xiticix eyes see into the ultraviolet and infrared ranges; they ignore Dim and Dark penalties.
- **Size 1 (Normal):** 7 feet tall.
- **Slow Regeneration:** Xiticix make a natural healing roll daily, and can restore lost wings, limbs, and antennae.
- **Trail Scent:** Xiticix leave a mild scent trail that is easily followed by their kind.
- **Ultrasonic Communication:** Xiticix communicate with each other at frequencies most beings cannot detect.
- **Wall Walker:** Most Xiticix can move at their normal Pace on vertical surfaces and even hanging upside-down.

SAVAGE TALE: AMOH

Harry Mayborn III wanted to be a Techno-Wizard. He loved technology and gadgets, was great at working on the cars and tractors around his home town, and even built a pretty sweet computer from spare parts. He wanted to take his natural arcane gifts and apply them to his passion. It was not to be, however, for Harry's father was a Shifter, as was his father before him.

So Harry took up the study and practice of tearing holes in quantum space and yanking extradimensional beings from their homes to serve at his command. He has no passion for it, but he did well enough in his core studies that his father declared him a Shifter and bade him go into the world and "Do something with your profound, hereditary gifts!"

Harry wandered for a while, never once really practicing his true gifts and getting by on his other magic abilities and knowledge. However, the fateful day came when someone recognized the surname Mayborn and insisted on hiring the young Shifter of such a prestigious family line to summon a particular demon, Rozarre the Rancorous. She'd had previous dealings with the demon in question and was keen to renew her acquaintance, her family having fallen on hard times due to debts owed to Stormspire.

Harry had never before summoned a greater demon. Certainly, he knew the process well enough, but this wasn't something he was comfortable with. He'd always managed to forestall his father's requests to call forth a being of terrible supernatural evil by, instead, showing off his ability to bring other interesting beings from other realms. Harry's mother

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intervened and ultimately kept her son from that onerous task, but the Lady Gabriene was having none of it. Unless he was prepared to answer to his father for failing to live up to the family's reputation.

DEMON HUNTERS

A large troupe of demons are amok in an area protected by the Tomorrow Legion, and someone needs to deal with them. One village has already been razed. The team is dispatched eastward from Castle Refuge to the area where reports last placed them, with the mission to track and destroy the monsters. Resolve this as a Challenging Dramatic Task using Survival (tracking), with other applicable skills to Support (such as Occult). If successful, one less village is destroyed before they catch up with the demons.

Ultimately, the heroes come upon a community under attack. Grotesque, bat-winged demons are tearing the place apart, accompanied by Brodkil.

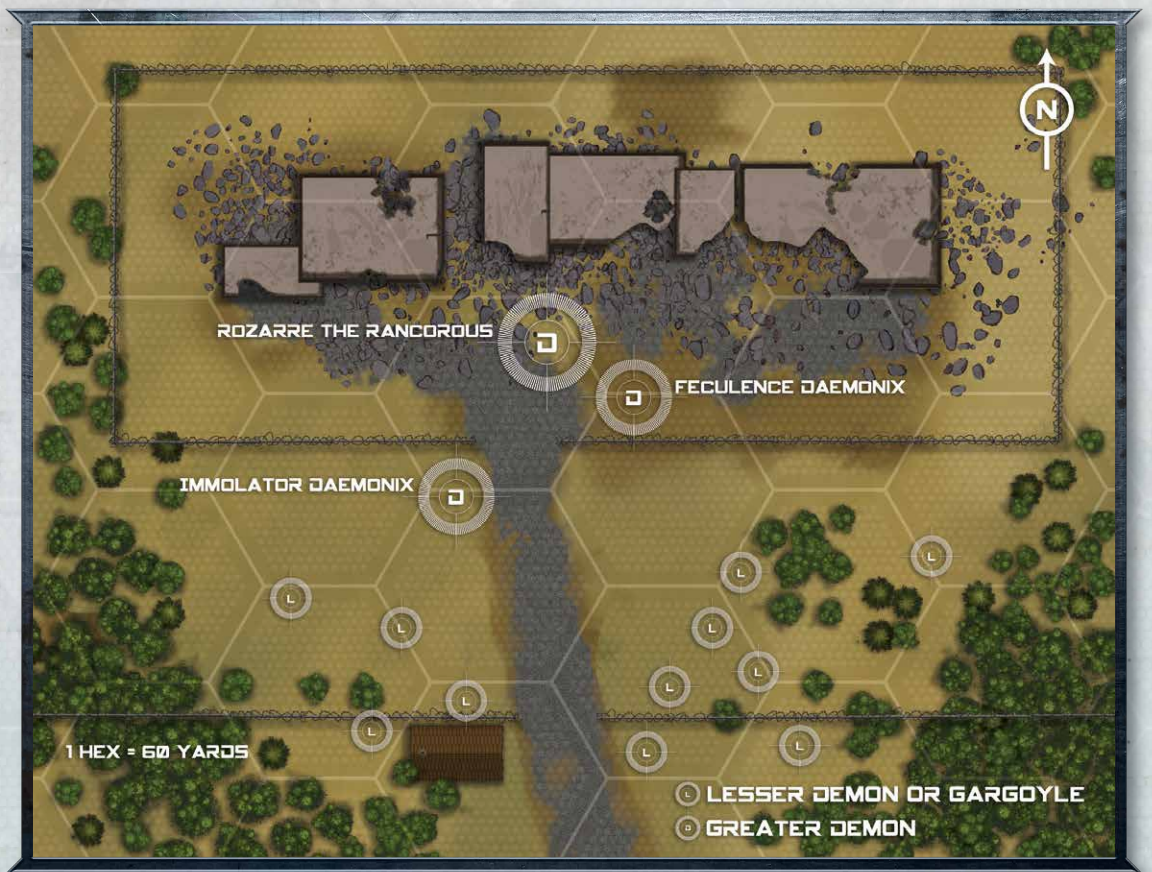
- **Lesser Demons (2 per hero):** *Fly* as an Innate Ability, see page 90.
- **Brodkil (1 per hero):** See page 69. One or two have cybernetics.

ENTER HARRY

Near the end of the fight, magical help comes from an unexpected source as Harry steps in and banishes one of the Lesser Demons. He helps the heroes fight whatever monsters are left, and asks to talk to them when the battle is over. Cyber-Knights or other characters with supernatural senses can tell Harry has residual demonic "taint" on his aura, though he doesn't read as fully supernatural evil.

> *"Yes, I am the one responsible for the demons—well, the bat-winged ones, anyway. Not sure where the Brodkil came from, unless he's recruiting…oh, dear."*

Harry comes across as someone in over his head, and very unhappy about circumstances as they are. He won't lie, but he's hoping to minimize how bad he looks



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to these people—he's very much afraid they're going to kill him when they discover what he's done.

> *"You see, I'm a Shifter, and I was hired to summon a specific demon lord for this lady who claimed to have the requisite means to bind him. She did not, however, and neither did I, so…look, I am really very sorry about this, I never meant to get this far down my father's path. I just wanted to make a little money, try not to embarrass him too much. I just…look, I want to help, OK?"*

Assuming the party hears him out, Harry explains Rozarre the Rancorous is a particularly powerful demon of the classic variety, with the unfortunate ability to summon Lesser Demons under his dominion. He can only summon a few each day, but if he's not stopped, he'll soon have an army of unspeakable power to command.

Rozarre is exceptionally tough, and promises to be extremely difficult to put down—among other things, being invulnerable to non-magical weaponry. However, Harry managed to extract (he won't say how) some important information from Lady Gabriene, and he believes he can banish Rozarre if the heroes help him get near enough.

If the heroes agree to this plan, the next step is to find Rozarre the Rancorous and get Harry within 10" of the demon lord (the range for his *banish* spell). Because of what he learned from Gabriene, he only needs a simple success on the opposed roll against Rozarre's Spirit to send the Greater Demon away, which also *banishes* any remaining Lesser Demons.

Although Harry should come off as somewhat sympathetic, suspicions about him and his capabilities are more than reasonable. He summoned the demon in the first place, and it's clear he didn't think through the consequences. He wants to get things under control, but altruism is only a part of the picture. The truth is, he's far more concerned about his reputation and what his father will think of him for his failure.

ROZARRE THE RANCOROUS

The gigantic leather-winged demon called Rozarre the Rancorous leaves a path of flaming destruction nearly impossible to miss, leading any who would dare to follow him to Tiptonville, Tennessee. There, he's gathered a small but growing army of his own Lesser Demons, along with a couple of Daemonix and some Gargoyles who seek to join his new kingdom. Rozarre has many plans for this new world, where he expects to be worshiped and feared!

The local population has fled, is in hiding, or is already dead at the monsters' hands. A running battle pits the firepower and gifts of the heroes (who may be trying to keep Harry alive as they fight) against a swarm of supernatural monsters Hell-bent on destroying them before they reach Rozarre.

Give Harry to one of the players to run for the combat. He's a Wild Card with two Bennies. He is cautious using his PPE, wanting to ensure he has enough for the confrontation with Rozarre.

The fight eventually leads to the ruins of the Northwest Correctional Complex, a one-time maximum security prison. Rozarre wants to build his palace atop these ruins, as they are still steeped in psychic misery.

- **Rozarre the Rancorous:** Invulnerable except for arcane attacks or those effecting a Weakness. Use Greater Demon stats on page 90.
- **Harry Mayborn III:** Use Shifter stats on page 29. Remember that Shifters gain +2 with *banish* spells.
- **Feculence Daemonix:** See page 31.
- **Immolator Daemonix:** See page 33.
- **Gargoyles (1 per hero):** See page 74.
- **Lesser Demons (2 per hero):** page 90.

After all is said and done, if Harry is still alive (and he strives very hard to be), the group needs to decide what to do with him. He'd just as soon be left to continue his wanderings, preferably far away from his father. If someone decides to try to recruit him to the Legion, he asks what kind of Techno-Wizard training he could receive…

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CREATURES FROM THE RIFTS

Rifts Earth is a cosmic crossroads for the Megaverse®—pretty much anything can come through a Rift to wander the planet.

IT CAME FROM A RIFT

Perhaps someone tinkered with a ley line nexus, or you want to see what interesting elements you can generate and craft a scenario around. Whatever the case, grab some dice and see what strangeness comes about!

ESSENTIAL NATURE

Roll to determine the entity's nature. Natural means it has inherent abilities, while Magical or Technological indicate other sources of power.

ESSENTIAL NATURE	
D6	RESULT
1–2	Natural
3–4	Magical
5–6	Technological

This chart approximates the appearance of the entity—choose or modify as you see fit.

GENERAL APPEARANCE	
D8	RESULT
1	Horrifically ugly and terrifying (Fear –2)
2	Bizarre, alien, and disturbing (Fear)
3	Odd, somewhat alien, off-putting (Persuasion –2)
4–6	Humanoid and relatively normal
6	Attractive, alluring, captivating (Persuasion +2)
8	Unearthly beautiful and mesmerizing (Persuasion +4)

NUMBER

Roll to determine if the Rift disgorges a single entity, a group, or a horde. The dice in parentheses is number in the group.

NUMBER	
D6	RESULT
1–2	Single Entity
3–4	Small Group (2d6)
5	Large Group (3d12)
6	Horde

Once you get a result here, roll on one of the three following sets of charts—**Single Entity**, **Group**, or **Horde**—that fits the result.

SIZE FOR SINGLE ENTITY	
D6	RESULT
1	Gargantuan (Size = 1d4+8)
2	Huge (Size = +8)
3	Large (Size = 1d4+3)
4–5	Normal (Size = 1d4–1)
6	Small (Roll 1d6: 1–4, Size –1; 5–6, Size –2)

SIZE FOR GROUPS	
D6	RESULT
1	Huge (Size = +8)
2	Large (Size = 1d4+3)
3–5	Normal (Size = 1d4–1)
6	Small (Roll 1d6: 1–4, Size –1; 5–6, Size –2)

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HORDE

A horde is a large enough population of beings that an exact count is pointless. There are anywhere from dozens to thousands coming through, indicating a long-term problem or challenge for those encountering the visitors.

Roll on the following chart to get the size of the beings in the horde.

SIZE FOR HORDES	
D6	RESULT
1	Large (Size = 1d4+3)
2–3	Normal (Size = 1d4–1)
4–5	Small (Roll 1d6: 1–4, Size –1; 5–6, Size –2)
6	Swarms

For the Swarms result, roll 2d8 to determine how many hang around the immediate area and must be dealt with by whoever is there. Dozens (or hundreds) more Swarms spread out rapidly throughout the region. Swarms are found in *Savage Worlds*.

If you want to make the Swarms particularly awful, increase their damage to 2d6 and make it Mega Damage! Then increase their Toughness to 10.

ENTITY ABILITIES

The following series of charts help you build the stat block for the entity or entities encountered. When dealing with a group or a horde, you may wish to create a special entry for one or more leaders, and a separate entry for the rank-and-file soldiers or others who accompany the leaders. Near the end of this section, there is a **Follower Type Table** you can roll for or choose from.

For a single entity or the leader of a group or horde, roll five times on this chart to determine the die type for each of the five Attributes (Agility, Smarts, Spirit, Strength, Vigor). For Large entities, add +2 to the roll for the being's Vigor. For Huge entities, add +4 to the result for Vigor.

For Large and Huge beings, don't roll for their Strength. Instead, use the maximum of the Typical Strength Range listed on the **Size Table** in the *Savage Worlds* Bestiary.

ATTRIBUTE	
D12	RESULT
1	d4
2–5	d6
6–8	d8
9	d10
10	d12
11	d12+1
12	d12+2

Roll 1d4 to determine how many times to roll, which determines one or more roles the entity fulfills (and thus what skills and Edges it has). Ignore and re-roll when the same result is rolled. If any of the results come up as Mindless Intruder, immediately stop rolling and ignore all previous results from this chart; if an entity is a Mindless Intruder, that's all it is.

WHAT ARE THEY?	
D12	RESULT
1–2	Mindless Intruder
3–4	Commander
5	Explorer
6	Psionic
7	Scientist/Scholar
8	Spellcaster
9	Trader
10–12	Warrior

Where skills are granted multiple times (from rolling more than once above), take the highest indicated result. You should also tinker with the final write-up to make sure they make sense in the end.

MINDLESS INTRUDER

Traits and Edges: Smarts d4 (A), Fighting and Shooting set at Agility level (minimum d6), Notice d6, Frenzy, Sweep.

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Special: Natural ranged attack (Range 20/40/80, Damage 3d8, RoF 1, AP 2, Mega Damage), 1d4+2 additional rolls on the **Special Abilities Table**.

Followers: Group or Horde followers are automatically Mindless Minions (page 65).

COMMANDER

Traits and Edges: Battle d8, Fighting d8, Notice d8, Shooting d8, Command Presence, Hold the Line!

Followers: Group or Horde followers are Bandits or Soldiers (ignore other results), see page 56 and page 66.

EXPLORER

Traits and Edges: Smarts d8 (minimum), Fighting d6, Healing d6, Notice d8, Shooting d6, Stealth d6, Survival d8, Woodsman.

PSIONIC

Traits and Edges: Smarts d8 (minimum), Spirit d8 (minimum), Fighting d6, Notice d8, Psionics set at Smarts level, Arcane Background (Psionics), Master Psionic, Mentalist.

Powers: *Detect/conceal arcana, mind link, mind reading, protection, puppet, speak languages, telekinesis.* **ISP:** 30.

SCIENTIST/SCHOLAR

Traits and Edges: Smarts d8 (minimum), Healing set at Smarts level, Knowledge Skills (choose three, all set at Smarts level), Notice set at Smarts level, Repair set at Smarts level, Research set at Smarts level, Survival d6, Scholar.

SPELLCASTER

Traits and Edges: Smarts d8 (minimum), Spirit d8 (minimum), Fighting d6, Notice d8, Spellcasting set at Smarts level, Arcane Background (Magic), Master of Magic, Wizard.

Powers: *Bolt, detect/conceal arcana, dispel, invisibility, protection, slumber, speak language.* **PPE:** 30.

TRADER

Traits and Edges: Smarts d6 (minimum), Spirit d8 (minimum), Gambling set at Smarts level, Persuasion set at Spirit level, Streetwise, Charismatic.

WARRIOR

Traits and Edges: Agility d8 (minimum), Strength d8 (minimum), Vigor d8 (minimum), Athletics and Fighting set at Agility level, Healing d6, Shooting set at Agility level, Survival d6, Frenzy, Marksman.

After determining the basics for the leader(s) above, roll on the following table to determine the core stat block for any group or horde followers:

It's important to be creative with these followers. Gear can be of any genre — fantasy, steampunk, sci-fi, etc. — and style, or it may not be gear at all, instead representing some natural ability or bio-attachments. Where civilians are concerned, they should probably have a number of skills related to the nature of who they are and where they come from, and especially who they follow. For example, if their leader is a Trader, they may be merchants, farmers, and the like. If their leader is a Spellcaster, they may be apprentices, acolytes, or worshipers.

Finally, it's time to determine what kind of special abilities the entity or entities possess. Whatever is rolled on this chart should apply to any leaders and followers, since they're expected to be from the same place and probably related, species-wise.

Either choose how many times you wish to roll, or roll a d4+1 to determine how many rolls to make. As always, ignore and re-roll anything you don't like or that doesn't make sense. Most of the abilities below are found in the **Monstrous Abilities** section of *Savage Worlds*.

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WHY ARE THEY HERE?

This chart is optional (even more optional than the others), because you may have a strong idea of how you want to use what you generate, or maybe you're really only looking for it to be a mighty knock-down, drag-out fight. However, if you'd like some inspiration leading to a more involved scenario, this table provides the inspiration.

WHY ARE THEY HERE?

D8	WHY ARE THEY HERE?
1	Hungry, looking for food and shelter.
2	Escaping, looking for refuge.
3	Exploring, looking for new discoveries.
4	Ambitious, looking for new opportunities.
5	Good, looking to bring light to a new world.
6	Evil, looking to torment and terrorize a new world.
7	Angry, just looking for a fight.
8	Confused and have no idea why they are here.

FOLLOWER TYPE

D6	RESULT
1	Civilians (page 57)
2	Bandits (page 56)
3	Mindless Minions (page 65)
4–6	Soldiers (page 66)

SPECIAL ABILITIES

D20	RESULT
1	Aquatic
2	Armor (1d4+1 points of natural armor)
3	Burrowing 12"
4	Construct
5	Elemental (Roll 1d4—1: Air, 2: Earth, 3: Fire, 4: Water)
6	Ethereal (Roll 1d6—1–4: Innate Ability; 5–6: permanent)
7	Fearless
8	Flight 12"
9	Hardy
10	Infravision
11	Immunity (Choose one or more conditions)
12	Invulnerability (Must choose at least one Weakness, as per **Monstrous Abilities**)
13	Low Light Vision
14	Paralysis
15	Poison (Choose one from the **Hazards** section of *Savage Worlds*)
16	Regeneration (Roll 1d6—1–4: Slow Regeneration; 5–6: Fast Regeneration)
17	Stun
18	Undead
19	Wall Walker
20	Select one Edge



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CLASSIC RIFT CREATURES

DEMON

As it turns out, the Chinese had it right along—there's more than one hellish realm from which truly evil supernatural beings hail. Demons are frighteningly common on Rifts Earth, frequently summoned by Shifters and other arcane practitioners for any number of purposes. There are plenty who simply come through the Rifts to a playground awash in chaos and strife, to which they are all too happy to add.

The following are stats for classic demonic beings, but the exact appearance and manifestations of their powers can vary wildly for each encounter. Use them for Shifter summonings or as foot soldiers in any evil arcane force.

GREATER DEMON

This is the kind of monstrosity that prefers to be treated as a god (and it's hard to argue with them). They are powerful opponents for most groups.

Attributes: Agility d12, Smarts d10, Spirit d12, Strength d12+6, Vigor d12+4

Skills: Athletics d12, Battle d8, Common Knowledge d10, Fighting d12+2, Intimidation d10, Notice d10, Persuasion d10, Spellcasting d12+2, Taunt d10

Pace: 8; **Parry:** 15; **Toughness:** 39 (20)

Edges: Arcane Background (Magic), Block (Imp), Brawny, Champion, Charge, Combat Reflexes, Frenzy (Imp), Sweep (Imp), Master of Magic, Master (Fighting), Master (Spellcasting)

Gear: Enchanted demonic armor (+10 MDC Armor), giant enchanted flaming sword (Str+d12+4 Mega Damage, AP 12, +2 Fighting), enchanted demonic bracers (Parry +4).

Powers: *Banish, blast, bolt, burst, detect/conceal arcana, disguise, dispel, growth/shrink, invisibility, puppet, sloth/speed, smite, speak language, summon ally.* **PPE:** 40

Special Abilities:

- **Demonic Hide:** +10 Armor (stacks with their demonic armor) and +2 Toughness.
- **Environmental Immunity:** Cold, Fire, Heat, and mortal Poison and Disease.
- **Fast Regeneration:** A Greater Demon makes a Vigor roll every round to heal damage—even after being "killed." A success heals one Wound, two with a raise. Certain Weaknesses (below) prevent this effect.
- **Fear (–2):** The appearance and supernatural aura of the Greater Demon causes all opponents to make a Fear check at –2.
- **Fearless:** Nothing in the Megaverse® frightens a Greater Demon, and they're also immune to Intimidation.
- **Infravision:** Demons reduce all Illumination penalties by half (round down) when fighting beings with body heat.
- **Size 6 (Large):** At 18 feet tall and a couple of tons, a Greater Demon is massive. Gains a fourth Wound level.
- **Weakness (Holy Attacks):** Demons are vulnerable to holy attacks and weapons wielded by those who are considered holy opponents, such as those with the Champion or Holy Warrior Edge. Cyber-Knights and Mystics who follow any kind of "path of light" spiritually fall into this category. Such attacks inflict +8 Mega Damage to Greater Demons and Wounds caused by such attacks cannot be regenerated.
- **Weakness (Silver):** Silver weapons and attacks have the same effect as Holy Weapons, inflicting +8 Mega Damage and negating demonic regeneration.

LESSER DEMON

This is the rank-and-file demon soldier, sent in great numbers against enemies of summoning casters and demon lords. They are hulking, powerful, and not particularly bright, but they love causing damage and mayhem.

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

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

Pace: 6; **Parry:** 6; **Toughness:** 24 (12)

Edges: Arcane Resistance, Brawny, Charge, Frenzy

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Gear: Demonic armor (+4 Armor, +2 Toughness), demonic melee weapon (Str+2d4 AP 6), small shield (+1 Parry, +2 Armor vs. ranged damage).

Special Abilities:

- **Armor +8:** Armored hide.
- **Environmental Immunity:** Cold, Fire, Heat, and mortal Poison and Disease.
- **Fear:** Even Lesser Demons are terrifying when first encountered, causing opponents to make a Fear check.
- **Infravision:** Reduce all Illumination penalties by half (round down) when fighting beings with body heat.
- **Size 2 (Normal):** Lesser Demons are hulking monsters.
- **Weakness (Holy Attacks):** Demons are vulnerable to holy attacks and weapons wielded by those who are considered holy opponents, such as those with the Champion or Holy Warrior Edge. Cyber-Knights and Mystics who follow any kind of "path of light" spiritually fall into this category. Such attacks inflict +4 Mega Damage to Lesser Demons and Wounds caused by such attacks cannot be regenerated.
- **Weakness (Silver):** Silver weapons and attacks have the same effect as holy weapons, inflicting +4 Mega Damage and negating demonic regeneration.

GIGANTIC RAGING MONSTER

Blessedly rare, such beasts nonetheless represent potential extinction-level events for any region where they emerge from a Rift. They can look like anything—massive dinosaurs, titanic kaiju, enormous and angry gorillas, towering elder horrors from beyond the stars—so feel free to get creative or even use a favorite picture of something you want to scare your players with.

Such beasts are usually no more than mindless sources of destruction, though occasionally one may be smarter and more aware than it first appears, with an agenda the players must try to figure out. Most of the time, however, the only way to deal with such a terror is to bring out the big guns,



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lure it away from civilization, and blow it to bits before it kills everyone.

Attributes: Agility d6, Smarts d4 (A), Spirit d10, Strength d12+12, Vigor d12+4
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d10, Notice d6
Pace: 20; **Parry:** 6; **Toughness:** 58 (30)
Edges: Berserk, Frenzy (Imp)
Special Abilities:

- **Armored Hide:** The monster has +30 natural MDC armor and +6 Toughness.
- **Bite/Claws/Horns:** Str+2d12 Mega Damage, AP 25, Natural Weapons.
- **Fear (–4):** The monster causes Fear checks at –4.
- **Fearless:** Unaffected by Fear and Intimidation.
- **Hardy:** These monsters are never hurt by a second Shaken result.
- **Massive Attack:** Using a stomp, tail lash, or slam, the monster may attack all targets in a Medium Blast Template with an opposed Athletics vs Agility roll (defenders roll individually), those who fail suffer Str+2d6 Mega Damage, AP 10, adding its Size (minus the target's Size).
- **Single-Minded:** The creature adds its Size to Smarts and Spirit rolls to resist powers.
- **Size 12 (Gargantuan):** A Gigantic Raging Monster from the Rifts is at least 100 feet tall, but some are even larger (though usually no more than Size 20). Add +1 Strength for each +1 Size, and over Size +16, increase the Massive Attack to a Large Blast Template.
- **Unstoppable:** After making any rolls to Soak, Unstoppable targets can never suffer more than one Wound from a single attack.

HUGE FLYING SWARM THINGS

Another opportunity to get creative with descriptions, this could be any kind of flying terror from anywhere in the Megaverse®. Dog-sized insects, alien bloodsucking horrors, or organic-metal parasites are all great ideas to play with. Regardless of appearance, the tactics are generally the same—try to get them away from civilized areas and use massive and area-effect attacks to wipe them out before they do the same to the entire region. This may be more than a little difficult, since such creatures most often are encountered by the dozens, or even hundreds!

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d6
Pace: 8; **Parry:** 5; **Toughness:** 7 (2)
Special Abilities:

- **Armor +2:** Chitin or other protective carapace provide natural armor.
- **Claws/Bite:** Str+2d4, AP 8.
- **Flight:** Pace 8, run die d8. Rapid-beating wings or some other form of propulsion.
- **Poison (Optional):** Some such creatures poison their victims when they attack. If the Stinger causes a Wound or a Shaken result, the victim is injected with a venomous poison; he must make a Vigor check, and if he fails, he dies in 2d6 minutes. With a success, he suffers one Wound and the Exhaustion level of fatigue. Even on a raise, he suffers the Exhaustion effect. See *Savage Worlds* for rules on treating **Poison**.
- **Size 8 (Huge):** Huge Flying Swarm Things make easy targets, but also gain two extra Wound levels.
- **Stinger:** With a raise on an attack, the creature strikes with its stinger (or extra-long needle tongue, or similar) instead, dealing Str+d10 damage, AP 6. As an option, you can decide the creatures have some kind of special acid or their stingers are made of something truly devastating, making such an attack inflict Mega Damage.
- **Swarm Attack:** These creatures are expert at swarming an opponent; they may gain up to a +6 for the Gang Up bonus.

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SAVAGE TALE: THE ENEMY OF MY ENEMY

Despite the Coalition's position against non-humans and magic use, plenty who wear the uniform of the CS military are decent, honorable people just trying to do their jobs. Many truly believe they're trying to save humanity, not necessarily understanding many of the magic practitioners and D-Bees they're attacking are, themselves, decent beings who also want to save and help people.

Then there are the veterans—the ones who know the truth is somewhere outside Chi-Town "official policy." There are plenty of monsters, demons, and outright evil beings out there threatening civilization, yet not every caster of a spell or non-human sentient is an enemy of the state. Careful to conceal their sympathies and their open-minded perspective, these CS troops are the ones most travelers and dwellers outside of Coalition influence hope to meet.

Unfortunately, most units of CS troops tend to have something of a mix of reasonable folks and those who drink deep from the well of Coalition propaganda.

CS MISSOURI, PUPPET STATE OF CHI-TOWN

By the accounting of many in and out of the Empire of the Coalition, Missouri is little more than an extension of the CS Chi-Town regime, though it functions bureaucratically as an independent state. Aside from the fairly sizable city of New Chillicothe, there are no major urban centers in Missouri. There are a handful of small-to-large military installations, including a fairly major army operation in St. Louis where the permanent Gateway Arch Rift (aka "The Devil's Gate") poses a constant threat. There are quite a few naval posts on the banks of the Mississippi as well.

Most of Missouri is either dangerous wilderness or extensively managed agricultural estates. The rest of the Coalition Empire depends heavily on Missouri as a breadbasket region, providing a huge amount of the food needed to feed the populations of the other states and the ever-expanding military. Much of the armed forces present in Missouri are dedicated to protecting agricultural assets, a duty many of the soldiers stationed there have been engaged in for many months, or even years.



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Many of the unit commanders, not wishing to provoke armed conflicts at every turn, have developed a pragmatic attitude about just which magic practitioners and D-Bees they need to enforce rules and regulations upon in their comings and goings.

A TENSE ENCOUNTER IN LONGRUN

To the northeast of Castle Refuge, not far over the Missouri border, is a small town called Longrun. More a trading post and refueling station than anything, it's also a stopping place for Tomorrow Legion patrols who venture into Missouri to look after the folks the CS military mostly ignores this far south.

Unfortunately, the team encounters one of the rare Coalition patrols to make it down this far. The patrol is led by Sergeant Brandon McAllister, a man who's seen more action and more death than most of his unit. He's not interested in fighting anyone, and he's only in Longrun as part of an extended "show the flag" tour to remind folks this far south they still reside in the area claimed by the Coalition State of Missouri. He escorts a civilian who collects nominal taxes as well, though nothing like a shakedown is occurring. In fact, many folks in the region are pleasantly surprised that a sufficient display of hard luck relieves them of any tax burden.

As the Legionnaires arrive on Longrun's outskirts, advance scouting or observation reveals a squad of Dead Boys and a couple of Coalition-marked all-terrain vehicles parked outside the main trading post (which also serves as the town hall when anything resembling government matters comes up). There are civilians everywhere, mostly gawking at the CS troops, but some are simply going about their business.

If any heroes are in a "shoot first, ask questions later" mood, this winds up as nothing more than a bloody firefight which could have been avoided. Be sure to point out the enormous opportunity for collateral damage and innocent bystander casualties. If the team employs cautious tactics in approaching the town, the Dead Boys may not even know they're around. From that point, the Legionaries need to decide what they want to do, if anything.

If, however, the group simply arrives in town as they might normally—not expecting a Coalition presence—both sides soon become aware of each other. A grunt radios Sergeant McAllister right off, while Corporal Willem Hatfield—who really hates magic wielders, having lost a couple of friends in combat against evil sorcerers—is more than a little mouthy if anyone in the team is obviously arcane or mystical in nature.

Sergeant McAllister comes out to the street to see what's going on. Given half a chance, he's willing to discuss matters—even if there are obvious D-Bees or magic wielders in the group. If things get tense, he's the one to point out,

"We don't want any of these nice folks getting hurt, so let's tone it back a notch, OK?

"Technically, this is CS Missouri territory, so if anyone needs to leave, I'd ask it to be you folks. If we can avoid any needless unpleasantness, I am OK with you topping off your supplies and handling whatever business you came here for, first.

"And no more attitude from you, Hatfield. Let it be!"

Assuming the heroes are willing to let things go at conversation and parting company, that seems to be the end of it. Whether they leave town shortly thereafter, or remain to keep an eye on the CS force (which doesn't do much more than hang around the town hall while McAllister and the accountant finish up business inside), there's no more conflict unless the heroes start it.

- **Sergeant Brandon McAllister:** Use Coalition Grunt stats on page 8. He uses a C-14 "Fire Breather" Laser Rifle with plasma grenades loaded in the attached grenade launcher. He also has Combat Reflexes and Marksman.
- **Corporal Willem Hatfield:** Use Coalition Grunt stats on page 8.
- **Coalition Grunts (7):** See page 8.
- **Coalition ATVs (2):** Toughness 25 (10 MDC), Handling +1, 150 MPH, Medium Laser Turret (Range 150/300/600, 3d10 Mega Damage, RoF 1, AP 20).

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BIG UGLY MONSTER

About an hour after the team arrives, any Ley Line Walker in the group becomes aware of a surge of energy nearby. A couple of ley lines run into each other approximately three miles to the east of the town, and a Rift just opened up! Even without a Ley Line Walker in the group, the team notices violent atmospheric disturbances off to the east, with the kind of blue-white lightning promising Rift activity.

The team, having been in the area, also knows there's a mid-sized farming estate in the area, and the residents are bound to be in serious danger from whatever is happening. Should they choose to head that way, those with advanced hearing of any kind start picking up horrifying, monstrous roars, and once within about a mile, the ground shakes as something truly gargantuan stomps about!

Even closer, the heroes catch glimpses of a giant monster laying waste to the landscape and everyone around. Humanoid in general makeup, the thing is thickly muscled with mottled green-and-gray skin, a massive, vaguely saurian head, tiny eyes, and horns and spiky protrusions all over its body. It stands over 100 feet tall, its massive feet and hands feature talon-like claws, and it has a tail capable of smashing sturdy buildings!

Worse, there are smaller, flying creatures buzzing all around it, apparently symbiotically connected to the thing somehow (possibly as parasites). These creatures look like a grotesque mash-up of a warthog and a wasp!

Even as the team closes into combat range with the monster, they observe one of the Coalition ATVs they saw back in Longrun barreling headlong into battle with the thing. Sergeant McAllister's brought most of his men—leaving only two back in the town with the accountant and the other ATV. If there's communication, he's clear about his willingness to coordinate efforts, so it's up to the heroes if they are willing. If they agree, feel free to parcel out the Coalition Grunts as allied Extras for the fight, but keep the sergeant and Corporal Hatfield under your control.

During the fight, Hatfield tries to create an opportunity for some "friendly fire" against any magic users on the team. You need to determine if McAllister or any of the other grunts witness this. Should the sergeant observe it, he shoots Hatfield himself. If the other CS troops don't witness the act, and the heroes take action against Hatfield, it threatens their unified efforts and may cause a knockdown fight unless someone endeavors to negotiate (perhaps using the Social Conflict rules) to fully defuse the situation. Of course, all negotiation must wait until the giant monster and its parasites are dealt with!

- **Gigantic Raging Monster:** See page 91.
- **Huge Flying Swarm Things (5 per hero):** See page 92. They have the Poison option for their stingers.

AFTERMATH

Depending on how things go, the team has gained—in the guise of Sergeant McAllister—anything from an implacable foe to a tacit ally in the CS Missouri forces. If they fought well together and there wasn't much in the way of true antagonism between the forces (except on the part of Corporal Hatfield), this squad of Dead Boys won't have anything official to say to their superiors about the heroes. There may even come a day when they call in the team for help with something *really* dangerous.

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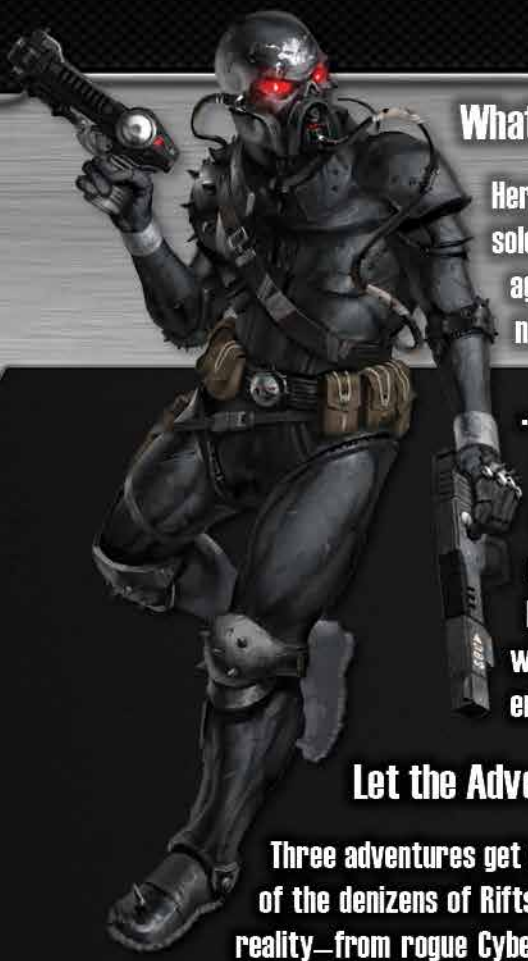
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