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A Sourcebook for the Palladium Fantasy RPG®, Second Edition

Dragons & Gods™

By Kevin Siembieda & Erick Wujcik



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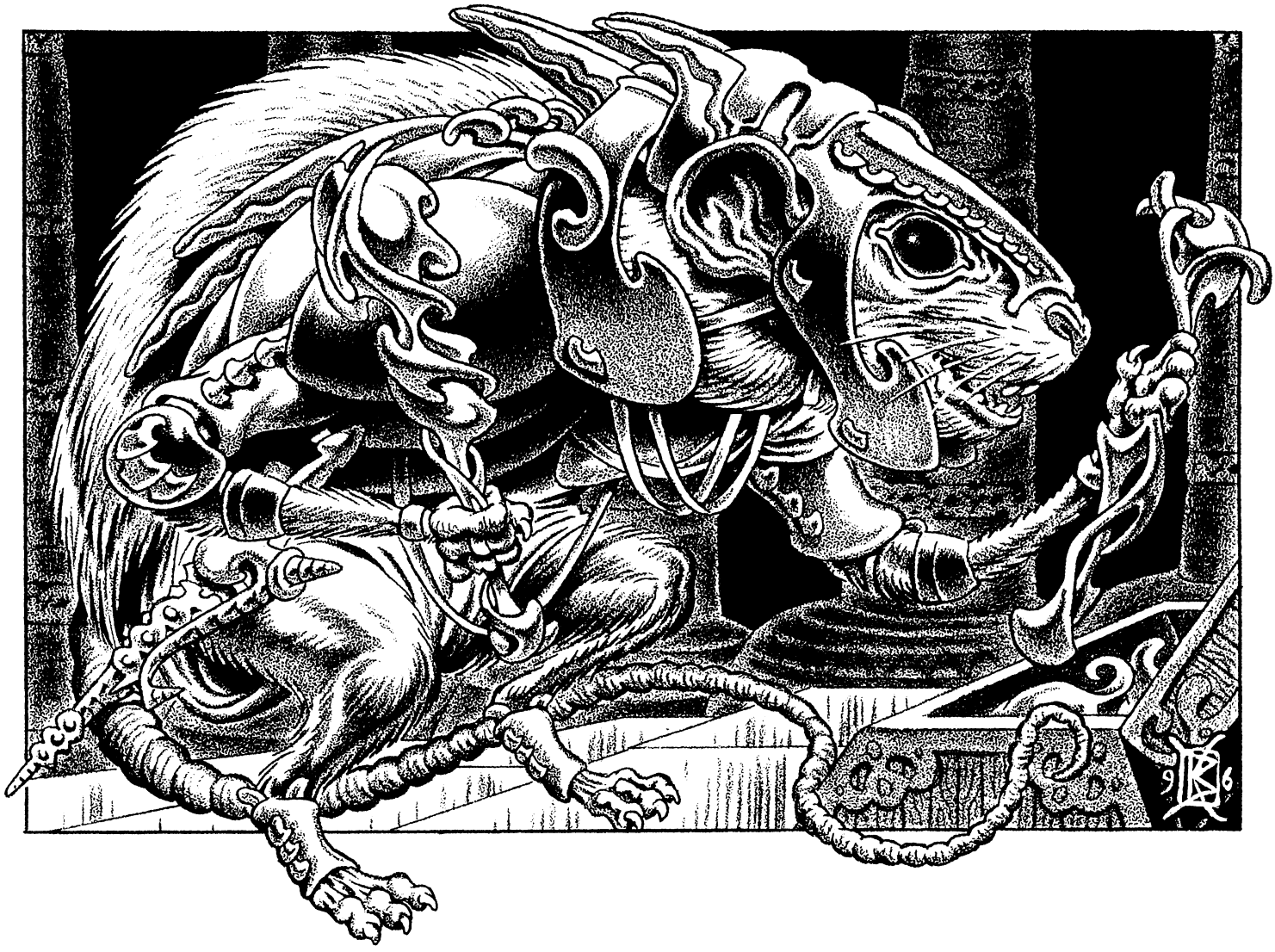
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The fantasy World of the Palladium Role-Playing Game is violent, deadly and filled with magic and monsters. Other dimensional beings, demons, and sorcerers torment, stalk and enslave humans. Monsters, gods, magic, insanity, cannibalism, war and heroic adventure are all elements of this book.

Some parents may find the violence and supernatural elements inappropriate for young readers/players. We suggest parental discretion.

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A sourcebook for the *Palladium Fantasy RPG*™, *2nd Edition*.
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Dedicated to Randi Cartier, a dear friend and fellow Palladium Fantasy Game Master, contributing writer and imagineer. Her enthusiasm, understanding and kindness are always appreciated. Her suggestions over the years have inspired me to make the Palladium world even bolder and more grand than I originally envisioned.

With a little luck and time on my part, we'll see Randi's name in print on several fantasy world books.

— Kevin Siembieda, 1996

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Special Thanks to all my talented and dedicated artists, Wayne, Ramon, Mike, Kent, Dave, Martin and John for breathing life into the gods and supernatural beings of the Palladium World. I think they all did an outstanding job.

To Erick Wujcik for his inspiration, writing and friendship. To Maryann for her constant support and confidence in me. Steve and Alex for putting in the long hours at my side, and to the rest of my magical staff.

— Kevin Siembieda 1996

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Breathing Life into Dragons & Gods

Palladium is a world of high fantasy and heroic sword and sorcery. It is a place of magic where mythic gods, dragons and incredible creatures of magic and glimpsed in nightmares walk among mere mortals. Some are evil, maleficent forces. Destroyers and tormentors who regard humans and all "lesser beings" as their pawns or playthings. Some are good, champions of virtue, compassion and goodness. Others are self-serving cretins who are the embodiment of human weakness and divine power at the same time. Still others are forces of nature and the cosmos that creatures such as humans are beyond their comprehension, as they are ours. All are more than human. Their inclusion in the role-playing game should enhance the majesty and epic scope of the Palladium World, offer material for adventure and conflict, as well as provide more background and insight to the priests, warlocks, villains and champions of the Palladium World. Most of all, they should give Game Masters all kinds of ideas for adventures and add to the fun.

Palladium's book of **Dragons and Gods** is an epic collaboration by *Erick Wujcik* and myself. While I worked on the Dragons, Elementals, and other projects under development at Palladium, I gave Erick carte blanche to take my old writings from the Palladium RPG and some of my other RPGs and rework them. Erick was charged with expanding and breathing new life into my old gods. It's been my goal with the **Second Edition Palladium Fantasy RPG** line to make it the dynamic, rich and colorful world that I have always envisioned (and role-played). I've always said that Erick is one of "the" best writers and designers in the role-playing game industry, so I expected some breathtaking work, but Erick outdid himself. Not only did he add color and breathe new life into the characters but he's created an interlocking fabric of conflict, alliances and history that had only been hinted at in the past. The end result is characters worthy of the title and respect of mythic gods!

The power, magic and grandeur, or the horror and alienness, of the gods, as the case may be, are vividly brought to life by Palladium's outstanding collection of artists. **John Zeleznik's** cover sets the tone for the book with energy, gods and dragons all a flyin'. **Mike Dubisch's** elementals are bold, unique and truly representative of the alien nature of Palladium's elemental beings. He captures the forces of nature with power and strange beauty. His dragons: bold and powerful. **Kent Burles** has contributed to many publications in and outside the gaming industry, but his work for Palladium has to be among his best. His illustrations present regal and monstrous gods rippling with power and character. His lush backgrounds adding spice and color to the gods and the Palladium World. **Wayne Breaux Jr.** is always consistently good, but some of Wayne's god illustrations are awe inspiring. His depiction of Set and Anubis "are" these two dark gods of Taut. **Ramon Perez Jr.** is a newcomer to Palladium who has exploded onto the scene with dynamic, pulse pounding artwork. As for **Dave Carson**, I'm not sure whether the man is a genius or deranged, but I love his work. I couldn't think of a better person to depict the demon lords. Unfortunately, the incomparable **Martin McKenna** was only able to do a handful of illustrations, but they are a welcome addition. I too had hoped to do new art for this special book, but other commitments made that impossible. Fans will have to make do with my pencil work from the original Palladium RPG (thankfully, it's some of *my* best).

Please note. Dragons and Gods was written specifically with the Palladium Fantasy world in mind, and is intended as a sourcebook for that world. However, with a little work, the characters can be easily adapted for most of Palladium's other role-playing games, including **Rifts®**. Rifts Earth is constantly besieged by supernatural forces, demons, creatures of magic and aliens, so the inclusion of any of the beings depicted in this book is entirely appropriate. This being the case, we have inserted the occasional conversion note, comment and stats for an easy transition to the **Rifts®** environment. Hey, what can I say, we aim to please.

On the subject of gods. This book presents scores of magical creatures and supernatural beings. While many are inspired by the myths and legends of ancient Earth civilizations (not to mention literature and film), they are all *fictional* characters. Readers must realize that *none* of these gods, dragons, and monsters, or the magic at their disposal, are real. They are all products of mine and Erick's fertile imaginations. Nor are they intended to represent any particular faith, culture or people.

The terms "god," "demi-god," and "demon" are *not* meant to represent any real life religious belief, philosophy, or divine personage, but to identify (fictional) dimensional beings with the powers of the classic mythological gods like Odin, Thor, Isis, Set, Zeus and Hercules.

God: "A being of supernatural powers or attributes, believed in and worshiped by a people; especially, a male deity thought to control some part of nature or reality or to personify some force or activity."

— A quote from the **American Heritage Illustrated Encyclopedic Dictionary**.

The Palladium gods are all fictional, supernatural beings of incredible magic and/or supernatural power who are either mistaken by primitive people as gods or courted by these beings as their worshipers. Many of these so-called "gods" relish this designation and like to be worshiped by those they perceive to be lesser beings. Consequently, many actively perpetuate the belief that they are indeed gods, and often their priests and followers gain their (limited) protection, magic and powers.

God-beings have existed throughout the history, mythology and literature of mankind. In that same tradition and context of epic myth and heroic fantasy, Palladium Books presents its book of *Dragons & Gods*. Enjoy.

— Kevin Siembieda, 1996



Dragons

By Kevin Siembieda

An Overview

Never forget that DRAGONS are evil monsters that have as much in common with men as men have in common with a dog.

Let he who is so unwise as to meddle in the affairs and lairs of DRAGONS be wary of the monster's eyes. For to gaze into the eye of a DRAGON but for a moment is to be lost and gone to a place where none shall ever find you.

Beware the breath of DRAGONS for it is of all the stuff of the liquids of hell, even the acrid smoke that is the fumes of the DRAGON'S nostrils will be enough to destroy you.

If you should be so unfortunate as to cut the iron hide of the DRAGON, then be wary of the blood that pours forth; it will burn through the finest armor and ruin the greatest blade.

Should you be sly enough to steal treasure from the hoard of a DRAGON during his absences or slumber, then you must remember that the DRAGON will know the loss of any bit of his wealth, and will never stop seeking that piece of lost treasure as long as it lives. Know that the DRAGON will recognize a single gold coin missing among thousands and recognize it when he sees it decades later.

The only way to stop a DRAGON from eating you is to persuade the DRAGON to speak with you, but avoid his gaze and never trust his words.

Lastly, remember that to kill a DRAGON is to invite the wrath of other DRAGONS, and that the only curse worse than the enmity of a single DRAGON is the hate of a multitude.

The above is an inscription on the walls of a church in the city of Wujik, on the Island Kingdom of Bizantium. It is a quote from a retired warrior who professed to have been a "Dragon Slayer" in the Land of the Damned and Great Northern Wilderness before he became a respected priest of Light and Dark. This quote and his memoirs can be found in a tome entitled, **The Evils of Dragonkind: The Words of Aric, Slayer of Dragons**. Copies of this tome can be found at the church where Aric served the rest of his life as a priest, at a handful of libraries in Bizantium and in the Great Library of Bletherad on the island of Y-Oda.

Scholars find the work both interesting and amusing, but not particularly accurate. It recounts numerous myths and legends about dragons, dragon-gods, the *evil* sect of Dragonwright, and the reputed Dragon Slayer's own personal observations and experiences. However, most scholars south of Bizantium consider the work to be too hostile and biased against dragons to be reliable; only the retelling of the myths and legends seem reasonably accurate. As for the author's true-life experiences, most believe them to be largely fictitious; no other historical accounts, known records, or ancient people in the Great Northern Wilderness have ever heard of "Aric, Slayer of Dragons," or of any famous Dragon Slayer. This obscurity seems unlikely if his exploits were true. Aric is a local legend in the city of Wujik (he died 100 years ago), but the people of that community knew him only as a priest, after he had *retired* from his self-proclaimed profession of Dragon Slayer.

Dragons with a good sense of humor find this little known book of the north humorous. Others find it insulting.

Creatures of Mystery & Magic

Humans, Orcs, Dwarves and even Elves tell many contradicting tales about dragons, because very little is actually known about these magical creatures of legend. Dragons, even hatchlings, are careful not to reveal too much about their nature, so much about them remains a mystery.

What is known is that all dragons are the embodiment of magic. They are giant beings of great intellect, curiosity, and a strange blend of human emotions and the instincts of a wild animal. They are beings that seem destined to explore the temporal and multi-plane realities of the Megaverse. Perhaps because they themselves don't truly belong to any one world or sense of reality. Some would call them gods or god-like beings, and some, like Styphon and Appepi, have assumed the mantle of god, but that would really depend on one's definition of a "god."

Suffice it to say that *adult* and *ancient* dragons often possess incredible mystic powers and dare to regard other self-proclaimed god-beings such as Yin-Sloth, Od, Isis and Anubus as their equals — each of whom, if not immortal, lives for thousands perhaps even hundreds of thousands of years, and whose alien natures make them stand beyond the veil of man's mortal coil and human understanding.

Dragons are not likely to be indigenous to the Palladium World, although they seem to have been a significant part of its history from the very beginning of its existence. They are known to have served the Dreaded Old Ones and played a central role in the battle that defeated them. We know this from several passages in the Tristine Chronicles. One of the most notable tells us that the dragons were enlisted by the Old Ones and tricked into becoming one of their higher minions.

Those whom the Old Ones did not conjure from the darkness were called forth from the recesses of the universe. Among them, the mighty dragon, seduced by the promise of power and arcane knowledge. And so the Great Beast fell to serve the Darkness and Chaos. And serve they did, as its counsel, herald, slave master, and assassin, but in truth was swallowed by the Darkness and made little more than its lap dog. And throughout the Darkness did the dragons' anguish and regret echo amidst the laughter of Dreaded Old Ones. Yet in so enslaving and bringing low the Great Beast, did the Dreaded Ones sow the seeds of their own destruction. For it would be the dragon to whisper treachery into the ears of Envy and Betrayal to strike against their brother, the Great Old One. And it would be the dragon to bring rise of the archaic races against the Darkness and smite the Old Ones down to give birth to light and man.

— The Tristine Chronicles

Dragons were also among the few races to survive the cataclysm unleashed by the battle against the Old Ones.

But the battle's cost was great indeed for those who did wage war upon the Old Ones. Only the Elf, Titan, Changeling and Dragon did live.

— The Tristine Chronicles

It is worth noting that some scholars believe the author of *The Tristine Chronicles* may be a dragon.

Dragon Society ... or lack thereof

Dragons are known to inhabit numerous worlds and dimensions. As creatures of magic, they are inexorably drawn to realms where magic energy is high. The Palladium World is one such place. Furthermore, the dragons' history on this world, their struggle against slavery at the hands of the Old Ones, and the subsequent defeat of them may make this planet a special place for dragonkind. Their fascination with magic also attracts them to ley lines and nexus points where their formidable powers are amplified and where dimensional portals are easier to open. Some even establish their lairs near or on a ley line or nexus, although in such instances, the creature's prize treasure hoard is almost certainly elsewhere, probably a pocket dimension.

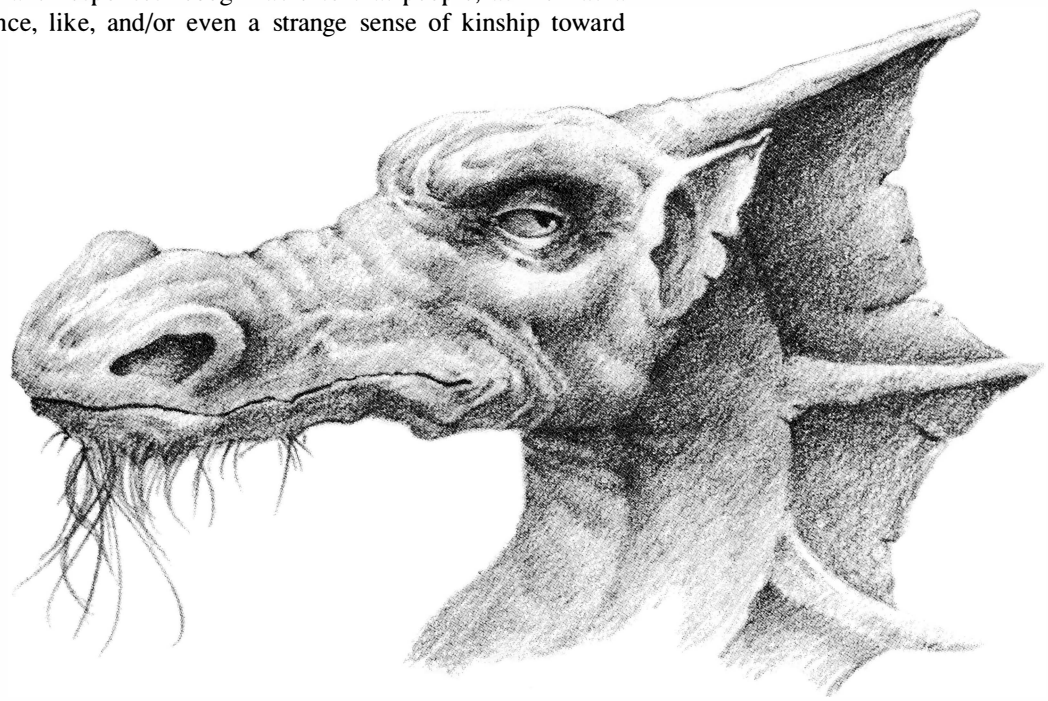
Dragons have no apparent society or feeling of kinship even among the same species, at least not by human standards. They act with complete autonomy from one another, with no laws, ethics, or codes of conduct shared by any. Each does as he pleases independent of the other. There is seldom any camaraderie or even pleasantries exchanged between evil dragons and even most dragons of good alignment tend to treat others of their kind with what can only be described as polite aloofness and suspicion. Except for mated pairs, dragons tend to shun the company of fellow dragons, although they enjoy associating with other beings, particularly humans, Elves, Titans, and gods. Even their own offspring are left to fend for themselves a day or two after hatching.

There are many reasons for this antisocial behavior. Dragons abandoned society eons ago. The "why" is simple, they didn't need one. Dragons are unimaginably powerful, especially on worlds like Palladium where magic energy is in abundance. They are nearly indestructible (on Rifts' Earth they are mega-damage creatures), they can heal and regenerate within hours, live for thousands of years, breathe fire, possess monstrous strength, can change their physical form at will, instinctively know how to channel and use mystic energy, and can shift from one dimension to another. Except for fellow dragons and the most powerful of supernatural beings, dragons have no natural enemies. Their longevity makes them incredibly knowledgeable and increasingly powerful as they learn to use their natural strengths and abilities, as well as a limited use of technology.

The ability to travel to different dimensions makes them creatures of the Megaverse. Any one world is too confining and limiting. They love to explore new worlds, cultures, and people. So while a particular planet may be a dragon's birthplace, the infinite Megaverse is its backyard and all its intelligent life forms the dragon's playmates and neighbors, friends and foes. This explains, in part, the lack of uniform behavior among different dragons of the same species. Since they do not frequently intermingle among their own kind, dragons develop their sense of ethic, loves, likes and dislikes from their association with other, nondragon races. Thus, they observe and adopt the morals, beliefs, values and ethics that appeal to them from scores of cultures and civilizations.

Dragons are similar to humans in their expression of emotion and in their capacity for good or evil. The *hatchling* learns from its environment and experiences, which shapes the dragon's self-image, world image, alignment and its emotional and idealistic

inner spirit. Dragons who have grown up around humans, Elves, or whatever type of beings, are likely to adopt ethics, morals, quirks and responses recognizable to that people, as well as a tolerance, like, and/or even a strange sense of kinship toward them.



Dragon Adults & Ancients

Upon reaching full maturity, the dragon's metabolism undergoes a physical transformation of epic proportion. Mental and physical attributes, hit points, S.D.C., P.P.E., I.S.P., and Horror Factor all increase dramatically, plus additional natural abilities and bonuses may manifest themselves. The dragon's temperament, disposition, alignment and attitudes also finally solidify into those it is likely to retain for the rest of its life.

Even more impressive and frightening than the physical transformation is the new adult's less obvious emotional and mental transformation. The adult dragon finally comes to terms with its inhuman nature, innate magical power/essence, and long life. In a flash of insight and instinct, the great beast realizes that a being who lives thousands of years must learn the virtues of patience and accept a larger, grander perspective of time and life. An adult dragon will see his enemies die like flies without his lifting a finger, for mortal enemies will die within a few decades. Even a hundred years is an insignificant period of time compared to the millennia of the dragon's lifetime (the human equivalent to a year or two for a being who will live 3000-10,000+ years)! Thus, the adult dragon seems, by human perspective, to become jaded, sleepy and lethargic, when in reality the creature has more important and long-term plans on his mind. Of course, even adult dragons can be incredibly cruel and vindictive. Many have been known to hold a grudge that spans centuries. They are famous for waiting generations to extract a terrible vengeance from an old enemy by slaughtering the son(s) or daughter(s) of an enemy's great grandchildren, or whatever generation appears to be most vulnerable to attack. Such is the patience of a dragon. The most vindictive and hate filled may destroy the eldest child (or several children) of every generation for the rest of its foul life, plaguing the family like a curse. Some dragons with such a plan have followed their prey to the ends of the earth and seen through all attempts to hide (faking one's death, changing one's name, giving one's child away, etc.).

This having been said, perhaps mankind is fortunate that less than 15% of all dragons reach maturity. Their aggressive, volatile nature as a hatchling, coupled with delusions of power (or a lack of a true understanding of their power and nature), often gets the better of them and leads to an untimely end. A hatchling will typically live the first 100-400 years of his life on a single world where familiarity breeds contempt and overconfidence. They are often destroyed by rival hatchling dragons, adult dragons who will not tolerate their impertinence, sorcerers, demons, and gods, as well as mortal heroes and villains.

The Transformation

At the end of dragon adolescence, roughly 600-650 years of age for most dragons, the young dragon reaches full maturity and is probably already a 9-12th level dragon. Which means it has steadily increased in skill, magic and knowledge of the world. Yet despite the hatchling's already formidable powers, the creature undergoes a startling transformation upon reaching adulthood that makes it the fearsome creature of legend. Players and Game Masters will notice that even the wimpiest adult dragon is usually a match for the average greater demon; in most instances, considerably more powerful. This is why many primitive people frequently worship dragons or include them among their pantheons of gods.

Fortunately for humanoids, dragons get along relatively well with humans, Elves, Dwarves, and most other human-like mortals. This is probably because the hatchling spends its early days among such beings and feels a certain detached kinship or like feeling towards them. Unlike supernatural creatures of evil, dragons generally, don't prey upon or torment humans as a life's

goal. Instead, most dragons are motivated by the acquisition of power, magic and knowledge, to which humans and other humanoids are often a rival or a means to an end. While some may lord over lesser beings such as humans, and may have little regard for their lives, most dragons see humans and their ilk as potential pawns and even allies. Many dragons openly respect and enjoy the company of intelligent and bold humans, Elves, Wolfen and other mortal beings, particularly practitioners of magic, and may openly exhibit their affection and friendship. Dragons, even evil dragons, like to be around humanoids, whether they are manipulating and abusing them or living harmoniously among them, dragons like people!

Like humans, the alignments and ethics of dragonkind range the gamut of possibilities from good to selfish to evil. Dragons of evil alignments will use, enslave and torture humans without conscience. Ultimately, the needs and desires of these misanthropes supersede all others, including their fellow dragons. The worst will try to establish themselves as the ruler or god of a land or kingdom and terrorize the countryside. They may manipulate people for their own gain, command great armies, destroy cities, slaughter thousands, unleash terrible plagues, demand tribute, and torture the innocent. Many associate with other forces of evil, both mortal and supernatural, who may also be sent against the creature's enemies to reap revenge or to extract dragon justice. The wrath of a dragon is frightful to behold, especially if avenging personal injustice or the death of a friend. As with all their goals, most dragons will not rest until vengeance has been served, and a dragon's revenge is usually ten fold more terrible than the crime.

On the other hand, those of a good and noble heart can be kind and friendly to creatures of all races and beliefs. Many live among or near people, disguised as one of them (see metamorphosis power). Some are as dedicated to destroying evil and protecting the innocent as the noblest Palladin. These good dragons will thwart evil wherever it is found, combat supernatural forces and sacrifice their own life to save a single child. A noble dragon may be the protector of a kingdom (usually disguising its inhuman nature) and associate with titans, palladins, knights, spirits of light, and other forces of good. None are more loyal to a true friend than a dragon (good or aberrant evil). They will rarely desert or betray a friend and will stand at their side even in the face of death.

It is interesting to note that adult dragons of all alignments like to work from the shadows — observing, helping and/or operating from behind the scene. It is usually the young and foolish hatchling who craves fame and notoriety, mistaking fear for respect and a measure of power. This secrecy preserves their true numbers and gives lesser beings a false sense of security. Virtually any scholar in the Palladium World would proclaim with confidence that dragons are extremely rare and that there are probably less than 200 in the known world.

Scholars are correct, dragons are exceptionally rare, especially compared to most races that number into the millions or tens of millions. However, there are literally thousands of dragons scattered around the world; some in secluded wildernesses, others among tribes, clans, and cities of lesser beings. That having been said, there are probably well under 10,000 hatchlings of varying ages and temperaments and less than 400 adult dragons at any given time. The adult population fluctuates up and down between 100 and 400, because these dimensional travelers pop in and out of the Palladium World (among others) regularly. At least 100 have made Palladium their current home (this could be for several years to centuries), the others are transients who may appear for a few days, weeks, or months and leave. Over the course of a year, as many as 600-1000 adult dragons may have set foot on the planet, but most leave without incident after a short while. They may come to consult with a comrade (probably not another dragon), study, rest, seek adventure or magic, or to satisfy cravings for mischief or blood. **Note:** The Palladium World (as well as Rifts Earth and many Splugorth worlds) is considered to be a place friendly to dragonkind and relatively safe.

As creatures of magic, dragons are drawn to places of magic. The Palladium World is one such place (Rifts Earth is another). Dragons will adapt to their environment and are typically students of history, anthropology, literature, science and magic. They are often adept in the use of technology and may bring with them strange alien artifacts and weapons, but tend to use the items of the world they are currently visiting. Body armor and clothing are typically used only when in humanoid guise and considered nothing more than a disguise.

Characteristics & notes common to most adult dragons

1. The pursuit of magic. Magic means power and knowledge — a power that is useful in most places throughout the Megaverse. Thus, most dragons, particularly Fire, Ice, Thunder, Chiang-Ku, Kukulucan, and the Great Horned, are dedicated practitioners of magic. Prime areas of the mystic arts attractive to dragons is the spell magic of the Wizard, or the symbols and wards of Diabolism. Only a small percent study the circle magic of the Summoner (typically focusing on dimensional travel, power and protection; seldom interested in summoning circles). Thus, it is not surprising to find even a young dragon that has mastered one or more of the mystic arts at 6-12th level proficiency, often higher!

Because the adult dragon lives the equivalent of many lives, the mystical creatures often know two disciplines of magic as well as other skills (typically scholarly pursuits) equal to a total of two to four human O.C.C.s — usually dedicating centuries to one area of knowledge at a time. See *Adventures on the High Seas, 2nd Edition* for optional rules for dual-character classes for humans and other player races.

2. Adult dragons are frequently accused of laziness and sloth. Neither is usually true. Laziness results in that by adulthood, dragons have mastered the art of intimidation and have learned that a subtle threat, sometimes as little as a grunt or groan, will send people scampering to do as they have been told. As mentioned earlier, most (not all) adult dragons usually have a vastly different view regarding the passage of time. These are creatures that live for thousands of years, they, better than most, recognize that opportunities will come around *many* times, that haste can lead to folly, that what goes around *does* come around, and that patience *is* truly a virtue. Thus, the dragon's laziness is really a combination of patience, arrogance and as the cumulated experience of dozens of human lifetimes. They tend to ignore the petty little things and tolerate things that might annoy others.

After all, life is short for these petty, annoying creatures and long for the dragon; he can afford to be tolerant, time is on his side. This attitude also means the great beasts realize that if they position themselves just right, and/or initiate events just so, that things should come to them. Why waste the time and energy for a quick fix or short-term result when they can arrange a more satisfying long-term result? Besides, dragons love all the planning, conniving and mental games involved in making a scheme come to fruition. Conversely, they hate it when somebody interferes with their plots, and evil dragons can become quite angry or vengeful toward these characters, so adventurers beware.

Note that when a dragon is *motivated* it can literally move mountains to attain a goal or object of desire. Some become so driven and focused to one or two objectives that the dragon may appear obsessed (a temporary insanity spanning a few generations at worse). This also means dragons tend to be quiet, secretive and usually working on one or two long-term secret agendas of their own.

3. Greedy by nature, even the nicest dragons of good alignments tend to be greedy and have a penchant for hoarding artifacts, valuables and magic. This is where the legends of great dragon treasures arise, although these treasure-troves are more like the coveted items of a dedicated or psychotic collector, than pure greed. A dragon is usually reluctant to share even among its own kind. Evil dragons are greedy in the extreme and will often do anything to get what they want. Dragons of a good alignment will share their possessions if it means saving a life or thwarting evil, but are likely to *lend* an ally one of their "special" trophies rather than give it away. All dragons are most possessive of rare magical artifacts, especially rune weapons and relics created by (or stolen from) the gods. Many are so protective of these treasured items that they will not even use them in combat for fear of losing them, instead relying on their own formidable powers and less coveted articles.

4. A dragon's lair. The dragon's treasure is a thing of legend, but what most humans don't understand is that the typical dragon has several treasure-troves hidden throughout the Megaverse (just in case one is discovered, thus everything is not lost). Hatchlings and adult dragons who are staying on one world for several years are likely to establish a lair/home/sanctuary where it feels safe.

The lair may be underground, carved in the wall of a sheer mountain cliff, atop a mountain, at the bottom of the sea, or some other inhospitable location or place beyond the easy access of the indigenous life forms. A dragon's lair may also be guarded by other trusted creature(s), minions, or magic, in addition to the dragon itself.

Somewhere within this lair is usually a treasure-trove of coins, gems, the weapons (and armor) of those it has defeated, and a handful of (comparatively) common magic items. The value of the treasure can be a few thousand to tens of thousands in gold. However, this is basically the *adult* dragon's "quick cash." Its main treasure, with rare works of art, the finest gems and jewelry, books, magic weapons and magic artifacts, as well as more gold, is hidden away in a *pocket dimension*. **Note:** The more animal-like Mighty Wooly Dragon and Cockatrice accumulate a tiny fraction of the treasure acquired by their more intelligent brethren. While the fortunes of an adult Basilisk or Kukulcan can be twice as rich with magic.

This and a handful of other dimensional Spells of Legend become known to the dragon shortly after reaching full maturity.

5. The dimensional powers of the adult dragon: Unless noted otherwise, all true dragons have the following dimension spanning abilities. The exact level of mastery *may* vary from species to species, and is noted in each specific description.

- See and use ley lines. Same as the Wizard O.C.C.
- The automatic ability to sense the opening, closing and location of a dimensional Rift on a ley line or place of mystic power for a radius of 20 miles (32 km). However, the creature does not know where the dimension portal leads, who opened it, whether anything emerged or entered it, nor the exact location where it was opened (only a general idea within 1D6 miles).
- Automatic ability to sense the opening and closing of dimensional portals, envelopes, mystic portals, dimensional teleportation, and time holes within half a mile (0.8 km) diameter. Does not know where the dimension portal leads, who opened it, nor the exact location where it was opened, only that it was some place within the half mile (0.8 km) sensing range.
- *Ley Line Phasing.* The power to teleport from one place on a specific ley line to another place on the *same* ley line. To initiate a ley line phase/teleport, the dragon must concentrate, opening himself to the ley line energy and focusing all of his attention to the task of teleporting. Engaging in conversation or combat, even self-defense, will break the concentration, forcing the character to start over. 1D4 melees (15 to 60 seconds) of concentration is required to phase.

  The ley line teleport is always on target because the dragon is attuned to the ley line and will appear exactly at the point desired. However, there is no way that the dragon can know what is presently happening at that location and could phase himself into the middle of an armed camp.

  Ley Line Phasing costs no P.P.E. to perform, but does take its toll on the body, limiting the number of possible phases to a maximum of four per hour and a total of four plus one per level of experience in any 24 hour period. The character can only teleport himself and his possessions, and the new location must be on the same ley line like a mystic railway. To switch "lines" the character must first travel to a connecting ley line junction/nexus.
- *Teleport:* The power of teleportation is another special, natural ability common to *most* "true" dragons. The Great Beast can teleport, at will, up to five miles (8 km) away. At the hatchling stage, the creature can only teleport himself, but an adult can teleport himself and two other beings (must be touching them) and up to 1000 pounds (450 kg) of equipment/loot. The percentage number in each description indicates the likelihood of being able to successfully activate and perform the teleportation. A failed roll means the teleport does not happen. The adult dragon can attempt a teleport once every melee round (every 15 seconds), but each attempt counts as a melee action and uses up one melee attack.
- *Dimensional teleport* (varies with each species and experience). This is an innate ability common to all "true" dragons and is very similar to the supernatural ability of many demons. Through this limited ability, the dragon has a certain

percentage chance of instantly teleporting to any other dimension that it has been to in the past. The percentile number (given in each description) indicates the chance for success. A failed roll means it did not work, try again. Most dragons are familiar with the Palladium world, Hades, and at least 1D6 others.

This natural ability can only be *performed successfully* three times per 24 hour period, but can be *attempted* as often as once every minute. The use of this *natural* ability does not use up any of the dragon's P.P.E. Spell or ritual magic can be used instead (and is helpful in 'porting to new dimensions), but costs the usual vast amounts of P.P.E. to cast its magic. An adventurous dragon might also step into a dimensional portal or random Rift without foreknowledge of where it may take him, confident that he should be able to escape to a known dimension if necessary. This is one way to discover previously unknown worlds and dimensions; remember, once the dragon has visited a dimension he/she can always return!

Rifts® Note: Because Rifts Earth is a dimensional nexus linked to countless worlds throughout the Megaverse, and is at least two thousand times richer in mystic energy than the current Palladium world, the dragon will find it can perform a natural dimensional teleport as often as once every ten minutes!

6. Instinctive Dimensional Magic. When the dragon reaches full maturity, the adult instinctively knows the following magic spells (unless a specific description states otherwise). These are *Spells of Legend* lost for thousands of years to *most* humans, Elves and other mortal beings. Furthermore, they are considered part of the "Dragon Heritage" and are *NEVER* taught to members of any other race; the only exception may be a god. In addition, the desire for secrecy is so strong that not even a successful telepathic probe will reveal them. Most people don't even suspect dragons possess this knowledge, since the great beasts use them with the utmost discretion.

Time Capsule

Range: Touch
Duration: Varies, up to 50 years per level of experience.
Saving Throw: Not applicable.
Limitations: Can encapsule 50 lbs (22.5 kg) per level of experience. The magic is effective only on nonliving materials, including dried plants, herbs, fruit, vegetables, grains, other foods, water, alcohol, magic potions, books, clothing, weapons, machines, etc. Humanoids, animals, and insects cannot be placed in a time capsule (see the suspended animation Earth Warlock magic).
P.P.E.: 30
Level: Considered a Spell of Legend.

Everything placed in the time capsule is perfectly preserved. The equivalent of one minute passes for every year inside the capsule.

To create a time capsule, the spell caster must place the items to be preserved into a container of some kind. The container can be a wooden crate, metal trunk, cardboard box, knapsack, bag, or just about anything as long as it can be completely sealed. When the container is closed, the spell can be cast. The magic creates an energy field that takes the container and everything inside it out of the normal time continuum. As long as the container remains unopened the magic remains in effect. The instant it is opened the time capsule spell ends. The time capsule can be hidden, buried, or just placed on a shelf. How easy it is to open the capsule depends entirely on the strength of the container.

Dimensional Envelope

Range: Self only
Duration: Varies. A temporary envelope lasts up to three hours per level of the spell caster. Long-term envelopes can exist for decades; 20 years per level of experience.
Saving Throw: Not applicable.
P.P.E.: Temporary: 60, long term: 380.
Level: Considered a Spell of Legend.

A dimensional envelope is the creation of a small area of a limbo-like dimension about the size of a walk-in closet. The envelope has an invisible door that only its creator and others with this spell knowledge can see and open. The closet/envelope is approximately 10×10×6 feet (3×3×1.8 m) and can store quite a large quantity of materials (**Note:** The size listed previously is for the nondragon spell caster, dragons can create a dimensional envelope that is five times the size and which they can enter to hide, rest or play with their treasure). Likewise, the character can step inside the envelope, provided there is room, and seemingly vanish into thin air (there's enough oxygen in the envelope for one or two people to breathe for about two hours; 24 hours' worth in the dragon's). Time within the envelope passes at the same rate as outside it.

Everything inside the dimensional envelope is physically removed from one dimension and placed inside another. Most means of detection will not reveal the presence of this dimensional anomaly except when it is opened and closed, including sense magic, presence sense and see aura. Likewise, the things inside the envelope cannot be detected, heard, smelled or sensed by any means until they are removed from the other dimension.

Only other dragons and men of magic with a knowledge of dimensions can see the envelope and step inside.

Time Hole Pocket Dimension

Range: Not applicable.
Duration: Lasts as long as its creator lives, plus 1D6 years per level of experience after his/her demise.
Saving Throw: Not applicable.
Limitations: The strain of instantly teleporting through space and time into the limbo of the time hole and taking others along has some damaging side effects for the spell caster. For the first two melee rounds (30 seconds), the character is weak and can only cast one magic spell per each 15 second combat period. Also reduce the character's speed and combat bonuses by half for this 30 second period.
P.P.E.: 2000 to create a half mile (0.8 km) diameter area, limited to a 10 mile (16 km) total radius (can be expanded and built up over time).

100 P.P.E. for nondragon creators to access the time hole, one P.P.E. for the creator to exit. This dimensional pocket is outside the normal fabric of space and time and can be accessed from anyplace, but the character always *returns* to the same location where he entered the time hole to begin with (pops in and out, and back again). **Dragon Note:** No P.P.E. cost for dragons to access their time hole whenever they use their natural *dimensional teleport* ability (otherwise 100 P.P.E. as normal) and is always a successful teleport to the time hole regardless of the usual per-

centage range because the time hole's creator is attuned to his creation.

Level: A Spell of Legend

This is a unique and powerful spell in which the spell caster can teleport himself or himself and everybody in a 50 foot (15.2 m) diameter into a time hole. The sorcerer cannot elect those he'd like to take with him and those he'd like to leave behind, either he goes alone, or he takes everybody within the radius of effect.

Initially, the terrain inside the time hole is typically a barren landscape of dry earth and the occasional boulder. The sky seems to be an endless ocean of flowing white clouds that move across the sky without the presence of wind. There are no additional people, buildings, vegetation, animals, food or water. However, the spell caster can magically import plants, people and wildlife and literally build himself a kingdom, whether it be a building or dungeon-like structure, a wilderness, or both. The time hole has a constant temperature of 70-80 degrees Fahrenheit and a constant overcast period of daylight. Although the clouds appear endless, all visitors to the time hole cannot travel beyond its radius.

The effect of walking into a time hole is to temporally (even if weeks or months pass, it's still relatively temporary) step out of time and into a safe haven where time and the effects of its passage are nil. Inside the time hole, the passage of time is distorted and negligible, so characters do not age even if they spend weeks or months inside the anomaly. Unfortunately, this also means things like the recovery of P.P.E., I.S.P., hit points, S.D.C., healing with the normal passage of time and similar time related occurrences are halted. Even beings who can bio-regenerate hit points and S.D.C. every few minutes find they can only regenerate 10% the normal amount every four hours! Another reason to keep the place a secret.

On the positive side, the continued deterioration of injury, blood loss, or the progression of disease and poison inflicted before entering the space/time anomaly are virtually stopped upon entering the time hole, and the character can function in relative good health and mostly pain free. Likewise, those inside the time hole do not suffer from fatigue and do not need more than an hour's rest per equivalent 24 hour day that passes outside the anomaly. **Note:** Healing through magic spells, rituals, potions and other magical forces can be used to full effect. Note however, that magic items that can cast, say, three spells per 24 hour period will be limited to a *total* of three spells the entire time they are in the time hole because they too are not affected by the passage of time and therefore cannot regenerate mystic energy. Also note there are no ley lines or ambient P.P.E. in a time hole. Whatever the character(s) brings with him is all there is. When it's used up, there is no more.

Meanwhile, time passes as normal outside the time hole, so while a character may not age for the week that he is inside the anomaly, the equivalent of a week has passed outside. When the character(s) steps out of the time hole, he steps back into the normal time continuum for his world. If a week has passed, he's been missing for a week. However, if the character was injured and had lost 30 hit points the moment before entering the time hole (and didn't receive any magic healing), he may emerge with wounds bandaged to immediately stop bleeding and bind wounds, but in roughly the same condition he was in before he stepped into the anomaly; i.e. the 30 hit points are still missing and he will suddenly feel all the pain, exhaustion and effects of his condition. Of course, normal healing and recovery of P.P.E., etc., begins the moment the character reenters the normal timestream. Likewise, a magic item which may have been spent (its powers used up) in the time hole will immediately begin to regenerate so it is again usable 24 hours later.

The general purpose of this spell is to create a sanctuary outside of normal time and space where the creator of the time hole cannot be found by his enemies and is relatively safe. It is ideal for periods of thought, or prolonged study and research without feeling fatigued or needing sleep. Dragons typically use it as a retreat, sanctuary and/or place to hide their primary *treasure*. It can also be used to take a dangerous battle away from prying eyes or so that friends or innocent bystanders are not injured. Theoretically, it could also be used as a prison, but this is seldom the case because it is too complex and exhausting to make a time hole and virtually any dimensional portal magic can be used to *escape* it (but not return). **Note:** Other men of magic and supernatural beings who know temporal magic, have the power of dimensional teleport, or create a dimensional Rift can use their powers to leave the time hole, but only have a 1% chance of finding it again).

The only way someone other than its creator can come and go from a time hole is by invitation. To do so, the creator of the pocket dimension must work a special incantation with the other character(s) welcomed to use it (a rarity, especially among dragons). This ritual attunes the other character(s) to the dimension and enables him to find it as easily as any other dimension known to him. This "attunement" is a physical and mental state, so the location and how to get there cannot be stolen through psionic probes.

7. The dragon's physical endurance and need for little rest or food is legendary. A dragon's constitution is greatly different than mortal creatures, enabling it to preform great feats of magic or prolonged intense activity, at peak efficiency, for weeks without an ounce of food, a cup of water, or an hour of sleep. However, few people know that the amazing creatures do, eventually, require rest and may, after months of activity, find a safe haven and sleep for weeks, sometimes for years. These long periods of hibernation are another source of the misconception that dragons are lazy.

8. The *P.S.* of all true dragons is supernatural strength. This also means that the claws, punches, kicks and bites of a dragon will do full damage to other supernatural beings, including other dragons, dyvals, demons, elementals, and the undead.

Supernatural Strength & Damage Table (reprinted from the RPG): Add the P.S. damage bonuses to all these attacks. Unless stated otherwise, a bite will inflict half the normal punch damage. A kick or slashing tail typically inflicts an additional 1D6 points of damage, unless stated otherwise.

P.S. 15 or less: Inflicts 1D4 S.D.C. on a restrained punch, 1D6 on a full strength punch, or 2D6 S.D.C. on a power punch (counts as two melee attacks).

P.S. 16 to 20: Inflicts 1D6 S.D.C. on a restrained punch, 2D6 on a full strength punch, or 4D6 on a power punch (counts as two melee attacks).

P.S. 21 to 25: Inflicts 2D4 S.D.C. on a restrained punch, 3D6 on a full strength punch, and 6D6 with a power punch (counts as two melee attacks).

P.S. 26 to 30: Inflicts 2D6 S.D.C. on a restrained punch, 4D6 on a full strength punch, or 1D4×10 on a power punch (counts as two melee attacks).

P.S. 31 to 35: Inflicts 2D6 S.D.C. on a restrained punch, 5D6 on a full strength punch, or 1D6×10 on a power punch (counts as two melee attacks).

P.S. 36 to 40: Inflicts 2D6 S.D.C. on a restrained punch, 6D6 on a full strength punch, or 2D4×10 on a power punch (counts as two melee attacks).

P.S. 41 to 50: Inflicts 2D6 S.D.C. on a restrained punch, 1D6×10 on a full strength punch, or 2D6×10 on a power punch (counts as two melee attacks).

P.S. 51 to 60: Inflicts 2D6 S.D.C. on a restrained punch, 2D4×10 on a full strength punch, or 3D6×10 on a power punch (counts as two melee attacks).

9. Periods of hibernation is common among adult dragons. Scholars speculate that dragons need a great amount of sleep to both replenish their magical energies and for bio-regeneration after combat. They may hibernate for a week, a season, or a decade.

10. Dragons do not need to eat, but as with so many things, indulge themselves in the pleasures of eating and drinking. They are particularly fond of fresh, raw meats and good ale.

11. A dragon's life span generally extends into the thousands of years. An ancient dragon is one who has reached or exceeded the outer range of the species' average life span.

12. Psionic abilities are common among most dragons. Psychic abilities manifest themselves shortly after hatching but rarely exceed the equivalent of third level in strength and proficiency.

13. Variation in appearance. Even among the same species of dragon, there can be a striking difference in appearance from one dragon to another. This is not unlike humans in which there are very tall and very short people and every size in between, as well as redheads, blonds, brunettes to bald headed humans, attractive and homely people, thin and fat, — well, you get the picture. Dragons are no different. For example, one Great Horned Dragon may have a score of long and/or gnarled horns covering his face, head and spine, while the next may have half as many small, widely spaced, evenly shaped horns. Likewise, the exact color and shade of the dragon's skin may vary within the species, especially when the young, old and ancient dragons are compared. The oldest and ancient dragons often exhibit color variations not common among the average young and adult, especially when it comes to extremely light or very dark or exotic colors. The scales of some ancient ones become blotchy, giving them a mottled or multi-colored appearance. In fact, other than color variations (which don't always occur), it is virtually impossible to tell whether a dragon is young, an adult or ancient. The dragon's calm and demeanor are more likely give-aways of its age.

14. Dragons can alter their size at will. All dragons can reduce their natural, fullsize by 60%, in any increments. This is usually done to accommodate small and confining areas or to reduce (minimally) the dragon's intimidation/horror factor when dealing with humans (a smaller dragon is more comfortable and a bit less terrifying for most humanoids). The dragon can assume its full size at will and in an instant. This is often done for dramatic effect. A dragon can maintain its reduced size indefinitely.

15. Dragon metamorphosis is another natural ability common to most true dragons. The dragon can completely alter his physical shape, transforming himself to look like any living animal, from human being to raven.

There are some limitations: 1. The dragon cannot metamorphosis into inanimate objects or insects.

2. The minimum size is about the size of a cat and the maximum size can not exceed his own.

3. Time limit: Although some adult dragons like the Chiang-ku and Great Horned can maintain the metamorphosis indefinitely, most adults are limited to 4-6 hours per level of experience, while hatchlings are limited to two hours per level of experience; in both cases, triple the duration if the dragon is on or near a ley line or nexus point (within two miles/3.2 km). When this time elapses, the dragon will assume its natural shape and size whether it wants to or not, and metamorphosis cannot be performed again for at least five hours for adults and 12 hours for hatchlings.

4. Regardless of his shape, a dragon is a dragon, with all its natural powers and abilities. So even when metamorphed to look like a bunny rabbit, it can still talk, cast spells, and kick with the strength of a dragon. The metamorphosis does *not* instill any of the abilities of the animal shape, only its appearance.

Note: Dragons love to disguise themselves as lesser (and sometimes greater) beings, deriving almost child-like glee from such trickery. Some prefer the shape of a small, common animal such as a dog, cat, rabbit, etc., to avoid notice by humans and humanoids. Metamorphosis comes as natural to a dragon as walking does for a human and the creatures can change their shape completely (retaining all its dragon abilities, S.D.C., etc., regardless of its shape) as often as once per minute. However, most have a half dozen favorite guises and false identities that they use repeatedly. A favorite ploy of mischievous dragons is to suddenly assume their true form in the middle of a thronging crowd, scaring people senseless. This technique is also employed for dramatic effect.

16. The horror factor of a dragon will vary with the species and age. Hatchlings generally have an H.F. of 10. They do look a bit young and lack the confidence, charisma, and general feeling of inhuman power exuded by adult dragons. The H.F. of most adult dragons ranges between 12 to 18, depending on the age, experience and appearance of the individual.

17. The dragon's gaze can transfix its foes. It has been written: *Let he who is so unwise as to meddle in the affairs and lairs of DRAGONS be wary of the monster's eyes. For to gaze into the eye of a DRAGON but for a moment is to be lost and gone to a place where none shall ever find you.*

The above saying may be a bit overstated and those who have never gazed into the eyes of an *adult* dragon might scoff, but they are fools. To look directly into the eye, or eyes, of a dragon is to elicit a response similar to the creature's Horror Factor. Each time the creature's stare is met directly, eye to eye, roll to save vs its Horror Factor/Awe (-4 to save vs ancient dragons). A failed roll means the character looking into its eye(s) becomes temporarily "lost," mesmerized by the realization of its inhuman nature, incredible power, and timelessness.

Unlike the effect of the Horror Factor, any character lost in its gaze loses all sense of time and what's transpiring around him. The spell is broken only if the transfixed character is pulled or

knocked away, or if the dragon attacks him. In the latter case, the dragon strikes (physically or via magic or psionics) before the transfixed character realizes what has happened. It always gets an automatic and successful strike. Roll only to see if a physical attack penetrates the character's body armor. Furthermore, the character loses two melee actions that round and the dragon retains the initiative over him for that round and the next 1D4. **Note:** A fixed gaze means the character has caught the dragon's attention, although it is aware of things happening around it and can take actions to defend itself, attack, etc. Only one character at a time can lock eyes with the creature. To avoid accidently locking eyes, it is wise not to look directly at the creature's face. Hatchling dragons do not possess this natural aura of power and even adults must be at least 1000 years old.

18. Dragon bones and teeth of *adult* dragons are instilled with great magic and as such, are coveted components in the creation of the most powerful wards, circles, and magic. A tooth will usually garner about 10,000 gold, bones about 10,000 gold per pound (4.5 kg), dragon blood, about 8000 gold per ounce, and a dragon skull (usually turned into a magical helm), 200,000 gold! See the **Palladium Fantasy RPG, 2nd Edition**, page 261 for a complete list and prices. Of course, buyers of such commodities are not always very accessible and prices can vary up and down by as much as 80%. **Note:** Hatchling bones (a dragon who has not yet reached full maturity) also possess some measure of magic but only command one-quarter the value of an adult's.

19. Bearing Young. An adult female (at least 800 years old) will lay 1D4 eggs once every 400 years. The egg is typically a hard, leathery feeling shell the size of a 50 gallon barrel (4D6×10 S.D.C. and A.R. 10). A mated pair will establish a nesting cave/place and stay at that location for 2D4 decades (a temporary lair) before eggs are conceived and fertilized. The parents will guard and protect the egg with their lives, however, the two will abandon the hatchling and the nest forever, within 48 hours after its birth. About half the males will leave after the eggs hatch (sometimes 2D6 months before).

The egg takes 2D4 years to hatch. During this period, one or both parents stay near and frequently check on the eggs to protect them (will fight to the death to defend or retrieve the eggs). Ironically, the parents' protection and dedication ends almost immediately after the eggs hatch, abandoning the hatchlings within 8D6 hours after they emerging from their eggs, and may never see each other again! This is not as bizarre or harsh as it may initially sound because baby dragons are amazingly prepared for life immediately after hatching. The hatchling instantly speaks and reads Elf/Dragonese, knows basic math and has a rudimentary understanding of magic and its natural powers (see the *hatchling* descriptions elsewhere in the Dragon section of this book for complete details). Furthermore, the creature is a powerhouse equal to any armor clad, first to fourth level warrior or practitioner of magic and instinctively knows it is to go out into the world to study and learn.

Warning: Dragon eggs may be of interest to alchemists and the occasional wizard or demon, as well as operators of gladiatorial arenas and slave traders. Price varies depending on the buyer and the type of dragon (if known), but usually ranges around 3D4×10,000 gold, sometimes more (up to twice as much when the right buyer can be found).

Note: Although it is unusual, dragons of two different species can enjoy a sexual relationship but cannot breed and produce offspring; i.e. the union of an Ice Dragon and a Thunder Lizard cannot produce children.



20. Animosity between parents and young. Most dragons, even those of good alignment, instinctively dislike other dragons. They tend to be very intolerant and petty when dealing with others of their ilk. This is especially true among adult dragons, 600 years and older. Mature dragons often attempt to kill younger dragons whenever they are encountered, and siblings typically loathe each other. The young regard each other as tenacious rivals and are much more likely to accept and associate with other hatchlings (still seldom gather into groups of more than six, unless the dragons lord over lesser beings and have little direct interaction with each other).

This animosity applies even to the adult parents and their offspring. A dragon instantly recognizes its parents and siblings even if they have never met eye to eye before (implying some kind of psychic bond exists between parents and offspring). Males will generally take an instant dislike to each other, as they would any other dragon. Fathers and sons are notorious for their immediate hatred of each other, especially if of an evil alignment, and have been known to duel to the death over a nasty look. However, the mother will at least temporarily receive her child, male or female, with warmth and happiness. But she too will soon become hostile, mirroring the response of her mate. Siblings, especially adults, see each other as deadly rivals or enemies. One must either leave or they will become embroiled in a campaign to undermine and destroy each other.

Generally speaking, dragons tend to be solitary and secretive creatures. Even those who associate with other intelligent beings like to be by themselves from time to time and never share their deepest thoughts or all their plans. Most adults will try to avoid working with other dragons. However, some of the more civilized dragons can develop a friendship with fellow dragons, especially of a different species. When forced to live around other dragons, they compete fiercely on every level. Each will try to prove his superiority over the others until an unofficial pecking order is established with one as the pack leader. *Hatchlings* are generally more accepting and tolerant of other dragons. *Adult dragons* will tolerate each other out of necessity or when courting a prospective mate (only half will mate for life).

21. Dragons are extremely territorial. They may travel the Megaverse, but the place they choose as their home, for the moment, is all important. The great beasts will not tolerate intrusion of their lair by any creature. Even a friendly dragon's knee-jerk reaction is to strike to kill. Fortunately, this reaction can be controlled.

The 50 mile (80 km) surrounding area around the lair is also part of its territory, but the dragon is much more placid and tolerant about what goes on there. He will become agitated if his

territory is disturbed or that which he considers to belong to him (this can include people, fauna, and flora) is invaded, damaged, altered, or threatened. However, the dragon will not tolerate the presence of another dragon within his territory (sometimes within 100 miles/160 km of its territory). The dragon whose turf has been invaded will emerge from his lair to confront the intruding dragon. Unless the intruder backs down and leaves, a titanic fight will ensue. The fight is over only after one has fled or is slain.

22. Dispelling some persistent but false rumors. The blood of most known dragons does *not* burn like acid; *not* all dragons breathe fire or other noxious fumes; *not* all dragons have wings, although most can fly; and to kill a dragon is *not* a guarantee to invite the wrath of other dragons. Although most dragons have fine scales, they are not cold-blooded reptiles, but warm-blooded creatures (but probably not mammalian). The ferocious *Dragon Beast* is not a "true" dragon, nor is the *Dragondactyl*, *Dragon Wolf* or *Sea Serpent*.

23. Dragon experience table. The following experience table can be used as a G.M. guide for the amount of experience a dragon needs to reach each subsequent level of experience for the many NPCs that are likely to be created. Average level for adults is 9-15; only the most ancient ever exceed 22nd level.

If a dragon is allowed as a player character, use this experience table regardless of O.C.C. skills and interests.

Dragon Exp. Table

1 0,000-3,000	**16** 800,001-1,000,000
2 3,001-5,000	**17** 1,000,001-1,250,000
3 5,001-10,000	**18** 1,250,001-1,500,000
4 10,001-20,000	**19** 1,500,001-2,000,000
5 20,001-30,000	**20** 2,000,001-2,500,000
6 30,001-50,000	**21** 2,500,001-3,000,000
7 50,001-80,000	**22** 3,000,001-3,500,000
8 80,001-120,000	**23** 3,500,001-4,000,000
9 120,001-170,000	**24** 4,000,001-5,000,000
10 170,001-230,000	**25** 5,000,001-6,000,000
11 230,001-300,000	**26** 6,000,001-7,000,000
12 300,001-380,000	**27** 7,000,001-10,000,000
13 380,001-470,000	**28** 10,000,001-20,000,000
14 470,001-600,000	**29** 20,000,001-40,000,000
15 600,001-800,000	**30** 40,000,001-60,000,000

Random Dragons' Insanity Table (optional)

Dragons are often afflicted by character flaws and obsessive behavior that borders on the insane. However, few dragons, even ancient ones, are seriously deranged (high M.E.). Still, making a random roll on this table or selecting one of the following can add some spice and character to NPC dragons and any optional hatchling player characters, if they are allowed.

01-10 Pacifist. Hates fighting and tries to avoid it whenever possible. Promotes peaceful coexistence between all races.

11-15 Phobia: Fears god-like beings, especially alien intelligences.

16-20 Obsessed with fighting and competition (loves it), especially with other dragons, sphinxes, gods, and other supernatural creatures.

21-30 Obsession: Power. Wants to be a god and from this day forward, strives to attain ultimate power, especially magic power. Will covet mystic knowledge, rune weapons, and magic items of all kinds. As a "gods" the dragon is above the laws and judgement of humans and all lesser beings, and believes they should worship him.

31-40 Obsession: Knowledge and/or answers. This dragon is plagued by an insatiable curiosity. He finds virtually everything interesting (particularly magic, other worlds and history) and is always looking into, investigating or studying one thing or another. Mysteries drives the character crazy and he will always try to unravel them. This curiosity and habit of sticking his nose where it doesn't belong frequently leads to trouble and makes enemies.

41-45 Obsession: Timeliness. A fanatic about being punctual and must always know the exact time, day and year (may have 1D4 timepieces from this and other worlds). Tends to be hyper, nervous and jumpy when running late or afraid of being late. The dragon may also become careless and miss important details when late or trying to avoid being late.

46-50 Phobia: Elderly and Ancient Dragons! This character is suspicious and afraid (not terrified) of aging adult and ancient dragons, but would be terrified of the ancient dragon-gods of Dragonwright.

51-55 Obsession: Danger. Loves it and takes needless risks.

56-60 Obsession: Time is meaningless. Always 3D6 minutes late even for important things and may be 1D4 hours late for unimportant things. Has a very cavalier attitude about time and life, laid back, easy going; doesn't care about getting older either. "Time. What is time anyway? A state of mind."

61-65 Paranoid: Doesn't trust one of the following (roll percentile dice again):

01-20 Humans, especially priests.

21-40 Elves

41-60 Monster races, especially ogres, trolls and giants.

61-80 Other creatures of magic, including other dragons and medium to high level practitioners of magic.

81-00 Dyvals and demons, or those who consort with them.

66-70 An eternal pessimist. Always anticipates the worst outcome and grumbles about every misfortune from the cheap wine to the death of a comrade.

71-75 Cruel streak. Merciless in combat. Will use deception, treachery and torture against an enemy. Says and does cruel things even to friends when embarrassed, frustrated or angry. Becomes increasingly sadistic with each passing century.

76-80 Phobia: Magic Weapons. Never uses them, hates being around them, tries to avoid people with them and is petrified by Dragon Slayer weapons (likely to flee in terror).

81-85 Fear of success. This character will sabotage himself at critical moments. The following penalties apply during critical or high pressure situations: -3 on initiative, -3 to strike, parry and dodge, -15% on skill performance, and won't take chances (or hesitates too long).

86-90 Obsession: Magic. Covets magic knowledge and all manner of magic weapons and items, especially the truly rare and exotic.

91-95 Roll on Neurosis Table. See page 26 of Fantasy RPG.

96-00 Roll on Psychosis Table. See page 27 of Fantasy RPG.

Conversion Notes

Each of the dragon descriptions will list stats and information that focus primarily on the **Palladium Fantasy RPG, Second Edition**, but will also include stats for **Rifts®**. The reason is simple, dragons (and gods) appear in both settings. By including **Rifts®** stats, this expansive sourcebook can be used in both RPG worlds without the necessity of producing a duplicate and somewhat redundant title specific for **Rifts**. At least 33% of Palladium's fans regularly cross and combine characters from these two settings (as well as others), and another 30% or so does so, from time to time. Of course, that's the beauty of having one basic, universal set of worlds that truly spans a Megaverse® of adventure.

Remember, now that the Second Edition series of fantasy books has been updated, these characters, gods, monsters, O.C.C.s, R.C.C.s, weapons, magic, and various dimensions can be used with any of Palladium's S.D.C. settings such as **Heroes Unlimited™, Ninjas & Superspies™, Nightbane™, TMNT** or **Beyond the Supernatural™**.

Players, please give the G.M. some latitude in converting characters from their intended setting into a dramatically different and/or alien setting. Inevitably, some of the G.M.'s conversions and adjustments will have to be subjective and may not work the first time around. So, if after a game session or two, your G.M. says the character doesn't fit, is too powerful, and/or imbalances the game, let him adjust or eliminate it. G.M.s should try to be *fair* and *reasonable* in converting characters from other game systems, especially player characters and non-player characters that will directly interact with other player characters. Likewise, if the G.M. or the players don't want to bring in characters, equipment, etc., from other games (including Palladium's) then don't do so. The idea here is to have fun! Use what you will.

M.D.C. to S.D.C. Conversion

When mega-damage weapons, monsters or characters are brought into an S.D.C./hit point world like Palladium, they are transformed into S.D.C. and hit point structures — a dimensional anomaly that defies explanation, or at least current levels of understanding.

The simplest way to do this is a straightforward *point for point conversion*, meaning that something that has 100 M.D.C. would now have 100 S.D.C. This type of transition is super simple and usually proportionally corresponds to an S.D.C./hit point world, as the following examples illustrate.

M.D. weapons: Mega-damage becomes S.D.C./hit point damage like a 20th century handgun, rifle or cross bow. The Wilk's 320 laser pistol inflicts 1D6 S.D.C./hit points instead of 1D6 M.D., the NG-15 laser rifle inflicts 3D6 S.D.C./hit point damage instead of 3D6 M.D., and so on. The damage is proportional to an S.D.C. world, the only difference in many cases is that these weapons fire energy bolts, not projectiles. **Note:** If you feel advanced technology should be more powerful and inflict more damage than a modern equivalent, add an extra die or two to the damage, or a +6, or +8, or +10 damage modifier. Modify down if too powerful.

M.D. missiles are a bit different. Mini-missiles and grenades are a simple M.D.C. to S.D.C. change, but the big, full size missiles and fusion blocks deliver a greater destructive force. If a missile warhead delivers 1D6×10 M.D., it will inflict 1D6×100 S.D.C. damage. 3D6×10 M.D. will inflict 3D6×100 S.D.C., and so on. Also triple the blast radius; thus a missile from **Rifts®** with a blast radius of 50 feet would have a blast radius of 150 feet in an S.D.C. world.

M.D. body armor, power armor, borgs and bots: Again a simple point for point conversion instantly adapts the article for an S.D.C. world. Thus, the urban warrior suit provides 50 S.D.C, the bushman 60 S.D.C., the borg with HI-B3 heavy armor has 420 S.D.C. instead of 420 M.D. The Coalition SAMAS with its 250 M.D.C. main body is now 250 S.D.C; roughly equal to a 20th century tank!

The Armor Rating of Different Armor Types: The only other consideration in regards to armor is assigning an Armor Rating (A.R.); mega-damage armor doesn't need or have an A.R. Padded, plastic and light vests and body armor like the huntsman, urban warrior, juicer, and plastic-man armors are A.R. 13. Strong but lightweight armor like the bushman, gladiator, crusader, explorer and full plate body armor will have an A.R. 15. **Rifts®** *'Borgs* and *power armor* have an A.R. of 16, while human-sized **Rifts®** robots, like Skelebots™, will have an A.R. of 17. *Giant robots* and robot vehicles like the Titan robot series and Coalition Spider Skull Walkers™, tanks, APCs, etc., have an A.R. of 18.

Rifts vehicles like the Big Boss and other car and airplane like vehicles have an A.R. of 6-8, but armored vehicles like the Mountaineer A.T.V. have an A.R. of 14. Most military vehicles like the Coalition Mark V A.P.C., Death's Head Transport, tanks, and other military vehicles have an A.R. of 16 or 17.

The Armor Rating of Monsters and Magic: Those adapted from S.D.C worlds can be found in their respective books. Generally, lesser demons and most supernatural beings that are monstrous, predatory, or have some obvious type of natural body armor like scales, plates, etc. have an A.R. of 9+1D4. Greater demons and supernatural beings have an A.R. of 12+1D6 (average). Dragons have an average A.R. of 14. The average dinosaurs have an A.R. of 13, while armor plated dinosaurs have an A.R. of 16-17. The A.R. of aliens and other monsters can vary widely, try to base A.R. by comparing them with similar creatures.

Magic and psionic force fields generally offer an A.R. of 19 or 20, allowing the force field to absorb the bulk of the damage. When all of the field's S.D.C. is used up, it is destroyed/gone. The Armor of Ithan spell provides an A.R. 18 and 200 S.D.C. points.

Mega-damage to hit point creatures: Again, use the S.D.C./hit point stats for the creatures that already exist in S.D.C. form. Make a direct M.D.C. to S.D.C./hit point conversion for any creature that has less than 120 physical M.D.C. points. Creatures with hundreds of M.D.C. should have their S.D.C. reduced by 25%. Creatures with thousands of M.D.C. should have their S.D.C. equivalent further reduced by half. For example, a dragon hatchling with 300 M.D.C. would have 300 S.D.C./hit points minus 25% (-75 points for a total of 225 hit points/S.D.C.). An Adult dragon or greater demon who has 6000 M.D.C would have 6000 S.D.C./hit points minus 50% (-3000

points) for a total of 3000 hit points/S.D.C. If the creature is a god or supremely powerful, it may be inappropriate to reduce the total by any percentage — G.M.'s discretion.

In a mega-damage world that coexists in an S.D.C. world and does not have vast mystic energy permeating the planet, like **Robotech®**, the dragon (and gods) should be mega-damage beings, but reduce their M.D.C. by 25-50%, whichever seems most balanced and appropriate. This should make an adult dragon about equal to a heavily armored mecha unit. In this environment it may be advisable to reduce P.P.E. and I.S.P. by 50% as well. On the other hand, some Game Masters who want high-powered nemeses should leave these characters at full Mega-Damage strength.

Note: The basics of combat, attacks per melee, horror factor, magic and psionics are fundamentally unchanged.

S.D.C. & Hit Points to M.D.C.

An M.D.C creature is a being whose physical body is so tough, armored, magical or supernatural that it functions as a natural mega-damage body armor, enabling the being to withstand mega-damage attacks of all sorts. These M.D.C. creatures are invulnerable to all S.D.C. attacks. Natural M.D.C. works just like hit points. When the character is struck by mega-damage weapons, the damage is subtracted from its natural M.D.C. body. When the M.D.C. reaches zero, the character falls into a coma. Like hit points, the character can suffer damage below zero equal to its P.E., but if the damage exceeds the P.E. number, the character dies. Physical M.D.C. is healed the same ways as usual, only on a mega-damage scale.

Most beings born of *mortal* flesh and blood are not M.D.C. creatures. Even beings transplanted to the magic energy rich Rifts Earth does not significantly change humans, Elves, Dwarves, Wolfen and similar beings — they do NOT become mega-damage structures. Only *supernatural beings* like elementals, vampires, deevils and demons, and *creatures of magic* such as dragons, unicorns, wing tips, and true faerie folk, are typically transformed into mega-damage beings when they enter the P.P.E. enriched environment of **Rifts®**.

A General formula for determining the M.D.C. of supernatural beings & creatures of magic.

The easiest and fastest conversion is just to convert hit points and S.D.C. to M.D.C.; i.e. a demon with 83 hit points and 50 S.D.C. would have 133 M.D.C. However, this straight, one to one conversion may not adequately reflect the creatures' power to comparable **Rifts®** creatures. The following formula is much more reflective of **Rifts®** and similar mega-damage environments.

- **Minor monsters with a link to the supernatural or magic:** Simply convert their normal S.D.C. and Hit Points into M.D.C. points. As M.D.C. creatures, they are invulnerable to normal S.D.C. weapons, damage and poison. Drugs, chemicals and gases inflict half the normal effect and damage, and last half as long.
- **Lesser demons and monsters:** 6D6+30 M.D.C. for real wimps, and up to 2D4×10+40 M.D.C. for the tougher but average or minor/lesser characters.
- **Greater demons and monsters:** 1D6×100+200 M.D.C.
- **Greater demons, and monsters** who are "lords," mages, or possess incredible power: 1D6×1000 M.D.C. Also see *specific supernatural monsters* and demons.
- **Adult Dragons:** A straight point for point conversion is appropriate in most cases. So a dragon with 4500 S.D.C. will have 4500 M.D.C., and vice versa.
- **Gods lesser:** 1D6×1000 M.D.C., **greater:** 3D6×1000 M.D.C., and **All-Father/All-Mother or head of a pantheon:** 1D4×10,000 M.D.C.
- **Supernatural intelligences:** 2D6×10,000 M.D.C., occasionally more.

Note: Hit points, S.D.C. and A.R. are not applicable to mega-damage creatures; the M.D.C. effectively work as hit points.

- **Damage inflicted by magic** are S.D.C. damage to M.D.C., so if a magic energy blast or fire ball does 6D6 S.D.C./hit point damage in a mega-damage setting, it does 6D6 M.D.C.

Rifts® Books can be a valuable resource

Scores of specific S.D.C. creatures are described in M.D.C. stats along with a number of general conversion rules in **Rifts® Conversion Book (one)**, and over 150 additional gods in **Rifts® Conversion Book Two: Pantheons of the Megaverse**.

Palladium Fantasy fans may find many of the monsters, demons, mutants, gods, alien forms of magic, and different magic weapons in **Rifts®** interesting and worth bringing *some* into the Palladium World at least to a limited degree. These things are probably most suitable as one of a kind artifacts, alien dangers or antagonists, and for building alien environments and adversaries should our Palladium heroes be drawn into another dimension. Crossing too many elements from **Rifts®** into the Palladium World may imbalance that game world and spoil adventures, so be very careful. Also note that most of the magic, monsters and technology from **Rifts®** will *NEVER* become an official part of the Palladium Fantasy universe. For example, no matter how cool Techno-Wizardry may be, it never has been and never will be part of the Palladium World.

Dragon Notes for Rifts®

The basic background, temperament and characteristics of dragons are fundamentally unchanged. What is different is their level of physical power as *mega-damage (M.D.C.)* beings, some modern skills they may pickup, and the use of high-tech weapons and equipment. Adult dragons, much more than hatchlings, are likely to use high-tech weapons, tools, optical enhancements (scopes & goggles), sensor equipment, computers, vehicles and other high-tech equipment. Bionic and cybernetic implants and augmentation are not possible because these foreign objects are rejected by the dragon's body which undergoes natural bio-regeneration and metamorphosis into any number of shapes (implants would negatively affect their magic and natural abilities, even if they could get them). Protective body armor and power armor are seen as superfluous and a sign of weakness, so they are *never* used. Likewise, while a dragon *may* learn to use some high-tech gadgets, they will not use complex machines, vehicles or robots.

Generally speaking, all dragons tend to rely on their natural, psionic, and magic abilities. In fact, the older the dragon, the more set in his ways he will be, and less likely to be impressed

by technology of any kind. Note too, that technology is rarely seen or coveted as treasure. Amusing trinkets and toys yes, treasure no. The only exception is Techno-Wizard weapons and devices which are perceived to be *magic items.*

Hatchlings born on Rifts Earth are typically too busy exploring that world, or worlds, and life around them to pick up more than a handful of modern or "tech" skills, but the adult may know dozens; usually scholarly and science skills.

Dragon Descriptions

Note: Adult and ancient dragons are not recommended as player characters, but hatchlings may be acceptable. Other types of dragons may exist, but they are not common to the Palladium World.

Alphabetical Listing

Basilisk
Chiang-Ku
Cockatrice
Fire Dragon
Great Horned Dragon
Hydra, Seven Headed
Ice Dragon
Kukulcan
Lo-Dox Dragon Turtle
Night Stalker
Serpent of the Wind
Thunder Lizard
Ultucan
Wooly Dragon



Basilisk

Basilisk are comparatively small, wingless dragons famous for their nefarious plots and manipulation of others to achieve their goals. Most (90%) are incredibly greedy and wicked creatures who lust for power and wealth. Basilisks are often the secret masters of despot lords and puppet kings. They are extremely cunning and treacherous to the point that most other dragons shun them. This is also due in part to the Basilisks' insane jealousy toward their more powerful cousins. Although Basilisks are "true" dragons, they do not possess the giant size, great strength, metamorphosis, or most of the dimensional powers of the larger dragons.

Basilisks are loners who prefer dark, cool sanctuaries, and rarely appear in daylight or extremely hot climates. Rarely is more than one or two seen in any one place (2D4 maximum). They are intrigued and attracted by magic, gems, wealth, power, and the domination of lesser beings. Basilisks appear as thin, serpentine creatures with a beaky maw, bone ribbed crown on top of the head, and a long, slashing tail. They are feared for their power of petrification and reputation for evil.

Basilisk Dragon

Alignment: Any, but typically anarchist or evil.

Attributes (adult): I.Q. 1D6+12, M.A. 1D6+6, M.E. 2D6+12, P.S. 2D6+22, P.P. 2D6+12, P.E. 1D6+20, P.B. 2D6+1, Spd 4D6+6; cannot fly, supernatural P.S.

Attributes (hatchling): I.Q. 3D6, M.A. 2D6, M.E. 4D6, P.S. 4D6, P.P. 3D6, P.E. 4D6, P.B. 1D6+1, Spd 3D6

Size (adult): 8 feet (2.4 m) long from head to rump, long whip-like tail is frequently 8-10 feet (2.4 to 3 m) long itself.

Weight: 800 pounds (360 kg).

Natural A.R.: Adult: 10; Hatchling: 8

Hit Points: Adult: 3D4×100+40 plus P.E. number; Hatchling: 4D6×10

S.D.C.: Adult: 4D6×10+40; Hatchling: 2D4×10 plus 2D6 per level of experience.

P.P.E.: Adult: 1D6×100+P.E. attribute number; Hatchling: 1D6×10+P.E. attribute number.

Horror Factor: Adult: 15; Hatchling: 11

R.C.C. Skills (Palladium): Basic math 98%, magically understands and speaks all languages at 98%, literate in Dragonese/Elven 98% and one other language of choice (probably human) +20%.

Other skills include, demon & monster lore (+15%), magic lore (+10%), track humanoids (+10%), wilderness survival (+20%), land navigation (+20%), prowl, swim, climb, as well as a total of 8 skill selections from the following skill categories: Communication, Espionage, Rogue, Scholar/Technical and Weapon Proficiencies. Skill proficiency depends on the level of experience, plus I.Q. bonus (if any).

Average experience level of an adult is 1D4+6. Hatchlings start with the language and math skills at 98%, all others start at level one proficiency.

Natural Abilities: Nightvision 200 ft (61.5 m; can see in total darkness), see the invisible, turn invisible at will, track by smell 46%, bio-regeneration 4D6 S.D.C/hit points per minute, prehensile tail, and magically knows all languages. Sneaky and cunning. **Note:** Although a true dragon, it cannot perform metamorphosis, fly, turn invisible, teleport, or dimensional teleport.

Petrification (special): The Basilisk can turn its victims into stone with its crimson gaze (eye beams). Those struck by the beam must save vs magic of 13 or higher (even inanimate objects get a save in this situation), or be turned to stone. Characters in metal body armor are lucky in that there is a 1-75% likelihood that only the armor is transformed by the terrible eye beam. But the weight and inflexibility of the stone armor reduces the number of melee attacks to one, all combat bonuses are reduced to zero and speed by 80%! Furthermore, the A.R. and S.D.C. of the brittle armor are reduced by half. To escape the confining stone encasement the victim must break out or be broken out by others. A second petrification blast will affect the person inside the stone armor.

Being turned to stone is permanent unless the Basilisk is slain (then all his victims return to normal), or a stone to flesh spell is used to restore the victim. A combination of negate magic and restoration spells will restore inanimate objects, but are very P.P.E. costly.

A mirror or similar highly reflective surface will reflect the eye beam back at the dragon, turning the Basilisk into stone. Unfortunately, the effect on the Basilisk is temporary, 1D4 weeks, but if shattered while turned to stone the beast is forever destroyed; the statue has the same S.D.C. and hit points as before the transformation. Likewise, petrified victims can only be restored as long as they are not shattered or severely damaged. A broken limb will mean that limb is gone when restored!

The Basilisk's Curse: Ironically, its bio-regenerative powers do not work on its eyes, so the source of its greatest strength and deadliest power is also its greatest weakness. Making a called shot or directed strike at one of the eyes is -6 to strike, unless the creature is restrained or otherwise helpless. Most good characters are not likely to torture the beast by blinding it, slaying it is likely to be regarded as more merciful and humane. A blind Basilisk may be significantly less powerful, but is often incredibly bitter and murderous, striking out at all who can see or who would pity it.

Weaknesses: Greed can make the Basilisk take foolish risks that can endanger its life or jeopardize its position.

Bonuses (in addition to attribute bonuses): Adult: +3 on initiative, +3 to strike, +3 to parry and dodge, +2 to pull punch, +2 to roll with impact, +6 to save vs horror factor and +4 on all other saving throws.

Hatchling: +1 on initiative, +1 to strike, +1 to parry and dodge, +1 to pull punch, +1 to roll with impact, +3 to save vs horror factor and +1 on all other saving throws.

Attacks Per Melee: Adult: Five physical attacks, or two physical and three by petrification, or two by magic.

Hatchling: Three physical attacks per round or two physical and one by petrification, or two by magic.

Damage: Varies with supernatural P.S. The prehensile tail can be used to entangle, strangle, or slash at its enemies like a whip. The tail does the same damage as a punch +1D6 additional damage. Or by petrification, weapon or magic.

Magic (Adults and NPC hatchlings over 100 years old): Many Basilisks are well versed in the ways of magic. Roll on the following table to determine which areas of study are likely and the level of magical expertise.

01-40 Knows no additional magic, but can select 1D4+2 additional skills from available skill categories.

41-60 A 1D6+1 level Wizard. Select 2D6 spells from each of the levels 1-4.

61-70 A 1D6 Warlock (any one area of elemental magic).

71-80 A 1D6 level Diabolist.

81-90 A 1D6 level Summoner.

91-00 A 1D6 level Priest.

Note: Hatchlings start out with no magic knowledge other than magic lore.

Psionics: None.

Habitat: Indigenous to an alien dimension. Can be found anywhere, but prefer the climates and lands north of the Yin-Sloth Jungles and Land of the South Winds. Most common in the Western Empire, Old Kingdom, Lopan, and the lower half of the Eastern Territory.

Average Life Span: 600 plus 2D6×10 years. The life expectancy of a Basilisk is comparatively low because they are feared for their petrification power and often slain on sight by humanoids. A hatchling reaches full maturity in about 200 years and some basilisks have lived to the ripe-old-age of 2000.

Enemies: Humanoids in general, particularly humans and Elves.

Allies: Demons and supernatural beings, occasionally members of the monster races.

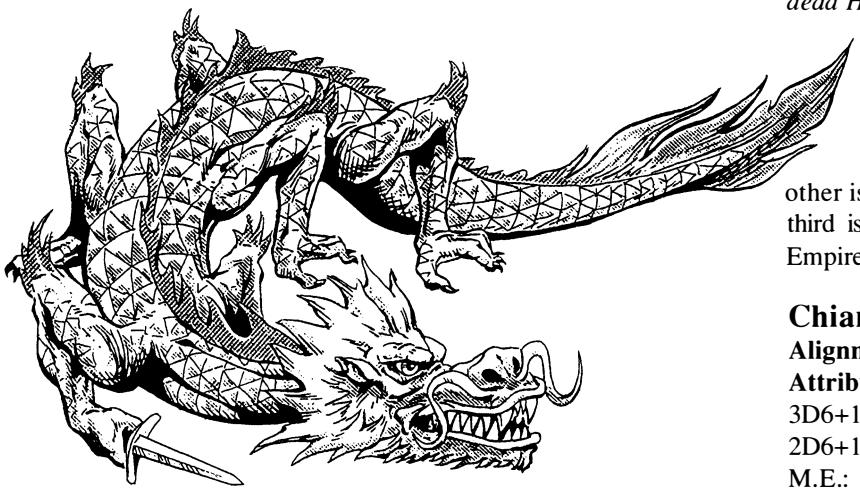
Notes about Hatchlings: Reaches maturity at 200-250 years old. P.P.E. is 2D4×10+40 during hatchling years. All the natural abilities, attacks per melee, damage, and R.C.C. skills are available at half the adult level. Player characters may select a magic O.C.C.

Basilisk Rifts® Stats

M.D.C.: Adult: 1D6×100+70; Hatchling: 4D6×10+40

R.C.C. Skills (Rifts): Basic math 98%, magically understands and speaks all languages, literate in Dragonese/Elven 98% and one other (choice) demon & monster lore 70%, track 40%, wilderness survival 70%, land navigation 70%, prowl 50%, swim 80%, climb 70%/60%, as well as three selections from each of the skill categories of communication, pilot, rogue, technical and weapon proficiencies. Average equivalent experience level is 1D4+6, plus I.Q. bonus (if any) and a skill bonus of 5% for selected skills.

Note: All other stats are fundamentally the same.



Chiang-Ku™ Dragon

The Chiang-Ku dragon is extremely rare on the Palladium World. Earthlings will recognize it as a Chinese dragon with a long serpentine body with triangular shaped, emerald green scales, two short forearms and one to two pairs of short legs; the feet have three toes. The head is slender and angular, and can look reptilian/dragon-like or a bit more lion-like; all have whiskers on their chin and a mouth filled with sharp teeth. The tail has no special feature or abilities.

The Chiang-Ku are said to be the wisest of all dragons and masters of magic. They are also said to be the most experienced dimensional travelers and are constantly exploring other worlds and investigating (and often helping) alien people. All Chiang-Ku have a high regard for life and have always been fond of human beings. In many respects, the Chiang-Ku can be considered the Palladin or missionary of Dragonkind. They are famous for protecting people of all races against supernatural evil and helping people to learn and stand on their own. To this end, the dragon is usually happy to teach people scholarly skills (languages, literacy, lore, etc.), as well as offer hints and suggestions on how to do things more efficiently. Occasionally, a Chiang-Ku will teach Wizards a helpful spell, but usually nothing beyond 5th level unless the creature knows the Wizard well and believes he will use his knowledge for good (even then it rarely shares knowledge above 10th level).

The Chiang-Ku's helpful nature and affections for lesser beings, particularly humans, makes them the most knowledgeable of and comfortable among human civilization. A Chiang-Ku metamorphed into human guise can easily pass as the genuine article. Their favorite disguises when impersonating humans is that of a scholar, monk or priest. This disguise enables them to help humans in subtle ways from behind the scenes and without revealing their inhuman nature. They like to aid others by helping them help themselves. According to legend, a great purge conducted by the forces of darkness slew tens of thousands of these noble creatures. Exactly how many survived is unknown even to the dragons themselves. They speculate that there are probably as many as one hundred to one thousand scattered throughout the Megaverse. A Chiang-Ku is rumored to have started (and still helps operate) the monastic order that trains *Undead Hunters* (see **Book 7: Yin-Sloth Jungles** for details). Another is rumored to live in the Great Northern Wilderness and a third is rumored to be enslaved by an evil lord of the Western Empire.

Chiang-Ku Dragon

Alignment: Any, but typically good or selfish.

Attributes (adult): I.Q.: 3D6+12, M.E.: 3D6+12, M.A.: 3D6+12, P.S.: 3D6+12, P.P.: 2D6+10, P.E.: 2D6+10, P.B.: 2D6+10, Spd.: 3D6+12. **Attributes (Hatchling):** I.Q.: 3D6+4, M.E.: 3D6+4, M.A.: 3D6+4, P.S.: 3D6+4, P.P.: 2D6+3, P.E.: 2D6+3, P.B.: 2D6+3, Spd.: 3D6+4.

Size (adult): 12 to 20 feet (3.6 to 6.1 m) long, including the tail which is typically one-quarter of the overall length. Stands about four feet (1.2 m) at the shoulders. In human form the dragon can range from about five to six feet (1.5 to 1.8 m) tall. Hatchlings are typically 10% smaller.

Weight (adult): 200 lbs (90 kg) in human form, 1000 lbs (450 kg) in serpent form. Hatchlings are about 20% lighter.

Natural A.R.: Adult: 14; Hatchling: 11

Hit Points: Adult: 3D4×100+1000 when in its natural serpent form, but do not include the 1000 when in humaniod form (only 3D4×100). Hatchlings: 1D4×100 in human form, plus 100 when in serpent form.

S.D.C.: Adult: 4D6×100; Hatchling: 2D6×10 plus 3D6 per level of experience.

P.P.E.: Adult: 2D4×100+200 plus P.E. attribute number; Hatchling: 2D4×10+20.

Horror Factor: 13 for an adult, 9 for a hatchling.

R.C.C. Skills: Basic and advanced math at 96%, knows all domestic skills at 80%, magically understands and speaks all languages at 98%, literate in Dragonese/Elven 98% and three other languages of choice (at least one human) +30%.

Other skills include, art (+10%), writing (+10%), disguise (+5%), holistic medicine (+10%), climbing (+10%), faerie

lore (+15%), demon & monster lore (+5%), land navigation, wilderness survival, and streetwise, plus select three skills each from the categories of Communications, Science, Scholar/Technical, and three ancient (and three modern) Weapon Proficiencies. Skill proficiency depends on the level of experience, plus I.Q. bonus (if any).

Average level of experience of an adult is 1D4+7. Hatchlings start with the language and basic math skills at 96% proficiency. Domestic skills, advanced math and all other skills start at first level proficiency.

Natural Abilities: Impervious to poison, toxins, drugs, and gases, nightvision 90 ft (27.4 m), see the invisible, fire and cold resistant (does half damage), dimensional teleport 90%, instinctive dimensional magic, and can bio-regenerate 1D4×10 S.D.C./hit points every five minutes. **Note:** Teleportation and breath weapons are not among the powers of the Chiang-Ku.

Exceptional Metamorphosis (special): The power of metamorphosis is a natural power common to most dragons, but no other dragon possesses the degree of control and duration as the Chiang-Ku. Even as a hatchling, the dragon is a shapechanger supreme, able to completely alter its physical shape to look like any living animal, from human being to raven, and can even *turn into mist* (same as the spell). The transformation lasts *indefinitely* (mist has the same limits as the spell) — weeks, months, or years! Even when rendered unconscious or sleeping, the Chiang-Ku retains its false shape. Only coma or death will transform the dragon into its true serpentine body. The dragon's shape-changing prowess is so great that it can try to copy/imitate a particular person or specific animal at a skill proficiency of 10% +5% per level of experience.

Vulnerabilities & Weaknesses: Weaker with less hit points when in humanoid form and generally has less hit points and S.D.C. than many of its brethren. The Chiang-Ku's curiosity and compassion for others frequently gets the creature into trouble.

Bonuses (in addition to attribute bonuses): Adult: +1 on initiative, +1 to strike, +2 to parry, +2 dodge, +2 to roll with punch/impact, +2 to pull punch, +1 save vs psionics, +3 to save vs illusionary magic, +2 to save vs all other magic, and +4 to save vs horror factor.

Hatchling: +1 to parry, +1 to save vs illusionary magic, +1 to save vs all other magic, and +2 to save vs horror factor.

Attacks Per Melee: Adult: Equal to basic hand to hand combat and varies with the level of experience. The magic tattoos automatically provide one additional attack per melee round.

Damage: Varies with supernatural P.S. or by magic or weapon. The tail has no extra abilities and cannot be used in combat.

Magic Knowledge: The Chiang-Ku are born with a full understanding of magic and some say, a secret, lost mystic art that they *never* share with others and seldom use. (**Note:** This secret knowledge is tattoo magic and the creation of the Elixir of Power and Deceit; see **Rifts® Atlantis** and **England**; it *may* be presented in a future fantasy supplement that deals with past ages). However, the Chiang-Ku never uses these powers on the Palladium World because their secrets were lost during the *Time of a Thousand Magicks* and even hints of them were destroyed during the *Millennium of Purification*. They respect the Elves' and Dwarves' decision to eradicate this magic from the Palladium world and do nothing to change this; another example of the Chiang-Ku letting the people of a world choose their own direction. Even using the magic tattoos may entice somebody to attempt to figure out/develop the magic, so most Chiang-Ku will never use them even in a life and death situation, only miscreant and diabolic dragons may consider their use. While most Chiang-Ku won't use tattoo magic in the Palladium World, all have at least a half dozen on their bodies, including the *Marks of Heritage* mystic symbol of the Eye of Knowledge.

The hatchling knows no spell magic unless they study the arts of wizardry, but can intuitively use all types of magic devices without instruction, can read magic, use scrolls, and recognize magic circles, rune weapons and enchantment. However, most study one form of mystic arts or another; 50% Wizardry, 20% Diabolism, 20% Summoning, 5% other (an alien magic, or Necromancy, or Warlock or is a nonmagical scholar). A typical Chiang-Ku will dedicate himself to the study of his chosen mystic art and try to learn *everything* about it. Adult Chiang-Ku Wizards of 8th level or higher experience are likely to know all spells from levels 1-9 plus 2D4 higher spells. Wizards higher than 15th level will also know all spells from levels 1-15 and many Spells of Legend (G.M.'s discretion).

Psionic Powers: Major psionic; select a total of seven psi-powers from *one* of the following the categories: sensitive, healing or physical. Super psionics is not available. Select an additional two powers from any of the three categories at levels three, six, nine and twelve. **I.S.P.:** 3D4×10 +M.E. attribute number.

Habitat: Can be found anywhere.

Average Life Span: 6000 years; some are said to reach 10,000!

Enemies: None per se. Champions of Light will regard all creatures of darkness as their enemy. Demons, Deevils and gods of darkness like to torture and torment these dragons and occasionally engage in campaigns to destroy them.

Allies: Chiang-Ku get along famously with Kukulcans and other dragons of good alignment and intentions. They also regard humans and most Champions of Light as potential friends and allies. They are also said to associate with the Gods of Light.

Chiang-Ku Rifts® Stats

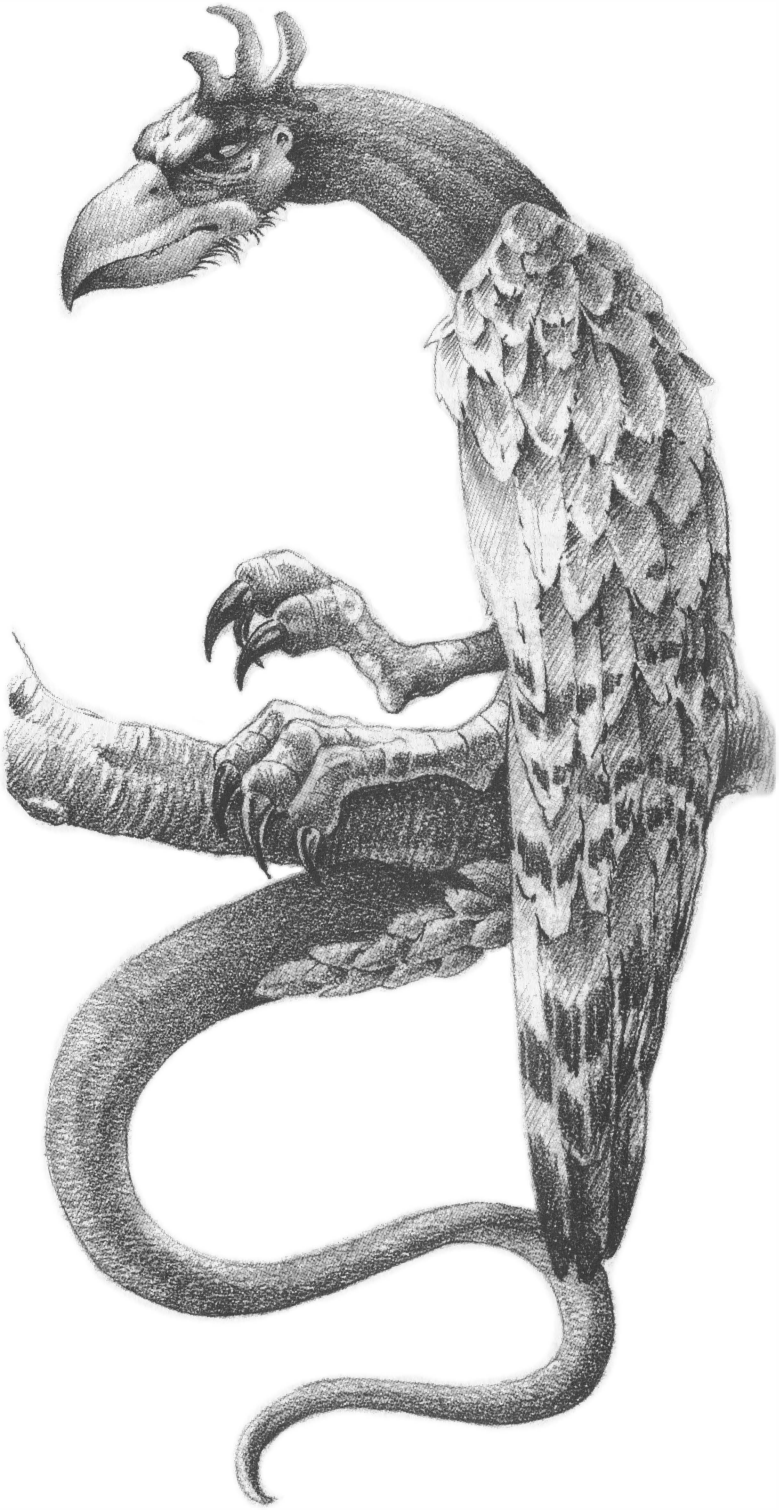
M.D.C. (adult): 4D4×100 when in human form, but always add 1000 when transformed into its natural serpent form. Hatchlings are 1D4×100 in human form, plus 100 when in serpent form.

Rifts® R.C.C. Skills: All domestic skills, basic math (+10%), art (+10%), land navigation, wilderness survival, streetwise, disguise (+5%), holistic medicine (+5%), climbing (+10%), faerie lore (+15%), demon & monster lore (+5%), select two basic piloting skills, and three ancient and three modern weapon proficiencies. The I.Q. bonus is also applicable to all skills. Chiang-Ku like energy weapons and Techno-Wizard devices.

Cockatrice

This strange serpentine dragon has a bird-like beak and head, powerful claws, feathered wings, and rooster like crown on top of its head. It is sometimes mistaken for the benevolent Kukulcan, but is a malevolent predator that feeds on humanoids and animals. It possesses a wicked disposition and delights in hunting, killing, and torture for pleasure. Cockatrices are particularly fond of tormenting and killing the pretty Faerie Folk and small humanoids such as Gnomes, Dwarves, Kobolds and Goblins. Presumably, the Cockatrice is a distant cousin to the Kukulcan, but like the savage wooly dragon, it has a comparatively low intelligence and knows no magic. Still, they are cunning, evil monsters always in search of murderous pleasure and hurtful mischief.

Although active during both night and day, they take to cover during the morning hours for the crow of a cock will paralyze a cockatrice for 1-4 hours, rendering it completely helpless (only a real cock's crow will affect them). Cockatrices usually travel in pairs (male and female), and are found throughout the Palladium world.



Cockatrice Dragon

Alignment: Typically diabolic evil, less than 10% are a different alignment.

Attributes (adult): I.Q. 1D6+2, M.A. 1D6, M.E. 2D6+10, P.S. 2D6+22, P.P. 2D6+10, P.E. 1D6+10, P.B. 2D6, Spd 5D6 running or 2D6×10+10 flying.

Attributes (hatchling): I.Q. 1D6+1, M.A. 1D4, M.E. 2D6+5, P.S. 2D6+11, P.P. 2D6+5, P.E. 1D6+5, P.B. 2D6, Spd 2D6 running or 1D6×10+10 flying.

Size (adult): 12 to 16 feet (3.6 to 5 m) long from head to tail.

Weight (adult): 800 pounds (360 kg).

Natural A.R.: Adult: 12; Hatchling: 10

Hit Points: Adult: 5D6×10+60 plus P.E. number; Hatchling: 2D6×10+20

S.D.C.: Adult: 4D4×10; Hatchling: 2D4×10+10 plus 2D6 per level of experience.

P.P.E.: Adult: 5D6×10 +P.E. attribute; Hatchling: 2D6×10

Horror Factor: Adult: 12; Hatchling: 10

R.C.C. Skills (Palladium): Basic math 60%, understands and speaks a guttural dialect of Gobblely and Dragonese/Elven at 90%.

Other skills include demon & monster lore (+10%), track animals (+10%), track humanoids (+20%), wilderness survival (+20%), land navigation (+20%), interrogation (+10%) and a choice of four skills (total) from the categories of Rogue and Wilderness, plus one W.P. (typically knife for torturing). Skill proficiency depends on the level of experience.

Average level of experience of an adult is 1D4+2. Hatchlings start with a language at 90% and basic math at 60% proficiency. All other skills start at first level proficiency.

Natural Abilities: Nightvision 200 ft (61.5 m; can see in total darkness), see the invisible, keen hawk-like vision and hearing, track by sight 64%, swim 50%, climb 50%/40%, prowl 50%, bio-regeneration 4D6 S.D.C./hit points per minute, dimensional teleport 16% +2% per level of experience, and ley line phasing. The talons on the creature's feet are prehensile, work as hands, and can use simple weapons and tools. **Note:** The Cockatrice doesn't possess any of the dragon's usual dimensional powers the few listed above, nor can it perform metamorphosis.

Wither Plants (Special): A Cockatrice can wither a plant or tree limb by touch or wither all plant life within a 10 foot (3 m) area by simply wishing to do so. The withered plant is not killed, but looks sickly and loses 80% of its S.D.C./hit points.

Breath of Death (Special): Range: 60 feet (18.3 m). The monster can release a blast of foul smelling, toxic breath that will inflict 6D6 damage to any who breathe its fumes unless

the victim of the attack saves vs magic (15 or higher). A successful save means no damage but the terrible stench will cause the character to lose initiative (if he had it; distracted).

Vulnerabilities: No dimensional dragon powers, low hit points and S.D.C., and low intelligence, although a cunning predator. The monster rarely fights to the death, although it is attracted by the carnage and suffering of death.

Bonuses (in addition to attribute bonuses): Adult: +4 on initiative, +3 to strike, +3 to parry and dodge, +2 to pull punch, +2 to roll with impact, +6 to save vs horror factor and +3 on all other saving throws.

Attacks Per Melee: Adult: Five physical, or two physical and three by breath attacks per melee.

Hatchling: Three physical, or two physical and one by breath attack. A very sneaky, cruel, and vicious predator even when young.

Damage: Varies with supernatural P.S. The prehensile tail can be used to entangle, strangle, or slash at its enemies like a whip. The tail does the same damage as a punch +1D6 additional damage. Or by toxic breath or weapon.

Magic: None.

Psionics: None.

Habitat: Can be found just about anywhere, but seems to be most common in wilderness regions inhabited by the monster races, particularly the Old Kingdom, Yin-Sloth Jungles, Eastern Territory and Great Northern Wilderness. According to legend, the Land of the Damned is the only place on the planet where flocks of 3D4 Cockatrice can be encountered, but most scholars believe there is no truth in this.

Average Life Span: 600+ years. The life expectancy of a cockatrice is comparatively low because they are feared and often slain on sight by humanoids, and have comparatively little M.D.C. A hatchling reaches full maturity in about 200 years.

Enemies: Preys on Faerie Folk, humans and small humanoids, but all lesser creatures are potential victims.

Allies: Cockatrices often ally themselves with Basilisks, evil dragons, evil sorcerers, black priests, witches, and evil supernatural beings. They dislike other Cockatrices and avoid them.

Notes about hatchlings: The Cockatrice reaches maturity at 200 years old. P.P.E. is 2D6×10 during hatchling years. The young tend to be aggressive, hot-headed and reckless. Player characters can learn two additional languages at +10%.

Cockatrice Rifts® Notes

R.C.C. Notes: Fundamentally the same as the Palladium Cockatrice, but these monsters will find the laser scalpel and vibro-blades wonderful weapons, and may use other high-tech weapons.

M.D.C.: 4D6×10+60 (2D4×10+30 for hatchlings)

Natural A.R.: A mega-damage creature on Rifts Earth; impervious to normal weapons. Magic, psionics, and mega-damage weapons have full affect.

Note: All other stats are fundamentally unchanged.

Fire Dragon

Fire Dragons appear as massive, reptilian creatures with powerful limbs, a vaguely humanoid shape, large bat-like wings, and a long tail. Fin-like structures of varying size run along the spine from the back of the head to mid-way down the tail. The head is reptilian, with large eyes and ears and sharp, crooked teeth. The body is covered in fine, red scales that vary from shades of crimson to alizarin. Fire dragons are among the most prolific in the study and use of magic — many are Wizards or worse. They are also the most likely to use human technology and like to wear jewelry and other "human" equipment. In fact, most find the "machines of men" interesting and useful. However, even high-tech gadgets are not considered worthy of the dragon's primary treasure hoard.

Fire Dragon

Alignment: Any, but tend toward selfish.

Attributes (adult): I.Q. 2D6+12, M.A. 2D6+12, M.E. 2D6+12, P.S. 2D6+26, P.P. 2D6+12, P.E. 3D6+12, P.B. 4D6+6, Spd 2D6×10 running or 2D6×10+80 flying; supernatural P.S.

Attributes (hatchling): I.Q. 4D6, M.A. 4D6, M.E. 3D6, P.S. 5D6, P.P. 3D6+3, P.E. 3D6+6, P.B. 5D6, Spd. 5D6

Size: 20 to 30 feet tall (6 to 9 m), up to 65 feet (20 m) long, wingspan 100 feet (30.5 m).

Weight: 25 tons.

Natural A.R.: Adult: 14; Hatchling: 10

Hit Points: Adult: 1D4×1000 +P.E. attribute number. Hatchling: 1D4×100

S.D.C.: Adult: 5D6×100; Hatchling: 5D6×10 plus 3D6 per level of experience.

P.P.E.: Adult: 2D4×100 +P.E. attribute number; Hatchling: 2D4×10 +10 points per level of experience.

Horror Factor: Adult: 16; Hatchling: 12

R.C.C. Skills (Palladium): Basic and advanced math 98%, literate in Dragonese/Elven and four other languages of choice all at 98%, plus speaks six additional languages at 98%.

Other skills include demon & monster lore (+20%), faerie lore (+15%), gemology (+20%) and streetwise (+12%), as well as a total of 14 selections from the following skill categories: Communications, Espionage, Military, Physical (other than hand to hand combat skills), Rogue, Science, Scholar/Technical and Weapon Proficiencies. Skill proficiency depends on the level of experience (skill level should be the same as level of magic). Include I.Q. bonus (if any) to all skills.

Average experience level of an adult is 2D4+5. Hatchlings start with the language and basic math skills at 96% proficiency. Domestic skills, advanced math and all other skills start at first level proficiency.

Natural Abilities: Nightvision 100 ft (30.5 m), excellent color vision, see the invisible, turn invisible at will, bio-regeneration 1D4×10 S.D.C./hit points per minute, impervious to fire (does no damage; even M.D. magic fires and plasma energy do no damage), metamorphosis at will (duration 4 hours per level of experience), teleport self 88%, dimensional teleport 32%+4% per level of experience, and all other dimensional powers, magic spells and knowledge common to most "true" dragons.



Fire Breath (Special): Range: 200 feet (61 m), 10 feet wide (3 m), inflicts 6D6 S.D.C and can be used as often as four times per melee round. The width of the blast enables the dragon to strike several opponents (3-8) simultaneously if they are huddled closely together.

Fiery Blood (Special): The fresh blood of a fire dragon, while still warm, is like a burning acid. A single drop (one ounce) does 1D6 damage to organic material and 2D6 damage to metal; burns for one melee round. Once cooled, the blood loses its acidic quality. Even if reheated over a fire or via magic, the blood is harmless.

Vulnerabilities & Weaknesses: Tends to be arrogant and overconfident; underestimates one's enemies and the full danger or ramifications of a given situation.

Bonuses (in addition to attribute bonuses): Adult: +3 on initiative, +4 to strike, +3 to parry and dodge, +3 to pull punch, +3 to roll with impact, +7 to save vs horror factor, and +3 on all other saving throws.

Hatchling: +1 on initiative, +2 to strike, +1 to parry and dodge, +2 to pull punch, +2 to roll with impact, +3 to save vs horror factor and +1 on all other saving throws.

Attacks per Melee: Adult: Eight physical attacks per melee! Or four fire breath and four physical, or two by magic only. Its favorite weapons are its fire breath, flaming weapons, and magic.

Hatchling: Four physical, or two physical and two by fire breath, or two by magic only.

Damage: Varies with supernatural P.S. The prehensile tail can be used to strike at its enemies like a whip. The tail does the same damage as a punch +2D6 additional damage. Or the dragon may use its fire breath, magic, or a weapon.

Magic (Adults and NPC hatchlings over 100 years old): Adult Fire Dragons of 8th level or higher are likely to know all spell magic from levels 1-6, plus animate & control dead, turn dead, exorcism, resurrection, remove curse and 3D4 of choice from levels 7-15. Dragons 14th or higher level will know all spells from levels 1-10 plus 3D4 additional higher spells. Fire dragons 20th level or higher will know all spells from levels 1-13 plus 1D4+4 higher level spells!

There is also a 01-45% chance that an adult will know *one* additional area of magic at half the level of the creatures experience (i.e. a 10th level dragon and wizard may also be a 5th level Diabolist). Roll on the following table or pick one.

01-30 Summoner

31-60 Diabolist

61-70 Master of Wizardry. Knows all spells from levels 1-15 plus 1D6 Spells of Legend, instead of a second discipline!

71-80 Warlock (one element only; leans toward fire or air)

81-90 Necromancer (see *Book 3: High Seas*) or priest (light or dark).

91-00 Other magical discipline (alien magic from another dimension?) or nonmagic discipline including the scholar, merchant or any entertainer O.C.C.s from *Book 3: High Seas* (skills are limited to O.C.C. skills and three other skills of that O.C.C.)

Magic Knowledge of Fire Dragon Hatchlings: Full understanding of magic, but knows no spells yet, but can learn them with the same ease and quickness of a first level wizard. By 2nd level the typical hatchling dragon will have learned 3D4+3 spells from levels 1-3. In addition, the hatchling can intuitively use all types of magic devices, can read magic, use scrolls, and recognize magic circles and enchantment (the latter is 40% +5% per level of experience). The hatchling can cast a maximum of two spells per level of experience.

Psionics: Adult: I.S.P. 2D6×10+20. The adult Fire Dragon has all sensitive and physical psi-powers!

Hatchling: Minor psionic. The player (or G.M.) can select a total of six psychic powers from either the sensitive or physical category. Select an additional two at fifth level and another two at tenth level. I.S.P.: 1D6×10 +M.E. attribute number.

Habitat: Can be found anywhere, but prefers warm climates. Rarely encountered in the Great Northern Wilderness, Land of the Damned, Phi, Lopan or the northern half of the Eastern Territory.

Average Life Span: 6000 years but some have been known to reach 9000.

Enemies: None per se.

Allies: Fire Dragons are amazingly tolerant of fellow dragons (other than Fire dragons) and have an affinity for the giant races, including Ogres and Trolls.

Rifts® Fire Dragon Stats

Impervious even to mega-damage heat and fire. Most Fire Dragons like technology and use modern computers, energy weapons, explosives, optic systems and other equipment.

Rifts® R.C.C. Skills: Basic and advanced math 98%, literate in Dragonese/Elven 98% and four other languages of choice, plus speaks six additional languages at 98%, demon & monster lore 90%, faerie lore 40%, basic electronics 92%, computer operation 92%, as well as four selections from the skill categories of communications, physical (other than combat, like climb, swim, prowl), pilot, pilot related (3 skills), rogue, science, technical and weapon proficiencies. Average equivalent experience level is 2D4+6.

Natural A.R.: A mega-damage creature on Rifts Earth; impervious to normal weapons. Magic, psionics, and mega-damage weapons have full effect.

M.D.C. (Rifts): Adult: 1D6×1000; Hatchling: 1D4×100

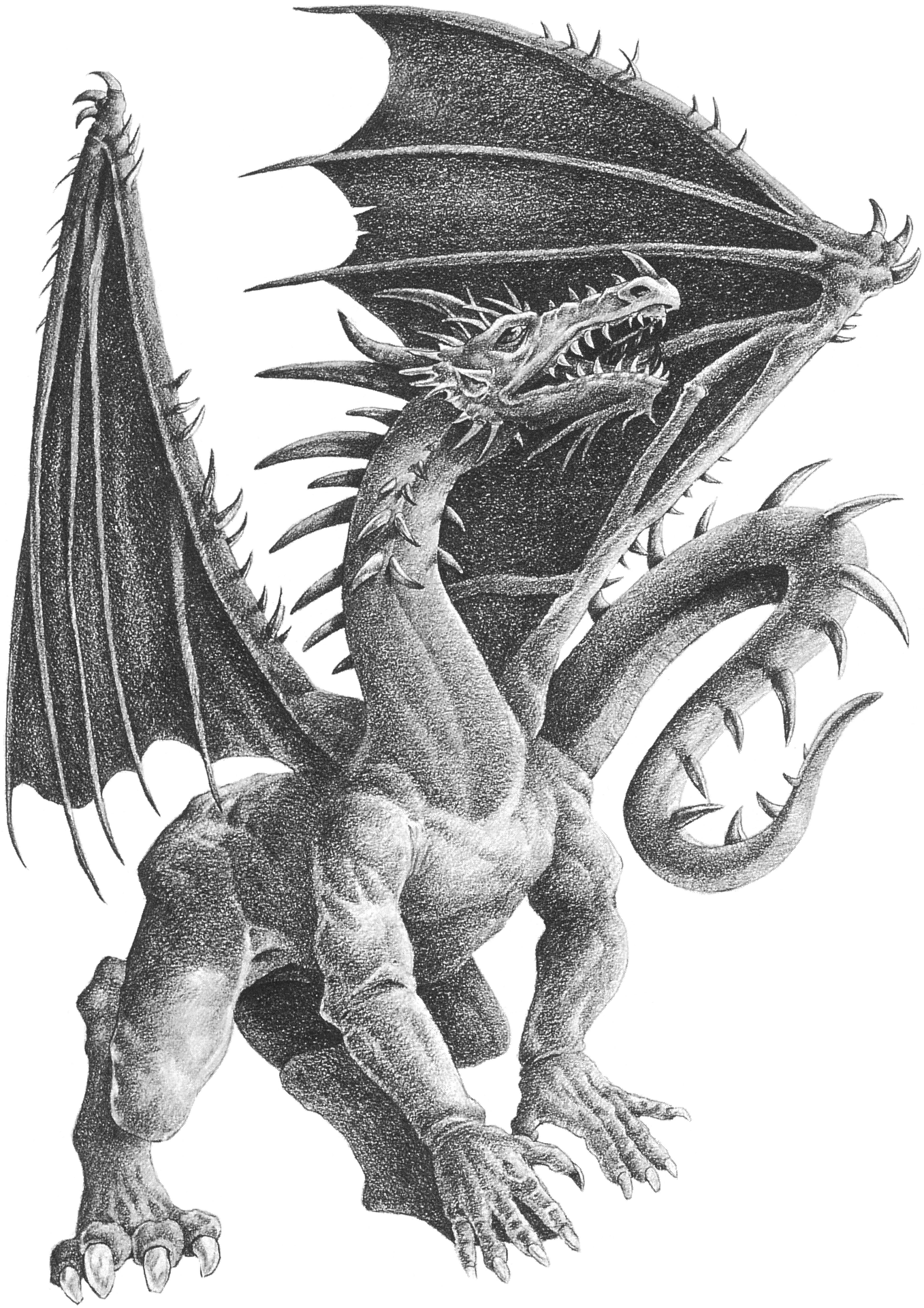
Natural Abilities of Note: Bio-regenerates 1D4×10 M.D.C points every five minutes. P.S. is considered supernatural strength. Fire Breath: 6D6 M.D.

Note: All other stats are basically unchanged.

Great Horned Dragon

The Great Horned Dragon is the most feared and powerful of all known dragons of the Palladium World. The great beast towers 30 to 50 feet (9 to 15.2 m) tall and has expansive wings. The head, neck and spine (down to its tail tip) are covered with horns or wicked looking spines of varying sizes, and the oldest dragons will even have spines protruding from the arms of their wings. Skin colors vary widely from light green to golden and orange.

Most adults are masters of the mystic arts and versed in two types of magic and engage in scholarly studies when not off adventuring or exploring the Megaverse. They enjoy the company of humans above all others (for reasons unknown), with Elves



running a close second and intelligent beings in general. Consequently, they commonly walk among humans disguised through metamorphosis as one of them. Those of a good alignment often champion the causes of humans and other mortal creatures and frequently battle dark priests, evil gods and supernatural monsters (they loathe vampires). Some even associate with the Gods of Light. Anarchist and evil Great Horned Dragons are among the most vile and bloodthirsty monsters in the Megaverse. The fiends can be despotic lords of kingdoms, the secret power behind a throne, blackmailer, or invading conqueror. Most are insidious monsters who love to manipulate lesser beings and instigate war. Many will challenge the gods or associate with dark gods and demonic forces (some may even command a legion of demons or deevils). The worst often seem to be obsessed with acquiring vast wealth and magic items.

Great Horned Dragon

Alignment: Any, but tend toward principled and other good alignments, or aberrant evil (about 12%).

Attributes (adult): I.Q. 2D6+18, M.A. 2D6+18, M.E. 2D6+18, P.S. 2D6+40, P.P. 2D6+12, P.E. 3D6+12, P.B. 4D6+12, Spd 2D4×10 running, but 2D6×10+100 flying; supernatural P.S.

Attributes (hatchling): I.Q. 5D6, M.A. 4D6, M.E. 5D6, P.S. 6D6, P.P. 4D6, P.E. 4D6, P.B. 5D6, Spd. 4D6 running and 2D4×10 flying. Remember, the hatchling's attributes, hit points, and S.D.C. change completely (are rerolled) when the dragon reaches full maturity.

Size: 20 to 30 feet tall (6 to 9 m), up to 70 feet (21.3 m) long, wing span 120 feet (36.6 m).

Weight: 30 tons

Natural A.R.: Adult 15; Hatchling: 11

Hit Points: Adult: 1D4×1000+500 +P.E. attribute number. Hatchling: 1D4×100+50.

S.D.C.: Adult: 6D6×100; Hatchling: 1D4×100 plus 4D6 per level of experience.

P.P.E.: Adult: 2D6×100+200; Hatchling: 2D6×10 +P.E. number and +10 points per level of experience.

Horror Factor: Adult: 18; Hatchling: 12

R.C.C. Skills (Palladium): Basic and advanced math 98%, literate in Dragonese/Elven and four other languages of choice, all at 98%, plus speaks six additional languages at 98%, demon & monster lore 98%, and faerie lore 90%.

Other skills include lore magic (+20%), gemology (+15%), sing (+15%), and a total of 20 selections from the following categories: Communications, Domestic, Espionage, Military, Physical (other than hand to hand combat skills), Rogue, Science, Scholar/Technical, Wilderness, and Weapon Proficiencies. Include the I.Q. bonus to all skills and an additional +5% to the 20 additional skills.

Average equivalent experience level of an adult is 2D4+8. Hatchlings start with the language and math skills at 98% proficiency, and all other skills start at first level proficiency.

Natural Abilities: Nightvision 100 ft (30.5 m), excellent color vision, see the invisible, turn invisible at will, prehensile tail, bio-regeneration 1D4×10 S.D.C per melee round (1D4×10 per minute for minute), resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), metamorphosis at will (duration 4 hours per level of experience for hatchlings, indefinite for adults), teleport self 92%, dimensional teleport 52%+4% per level of experience, and all other dimensional powers, magic and knowledge common to most "true" dragons.

Fire Breath (Special): Range: 100 feet (30.5 m), six feet wide (1.8 m), inflicts 4D6 S.D.C and can be used as often as three times per melee round. The width of the blast enables the dragon to strike several opponents (2-6) simultaneously if they are huddled closely together.

Vulnerabilities and Weaknesses: The Great Horned Dragon often overestimates its abilities and underestimates its opponents. These dragons also have a weakness (desire) for magic knowledge, magic weapons and ancient artifacts (magical and otherwise). Some become obsessed with the acquisition of said items and will do or endure almost anything (within alignment) to get them! Dragons on such a quest are often distracted and absent-minded (-15% on skill performance) and underestimate the danger involved, fail to notice the plight of others, and fail to notice signs of danger/trouble or potential enemies.

Bonuses (in addition to attribute bonuses): Adult: +4 on initiative, +3 to strike, +4 to parry and dodge, +4 to pull punch, +4 to roll with impact, +8 to save vs horror factor, and +4 on all other saving throws.

Hatchling: +2 on initiative, +1 to strike, +1 to parry and dodge, +2 to pull punch, +1 to roll with impact, +4 to save vs horror factor, and +1 on all other saving throws.

Attacks per Melee: Adult: Eight physical attacks per melee, or three fire breath and five physical, or three by magic! Favorite weapon is magic.

Hatchling: Four physical attacks per melee, or two by fire breath and two physical, or two by magic!

Damage: Varies with supernatural P.S. The prehensile tail can be used to strike at its enemies like a whip. The tail does the same damage as a punch +3D6 additional damage. Or the dragon may use its fire breath, magic, or a weapon.

Magic (Adults and NPC hatchlings over 100 years old): Adult Great Horned Dragons of 8th level or higher are likely to know all spell magic from levels 1-6, plus exorcism, resurrection, remove curse and 3D4+2 of choice from levels 7-15. Dragons 14th or higher level will know all spells levels from 1-12 plus 2D4+4 additional higher spells. Horned dragons 20th level or higher will know all spells from levels 1-15!

There is also a 01-70% chance that an adult will know *one* additional area of magic at half the level of the creatures experience (i.e. a 10th level dragon wizard may also be a 5th level Diabolist). Roll on the following table or pick one.

01-35 Summoner

36-70 Diabolist

71-80 Necromancer (see *Book 3: High Seas*) or priest (light or dark).

81-90 Warlock (one element only; leans toward fire or air)

91-00 Other magical discipline (alien magic from another dimension?) or a nonmagic discipline, including the scholar, merchant or any entertainer O.C.C.s from *Book 3: High Seas* (skills are limited to O.C.C. skills and four other skills of that O.C.C.)

Magic Knowledge of Great Horned Dragon Hatchlings: Full understanding of magic and knows a total of 1D4+2 spells selected from levels 1-2. Additional spells are learned with the same ease and quickness of a first level wizard. By 2nd level, the typical hatchling dragon will have learned 3D4+2 additional spells from levels 1-4. In addition, the hatchling can in-

tuitively use all types of magic devices, can read magic, use scrolls, and recognize magic circles and enchantments (the latter is 40% +5% per level of experience). The hatchling can cast a maximum of two spells per level of experience.

Psionics: Adult: I.S.P. 3D4×10+80 +M.E. attribute number. Considered a master psionic and knows all sensitive, physical, and healing psi-powers, plus bio-manipulation and psi-sword.

Hatchling: Major psionic. The player (or G.M.) can select a total of six psychic powers from each of the categories sensitive and physical. Select an additional two at 4th and 8th level. I.S.P.: 2D4×10 +M.E. attribute number.

Habitat: Can be found anywhere in the world, but their fondness for humans, elves and adventure usually lures them to the more populated and civilized regions. A quest for magic or rare artifacts can take the dragon anywhere, including other dimensions.

Average Life Span: 6000-8000 years, but some have lived to over 11,000!

Enemies: Supernatural monsters and power hungry forces of evil.

Allies: Typically other dragons with similar goals, spirits of light, and all manner of bold adventurers and powerful beings. Great Horned dragons have a special fondness for humans and humanoids in general.

Rifts® Great Horned Dragon Stats:

Most are comfortable with technology and will use high tech computers, weapons, tools and vehicles when they are available.

R.C.C. Skills: Basic and advanced math 98%, literate in Dragonese/Elven and Spanish 98% and four other languages of choice, plus speaks six additional languages at 98%, demon & monster lore 98%, faerie lore 90%, as well as 20 skills selected from the following skill categories: Communications, Domestic, Electrical, Pilot, Pilot Related (3 skills), Rogue, Science, Technical, Wilderness, and Weapon Proficiencies.

Natural Abilities of Note: Bio-regeneration 1D4×10 M.D.C points per minute, and resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy),

M.D.C. (Rifts): Adult: 2D4×1000+500; Hatchling: 1D4×100+50. **Note:** All other stats are unchanged.

Hydra

The seven headed Hydra is one of the most famous and feared dragons of the Palladium World. The savage monster-dragon is even feared and shunned by its own kind. Like the mighty Wooly Dragon, the Hydra is an aggressive predator with a comparatively low intelligence, but great cunning and physical power. They are vicious, wicked tempered beasts who delight in slaughtering and devouring humanoids, and enjoy fighting and killing other dragons. Hydras will sometimes associate with other evil beings, especially evil Faerie Folk and Necromancers. While they may associate with demon, deevils, and other evil supernatural beings, the Hydra never trusts them and would prefer to fight them in a battle to the death in a test of its superiority.

Legend says that the Hydra cannot die but this is not true. However, the multi-headed dragon possesses remarkable regenerative abilities, even by dragon standards. It is interesting to note that there has always been a genetic variation among the Hydra in which the monster may have an eighth or ninth head! Roughly one in a thousand will have one or two extra heads.

The Hydra Dragon

Alignment: Any, but typically anarchist, miscreant, or diabolic. Good Hydras are virtually nonexistant (less than 1%).

Attributes (adult): I.Q. 1D6+3, M.A. 1D6+6, M.E. 2D6+10, P.S. 2D6+36, P.P. 2D6+14, P.E. 2D6+14, P.B./Awe 3D6+10, Spd 3D4×10 running; cannot fly; supernatural P.S.

Attributes (hatchling): I.Q. 1D6+2, M.A. 1D6+2, M.E. 2D6+2, P.S. 2D6+24, P.P. 2D6+7, P.E. 2D6+7, P.B. 4D6, Spd 2D4×10 running.

Size: 25 feet (7.6 m) tall, 50-60 feet (15.2 to 18.3 m) long.

Weight: 5D6 tons.

Natural A.R.: Adult: 14; Hatchling: 12

Hit Points: Adult: 1D4×1000+2000 +P.E. attribute number; Hatchling: 3D4×100.

S.D.C.: Adult: 5D6×100; Hatchling: 1D6×100 plus 4D6 per level of experience.

P.P.E.: Adult: 1D6×100+200; Hatchling: 2D4×10 +2D6 per level of experience.

Horror Factor: Adult: 17; Hatchling: 13

R.C.C. Skills (Palladium): Basic math 50%, understands and speaks a guttural form of Gobblely and Dragonese/Elven at 90%, Faerie lore 50%, track animals 70%, track humanoids 60%, track by smell 60%, wilderness survival 90%, land navigation 70%, swim 90%, climb 70%/60%.

Other skills: The Hydra can select a total of five other skills from the categories of Domestic, Espionage (excluding pick locks, pick pockets, disguise and forgery), and Wilderness without benefit of bonuses. Hydras tend to focus on combat and survival skills.

Average equivalent experience level is 1D6+2. Old to ancient Hydras are usually 1D6+8 level dogs of war. Hatchlings start with all the above skills minus the five elective skills at -10% the number listed.

Natural Abilities: Nightvision 600 ft (183 m), see the invisible, exceptional hawk-like vision, head number one can see in the infrared light frequency, head number two can see ultraviolet light, turn invisible at will, track by smell 84%, recognize a familiar scent 80%, track by sight 60%, prehensile tail, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), bio-regeneration 1D6×10 S.D.C./hit points per melee round (5D6 per minute for hatchlings), teleport self 40%, dimensional teleport 12% +4% per level of experience and all other natural dimension sensing abilities. However, the Hydra does know the *instinctive dimensional magic* spells of legend, nor can it perform metamorphosis.

Note: Each head can act independently of the others and can ward off attacks from all sides. The I.Q. and mental attributes are the same for each head.



Super-Regeneration (Special): The Hydra can completly regenerate a severed limb (hand, foot, arm, leg, portion of tail) within 1D4×10 minutes! It can even regrow one of its heads within 2D4 days. However, if more than one of its heads are lost, it will take 2D4 weeks to regrow them, one after the other. Furthermore, if four or more heads are lost, none can be regrown, although the Hydra can heal and live with the few it has left. Such a traumatic injury reduces the creature's permanent S.D.C. and hit points by half and two attacks per melee are lost for each severed head. **Note:** The magical and regenerative powers of the Hydra are such that a severed limb or head shrivels, turns into dust and blows away within 1D4 minutes.

The Seven Powers (Special): Each of the seven heads possesses a different power and method of attack, in addition to biting and hand to hand combat. The exact power and damage inflicted is described under the *Damage* listing.

Vulnerabilities and Weaknesses: The Hydra is dull witted compared to other dragons and even the average human, but the graves are filled with slain warriors who made the mistake of thinking of the Hydra as a stupid beast. The creature is a natural predator, vicious and cunning when it comes to hunting, trapping and slaying intelligent humanoids and superhuman creatures. This aside, the monster can be tricked or bluffed if the perpetrator is clever and has nerves of steel. One of the Hydra's great weaknesses is its lust for battle (it loves it) and over-eagerness to accept most any challenge, even when it is injured, sick, outnumbered or overpowered. It greatest weakness is its obsession to prove itself as the greatest hunter and fighter; it grudgingly admits it is not the smartest of creatures, but knows it is the most savage and deadliest of warriors.

This need to constantly prove itself by fighting and *winning* can be used to challenge and distract the monster with astounding ease (killing it is a difficult task). The dragon rarely has the strength to refuse a challenge even when it knows it's a trap or that it is being deliberately lured away from its prisoners, or treasure. Name calling and aspersions made against its power and fighting prowess drives the Hydra crazy and will almost always send it into a fury and ferocious combat. **Note:** During combat the monster forgets about everything. Its entire focus is on the battle, its enemy(s) and winning.

Warning: As a rule, the Hydra will only accept battles to the death (although it will accept mercy if offered to it). Should the Hydra agree to a battle that is *not* to the death, it is a safe bet that it will forget this in the heat of battle (01-65% likelihood). If the combatant is spared it will either be to drag his battered body into its lair where he will be tortured (and eventually eaten) at the monster's leisure, or because of some unusual extenuating circumstance. It's a rarity, but sometimes the Hydra will spare combatants it perceives as outstanding opponents. Battles where combatants cheat to subdue the Hydra or who manage to flee are regarded as victories — because it is obvious that they are cowards who could not best him in fair combat. "Fair" is not quite the right word because the Hydra's only goal is to win any way it can. If it must cheat, use deception, treachery, or trickery, so be it.

The Hydra is also obsessively proud and protective of its treasure, most of which are "trophies" won through mortal combat. To steal one of its "trophies" is to invite death. Insulting any piece of his treasure (which will include battered and worthless armor and weapons, and sometimes obvious junk) is also to incite the dragon to battle. However, if careful not to insult or make the Hydra feel stupid, it's possible to convince it that something is junk or worth little, and get the monster to sell it, trade it or even give it away!

Bonuses (in addition to attribute bonuses): Adult: +7 on initiative, cannot be surprised by attacks from behind or above (heads watch and strike in all directions), +4 to strike, +2 to parry and dodge, +4 to pull punch, +2 to roll with impact, +9 to save vs horror factor, and +2 on all other saving throws.

Hatchling: +4 on initiative, not likely to be surprised by attacks from behind, +2 to strike, +1 to parry and dodge, +2 to pull punch, +1 to roll with impact, +6 to save vs horror factor, and +1 on all other saving throws.

Attacks per Melee: Adult: 16 total attacks per melee! Nine physical (bite/punch/claw/tail swipe) attacks and seven by breath attacks.

Hatchling: 9 total attacks; four physical and five by breath.

Damage: Varies with supernatural P.S. The prehensile tail can be used to strike at its enemies like a whip. The tail does the same damage as a punch +3D6 additional damage. And/or the dragon may use its magic breath attacks (14 or higher needed to save vs magic).

Head One: Fire breath: Range 300 feet (91.5 m), six foot (1.8 m) wide blast inflicting 1D6×10 damage.

Head Two: Frost breath: Range 100 feet (30.5 m), six foot (1.8 m) wide blast of magic cold inflicting 6D6 damage.

Head Three: Poisonous vapors: Range 100 feet (30.5 m), six feet wide (1.8 m), paralyzes victim who breathes the vapors for 1D6+2 melee rounds.

Head Four: Breath of death: Range 30 feet (9 m), six foot (1.8 m) wide gust of wind that inflicts 6D6 damage direct to hit points regardless of body armor.

Head Five: Corrosive spray: Range 30 feet (9 m), six feet wide, inflicts 1D6×10 damage.

Head Six: Cloud of slumber: Range 300 feet (91.5 m), six foot (1.8 m) radius, victim sleeps for 2D6 melee rounds.

Head Seven: Psionic evil eye: Identical to the bio-manipulation psi-power. This head is also invulnerable to psionic and magic mind control.

Note: An eighth or ninth head will be a duplicate of one of the seven.

Saving Throw Note: All magic and psionic attacks from the heads/breath require a saving throw of 14 or higher. A successful roll means no damage or effect.

Magic: Spells are limited to sense magic, sense evil, repel animals, animate & control dead, and turn dead. Known to both the adult and the hatchling.

Psionics: I.S.P. 100. None, other than head number seven (bio-manipulation).

Habitat: Can be found anywhere, but are usually found away from population centers.

Average Life Span: 3000+ years; some have lived as long as 6000.

Enemies: None per se; actually, some might say everybody.

Allies: None per se, and will even attack fellow dragons. Most feel comfortable with evil Faerie Folk.

Notes about hatchlings: A young hydra shows its tough, aggressive, and cruel nature immediately. Unlike most dragons, the hydra cannot preform a metamorphosis or fly, but can turn invisible. Also the hatchling remains at about half its full adult size for the first 300 years and reaches maturity at 500 years old. P.P.E. is 2D6×10+10 during hatchling years. Psionic powers of the hatchling are limited to head number seven and 40 I.S.P. All the natural abilities, attacks per melee, damage, and R.C.C. skills are available at half the adult level.

Rifts® Hydra Stats

Most hate technology and never use it. The Hydra's hands are thick and poorly suited for the use of tools, weapons and modern machines.

R.C.C. Skills: Basically the same as for Palladium.

M.D.C. (Rifts): Adult: 1D6×1000+2000; Hatchling: 2D6×100+100.

Natural Abilities of Note: Bio-regeneration 1D6×10 M.D.C points per melee round, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), and physical and breath attacks inflict mega-damage.

Note: All other stats are unchanged.

Ice Dragon

The majestic ice dragon can be any shade of blue, from light to dark with white highlights. These dragons once held great power in the Palladium world and commanded large tribes/troops of Orcs, Goblins, and Wolfen. At one time, long ago, Ice Dragons were worshipped by Wolfen and are still regarded with the greatest respect. The feeling is apparently mutual because Ice Dragons are known to be especially fond of Wolfen (nobody likes Coyles) and frequently aid the various clans, especially in war and espionage. At least three dragons are advisors to kings/clan chiefs and are treated like royalty. Surprisingly, these honored dragons appear to be completely loyal to their Wolfen allies and will do everything in their power to live up to the duties of their position. Of course, dragons allied to the Wolfen regard humans and their allies as enemies.

Ice Dragon

Alignment: Any

Attributes (adult): I.Q. 3D6+8, M.A. 2D6+12, M.E. 2D6+12, P.S. 2D6+26, P.P. 2D6+12, P.E. 3D6+12, P.B. 4D6+6, Spd 2D4×10 running or 3D6×10+60 flying; supernatural P.S.

Attributes (hatchling): I.Q. 3D6+3, M.A. 2D6+6, M.E. 2D6+8, P.S. 2D6+18, P.P. 2D6+8, P.E. 3D6+6, P.B. 4D6, Spd 6D6 running or 2D6×10 flying.

Size: 20 to 30 feet tall (6 to 9 m), up to 65 feet (20 m) long.

Weight: 22 tons

Natural A.R.: Adult: 14; Hatchling: 10

Hit Points: Adult: 1D4×1000 +P.E. attribute number. Hatchling: 1D4×100

S.D.C.: Adult: 4D6×100; Hatchling: 4D6×10 plus 3D6 per level of experience.

P.P.E.: Adult: 2D4×100; Hatchling: 2D4×10 +10 per level of experience.

Horror Factor: Adult: 15; Hatchling: 10

R.C.C. Skills (Palladium): Basic and advanced math 98%, literate in Dragonese/Elven 98% and three other languages of choice, plus speaks five additional languages at 98%,

Other skills include demon & monster lore (+20%), faerie lore (10%), gemology (+25%), sculpting & whittling (ice; +15%), as well as a total of 12 selections from the following skill categories: Communications, Espionage, Military, Physical (other than hand to hand combat skills), Rogue, Scholar/Technical, Wilderness, and Weapon Proficiencies. Skill proficiency depends on the level of experience (skill level should be the same as level of magic). Include I.Q. bonus (if any) to all skills.

Average experience level of an adult is 1D6+6. Hatchlings start with the language and basic math skills at 96% proficiency. Domestic skills, advanced math and all other skills start at first level proficiency.

Natural Abilities: Nightvision 100 ft (30.5 m), excellent color vision, see the invisible, turn invisible at will, bio-regeneration 1D4×10 M.D. per minute, impervious to fire and cold (does no damage; including M.D. magic fire and plasma energy), metamorphosis at will (duration 4 hours per level of experience; 2 hours for hatchlings), teleport self 66%, dimensional teleport 24% +4% per level of experience, and all other dimensional powers, spells and knowledge common to most "true" dragons.



Ice Breath (Special): Range: 200 feet (61 m), 6 feet wide (1.8 m), inflicts 5D6 S.D.C and can be used as often as four times per melee round. The width of the blast enables the dragon to strike several opponents (2-6) simultaneously if they are huddled closely together.

Anti-Freeze Blood (Special): The blood of an Ice Dragon is basically a natural anti-freeze liquid. Poisonous if drunk (5D6 damage) and has a toxic odor.

Vulnerabilities and Weaknesses: Ice dragons are known as the laziest of the dragons, however it is not that they are particularly lazy (although many are), it's that ice dragons tend to be extremely laid back and cool under fire. They are also arrogant and tend to underestimate their enemies or the difficulty of a mission.

Bonuses (in addition to attribute bonuses): Adult: +4 on initiative, +3 to strike, +3 to parry and dodge, +4 to pull punch, +4 to roll with impact, +6 to save vs horror factor, and +4 on all other saving throws.

Hatchling: +2 on initiative, +1 to strike, +2 to parry and dodge, +2 to pull punch, +2 to roll with impact, +4 to save vs horror factor, and +2 on all other saving throws.

Attacks per Melee: Adult: Seven physical attacks per melee, or four ice breath and three physical, or two by magic. Favorite weapon is magic.

Hatchling: Four physical, or two physical and two by ice breath, or two by magic only.

Damage: Varies with supernatural P.S. The prehensile tail can be used to strike at its enemies like a whip. The tail does the same damage as a punch +2D6 additional damage. Or the dragon may use its ice breath, magic, or a weapon.

Magic (Adults and NPC hatchlings over 100 years old): Adult Ice Dragons of 8th level or higher are likely to know all spell magic from levels 1-5, plus 3D4+3 of choice from levels 6-10. Dragons 14th level or higher will know all spells from levels 1-8 plus 3D4+1 additional higher spells. Ice dragons 20th level or higher will know all spells from levels 1-12 plus 1D4+4 higher level spells!

There is also a 01-30% chance that an adult Ice Dragon will know *one* additional area of magic at half the level of the creature's experience (i.e. a 10th level dragon wizard may also be a 5th level Diabolist). Roll on the following table or pick one.

01-30 Master of Wizardry. Knows all spells from levels 1-15 plus one or two Spells of Legend, instead of a second discipline!

31-50 Diabolist

51-70 Summoner

71-85 Warlock (one element only; leans toward water or air)

86-92 Necromancer (see *Book 3: High Seas*) or priest (light or dark).

93-00 Other magical discipline (alien magic from another dimension?) or nonmagic discipline, including the scholar, merchant or any entertainer O.C.C.s from *Book 3: High Seas* (skills are limited to O.C.C. skills and three other skills of that O.C.C.)

Magic Knowledge of Ice Dragon Hatchlings: Full understanding of magic, but knows no spells yet, but can learn them with the same ease and quickness of a first level wizard. By 2nd level the typical hatchling dragon will have learned 3D4+3 spells from levels 1-3. In addition, the hatchling can intuitively use all types of magic devices, can read magic, use scrolls, and recognize magic circles and enchantment (the latter is 40% +5% per level of experience). The hatchling can cast a maximum of two spells per level of experience.

Psionics: Adult: I.S.P. 2D6×10+30. The adult Ice Dragon has all sensitive and physical psi-powers!

Hatchling: Minor psionic. The player (or G.M.) can select a total of six psychic powers from either the sensitive or physical categories. Select an additional two at levels 3, 7, and 12. I.S.P.: 1D6×10 +M.E. attribute number.

Habitat: Can be found anywhere, but prefers moderate to cold climates and loves snow covered tundras, mountains and glaciers. Thus, Ice Dragons are likely to be encountered in the Old Kingdom, Phi, Lopan, Eastern Territory, Bizantium, and Great Northern Wilderness. Over 200 are said to exist in the Land of the Damned.

Average Life Span: 6000 years, but some have lived as long as 9000.

Enemies: None per se.

Allies: Has an affinity for Algor and other giants, and especially Wolfen who once worshipped them, and who now welcome the Ice Dragon as advisors, friends, allies and honored guests.

Rifts® Ice Dragon Stats

Ice dragons are familiar with technology and will use modern weapons and simple equipment.

R.C.C. Skills: Basic and advanced math 98%, literate in Dragonese/Elven 98% and four other languages of choice, plus speaks six additional languages at 98%, demon & monster lore 90%, faerie lore 60%, basic electronics 98%, computer operation 98%, as well as a total of 14 selections from the skill categories of communications, physical (other than combat skills), pilot, pilot related (3 skills), rogue, science, technical and weapon proficiencies.

M.D.C.: Adult: 1D6×1000+100; Hatchling: 1D4×100

Armor Rating: A mega-damage creature on Rifts Earth; impervious to normal weapons. Magic, psionics, and mega-damage weapons have full effect.

Natural Abilities of Note: Impervious to fire and cold (no damage even from M.D. attacks), bio-regenerate 1D4×10 M.D. points every five minutes, and ice breath: 5D6 M.D.

Kukulcan

The Kukulcan, also known as the Serpent Bird, is the symbol of light and healing. They are usually gentle, peaceful creatures of the wind who protect the weak and innocent. The Kukulcan visit the Palladium World frequently and are especially fond of the Eastern and Northern Wilderness. This is a small, elegant dragon who appears as a beautiful, nine foot (2.7 m) long serpent with thin arms, bird-like head and legs and brightly colored plumage of gold, silver, and bright blue with white highlights.

The Kukulcan are particularly fond of both Elves and humans and often take on their guise to walk among them. They will aid or protect any good creatures from evil or injustice, especially against evil supernatural beings, but rarely show their true dragon form. The Kukulcan look to evil and manipulative dragons with great disappointment and often find themselves locked in battle against them. The Feathered Serpents are attracted to heroes and Champions of Light from all walks of life and occa-



sionally associate with the Gods of Light and their human priests.

Kukulcan Feathered Serpent

Alignment: Any, but the vast majority tend to be scrupulous or other good alignments.

Attributes (adult): I.Q. 2D6+16, M.A. 2D6+18, M.E. 2D6+18, P.S. 2D6+12, P.P. 2D6+10, P.E. 2D6+10, P.B. 4D6+8, Spd 4D6 running, but 2D4×10+60 flying; supernatural P.S.

Attributes (hatchling): I.Q. 4D6, M.A. 4D6, M.E. 4D6, P.S. 2D6+8, P.P. 2D6+6, P.E. 2D6+6, P.B. 4D6, Spd 4D6 running, but 2D4×10 flying.

Size: 9-11 feet (2.7 to 3.3 m) long, with a 15 foot (4.6 m) wingspan.

Weight: Approximately 300 pounds (122 kg).

Natural A.R.: Adult: 12; Hatchling: 9

Hit Points: Adult: 5D6×100 +P.E. attribute number. Hatchling: 6D6×10

S.D.C.: Adult: 2D6×100; Hatchling: 4D6×10 plus 2D6 per level of experience.

P.P.E.: Adult: 1D6×100+200 +P.E. attribute number; Hatchling: 3D4×10 +15 points per level of experience.

Horror Factor/Awe: Adult: 13; Hatchling: 10

R.C.C. Skills (Palladium): Basic and advanced math 98%, literate in Dragonese/Elven and four other languages of choice at 98%, plus speaks six additional languages at 98%,

Other skills include demon & monster lore (+30%), Faerie lore (+20%), gemology (+15%), locate secret compartments/doors (+15%) and streetwise (+12%), as well as a three skills from *each* of the following skill categories: Communications, Espionage, Medical, Military, Science, Scholar/Technical, Wilderness, and Weapon Proficiencies; all get a +10% skill bonus. Skill proficiency depends on the level of experience (skill level should be the same as level of magic). Include I.Q. bonus (if any) to all skills.

Average experience level of an adult is 1D6+6. Hatchlings start with the language and basic math skills at 96% proficiency. Domestic skills, advanced math and all other skills start at first level proficiency.

Natural Abilities: Nightvision 100 ft (30.5 m), keen hawk-like color vision, see the invisible, turn invisible at will, bio-regeneration 1D4×10 S.D.C./hit points per minute, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), metamorphosis at will (duration 6 hours per level of experience for adults; 3 hours for hatchlings), teleport self 88%, dimensional teleport 20%+6% per level of experience, and all other dimensional powers, spells and knowledge common to most "true" dragons.

Poisonous Breath (Special): Range: 100 feet (30.5 m), six feet wide (1.8 m); 14 or higher vs magic is needed to save. The Kukulcan can breathe out a blast of poisonous vapors that inflicts 3D6 S.D.C and can be used as often as four times per melee round. The width of the blast enables the dragon to strike several opponents (2-6) simultaneously if they are huddled closely together.

Vulnerabilities and Weaknesses: Perhaps the Kukulcan's greatest weakness is the value it puts on life. These compassionate and well intentioned dragons often give their enemies the benefit of the doubt and show mercy where others would strike to kill. More often than not, such compassion comes back to haunt them, for many of the dragon-Palladins will fall to the vengeance of an enemy. The noble creatures seldom submit to the forces of evil and will die for what they believe in. Thus, they are often martyred for a cause or to save an innocent.

Note that even the noble and peace-loving Kukulcan suffer from the dragons' greed and have a terrible weakness for great gems and beautiful jewelry.

Bonuses (in addition to attribute bonuses): Adult: +4 on initiative, +2 to strike, +3 to parry, +4 to dodge, +4 to pull punch, +4 to roll with impact, +5 to save vs horror factor, and +4 on all other saving throws.

Hatchling: +2 on initiative, +1 to strike, +2 to parry and dodge, +3 to pull punch, +2 to roll with impact, +3 to save vs horror factor, and +2 on all other saving throws.

Attacks per Melee: Adult: Seven physical attacks per melee, or four poisonous breath and three physical, or three by magic. Favorite weapon is magic.

Hatchling: Four physical attacks per melee, or two breath and two physical, or two by magic. Favorite weapon is magic.

Damage: Varies with supernatural P.S. The prehensile tail can be used to entangle or strike like a whip. The tail does the same damage as a punch (no additional damage). Or the dragon may use its breath, magic, or a weapon.

Magic (Adults and NPC hatchlings over 100 years old): Adult Kukulcan know (intuitively) all air elemental magic from levels 1-6.

There is also a 01-60% chance that an adult will know *one* additional area of magic at half the level of the creature's experience (i.e. a 10th level dragon wizard may also be a 5th level Diabolist). Roll on the following table or pick one.

01-40 Wizard

41-70 Diabolist

71-90 Summoner

91-00 Other magical discipline (Necromancy or alien magic from another dimension) or a nonmagic discipline including the scholar, merchant or any entertainer O.C.C.s from *Book 3: High Seas* (skills are limited to O.C.C. skills and four other skills of that O.C.C.)

Magic Knowledge of Kukulcan Hatchlings: Full understanding of magic and knows a total of 1D4+4 air spells selected from levels 1-3. Select 1D4+1 additional air spells from levels 1-4 (intuitively known) at levels 2, 4, 6, 8, 10, 12, and 14. In addition, the hatchling can intuitively use all types of magic devices, can read magic, use scrolls, and recognize magic circles and enchantment (the latter is 40% +5% per level of experience). The hatchling can cast a maximum of two spells per level of experience.

Psionics: Adult: I.S.P. 2D4×10+60 +M.E. attribute number. Considered a master psionic and knows all sensitive and healing psi-powers, plus four physical powers of choice and biomanipulation and group mind block.

Hatchling: Major psionic. The player (or G.M.) can select five psychic powers from each of the categories of sensitive and healing. Select an additional two at levels 4, 8, and 12. I.S.P.: 2D4×10 +M.E. attribute number.

Habitat: Can be found anywhere, but prefers beautiful forests and wilderness regions and the places of man. The Kukulcan is also an adept dimensional traveler.

Average Life Span: 6000 to 8000 years, but 1500 to 3000 years is more likely. Their conflicts with the forces of evil cause most Kukulcan die at an early age.

Enemies: Supernatural evil and all forces of evil. They are also among the favorite prey of the Cockatrice and Basilisk.

Allies: Other dragons, spirits of light, and all creatures of a good alignment.

Rifts® Kukulcan Stats

The Kukulcan are known to have visited Earth in the past where they were worshiped by the Mayan and Aztec as the "feathered serpent," as well as by the Egyptians. With the Coming of the Rifts, they have returned to help humankind and all peace-loving people to survive this Chaotic period of time. They are ancient allies of the True Atlanteans and Egyptian Gods of light, and the enemies of the Splugorth and demons.

R.C.C. Skills: Basic and advanced math 98%, literate in Dragonese/Elven and Spanish 98% and four other languages of choice, plus speaks six additional languages at 98%, demon & monster lore 90%, faerie lore 90%, basic electronics 98%, as well as four selections from each of the skill categories of communications, medical, pilot, pilot related (3 skills), science, technical, wilderness, and weapon proficiencies.

Natural A.R.: A mega-damage creature on Rifts Earth; impervious to normal weapons. Magic, psionics, and mega-damage weapons have full effect.

M.D.C. (Rifts): Adult: 1D6×1000; Hatchling: 1D4×100

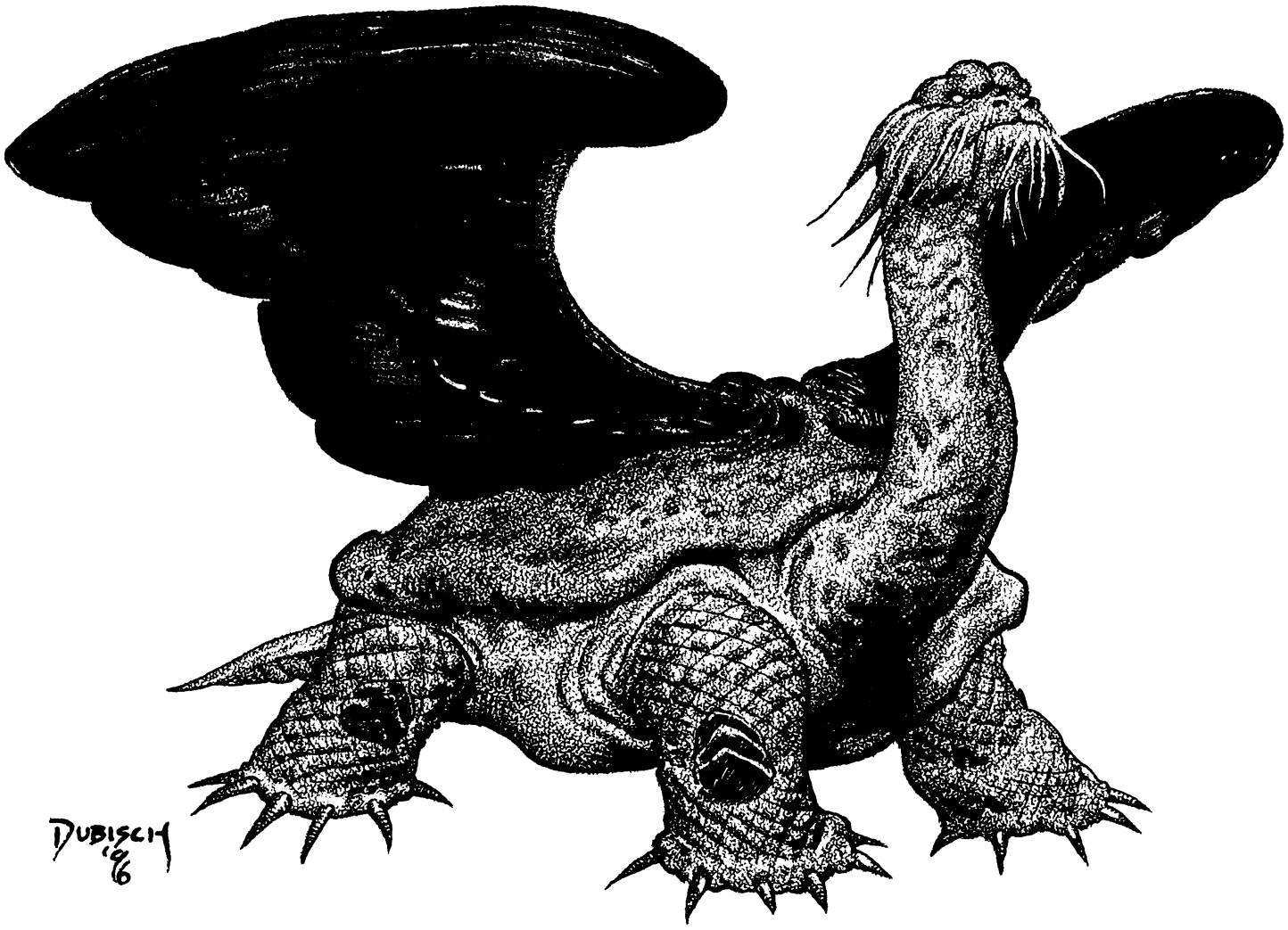
Natural Abilities of Note: Bio-regenerates 1D4×10 M.D.C points every minute. P.S. is considered supernatural strength; breath does 6D6 S.D.C. to mortal beings and 1D6 M.D. to creatures of magic and supernatural beings.

Note: All other stats are basically unchanged.

Lo-Dox Dragon

The Lo-Dox Dragon is also known as the Dragon Turtle because it appears to be a giant turtle with wings! However, the appearance of the Lo-Dox is deceptive. What looks like the top of a turtle's shell is really a thick hide of tough skin and cartilage. The dragon does not have a bottom shell-piece nor can it retract any part of its body like turtles can into their shell. A pair of huge, black feathered wings grow from the top of the body, behind the neck. The Lo-Dox's stubby tail and short, thick legs only add to its turtle-like appearance. The neck is thick and long, ending in a broad, round head with small, bright green eyes, pug-nose and whiskers protruding from the lip, chin and cheeks. The skin color is typically silvery blue, platinum, or bronze with some dark highlights.

The Lo-Dox is comparatively rare to Palladium and most worlds. They are most renowned for their cantankerous disposition and intolerance of all people, including dragons. Thus, they seem constantly annoyed about something and their demeanor toward others is usually gruff, condescending and/or one of exasperation. Lo-Dox tend to be even more reclusive than other



dragons and are lured into the world of humans and other races by their curiosity and lust for magic and treasure.

Not surprising, the Lo-Dox love the water and prefer to live and explore places near an ocean, sea or lake (they often make their home at the bottom of such places). They also have an affinity for aquatic creatures of all kinds and claim to understand water elementals.

Lo-Dox Dragon

Alignments: The vast majority are anarchist or miscreant, although they can be of *any* alignment.

Attributes (adult): I.Q. 2D6+12, M.A. 2D6+4, M.E. 2D6+6, P.S. 3D6+26, P.P. 2D6+6, P.E. 2D6+12, P.B. 2D6+6, Spd 5D6 running, 6D6+26 swimming, 2D4×10+60 flying; supernatural P.S.

Attributes (hatchling): I.Q. 2D6+6, M.A. 2D6, M.E. 2D6, P.S. 3D6+18, P.P. 2D6+3, P.E. 2D6+3, P.B. 2D6, Spd 4D6 running, 6D6+10 swimming, 2D4×10 flying.

Size: 12 feet (3.6 m) tall at the top of the back, 20 feet (6 m) tall with head straight up, 10-15 feet (3 to 4.6 m) wide, 20-25 feet (6 to 7.6 m) long, with a 50 foot (15.2 m) wingspan.

Weight: 30 tons

Natural A.R.: Adult: The tough back is A.R. 18, but the underbelly, legs, head, neck and wings are A.R. 12; Hatchling: 15 and 10.

Hit Points: Adult: 5D6×100 +P.E. attribute number. Hatchling: 1D6×100

S.D.C.: Adult: 4D6×100; Hatchling: 2D4×100 plus 20 per level of experience.

P.P.E.: Adult: 4D6×10+120 +P.E. attribute number; Hatchling: 3D4×10 +10 points per level of experience.

Horror Factor/Awe: Adult: 14; Hatchling: 11

R.C.C. Skills (Palladium): Basic and advanced math 98%, literate in Dragonese/Elven and two other languages of choice at 98%, plus speaks four additional languages at 98%,

Other skills include demon & monster lore (+20%), magic lore (+10%), gemology (+20%), astronomy (+20%), fishing (+20%), wilderness survival (+20%), as well as three skills from *each* of the following skill categories: Espionage, Military, Scholar/Technical, Wilderness, and Weapon Proficiencies; all get a +5% skill bonus. Skill proficiency depends on the level of experience (skill level should be the same as level of magic). Include I.Q. bonus (if any) to all skills.

Average experience level of an adult is 1D6+6. Hatchlings start with the language and basic math skills at 96% proficiency. Domestic skills, advanced math and all other skills start at first level proficiency.

Natural Abilities: Nightvision 100 ft (30.5 m), keen hawk-like color vision, can see in the infrared spectrum of light (and see through murky water), see the invisible, turn invisible at will, bio-regeneration 1D4×10 S.D.C./hit points per minute, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), swim 90%, impervious to the pressures of ocean depths, breathe without air, teleport self 78%,

dimensional teleport 20%+6% per level of experience, and all other dimensional powers, spells and knowledge common to most "true" dragons.

Limited Metamorphosis (Special): The Lo-Dox can metamorphosize at will but only into any *aquatic* animal (amphibians, fish, sea mammals, etc.) or *aquatic* humanoid (Mermaid, Merrow, Keplie, Kappa, Kreel-lok, Aquatic demon, sea serpents, etc.). Adults can maintain their false shape indefinitely while in water, but only four hours per level of experience when on dry land (2 hours for hatchlings). This obviously limits the dragons' range of disguises when dealing with land dwelling humanoids.

Weaknesses and vulnerabilities: They hate being called "Turtle" Dragons. Furthermore, they are easily insulted, and drawn to anger and combat when others, especially mere mortals, suggest that they are slow and less powerful than their dragon kin. It's true, but the Lo-Dox hate hearing it and adamantly deny it. This inferiority complex sometimes lures the dragon into making rash decisions, lashing out in combat, and getting in over its head. This inferiority complex usually leads to envy and hatred of other dragons, supernatural beings and powerful sorcerers, making the Lo-Dox vindictive and mean when dealing with them. Thus, they like to show-up their rivals (proving they are just as good or better than they) and love to maliciously sabotage the plots and schemes of other dragons and powerful beings. Of course, this means most Lo-Dox have a vast array of enemies.

Bonuses (in addition to attribute bonuses): Adult: +2 on initiative, +2 to strike, +2 to parry, +1 to dodge, +2 to pull punch, +4 to roll with impact, +6 to save vs horror factor, and +3 on all other saving throws.

Hatchling: +1 on initiative, +1 to strike and parry, +1 to pull punch, +2 to roll with impact, +3 to save vs horror factor, and +2 on all other saving throws.

Attacks per Melee: Adult: Five physical attacks per melee or two by magic. Favorite weapon is magic.

Hatchling: Three physical attacks per melee or two by magic.

Damage: Varies with supernatural P.S. or the dragon may use its magic, or a weapon (when in humanoid guise).

Magic (Adults and NPC hatchlings over 100 years old): P.P.E. 1D4×100+280. All water elemental magic from levels 1-5, plus heal burns, part waters, encase in ice, and calm waters.

There is only a 01-12% chance that an adult will know *one* additional area of magic at half the level of the creature's experience (i.e. a 10th level dragon wizard may also be a 5th level Diabolist). Roll on the following table or pick one.

01-40 Wizard

41-70 Diabolist

71-90 Summoner

91-00 Other magical discipline (Necromancy or alien magic from another dimension) or a nonmagic discipline including the scholar, merchant or any entertainer O.C.C.s from *Book 3: High Seas* (skills are limited to O.C.C. skills and four other skills of that O.C.C.)

Magic Knowledge of Lo-Dox Hatchlings: Full understanding of magic and knows a total of 1D4+2 water spells selected from levels 1-3. Select 1D4 additional water spells from levels 1-4 (intuitively known) at levels 2, 4, 6, 8, 10, 12, and 14. In addition, the hatchling can intuitively use all types of magic devices, can read magic, use scrolls, and recognize magic circles and enchantment (the latter is 30% +5% per level of experience). The hatchling can cast a maximum of two spells per level of experience.

Psionics: Adult: I.S.P. 1D6×10+60 +M.E. attribute number. Considered a master psionic and knows all physical powers plus sense magic, telepathy, hydrokinesis, and telekinesis (super).

Hatchling: Major psionic. The player (or G.M.) can select eight psychic powers from physical plus has hydrokinesis. Select an additional two physical powers at levels 4, 8, and 12. I.S.P.: 2D4×10 +M.E. attribute number.

Habitat: Can be found anywhere, but prefers to be near oceans, seas or large lakes.

Average Life Span: 6000 to 9000 years.

Enemies: Many through its vindictive actions. Dislikes other dragons, sea serpents and supernatural beings (good and evil).

Allies: None per se; Lo-Dox are not very likable and tend to have many more enemies than allies.

Rifts® Lo-Dox Stats

Not known to exist on Rifts Earth, even in Atlantis. May use high-tech weapons but generally don't like technology.

R.C.C. Skills: Basically the same as the Palladium world.

Natural A.R.: A mega-damage creature on Rifts Earth; impervious to normal weapons. Magic, psionics, and mega-damage weapons have full effect.

M.D.C. (Rifts): Adult: 2D4×1000; Hatchling: 1D4×1000

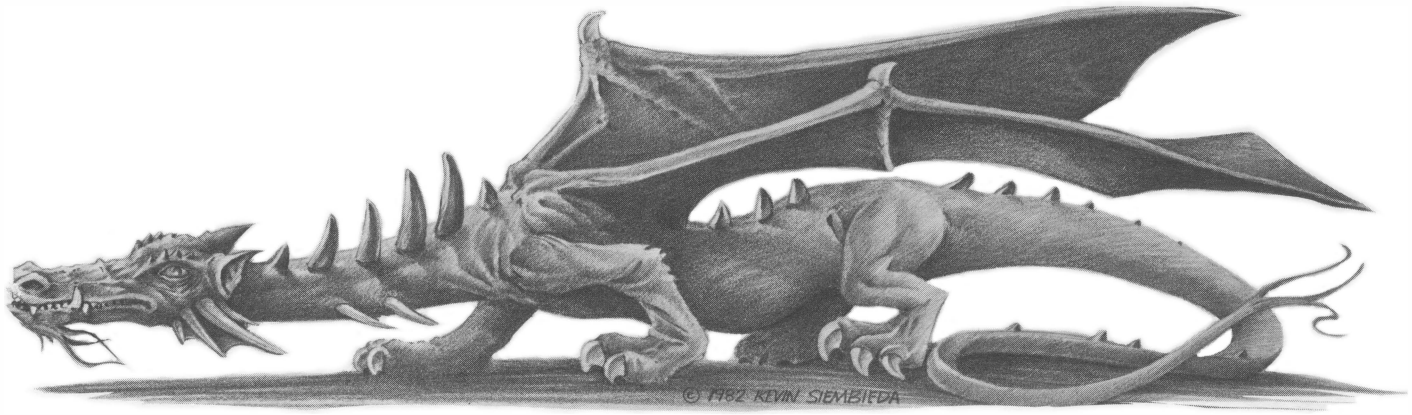
Natural Abilities of Note: Bio-regenerates 1D4×10 M.D.C points every minute. P.S. is considered supernatural strength.

Note: All other stats are basically unchanged.

Night Stalker Dragon

Night Stalkers are generally considered the tricksters and villains of the dragon race and symbolize darkness and the undead. They have such an unsavory reputation because they are nocturnal creatures and frequently ally themselves with vampires, other night predators and like to utilize animated dead, mummies and zombies. Most Night Stalkers are the masters of thieves, assassins and deceptions. They speak in a deep, soft, seductive voice that is both strong and reassuring. A voice with a cunning and murderous sense of humor that is used to send many foolish humans, and monsters races alike, to their doom (and usually to the benefit and/or amusement of the dragon). Many Night Stalkers enjoy hunting, torturing, killing, and eating humanoids, especially ogres, elves, dwarves, and humans. When they are not hunting them for sport, they are manipulating them or events to cause bloodshed or turmoil. These maleficent beasts like to torment humans by inciting all kinds of trouble and encouraging evil deeds.

During the day they take cover in an underground lair. Night Stalkers are night creatures that are virtually blind in bright sunlight unless their eyes are protected (sunglasses!?). However, other than having light sensitive eyes, the dragon can function equally well in the day or night. They are dull green, blue-green,



blue-black, dark grey, or black in color. Its long serpentine body has a pair of large, slender, black wings above the shoulders which can be tucked back parallel to its body. Spikes of varying sizes line its spine from the base of the neck to halfway down its tail. The head is reptilian, with watery blue eyes, webbed horns protruding from the cheeks, and whiskers dangling from its chin.

Night Stalkers covet wealth (particularly gems and works of art made of precious metals and stones), magic, and power, more than most dragons and are generally extremely evil.

Night Stalker Dragon

Alignment: Any, but typically anarchist (33%) or evil (60%).
Attributes (adult): I.Q. 2D6+10, M.A. 3D6+10, M.E. 2D6+12, P.S. 2D6+22, P.P. 2D6+10, P.E. 3D6+10, P.B. 5D6, Spd 1D6×10+10 running and 2D4×10+30 flying; supernatural P.S.
Attributes (hatchling): I.Q. 2D6+6, M.A. 3D6+6, M.E. 2D6+6, P.S. 2D6+12, P.P. 2D6+6, P.E. 3D6+2, P.B. 4D6, Spd 1D6×10 running and 2D4×10 flying.
Size: 8 to 10 feet tall (about 3 m), 30 to 40 feet long (9 to 12 m), 60 foot (18.3 m) wingspan.
Weight: 2.5 tons.
Natural A.R.: Adult: 14; Hatchling: 10
Hit Points: Adult: 5D6×100 +P.E. attribute number. Hatchling: 1D4×100
S.D.C.: Adult: 3D6×100; Hatchling: 4D6×10 plus 2D6 per level of experience.
P.P.E.: Adult: 1D4×100+160 +P.E. attribute number. Hatchling: 4D4×10
Horror Factor: Adult: 14; Hatchling 11
R.C.C. Skills (Palladium): Basic and advanced math 98%, literate in Dragonese/Elven 98% and two other languages of choice, plus speaks four additional languages at 98%.

Other skills include forgery (+20%), streetwise (+20%), demon & monster lore (+20%), locate secret compartments/doors (+10%), plus a selection of three skills from *each* of the following categories: Espionage, Military, Scholar, Rogue, Wilderness and Weapon Proficiencies.

Average experience level of an adult is 2D4+5. Hatchlings start with the language and math skills at 98% proficiency, and all other skills start at first level proficiency.

Natural Abilities: Fly, nightvision 600 ft (183 m; can see in total darkness), poor day vision (about half of a human's and extremely bright light blinds it; cannot look at the sun without pain and blindness), see the invisible, track by smell 84%, bio-regeneration 6D6 S.D.C. per melee round (4D6 per minute for hatchlings), resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), prehensile tail, metamorphosis at will (duration four hours per level of experience; two hours for hatchlings), teleport self 90%, dimensional teleport 24% +4 per level of experience, and all other dimensional powers, dimensional spells, magic and knowledge common to most "true" dragons.

Black Flames (Special): Night Stalkers can breathe forth a magical black flame that stings more than it burns. Range: 100 feet (30.5 m), six feet wide (1.8 m), inflicts 2D6 S.D.C to mortal beings, double damage to demons and other supernatural creatures. It can be used as often as four times per melee round and the width of the blast enables the dragon to strike several opponents (2-6) simultaneously if they are huddled closely together.

The Adult's Enchantment: Mortal characters who fail to make a saving throw vs magic (14 or higher) have candle-size licks of black flames flickering around their head and shoulders, plus their eyes turn completely black. These victims are temporarily consumed by dark emotions and fears that *may* compel them to perform selfish, foul, vindictive and hateful things contrary to their alignment (lie, cheat, steal, abandon a friend in need, torture, kill, etc.).

Every dark thought and emotion comes flooding uncontrollably into their mind. To fight these ideas and desires is a huge emotional and mental strain. It can be done, but the victim suffers the following penalties: no initiative, and melee attacks/actions, combat bonuses and skill performance are all reduced by half unless it is to do something evil. Duration of enchantment: 2D4 melee rounds (reduce by half if M.E. is 20 or higher). Note: The Black Flames only affects mortals. Supernatural beings and creatures of magic are impervious to the dark magic. Also note that the hatchling can breathe Black Flames that inflict the usual damage, but the flames don't possess this dark enchantment.

Vulnerabilities & Weaknesses: The Night Stalker's great weaknesses are its lust for power, domination of others (which involves game playing and manipulation), and its incredible greed for wealth.. These creature often ignore their limits and danger to get what they want! They are nearly as extreme and tenacious in extracting revenge. Night Stalkers are one of the roots for tales of dragon vengeance spanning centuries and tormenting or killing hundreds.

Attacks per Melee: Adult: Six physical attacks per melee, or four fire breath and two physical, or two by magic. Favorite weapons are breath and magic.

Hatchling: Four physical attacks per melee, or two physical and two fire breath, or two by magic.

Damage: Varies with supernatural P.S. The prehensile tail can be used to strike at its enemies like a whip. The tail does the same damage as a punch +2D6 additional damage. Or the dragon may use its fire breath, magic, or a weapon.

Bonuses (in addition to attribute bonuses): Adult: +4 on initiative, +3 to strike, +2 to parry and dodge, +4 to pull punch, +4 to roll with impact, +8 to save vs horror factor, +4 on all other saving throws.

Hatchling: +2 on initiative, +1 to strike, +1 to parry and dodge, +3 to pull punch, +2 to roll with impact, +5 to save vs horror factor, +2 on all other saving throws.

Magic (Adults and NPC hatchlings over 100 years old): All wizard spell magic from levels 1-4, plus animate & control dead, exorcism, detect poison, spoil, agony, minor curse, remove curse, create mummy, create zombie, resurrection, and heal wounds.

There is also a 01-60% chance that an adult will know *additional* wizard magic, or study *one* additional area of magic at half the level of the creature's experience (i.e. a 10th level dragon wizard may also be a 5th level Diabolist). Roll on the following table or pick one.

01-35 All Wizard spells from levels 1-8.
36-70 All Wizard spells from levels 1-12
71-85 Necromancy or other magical discipline (see *Book 3: High Seas* for Necro-Magic).
86-93 Summoner
94-00 Diabolist

Magic Knowledge of Night Stalker Hatchlings: Full understanding of magic and knows all wizard spells from levels one and two. Select an additional 1D4 spells from levels 3-4 (intuitively known) at levels 2, 4, 6, 8, 10, 12, and 14. In addition, the hatchling can intuitively use all types of magic devices, can read magic, use scrolls, and recognize magic circles and enchantment (the latter is 40% +5% per level of experience). The hatchling can cast a maximum of two spells per level of experience.

Psionics: Adult: I.S.P. 2D4×10+10 +M.E. attribute number. Considered a major psionic and knows all sensitive psi-powers.

Hatchling: Major psionic. The player (or G.M.) can select eight psychic powers from the sensitive category. I.S.P.: 1D4×10 +M.E. attribute number.

Habitat: These foul dragons can be found anywhere, but are typically found skulking around the domains of humans, Elves, Dwarves, Kobolds, Ogres, and Wolfen. They love civilizations and big cities because of all the possibilities they offer. Night Stalkers are especially fond of the Western Empire, Old Kingdom and Land of the South Winds.

Average Life Span: 4000-6000 years, but some have been known to reach 8000.

Enemies: Night Stalkers inevitably make enemies from all walks of life and among all races, mortal and supernatural. Generally speaking, all mortal humanoids and lesser beings are regarded as pawns and potential enemies. These dragons' wicked lifestyles usually earns them the enmity of knights, palladins, good priests and Champions of Light.

Allies: Vampires are its favorite, but these black-hearted dragons will associate with evil sorcerers, witches, priest of darkness, demons, deevils, and dark gods. Likewise, they will associate with the members of any race that shares their evil plans or willing (or witlessly) serve them.

Rifts® Night Stalker Stats

Night Stalkers find technology fascinating; the more powerful and easy to conceal the better. They are especially fond of Triax and Naruni weapons and equipment.

R.C.C. Skills: Basically the same as for the Palladium world except use the *Rifts*® categories of Communications, Pilot, Pilot Related, Rogue, Science, Technical and Weapon Proficiencies for the selection of additional skills.

M.D.C.: Adult: 1D4×1000+200; Hatchling: 1D4×100+30

Natural A.R.: A mega-damage creature on Rifts Earth; impervious to normal weapons. Magic, psionics, and M.D. weapons have full effect.

Natural Abilities of Note: Bio-regenerates 1D4×10 M.D.C points every minute, and the Black Flames will affect characters in environmental body armor but not those inside power armor, robot vehicles or sealed vehicles. P.S. is considered supernatural strength.

Serpent of the Wind

Serpents of the Wind are long, thin, snake-like serpents with a long, thin tail, talon-like hands and feet, reptilian head, dark eyes, and crowned with a pair of small, thin horns. The dragon's skin is typically the color of copper, red-brown, or brown, with black or dark fins along its spine.

They are greedy, conniving schemers, the perpetrators of dark deeds and the masters of subterfuge. These serpents hoard gold, silver, gems, and magic. Woe to the person who owns an item craved by a Serpent of the Wind for they will not rest until that item is theirs. They are unrelenting in the pursuit of their goals and will do absolutely anything without conscience or regard for life to achieve their ends. This insane greed has led many Serpents to destroy hundreds of lives and sometimes destroy themselves in their mad quests.

Serpents of the Wind are much less methodical and cunning than their cousins, the Night Stalkers, preferring a more direct approach of kill and take what they want. They are completely ruthless and will say or do anything that suits them and often act on a whim. The Serpents are renowned as assassins and thieves, although they usually steal for themselves rather than for a client (which is best, because they usually can't part with extremely valuable or rare items). They also enjoy torturing and interrogating other creatures, especially those more grand or powerful than they, including Night Stalkers. These foul creatures are often in league with thieves, assassins, cultists, greater demons and demon lords, Summoners, Necromancers, Witches and other malevolent creatures. However, they find humans to be despicable creatures to be used and abused.

Serpents of the Wind

Alignment: Any, but typically anarchist (30%) or evil (30% miscreant, 25% diabolic, 5% aberrant).



Attributes (adult): I.Q. 2D6+10, M.A. 2D6+10, M.E. 2D6+10, P.S. 2D6+18, P.P. 2D6+10, P.E. 3D6+10, P.B. 4D6, Spd 1D6×10+10 running; supernatural P.S.

Attributes (hatchling): I.Q. 2D6+5, M.A. 2D6+5, M.E. 2D6+5, P.S. 2D6+10, P.P. 2D6+5, P.E. 3D6+5, P.B. 3D6, Spd 1D4×10 running.

Size: 20 feet long (6 m).

Weight: One ton.

Natural A.R.: Adult: 14, Hatchling: 10

Hit Points: Adult: 4D6×100 +P.E. attribute number. Hatchling: 1D4×100 +40.

S.D.C: Adult: 3D6×100+60; Hatchling: 3D6×100plus 2D6 per level of experience.

Horror Factor: Adult: 14; Hatchling:10

P.P.E.: Adult: 1D4×100+50 +P.E. attribute; Hatchling: 3D4×10

R.C.C. Skills: Basic math 98%, literate in Dragonese/Elven 98% and two other languages of choice, plus speaks four additional languages at 98%.

Other skills include forgery (10%), escape artist (+10%) streetwise (+20%), surveillance (+10%), interrogation (+10%), pick locks (+15%), locate secret compartments & doors (+20%), demon & monster lore (+15%), Faerie lore (+15%), paired weapons, plus a selection of three skills from *each* of the following categories: Espionage, Scholar, Rogue, and Weapon Proficiencies.

Average experience level of an adult is 1D6+6. Hatchlings start with the language and basic math skills at 98% profi-

ciency. Domestic skills, advanced math and all other skills start at first level proficiency.

Natural Abilities: Nightvision 100 ft (30.5 m), see the invisible, turn invisible, climb 90/80%, swim 90%, track by smell 45%, prehensile tail, bio-regeneration 4D6 S.D.C. per minute, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), metamorphosis at will (duration five hours per level of experience; two hours for hatchlings), teleport self 88%, dimensional teleport 24%+4% per level of experience, and all other dimensional powers, dimensional spells and knowledge common to most "true" dragons.

Vulnerabilities and Weaknesses: Ironically, the Serpent of the Wind cannot fly, except through the use of magic. Its insane greed often leads the foul beast into foolish and deadly situations.

Bonuses (in addition to attribute bonuses): Adult: +2 on initiative, +2 to strike, +3 to parry and dodge, +2 to pull punch, +2 to roll with impact, +7 to save vs horror factor, and +3 on all other saving throws.

Hatchling: +1 on initiative, +2 to strike, +1 to parry and dodge, +1 to pull punch, +1 to roll with impact, +4 to save vs horror factor and +1 on all other saving throws.

Attacks per Melee: Adult: Six physical attacks per melee or two by magic. Its favorite weapons are the use of magic, knives and its bare hands.

Hatchling: Four physical attacks per melee or two by magic.

Damage: Varies with supernatural P.S. The prehensile tail can be used to entangle, strangle, or slash at its enemies like a whip. The tail does the same damage as a punch +1D6 additional damage. Or by weapon or magic.

Magic (Adults and NPC hatchlings over 100 years old): All air elemental spell magic levels from 1-4.

There is also a 01-75% chance that an adult will know *additional* warlock magic, or study *one* additional area of magic at half the level of the creature's experience (i.e. a 10th level dragon wizard may also be a 5th level Diabolist). Roll on the following table or pick one.

01-35 All air warlock spells from levels 1-8.

36-70 A second area of Warlock magic from levels 1-4.

71-85 Wizardry; knows all spells levels 1-3 plus a total of 3D4+4 of choice from levels 5-10.

86-90 Summoning

91-95 Necromancy or other magical discipline (see *Book 3: High Seas* for Necro-Magic).

96-00 Diabolism

Magic Knowledge of Serpent of the Wind Hatchlings: Full understanding of magic and knows all warlock magic from levels one and two. Select an additional 1D4 spells from levels 3-4 (intuitively known) per each subsequent level of experience. In addition, the hatchling can intuitively use all types of magic devices, can read magic, use scrolls, and recognize magic circles and enchantment (the latter is 20% +5% per level of experience). The hatchling can cast a maximum of two spells per level of experience.

Psionics: Adult: I.S.P. 2D4×10+25 +M.E. attribute number. Considered a major psionic and knows all sensitive and physical psi-powers.

Hatchling: Major psionic. The player (or G.M.) can select five psychic powers from each of the categories of sensitive and physical. Select an additional two at levels 4, 8, and 12. I.S.P.: 1D4×10+20 +M.E. attribute number.

Habitat: Anyplace where murder and plunder are to be found.

Average Life Span: 3000 years, but some have lived till 5000.

Enemies: Its extreme greed and murderous ways earns the dragon many enemies. Humans are seen as playthings and animals for sport and slaughter.

Allies: None per se; doesn't like or trust anybody. May associate with other thieves, assassins, black priests, and evil forces. Sometimes uses members of the monster races to form a gang or as pawns.

Rifts® Serpent of the Wind Stats

Hate technology and anything positive to do with humans.

R.C.C. Skills: Same as in Palladium but also select two skills from the *Rifts*® skill categories of Communications, Pilot, Science, Technical and modern Weapon Proficiencies.

Natural A.R.: A mega-damage creature on Rifts Earth; impervious to normal weapons. Magic, psionics, and mega-damage weapons have full effect.

M.D.C.: Adult: 1D4×1000+100; Hatchling: 1D4×100+20.

Natural Abilities of Note: Bio-regenerates 4D6 M.D.C points every minute. P.S. is considered supernatural strength.

Note: All other stats are basically unchanged.

Thunder Lizards

Thunder lizards are large wingless, emerald green and gold reptilian dragons that once dominated the Old Kingdom of the Palladium World. Today they are multi-dimensional adventurers and avid practitioners of magic. Most thunder lizards are of a good alignment and are protectors of the innocent and downtrodden. Several are known to ride with knights and palladins of the Timiro and Bizantium Kingdoms. According to legend, to see one is considered a sign of good luck. To honestly befriend one is to have earned a friend for life.

Thunder lizards adore Elves (have been allies for eons) and like humans, but they respect all creatures who strive to be the best they can be. Thunder lizards put a great deal of stock into the virtues of truthfulness, compassion, honor, nobility, and mercy. They are the most human-like in regard to emotions and behavior, and the most down to earth and friendly of all the dragons, at least when it comes to dealing with ordinary mortals. They look down on evil and manipulative dragons, and in turn, are considered meddling, sissy, suck-ups to Elves and humans by evil ones.

Thunder Lizard Dragon

Alignment: Any, but typically scrupulous (20%), unprincipled (25%) or selfish (20%).

Attributes (adult): I.Q. 2D6+14, M.A. 2D6+14, M.E. 2D6+14, P.S. 2D6+22, P.P. 2D6+10, P.E. 2D6+14, P.B. 4D6+8, Spd 6D6+20 running; supernatural P.S.

Attributes (hatchling): I.Q. 4D6, M.A. 4D6, M.E. 4D6, P.S. 2D6+12, P.P. 2D6+6, P.E. 4D6, P.B. 4D6, Spd 4D6 running.

Size: 20 feet tall (6 m), up to 45 feet (13.7 m) long.

Weight: 20 tons.



Natural A.R.: Adult 15; Hatchling: 12

Hit Points: Adult: 1D4×1000 +P.E. attribute number; Hatchling: 1D4×100.

S.D.C.: Adult: 4D6×100; Hatchling: 5D6×10 plus 2D6 per level of experience.

P.P.E.: Adult: 2D4×100+200; Hatchling: 3D4×10+P.E. number.

Horror Factor: Adult: 15; Hatchling 11

R.C.C. Skills: Basic and advanced math 98%, literate in Dragonese/Elven 98% and four other languages of choice, plus speaks six additional languages at 98%.

Other skills include streetwise (+10%), public speaking (+20%), land navigation (+10%), demon & monster lore (+20%), Faerie lore (+15%), swim (+20%), climb (+10%), as well as a total of 15 skills from the following skill categories: Communications, Espionage, Medical, Military, Rogue, Science, Scholar/Technical and Weapon Proficiencies.

Average equivalent experience level is 1D6+7, plus I.Q. bonus and a +10% skill bonus for selected skills (skill level should be the same as level of magic). Hatchlings start with the language and basic math skills at 98% proficiency. Other skills and advanced math start at first level proficiency.

Natural Abilities: Nightvision 100 ft (30.5 m), excellent color vision, see the invisible, turn invisible at will, prehensile tail, bio-regeneration 1D4×10 M.D. per minute, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), metamorphosis at will (duration 6 hours per level of experience; 4 hours for hatchlings), teleport self 88%, dimensional teleport 26% +4% per level of experience, and all other dimensional powers, dimensional spells and knowledge common to most "true" dragons.

Green Fire Breath (Special): Range: 100 feet (30.5 m), six feet wide (1.8 m). A blast of poisonous vapors that look like green flame, and inflicts 1D6 damage and paralysis (1D6 melees, unless save vs magic 14 or higher) to humans/mortals, 3D6 damage to supernatural beings and dragons, and does 6D6 damage against elementals! The breath attack can be used up to four times per melee round. The width of the blast enables the dragon to strike several opponents (2-6) simultaneously if they are clustered closely together.

Vulnerabilities & Weaknesses: Seen as an obstacle and enemy by evil dragons and other forces of darkness, so they are often targeted for destruction. These heroic creatures like a good challenge and sometimes take on more than they can handle. The Thunder Lizard's inability to fly is also a small strike against them. Evil Thunder Lizards are considered traitorous scum by other Thunderers.

Bonuses (in addition to attribute bonuses): Adult: +4 on initiative, +3 to strike, +4 to parry, +3 to dodge, +5 to pull punch, +4 to roll with impact, +6 to save vs horror factor, +4 on all other saving throws.

Hatchling: +3 on initiative, +1 to strike, +2 to parry, +1 to dodge, +3 to pull punch, +2 to roll with impact, +4 to save vs horror factor, +2 on all other saving throws.

Attacks per Melee: Adult: Seven physical attacks per melee, or four fire breath and three physical, or two by magic. Favorite weapon is magic.

Hatchling: Five physical attacks per melee, or two fire breath and three physical, or two by magic.

Damage: Varies with supernatural P.S. The prehensile tail can be used to strike at its enemies like a whip. The tail does the same damage as a punch +2D6 additional damage. Or the dragon may use its fire breath, magic, or a weapon.

Magic (Adults and NPC hatchlings over 100 years old): All wizard spell magic from levels 1-5, exorcism, detect poison, spoil, agony, minor curse, remove curse, create mummy, create zombie, resurrection, and heal wounds.

There is also a 01-70% chance that an adult will know *additional* wizard magic, or study *one* additional area of magic at half the level of the creature's experience (i.e. a 10th level dragon wizard may also be a 5th level Diabolist). Roll on the following table or pick one.

01-35 All Wizard spells from levels 1-9.
36-70 All Wizard spells from levels 1-14.
71-85 Warlock magic (levels 1-4; typically earth or fire)
86-93 Summoner (Techno-Wizard if on Rifts Earth).
94-00 Diabolist (or Necromancy if evil; see *High Seas* for Necro-Magic).

Magic Knowledge of Thunder Lizard Hatchlings: Full understanding of magic and knows all wizard spells from levels one and two. Select an additional 1D4 spells from levels 3-4 (intuitively known) at levels 2, 4, 6, 8, 10, 12, and 14. In addition, the hatchling can intuitively use all types of magic devices, can read magic, use scrolls, and recognize magic circles and enchantment (the latter is 40% +5% per level of experience). The hatchling can cast a maximum of two spells per level of experience.

Psionics: Adult: I.S.P. 3D4×10 +P.E. attribute number. Considered a master psionic and has all sensitive and physical psi-powers.

Hatchling: Major psionic. The player (or G.M.) can select a total of six psychic powers from both the sensitive and physical categories. Select an additional two at levels 3, 7, and 12. I.S.P.: 1D6×10 +M.E. attribute number.

Habitat: Can be found anywhere, but likes to be around Elves, humans and civilization. They currently seem to be most common to the Old Kingdom and Eastern Territory.

Average Life Span: 6000 years, but some have been known to live to 9000.

Enemies: The forces of evil. They are loathed by Basilisks, Night Stalkers, and Serpents of the Wind; Hydras like the challenge of fighting them.

Allies: Elves, Titans, Rahu-Men, and all Champions of Light.

Rifts® Thunder Lizard Stats

Thunder Lizards are very open to technology and may even learn modern medicine, science and how to pilot vehicles. They love Techno-Wizardry. Still, they tend to rely on their magic abilities.

R.C.C. Skills: Basic and advanced math 98%, literate in Dragonese/Elven 98% and four other languages of choice, plus speaks six additional languages at 98%, forgery 60%, streetwise 60%, demon & monster lore (+20%), faerie lore (+15%), basic electronics (+20%), computer operation (+20%), as well as three selections from each of the *Rifts*® skill categories of communications, mechanical, pilot, pilot related (3 skills), rogue, science, technical and weapon proficiencies.

Poison Breath: The dragon's gaseous breath is useless against opponents wearing environmental armor or independent oxygen supply (air filters are not good enough).

M.D.C.: Adult: 1D6×1000+500; Hatchling: 1D4×100+50

Ultucan Dragon

The Ultucan Dragon is comparatively rare on the Palladium World. They are small, almost delicate creatures with a long, snaking neck, round head, small eyes, two pinholes for a nose, and a large mouth with tiny sharp teeth. The tail is long and thin, equal to the length of the body from the butt to the tip of the nose. The Ultucan's arms are bat-like wings with a single clawed finger in the middle. Their skin is smooth, almost silky feeling. Skin color is always a pastel white, grey (almost silver), light pink, light purple, or light blue.

The Ultucan is highly intelligent but usually tries to avoid contact with other dragons and mortals, except to manipulate, control or enslave them. The dragon sometimes uses members of the monster races as servants, slaves and minions, but never considers them friends or allies, just pawns to be used. The Ultucan are attracted to supernatural beings, particularly demons, deevils and gods. They may even accept greater ones, lords and gods as colleagues, friends and allies. They also respect powerful sorcerers and Mind Mages.

Like most dragons, the Ultucan study and use magic, but tend to focus on necromancy or summoning, rather than wizardry. They also rely on their psionic powers and natural abilities to imitate voices as much, sometimes more, than their magic. Ultucan have amazing voice control and vocal range; all are magnificent singers.

The goals of the Ultucan seems to be strange experimentation in medicine and torture, and the control and enslavement of lesser beings. They are infamous for conducting terrible experiments involving torture and magic on lesser beings, humans and Wolfen in particular. These experiments, torture and games can involve pain (they love to study pain tolerance), mind control (psionic, magic and medicinal), illusions, psychological studies (on fear, hate, pain, etc.), emotions, insanity, cause and effect, psionics and magic. They frequently engage in "field" experiments in which a test subject undergoes some psionic, magic, medicinal, physical or psychological torture or experiment and is then released or allowed to escape. The dragons then secretly follow and observe (they're always observing and studying human behavior) their subjects, using magic, invisibility and metamorphosis to conceal themselves. They also engage in observational studies of humanoids in their natural environments without first inflicting some traumatic experience on them.

It is important to note that Ultucan fear and shun other species of dragons, but are extremely social (for dragons) with fellow Ultucan. These dragons mate for life, are fiercely dedicated and loyal to their mate, and often gather in tiny communities or study groups of 4-12 Ultucan (all usually mated pairs).

Ultucan Dragon (pronounced Ul-two-con)

Alignment: Any, but tend toward selfish and evil alignments.

Attributes (adult): I.Q. 2D6+14, M.A. 2D6+6, M.E. 2D6+16, P.S. 2D6+16, P.P. 2D6+12, P.E. 2D6+12, P.B. 2D6+6, Spd 6D6+10 running or 6D6×2 flying; supernatural P.S.

Attributes (hatchling): I.Q. 3D6+3, M.A. 2D6+2, M.E. 2D6+2, P.S. 2D6+6, P.P. 2D6+6, P.E. 3D6+3, P.B. 2D6, Spd. 6D6 running and 6D6+6 flying.

Size: 12 to 20 feet (3.6 to 6 m) tall, up to 60 feet (18.3 m) long, but half is the long, thin tail; wing span of 40 feet (12.2 m).

Weight: 2D4 tons.

Natural A.R.: Adult: 13; Hatchling: 10

Hit Points: Adult: 4D4×100 +P.E. attribute number. Hatchling: 1D4×100

S.D.C.: Adult: 3D4×100; Hatchling: 1D4×100 plus 2D6 per level of experience.

P.P.E.: Adult: 2D4×100 +P.E. attribute number; Hatchling: 3D4×10

Horror Factor: Adult: 14; Hatchling: 11

R.C.C. Skills (Palladium): Basic and advanced math 98%, sing 98%, literate in Dragonese/Elven and four other languages of choice, all at 98%, plus speaks six additional languages at 98%.

Other skills include magic lore (+20%), religion lore (+15%), dance (+20%), preserve food (+15%), skin & prepare animal hides (+20%), anthropology (+10%), biology (+20%), recognize and use poison (+20%), interrogation (+15%), and W.P. knife, as well as three skills from *each* of the following categories: Espionage, Medical, and Rogue. Skill proficiency depends on the level of experience (skill level should be the same as level of magic). Include I.Q. bonus (if any) to all skills. **Note:** Also see its uncanny natural voice abilities which have skill equivalents.

Average experience level of an adult is 2D4+6. Hatchlings start with the language and basic math skills at 96% proficiency. Domestic skills, advanced math and all other skills start at first level proficiency.

Natural Abilities: Nightvision 100 ft (30.5 m), excellent color vision, see the invisible, turn invisible at will, bio-regeneration 6D6 S.D.C./hit points per minute, keen sense of hearing, can hear on the ultrasonic level, ventriloquism 66%+2% per level of experience, imitate voices and impersonation 64%+2% per level of experience, recognize specific voices and/or distinct sounds 80%, total recall of music 90%, metamorphosis at will (duration 6 hours per level of experience; 3 hours for hatchlings), teleport self 92%, dimensional teleport 50%+4% per level of experience, plus all other dimensional powers, magic spells and knowledge common to most "true" dragons.

Songs of the Ultucan: Affects everyone within a 100 foot (30.5 m) radius plus 20 feet (6 m) per level of experience. To save vs magic, all listeners must roll a 15 or higher. All effects remain in effect for as long as the song is sung. The Ultucan can easily sing nonstop for one minute per each P.E. attribute point (e.g. P.E. 15 means 15 minutes of singing without pause). An Ultucan is able to sing with short pauses of 1D6×10 seconds between songs for at least two hours plus minutes equal to the dragon's P.E.

Song of Cheer: Listeners who fail to save vs magic are filled with happiness and positive emotions. +1 on all saving throws, +5% to save vs coma/death, and +5% on all skill performance.

Song of Bliss: Listeners who fail to save vs magic are entranced by the beautiful voice and song, forgetting what they were doing and are oblivious to everything around them.

Song of Fear: A haunting melody that sends shivers up and down the body and brings about paranoid and frightening thoughts. Every sound and movement not part of the music is



menacing. Those affected are jumpy, frightened, their heads throb, muscles tighten and they suffer the following penalties: All combat bonuses are half, skill performance -20% and are likely to run away screaming if threatened.

Song of Pain: A deep, droning melody that causes the listeners' heads to pound, tighten and hurt. Vision is blurred and blood trickles from the nose and ears. Victims suffer 1D6 damage per minute and suffer the following penalties: -1 attack per melee round, all combat bonuses are half, reduce speed by 30% and skill performance is -40%.

Song of Love: Listeners who fail to save vs magic are awash with memories and feelings of love, often accompanied by longing or loneliness. Penalties: Distracted, lose sense of time and focus, no initiative (except to act on one's feelings of love), -1 on all combat skills, and -5% on all skill performance.

Vulnerabilities & Weaknesses: Tends to be arrogant and underestimates one's enemies and the full danger or ramifications of a given situation. Weapons made entirely of pure iron (not steel; heavy) or pure silver (not just silver plated) do double damage to these strange dragons.

Bonuses (in addition to attribute bonuses): Adult: +3 on initiative, +4 to strike, +3 to parry and dodge, +3 to pull punch, +3 to roll with impact, +6 to save vs horror factor, and +3 on all other saving throws.

Hatchling: +1 on initiative, +2 to strike, +1 to parry and dodge, +2 to pull punch, +2 to roll with impact, +3 to save vs horror factor and +1 on all other saving throws.

Attacks per Melee: Adult: Eight physical attacks per melee! Or four fire breath and four physical, or two by magic only. Its favorite weapons are its fire breath, flaming weapons, and magic.

Hatchling: Four physical, or two physical and two by fire breath, or two by magic only.

Damage: Varies with supernatural P.S. The prehensile tail can be used to strike at its enemies like a whip. The tail does the same damage as a punch +2D6 additional damage. Or the dragon may use its songs, magic, or a weapon.

Magic (Adults and NPC hatchlings over 100 years old): All wizard spell magic from levels 1-4, plus charm, domination, compulsion, agony, mute, age, life drain, detect poison, sanctum and heal wounds.

There is also a 01-70% chance that an adult will know *additional* wizard magic, or study *one* additional area of magic at half the level of the creature's experience (i.e. a 10th level dragon wizard may also be a 5th level Diabolist). Roll on the following table or pick one.

01-35 All Wizard spells from levels 1-8 plus restoration.
36-70 All Wizard spells from levels 1-14 plus resurrection.
71-88 Necromancy (see *High Seas* for Necro-Magic).
89-96 Summoner (Techno-Wizard if on Rifts Earth).
97-00 Diabolist

Magic Knowledge of Ultucan Hatchlings: Full understanding of magic and knows all wizard spells from levels one and two, plus heal wounds and blind. Select an additional 1D4 spells from levels 3-4 (intuitively known) at levels 2, 4, 6, 8, 10, 12, and 14. In addition, the hatchling can intuitively use all types of magic devices, can read magic, use scrolls, and recognize magic circles and enchantment (the latter is 40% +5% per level of experience). The hatchling can cast a maximum of two spells per level of experience.

Psionics: Adult: I.S.P. 3D4×10+60 +M.E. attribute; considered a Master psionic. The adult dragon has all healing psi-powers plus advanced trance state, bio-manipulation, catatonic strike, psi-sword, psi-shield, and mentally possess others!

Hatchling: Master psionic. The player (or G.M.) can select a total of seven psychic powers from the healing category plus psi-sword. Select an additional two healing abilities at levels 3, 6, 9, 12. I.S.P.: 2D4×10 +M.E. attribute number.

Habitat: Can be found anywhere. Their presence, activities and goals are usually unpredictable. Ultucan are known to exist in the Western Empire and Timiro Kingdoms.

Average Life Span: 6000 years but some have been known to reach 9000.

Enemies: None per se; humans and Elves in general.

Allies: Other evil dragons (Serpents of the Wind are often among their minions), demons or monster races (Boogie-Men, Bug Bears and Goblins are often solicited as minions).

Rifts® Ultucan Dragon Stats

Aren't known to exist on Rifts Earth even in Atlantis. Ultucan love technology, especially modern medicine, genetic engineering, and bionics. They use modern computers, laser scalpels, energy weapons, explosives, optic systems, vehicles, and other equipment.

Rifts® R.C.C. Skills: Basically the same plus three *Rifts*® skills from each of the following categories: Medical, Science, Pilot, Technical and modern Weapon Proficiencies. Average equivalent experience level is 2D4+6.

Natural A.R.: A mega-damage creature on Rifts Earth; impervious to normal weapons. Magic, psionics, and mega-damage weapons have full effect.

Natural Abilities of Note: Bio-regenerates 1D4×10 M.D.C points every minutes. P.S. is considered supernatural strength. Their songs will affect anybody who hears them, including characters locked inside M.D. body armor, power armor or vehicles.

Note: All other stats are basically unchanged.

Wooly Dragon

These furry giants are the Neanderthals of dragonkind; huge, powerful predators who live by instinct as much as skill and learning. The Wooly Dragon is a giant dinosaur-like dragon rippling with muscles and primeval fury. Its scaly body is covered in fine body hair, the neck and base of the skull topped with a wild, heavy mane, and tufts of fur trailing down its spine and tail. Body hair is tan or reddish brown with a darker colored mane. Unlike most dragons, the Wooly Dragons possess absolutely no magic powers, have a comparatively low intelligence, and are incapable of flight.

The mighty Wooly Dragons are cranky predators that prey on other large animals. They are extremely territorial, mean tempered and aggressive. They regard humanoids as natural enemies and will not tolerate them within their territory (typically a 50 mile/80 km diameter). It is a common sight to see the Mighty Wooly Dragon gobbling up a clan of Goblins or Orcs, or foolish adventurers who thought they could avoid detection. The great



beast will chase away or kill any creature that it considers a threat or an annoyance. They are a dying species known only to exist in the Palladium world.

Wooly Dragon

Alignment: Any, but typically anarchist (60%) or miscreant (20%).

Attributes (adult): I.Q. 1D6+6, M.A. 1D6+6, M.E. 2D6+10, P.S. 3D6+40, P.P. 2D6+14, P.E. 2D6+14, P.B. 4D6, Spd 3D4×10 running (can't fly); supernatural P.S.

Size: 30 to 50 feet (9 to 15.2 m) tall, 80 to 100 feet (24.4 to 30.5 m) long.

Weight: 20-40 tons.

Natural A.R.: Adult: 14; Hatchling 12

Hit Points: Adult: 1D6×1000 +P.E. attribute number. Hatchling: 6D6×100

S.D.C.: Adult 6D6×100; Hatchling 3D6×100 +4D6 per level of experience.

Horror Factor: Adult: 16; Hatchling: 14

P.P.E.: Adult: 1D6×100; Hatchling 2D4×10

R.C.C. Skills: Basic math 75%, understands and speaks a guttural form of Gobblely and Dragonese/Elven 90%, Faerie lore 60%, track animals 90%, track humanoids 85%, wilderness survival 90%, land navigation 85%, swim 80%, climb 70%/60%, as well as three selections from each of the skill categories of Technical and Wilderness.

Average equivalent experience level of an adult is 1D6+6. Hatchlings get all the above skills but at -20%, and the six other skills start at first level proficiency.

Natural Abilities: Nightvision 600 ft (183 m), see the invisible, turn invisible at will, track by smell 86% (+10% if following a blood scent), leap 50 feet (15.2 m) high or 100 feet (30.5 m) long, bio-regeneration 1D6×10 S.D.C. per melee round (per minute for hatchlings), resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), and teleport self 54% +2% per level of experience.

Vulnerabilities and Weaknesses: The mighty Wooly does not have any of the usual dimensional powers or dimensional spell knowledge of other dragons, nor can they fly or perform metamorphosis (can reduce size). Furthermore, they are so aggressive that they attack without provocation (all humanoids, including demons and dyvals, are seen as natural enemies) and will often fight to the death even when their opponents represent no danger to them or their territory.

Bonuses (in addition to attribute bonuses): Adult: +3 on initiative, +3 to strike, +3 to parry, +1 to dodge, +2 to pull punch, +2 to roll with impact, +10 to save vs horror factor, and +4 on all other saving throws.

Hatchling: +2 on initiative, +1 to strike, +2 to parry, +no dodge bonus, +1 to pull punch, +1 to roll with impact, +8 to save vs horror factor, and +2 on all other saving throws.

Attacks per Melee: Adult: Eight physical attacks per melee (bite, claw, tail, etc.)

Hatchling: Four physical attacks per melee plus one at level six.

Damage: Varies with supernatural P.S. The prehensile tail can be used to strike at its enemies like a whip (more like a swinging tree trunk). The tail does the same damage as a punch +20 additional points of damage.

Magic: None.

Psionics: Adult: I.S.P. 2D6×10+16. Considered a major psionic and has detect psionics, healing touch, increased healing, and all sensitive psi-powers.

Hatchling: Selects eight abilities from the sensitive category plus healing touch. I.S.P. 2D4×10+6

Habitat: Wilderness. A few are known to roam the Old Kingdom, Baal-gor Wastelands and Land of the South Winds. One of the Floenry Islands is said to be infested with the monsters, and it is believed that several hundred roam the dense Yin-Sloth Jungles. Rumors suggest 1-5 may hunt along the border of the Northern Wilderness and Eastern Territory, and according to legends, vast herds roam the Land of the Damned.

Average Life Span: Scholars believe 1000 to 2500 is the maximum life span of these giants, but in truth, they average 3000-5000.

Enemies: None per se. All humanoids in general.

Allies: None per se.

Notes about hatchlings: A young wooly dragon shows its tough, aggressive, and cantankerous nature immediately. Unlike most dragons, the wooly cannot perform a metamorphosis into human form, but can turn invisible. Also, the hatchling remains at about half its full adult size for the first 300 years and reaches maturity at 400 years old. P.P.E. is 2D4×10 during hatchling years. Psionic powers of the hatchling are limited to a selection of six sensitive psychic powers; I.S.P.: 1D6×10. All the natural abilities, attacks per melee, damage, and R.C.C. skills are available at half the adult level.

Rifts® Mighty Wooly Dragon Stats

A creature of primal fury and instinct, it has no use for technology and is fundamentally unchanged other than becoming a mega-damage creature. They like to wrestle and tear apart giant robots, and hate annoying, fast flying power armor (bite 'em in half when they get the chance). A handful roam the wilderness of the American northwest and western Canada.

R.C.C. Skills: Same as Palladium World.

M.D.C.: Adult: 2D4×1000; Hatchling: 1D4×100+250.

Natural Abilities: Unchanged except bio-regeneration is 1D6×10 M.D. per melee round, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy).

Dragon Hatchlings

It is the "hatchling" dragon that most humans encounter and live to tell the tale. The term "hatchling" is rather dubious when referring to these enigmatic creatures, for even the long-lived Elf seldom outlasts the so-called *hatchling period* of the dragon's life. This is because most dragons do not reach adulthood for approximately 600 years (a few take even longer). While it may seem incomprehensible for humans to consider any creature who is hundreds of years old and probably a mid to high level practitioner of magic, as well as a living mountain of steel muscles, tooth and claw, a "baby," that is the case with dragons. As formidable as young dragons are, the immature hatchling represents a mere fraction of the power the creatures will wield upon reaching adulthood.

The emotions of the hatchling dragon are at their most primal and volatile. The creature's understanding of itself, the world around it, and its place in the world will change many times (as will alignments). The dragon is both at its most aggressive and open-minded period of life. It is also its most vulnerable period, for its emotions and lack of experience and understanding will compel the dragon to make many rash and foolish decisions. The experiences, knowledge and emotional development during these formative centuries will help to shape the great beast for the rest of its long life. However, it is only upon reaching full maturity that the dragon's metabolism undergoes a physical transformation of epic proportions and sees his temperament solidify into the personage, alignment and characteristics that the creature is likely to retain for the rest of its life.

Hatchling Dragon as an optional Player Character

I don't particularly recommend using dragon hatchlings as player characters unless the Game Master is confident the player can handle the task and such a character will not imbalance the game or ruin the experience for the other players in the group. If the Game Master allows it, a player can select a hatchling from most of the dragons described, although the Hydra, Cockatrice and Wooly Dragon are generally too monstrous and limited to make suitable characters.

The baby dragon is powerful by human standards, but represents only a fraction of the mature adult. Although they start out more formidable than most O.C.C.s, they are roughly comparable in power to the average third or fourth level sorcerer or man at arms, and no more alien than many of the optional inhuman races of humanoids available as player characters. I think what makes the dragon Racial Character Class (R.C.C.s) seem so exotic is the mythic nature of the character and the fact that most (all?) other RPGs don't allow it.

One of the features that helps to *balance* the dragon hatchling as a player character is the comparatively *slow* progress in experience; use the dragon experience table presented in the adult NPC section and start with no possessions. Another, if played in character, is the hatchling's naivete, innocence and lack of understanding of the world. Despite its size and power, the hatchling player character is roughly the equivalent of a 4-8 year old child. Even a 7th to 9th level hatchling is likely to be roughly the equivalent of a 10-13 year old human child — at most, a young teenager. They tend to be brash, rash, emotional, curious, and full of themselves. As a teenager, many dragons become bold, daring and adventurous. Many take dangerous chances and some believe themselves to be downright invincible; all mind sets that can quickly put the dragon and/or his companions in situations way over their heads. Give your dragon personality. And remember, he or she is just a really big kid with the strength of Hercules and innate superpowers and magic.

Also remember that dragon hatchlings are *extremely rare* compared to virtually all other races. Furthermore, young dragons are at their most openly aggressive period of life and most don't care to associate closely with other dragons. Consequently, it is unlikely that there would be more than one hatchling in any group of adventurers, even if the group has a great number of members.



Note: The inclusion of the dragon player character is left entirely to the Game Master. If the idea seems inappropriate, preposterous, or the character too powerful and imbalancing, don't use it. Players, please try to understand and accept your G.M.'s decision without a lot of huffing and puffing. After all, he or she has the difficult task of structuring adventures and keeping everything moving along and exciting. If the hatchling dragon character doesn't work for him/her, that should be reason enough to exclude it. 'Nuff said.

Young dragons are much more likely to appear as Non-Player Character (NPC) antagonists pitted against the player characters.

Some things about Hatchlings

Instant knowledge

Baby dragons, or hatchlings, emerge from their eggs after a gestation period of several years. Like most animals, the little 10-20 foot (3-6 m) serpent is physically mature, aware, and guided by instinct.

A dragon only minutes old will instinctively know how to fly, use its breath weapon, psychic powers, natural abilities and metamorphosis. More amazing is that the behemoth will be able to speak, read and write Dragonese (Elven), and understand basic math, both usually at 98% proficiency. It will also know and understand the principles of magic. Some even know magic spells and/or special skills. Scientists believe that the magic and/or psionic nature of the dragon enables the mother to impart a comprehensive amount of information to her offspring before it hatches.

Alignment of Hatchlings

If the player has a definite idea of the alignment desired for the character, he can select it now. Otherwise, the hatchling will start off with an *anarchist alignment*; a self-serving, self-obsessed, greedy, and snotty, child-like character. The anarchist character will tend to be helpful and cooperative only when it suits him, and will whine and complain when things don't go his way. With luck, this will change quickly, but like any child, the hatchling must learn that it is not the center of the universe and must also learn what it means to have friends, trust, love, to be considerate of others, etc.

At level three of experience, the player must select a definitive alignment for his character (if he hasn't already). The dragon can be of any alignment, good, selfish, or evil.

Note: Dragon hatchlings are aggressive predators. They love to stalk and toy with their prey, both physically and psychologically.

Regardless of alignment, dragons instinctively dislike other dragons. They tend to be very intolerant and petty when dealing with others of their ilk. This is especially true among older dragons (600 years and older). Mature dragons will often attempt to kill younger dragons whenever they are encountered.

Age

Roll percentile dice to determine the age of *hatchling player characters* and new born NPCs. At this stage in the dragon's young life, he or she is innocent and naive. The attitudes and values that the dragon will adopt in later years may be influenced now by the creature's current companions, encounters, and experiences (adventures).

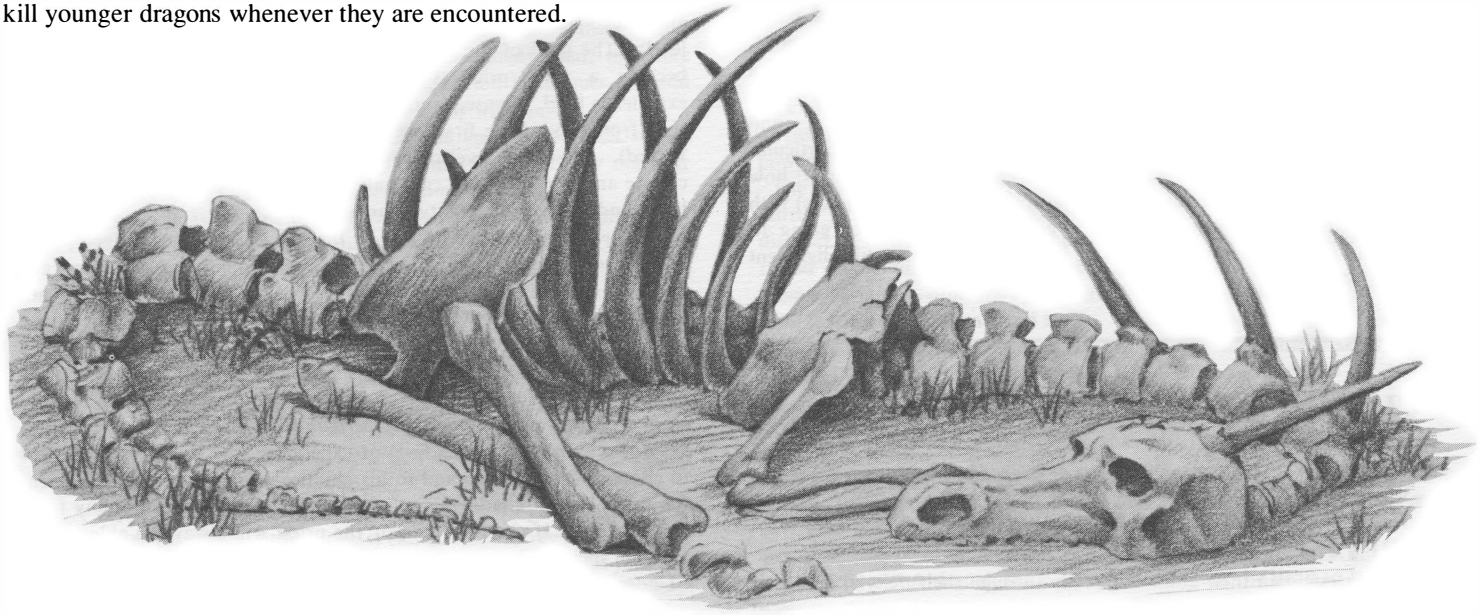
01-10 6D6 hours old
11-20 1D6 days old
21-40 2D6 days old
41-60 3D6 days old
61-80 5D6 days old
81-00 8D6 days old

Note: A dragon is considered to be a hatchling until it reaches full maturity, which is approximately 600 years of age. Non-Player Character dragon hatchlings used as villains are likely to be 6D6×10 years old and range from 2-8th level of experience. Only villains over 450 years old may range 8-15th level. Specific character stats, experience, age, etc., are left to the Game Master's discretion and the needs of the adventure.

Size

A hatchling is born one-third of its mature size, but reaches 80% of its full-size within 3D4 weeks after hatching. So depending on how old the hatchling was when it first meets the player group, the other characters could be witnesses to a rather dramatic growth period. Thankfully, hatchlings possess the dragon ability to magically reduce its size at will.

Note: Dragons do not need to eat for nourishment and only do so for the pleasure, taste and sensation eating provides. As creatures of magic, they actually absorb and are sustained by ambient magic energy. This may also make ley lines attractive to them.



Elemental Forces

Creatures of Earth, Fire, Air, Water; the lesser evils among Alien Intelligences

By Kevin Siembieda

Elementals are greater supernatural beings who have been revered as gods, demi-gods, and spirits of nature at one time or another by virtually every race on the Palladium World. They represent the forces of nature and raw, often undirected elemental power. Elementals have little interest in this or any world of men, and rarely enter into that world intentionally. Their presence in the Palladium World is typically the result of mystical Summoning or other works of magic.

Elementals are totally alien to our world in almost every way. It is this alien nature and their frequent enslavement by evil forces that have led most people to believe that all Elementals are hideous monsters spawned in the darkest pits of Hell. This belief is not without some truth, for Elementals have absolutely no regard for human (mortal) life. They will callously destroy a town or murder thousands, including women and children, without hesitation or the slightest regret. These deeds are not done out of malice or evil intent, because Elementals lack such moral concepts, but because the mortal creatures of our world, whether they be animal or humanoid, are fragile and insignificant to Elementals. Does a human stop to think of the mayhem, death, and destruction he has caused when he steps on an anthill? No, and so it is with Elementals and the "ants" known as humankind. An Elemental may literally walk *through* a town, smashing through buildings, inadvertently killing dozens and injuring hundreds without a thought. When attacked, they know not why, and retaliate with the primal forces of nature.

To complicate things, Elemental beings forced to remain in the Palladium (or Earth) dimension feel trapped and frustrated. With each passing day, the creatures become increasingly angry and unbelievably hostile. Eventually, they lash out and destroy everything they encounter. In a way, this must be expected, because containing and controlling a true Elemental is like trying to contain and direct a tornado, quite literally. The longer the primal force is held in check, the greater the forces that build within it, until it is ready to erupt with incredible fury. This is why Warlocks seldom keep an Elemental "brother" for longer than necessary, typically less than a day maximum.

In the best of times, an Elemental is a raging force of nature barely held in check. Elementals tend to be very direct and linear in their thoughts, actions and reactions. They respond with little thought or emotion as humans understand them, they just react. Think about it, if you could command a tornado and tell it to go from Point A to Point B, you'd expect it to tear a path through trees, farms, cattle and homes as it made its way. Anybody unfortunate to be in its path would swept up in its deadly winds. So it is with Elementals. But like the tornado, Elementals (true Elementals) never torture, rape, kill or destroy for pleasure or revenge. Any death and destruction is likely to be an end result of their presence where they don't belong, and/or the commands of an all too human master.

Elementals do not feel hate, love, friendship, jealousy, ambition, or regret either. Nor do Elementals have any understanding of society, laws, rules, technology, or even animal and human life. They have no need or use for valuables, weapons, armor, devices or possessions of any kind. They are raw, primeval forces of nature. Elementals *do* feel anger and do experience a sort of compassion, kindness, and peace with their own kind or among nature. Sadly, humans and even supernatural life forms are beyond their comprehension.

Elementals and Warlocks. No one, including warlocks, understands the rapport shared between an Elemental and the humanoid Warlock. It even remains a mystery as to how the link, or union, between mortal and Elemental is established. Warlocks are the only mortal creatures which are accepted universally by all Elementals. They can communicate, summon, and command Elementals as well as expect to be treated with kindness and respect by these dimensional visitors. Some warlocks claim that they simply open their hearts and minds to the forces of nature and are embraced by them. This "embrace" links them with one or more elements and grants them elemental powers. See the *Warlock O.C.C.* in the **Palladium Fantasy RPG, Second Edition** for more information about Warlocks.

Although immortal, an Elemental can be slain by both magic and conventional means. This is sad indeed, for among their own kind they never fight and consequently, never die. Thus, an Elemental cannot even comprehend the meaning of death; death is not in the vocabulary of one who has always been and will always be. What they do understand is that sometimes, when one of their kind visits (or is forced to visit) other dimensions they do not come back. This confuses and angers Elementals, for fear is also unknown to them.

Elementals in the World of Men

True Elementals are an energy or life-force with an alien intelligene, but no physical, flesh and blood body. However, to anchor itself to the world and the physical plane of existence, they must create a physical body or possess an existing body born of this reality. Without a physical body it cannot function or influence the world around it. Furthermore, if the Elemental does not assume a physical body, it will automatically return to its own dimension in 2D6 hours. While this may be desirable to the elemental being, it is not usually acceptable to the person who has summoned it.

The creation of a physical body is an easy task and instantly created by restructuring the fabric and elements of nature to reflect the essence of the creature. Thus, an *Air Elemental* is a creature composed of the very air we breathe. A creature that appears as an ethereal collection of wind, clouds and vapor or a swirling tornado with an incomprehensible intelligence, able to call forth lightning and command the wind. An *Earth Elemental* will build a body out of dirt, mud, clay, or rock, or a combination of two or more. Occasionally, an Earth Elemental will mold



a body out of trees and vines or other plant life. The *Fire Elemental* is a flaming entity that tends to consume everything around it. It can take many shapes; a pillar of fire hovering above the ground, a ball of flame in the air, or a walking wall of flame. The *Water Elemental* can be a pillar or wall of flowing water, a lumbering creature of ice, or a bizarre collection of sea creatures molded into a body.

In a futile attempt to fit into the world in which they've entered, the elemental forces often try to assume a body shape that somehow reflects the beings that inhabit that world. Consequently, Elementals, as seen by humans, will often contain some of the distinctive features of the life forms native to that planet, such as eyes, a mouth, arms, tentacles, and often a humanoid shape. For example, the Air Elemental see its swirling tornado-like appendages as its arms and the clouds above them as the mass of its body. To an Earth Elemental, snaking vines or clawing branches are its hands and arms. Even the Fire Elemental may assume a vaguely humanoid appearance with flames licking out in the shape of arms and/or the flickering and constantly changing wisps of a face inside the flames.

Possession by Elementals

Rather than build itself a body, the Elemental may possess lesser supernatural beings, humanoids, animals, or other life forms to anchor itself to our physical plane of existence, but this is fairly uncommon (less than 10%). The only exception is Earth elementals who are attracted to foliage and may possess a tree or weave a body out of living plants. In this particular case, the tree or plant body will usually take on a hulking, inhuman mass with a bipedal shape and distinctly human features.

Elementals that take possession of a human or other intelligent creature, seize control of the body, but that character's memories, skills and essence are completely submerged by the elemental spirit. If the body had psychic or magic powers, the elemental cannot draw upon them.

The physical, host body will be temporarily transformed to exhibit the nature of the alien being currently in control. The body often changes color and physical proportions, and takes on aspects of the possessing elemental. A being possessed by an air elemental is likely to acquire a pale complexion and his/her hair becomes perpetually flowing as if being blown by the wind. Water elementals induce a similar flowing or rippling of the hair and the complexion turns into a shade of blue or green. Those possessed by fire elementals will turn red or orange and are usually crowned with a flaming halo or licks of flame emanating from the head and shoulders without burning the host body. Possession by an earth elemental will give the skin a grey or brown color and the texture of bark or stone.

In environments where magic energy is strong and free flowing (like the Palladium World and Rifts Earth), the physical properties of the physical body are also transformed to those of the possessing element. Thus, the body of the air elemental will walk by hovering inches above the ground, fly, turn invisible, and discorporate into a mist to whisk through cracks, etc. A fire elemental will engulf the body in a full aura of flame, earth elementals may literally encase their body in a cocoon or body armor made of clay or stone, and water, a covering of flowing water. In each case, the elemental force instills the host body with great strength and physical endurance. **Note:** When the elemental leaves its host body, the person will transform back into his or her normal self with no memory of his life under the control of the elemental force. Elemental possession is comparatively uncommon. Most create their own body.

Elemental Possession

A supernatural being is only capable of possessing another living creature when it is in energy form or a psychic energy extension of itself is made. Creatures with the ability to possess can try to do so as often as twice per day (24 hour period).

A possession attempt is an instantaneous battle of wills. Like all combat in the Palladium system, a 20-sided die is rolled by the possessing entity. This is the attack and the attacker. The defender, who is the intended victim, gets to roll for a mental block or parry. Again, a 20-sided die is rolled. The high roll wins, the low roll loses, defenders always win ties. Some characters will

have a bonus to save vs possession, giving them an edge in defending against the mental onslaught.

If the defender's roll (plus bonuses to save vs possession) is lower than the attacker's roll, the character has failed to defend against the possession attack and is immediately possessed.

A successful possession means the creature has inhabited the body of the person (or animal) and completely dominates that body. The essence and intellect of the original person is completely submerged, dormant, as if asleep, and will have no memory of what the possessing force did while in his/her body.

Conditions & Restrictions for Elemental Possession:

1. The Elemental must forsake a physical body made from the world around it, to possess a living being. The victim of Elemental possession becomes its host body and an anchor to that world. Note that only Major Elementals can possess a living being.

2. Elemental beings and intelligences can never possess more than one living creature at a time.

3. The Elemental being can relinquish its hold over the person at any time by leaving the body. It can either leave the area, or plane of existence, or anchor itself to this one by creating a body out of the fabrics of nature. Unlike possession by demonic forces or evil alien intelligences, the Elemental does not hide inside a person to play games or torment him. For Elementals, the host body is simply an anchor and vehicle for existence in an alien world.

4. If the possessing force fails its attempt to possess, the Elemental gets a second try or it can weave itself a less human body from the fabric of nature. The battle of wills and saving against possession occurs only once, at the very moment of the attack. Once an individual is possessed, he remains so until the possessing force leaves or is removed.

5. The possessed host body is immediately dominated by the Elemental force and transformed to reflect its nature (as described above). This provides the host body with natural A.R., additional S.D.C., the power of regeneration, and all the powers and magic of the Elemental currently controlling and using the body,

Bonuses of Transformation: Also see number six.

Earth: A.R. 16, +200 S.D.C.; resistant to fire, heat, and cold (half damage).

Air: A.R. 13, +90 S.D.C.; walks/floats above the ground; impervious to heat and cold, fire does normal damage (consumes oxygen and other flammable gases).

Fire: A.R. 12, +130 S.D.C.; impervious to fire and heat, water does damage.

Water: A.R. 13, 100 S.D.C.; impervious to fire and resistant to heat and cold (half damage).

Note: All can regenerate damage at a rate of 4D6 S.D.C. per melee round.

6. The host body possesses *all* the natural powers and magic of the Elemental being. See the descriptions of specific Elementals elsewhere in this section.

7. Getting rid of a possessing force is extremely difficult. Magically, only exorcism has any chance of success. Banishment, control or summon beings, and all the rest, are ineffective. Of course, one can always try to talk the damned thing out, but that seldom works. Psychic powers can be used to attack the possessing force, but will definitely provoke the creature to violence. A psychic healer can also use his form of exorcism against the possessing entity. The incapacitation of the host body through drugs or magic for long durations (1D6 months) may entice the entity to leave in search of a more fun body. Destroying the protective elemental aura and killing the host body will always send the possessing Elemental force back to its own dimension, but doesn't do much good for the victim.

Elementals

The following abilities and aspects are common to *all* Elementals and represent the most common manifestations of these bizarre creatures. However, there are countless variations. **Note:** Elementals are NOT recommended as player characters for any reason. The creatures are just too alien and monstrous.

Some things common to all "true" Elementals:

Alignment: Generally considered anarchist or miscreant.

Attributes: Not Applicable in the normal sense. Only specific attributes are applicable to Elementals; supernatural P.S. The alien I.Q. and lack of human comprehension means that Elementals are considered to be fairly stupid, about equal to an I.Q. 4 or 5, and tend to follow orders quite literally and without regard to others.

Size: The Elementals' natural form is that of an energy being, 10 to 100 feet tall (3 to 30.5 m). In physical form, typically eight to 20 feet (2.4 to 6 m), but can be as large as 50 feet (15.2 m).

Weight: None as an energy being. Varies dramatically. Air and fire weigh very little, while water and earth can weigh 600-1000 pounds (272-450 kg) at human size and several tons in larger manifestations.

Natural Armor Rating: Varies with specific types, but generally 10-13 for minor Elementals and 14-18 for major ones. Become M.D.C. creatures on Rifts Earth.

Hit Points & S.D.C. for Minor Elementals: Minimum of 100 each.

Hit Points & S.D.C. for Major Elementals: Minimum of 2000 each.

P.P.E.: Also varies dramatically.

Horror Factor: 12 or 13 for minor, 16 to 18 for major Elementals.

R.C.C. & Skills: Not applicable — primordial force of nature.

Summon other Elementals: A greater Elemental can summon as many as 4D6 minor elementals as often as four times a day. The minor elementals are completely obedient to the elemental intelligence.

Natural Abilities: Are listed under specific descriptions. Elementals do not breathe, sleep or seem to need food. All Elementals can sense and see other Elementals even if the Elemental is invisible.

Impervious To: Normal weapons, horror factor, disease and poison/toxins, and impervious or *resistant* to fire, heat, and cold. Except for fire, Elementals don't breathe or need air to survive.

Vulnerabilities: 1. As discussed, the creatures' inability to understand the workings, frailties and society of humans and most physical life forms makes Elementals seem like marauding destroyers. It also gets them into life and death confrontations and all types of situations that they do not understand.

2. Elementals are vulnerable to magic, psionic and energy attacks/weapons (magic fire ball, flaming swords, lightning bolt javelins, high-tech energy weapons, etc.). The destruction of the *physical body* will break its link to the material world and send it instantly to its own dimension.

3. *In energy form,* the elemental can be destroyed by grounding a piece of hard metal, preferably iron or steel, and impaling the energy sphere with it and touching the ground simultaneously. This discharges the living energy into the ground. **Warning!** The discharge inflicts 1D6×100 points of damage (1D6×100 M.D. on Rifts Earth) to *everything* and *everybody* within a 60 foot diameter (18.3 m) from the center of the contact/discharge point.

Bonuses: Varies dramatically.

Attacks per Melee: Typically 4-6 for Minor Elementals and 5-10 for most Major Elementals.

Damage: As per supernatural P.S.

Weapon Note: An Elemental may use a weapon, but typically does not own one. They usually grab anything at hand, from sword to tree trunk.

Magic: Varies dramatically, always *elemental* in nature.

Psionics: None

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Average Life Span: Immortal unless destroyed.

Enemies: Oblivious to most life forms, including self-proclaimed gods and demons, but frequently used and/or enslaved by humans and other beings.

Allies: Warlocks, other Elementals, and spirits of light.

Note: *Minor Earth Elementals* are independent beings similar to Elemental Intelligences. Whether these minor Elementals are young intelligences or simply smaller, less powerful versions of their greater cousins remains unknown.

The Elemental Intelligence

A Major Elemental is a fragmented essence of a larger and more powerful *Elemental Intelligence*. This fragment can be sent to and exist in the world of men without the entire *Elemental intelligence* completely entering that dimension. The intelligence can fragment half its essence to create a major elemental force in a different dimension, thereby coexisting in two worlds simultaneously. When the physical form it takes is destroyed, the *essence* portion survives and automatically returns to its own dimension and reforms with the larger whole. Destruction of the anchoring, physical body and subsequent return to its own dimension also breaks any hold that a practitioner of magic may have had over the creature.

Elemental intelligences can also splinter tiny fragments of their essences, much like the vampire intelligence and other supernatural intelligences, and send them into other dimensions. People often mistake these tiny fragmented essences to be separate, minor elementals, which they are not. Warlock spells that call upon or seemingly create very simplistic Elemental beings are actually drawing tiny fragments from an Elemental Intelligence. Examples of this include flame friend, screaming wall of flame, dancing fires, phantom footman, phantom, water wisps, and the wizard's golem. The mud mound is actually a lesser elemental.

Descriptions

Earth Elementals



Minor Earth Elemental

Appears as a large walking mound of dirt, clay or rock with a distinctly humanoid form when in this dimension, however, it is likely not to have any eyes or ears, and may not indicate a nose or mouth either. They are sometimes mistaken for golems or animated statues.

Alignment: Generally considered anarchist.

Attributes of Note: I.Q. 5, P.S. 2D6+28, P.P. 1D6+16, Spd 6D6+20

Size: Typically 8-12 feet (2.4 to 3.6 m) tall.

Weight: 600-1000 pounds (272-450 kg). None as an energy being.

Natural A.R.: 16

Hit Points: 6D6×10

S.D.C.: 4D6×10; **Note:** On Rifts Earth the creature is a mega-damage structure with 1D6×100+300 M.D.C.

P.P.E.: 1D6×100

Horror Factor: 13

Natural Abilities: Impervious to poison, chemicals, drugs, and disease. Does not breathe air. Resistant to normal weapons, fire, heat, and cold (does half damage). Nightvision 1200 feet (366 m), identify all minerals, gems, plants and substances that are found in the earth at 80%, land navigation 90%, magically understands all languages, and bio-regeneration of 1D6×10 S.D.C./hit points every minute/four melee rounds (1D4×10 M.D.C. on Rifts Earth). *Travel through earth* and stone at will (costs no P.P.E.); same as spell, but without limit.

Vulnerabilities: As per general info for all Elementals.

Bonuses (in addition to attribute bonuses): +2 to strike and parry, +2 to pull punch, +3 to roll with impact, +5 to save vs magic, +4 to save vs psionic attacks, impervious to horror factor, and +14 to save vs possession.

Attacks per Melee: Four hand to hand attacks per melee or two spell attacks.

Damage: Varies with the supernatural P.S. of the individual.

Elemental Magic: All level 1-4 Earth Warlock spells. Spell strength is 14 (opponents need 14 or higher to save).

Psionics: None

Earth-Tree or Plant Elemental

Typically a Minor Elemental or essence of an Elemental Intelligence that possesses a tree or plant life to form its living body. The plants are often distorted to look like a giant, humanoid, tree or plant monster. Favorite plant types include thorns, vines and trees, or a combination of them. When the elemental essence leaves its body, the plants revert to normal, although transplanted from their original location.

Alignment: Generally considered anarchist.

Attributes of Note: I.Q. 5 (1D4+4 if an Elemental intelligence), P.S. 2D6+24 (2D6+30 if an Elemental intelligence), P.P. 1D6+16 (1D6+20 if an Elemental intelligence), Spd 6D6+16

Size: Typically 10-20 feet (3 to 6 m) tall if a Minor Elemental. 25-50 feet (7.6 to 15.2 m) if an Elemental Intelligence.

Weight: One to 10 tons depending on size. None as an energy being.

Natural A.R.: 14

Hit Points: Minor Tree Elemental: 5D6×10; Major/Elemental Intelligence: 6D6×100

S.D.C.: Minor Tree Elemental: 4D6×10; Major/Elemental Intelligence: 3D6×100. **Note:** On Rifts Earth the creature is a mega-damage structure with 1D6×100+100 M.D.C.

P.P.E.: 1D4×100

Horror Factor: 12



Natural Abilities: Resistant to poison, chemicals, drugs, disease, normal weapons, fire, heat, and cold (does half damage). While possessed by the elemental the plants do not need to breathe air. Nightvision 1200 feet (366 m), identify all minerals, gems, plants and substances that are found in the earth at 80%, land navigation 90%, magically understands all languages, and bio-regeneration of 1D6×10 S.D.C./hit points every minute/four melee rounds (1D4×10 M.D.C. on Rifts Earth).

Special Abilities unique to Plant Elementals: Floats on water, sense the location of underground water with 90% accuracy (10 mile/16 km range), sense contaminated water 90%, can accurately tell time by the position of the sun (as well as season/month/day), sense location of other plant life (10 mile/16 km range), and can attack with multiple limbs and entangle.

Entanglement (Special): The Elemental can use its vines and branches to entangle and snare its opponents. An entanglement attack must be announced and counts as two attacks, but if the strike is successful, the character entangled in the branches and vines loses initiative (impossible to regain while entangled), loses half his melee attack, is -5 to strike, parry and dodge while entangled, and is -50% on skill performance. To get untangled, the character must have a P.S. of 14 or higher and spend an entire melee round and all of his melee actions/attacks pulling away from the elemental. This escape also means he automatically loses the initiative next melee. In the alternative, comrades can join the struggle to pull the character free. A combined P.S. of 24 will make this an easy task, but still takes about one melee round.

Tie-Up and Bind Opponents (Special): The Earth-tree can also use its vines to snugly tie up and hold captured opponents, pinning their limbs and making attacks or melee actions impossible. The character will be held with 3D4 bonds, each with 3D4 S.D.C. The only way to escape is to have a P.S. of 24 or higher (in which case the captive can pull free the same as entanglement), or each vine/bond must be severed. The Elemental will instantly know when the bonds are broken or when the captive slips free. **Note:** A character cannot be tied up unless he is first incapacitated or has been entangled for four or more melee rounds.

Whip Attack (Special): The Earth-Tree can use one or more of its vines or branches to whip an opponent. A single vine or branch does 1D6 but as many as five can be used simultaneously like a Cat-O-Nine Tails and inflicts 5D6 damage +P.S. damage bonus.

Vulnerabilities: As per general info for all Elementals, plus cannot travel through earth and stone at will.

Bonuses (in addition to attribute bonuses): +2 on initiative, +2 to strike, +4 to parry, +2 to pull punch, +1 to roll with impact, +4 to save vs magic, +3 to save vs psionic attacks, impervious to horror factor, and +14 to save vs possession.



Attacks per Melee: Minor Elemental: Five hand to hand attacks per melee or two spell attacks. Major/Elemental Intelligence: 10 attacks per melee round or two spell attacks.

Damage: Varies with the supernatural P.S. of the individual.

Elemental Magic: Minor Elemental: All level 1-4 Earth Warlock spells. Spell strength is 14 (opponents need 14 or higher to save). Major/Elemental Intelligence: All Earth Warlock spells levels 1-8!

Psionics: None

Minor Earth-Lava Elemental

Some Minor Earth Elementals assume the form of lava in humanoid shape, thinly encrusted with a cooler outer shell. This Elemental appears as a dark grey or black humanoid with red or orange lava glowing from its chest, mouth and eyes (if any). Tiny cracks and fractures across the body also glow red like tiny veins filled with boiling hot blood.

Alignment: Generally considered anarchist or miscreant.

Attributes of Note: I.Q. 4, P.S. 2D6+24, P.P. 1D6+14, Spd 6D6+10

Size: Typically 8-12 feet (2.4 to 3.6 m) tall.

Weight: One or two tons. None as an energy being.

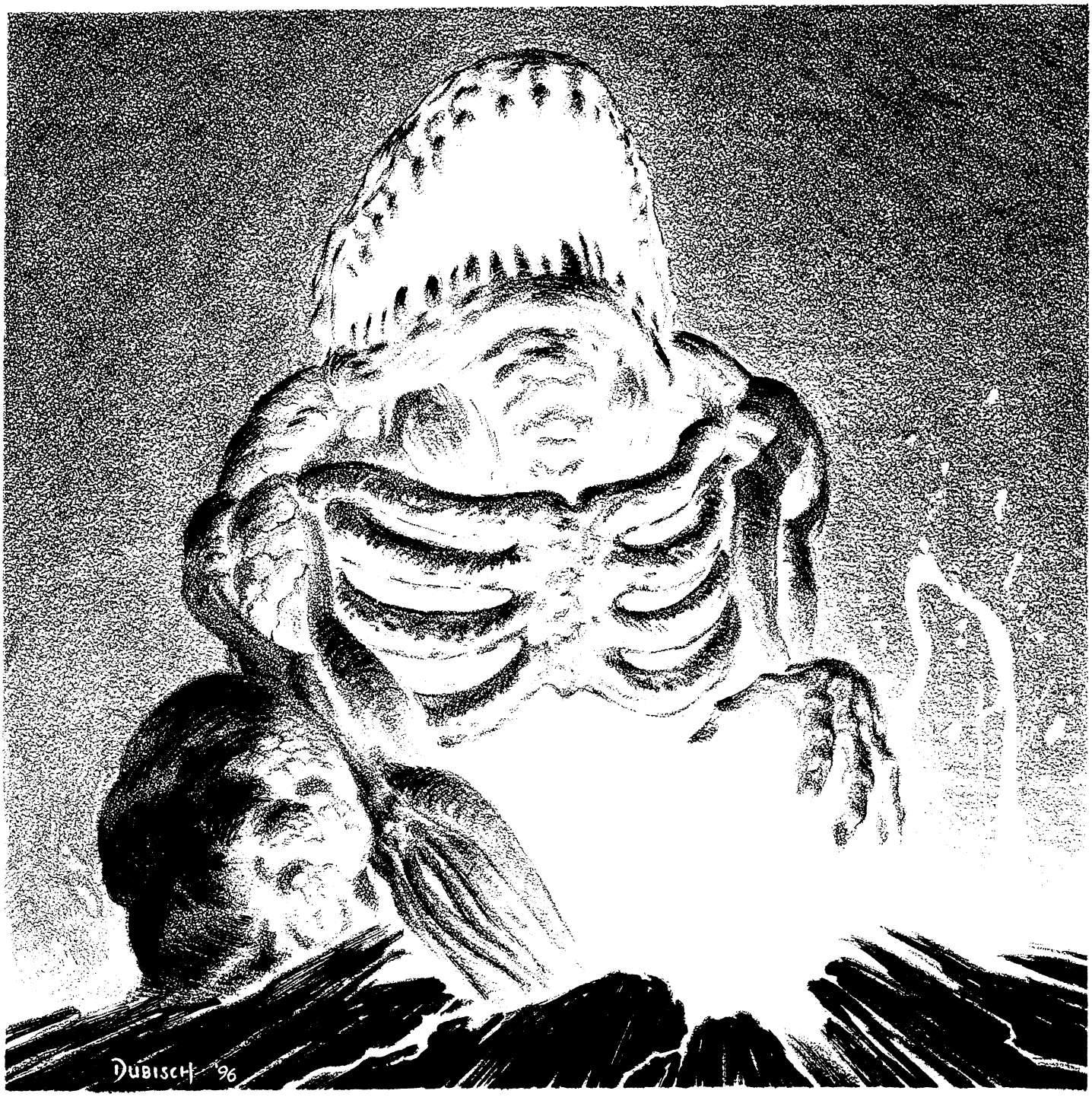
Natural A.R.: 16

Hit Points: 6D6×10

S.D.C.: 3D6×10; **Note:** On Rifts Earth the creature is a mega-damage structure with 1D6×100+200 M.D.C.

P.P.E.: 1D6×100

Horror Factor: 15



Natural Abilities: Impervious to poison, chemicals, drugs, disease, heat and fire. Does not breathe air. Resistant to normal weapons, (does half damage). Nightvision 1200 feet (366 m), identify all minerals, gems, plants and substances that are found in the earth at 80%, land navigation 90%, magically understands all languages, and bio-regeneration of 6D6 S.D.C./hit points per melee round (1D4×10 M.D.C. on Rifts Earth)! *Travel through earth* and stone at will (costs no P.P.E.); same as spell, but without limit.

Spit Lava (Special): The creature can spit a gob of burning lava up to 20 feet (6 m) away. Initial damage is 3D6 plus an additional 3D6 per melee round until it is scraped off or cools down (the latter takes 10 melee rounds). In addition, there is a 01-20% chance that combustible materials (cloth, hair, wood, etc.) will catch fire and burn.

Lava for Blood (Special): Whenever a stabbing or cutting attack is made, the attacker must roll a dodge (which uses up one melee attack/action; 12 or higher is needed) or be splattered with lava that oozes and sprays from the wound. A failed roll means getting hit by lava that does 2D6 per melee round until it is scraped off or cools down (the latter takes 10 melee rounds). In addition, there is a 01-15% chance that combustible materials (cloth, hair, wood, etc.) will catch fire and burn.

Toxic Breath (Special): The Lava Elemental can blow stinging sulfuric gas from its mouth. Range: 20 feet (6 m), damage: 1D6 plus causes burning eyes and choking/gagging. Penalties of victims: -1 on all combat maneuvers and lose one melee attack unless save vs lethal toxin (needs a 14 or higher),

Vulnerabilities: As per general info for all Elementals, plus magical cold and water based attacks do double damage. Magic flame weapons do half damage.

Bonuses (in addition to attribute bonuses): +1 on initiative, +2 to strike, +1 to parry, +2 to pull punch, +2 to roll with impact, +4 to save vs magic, +4 to save vs psionic attacks, impervious to horror factor, and +14 to save vs possession.

Attacks per Melee: Four hand to hand attacks per melee or two spell attacks.

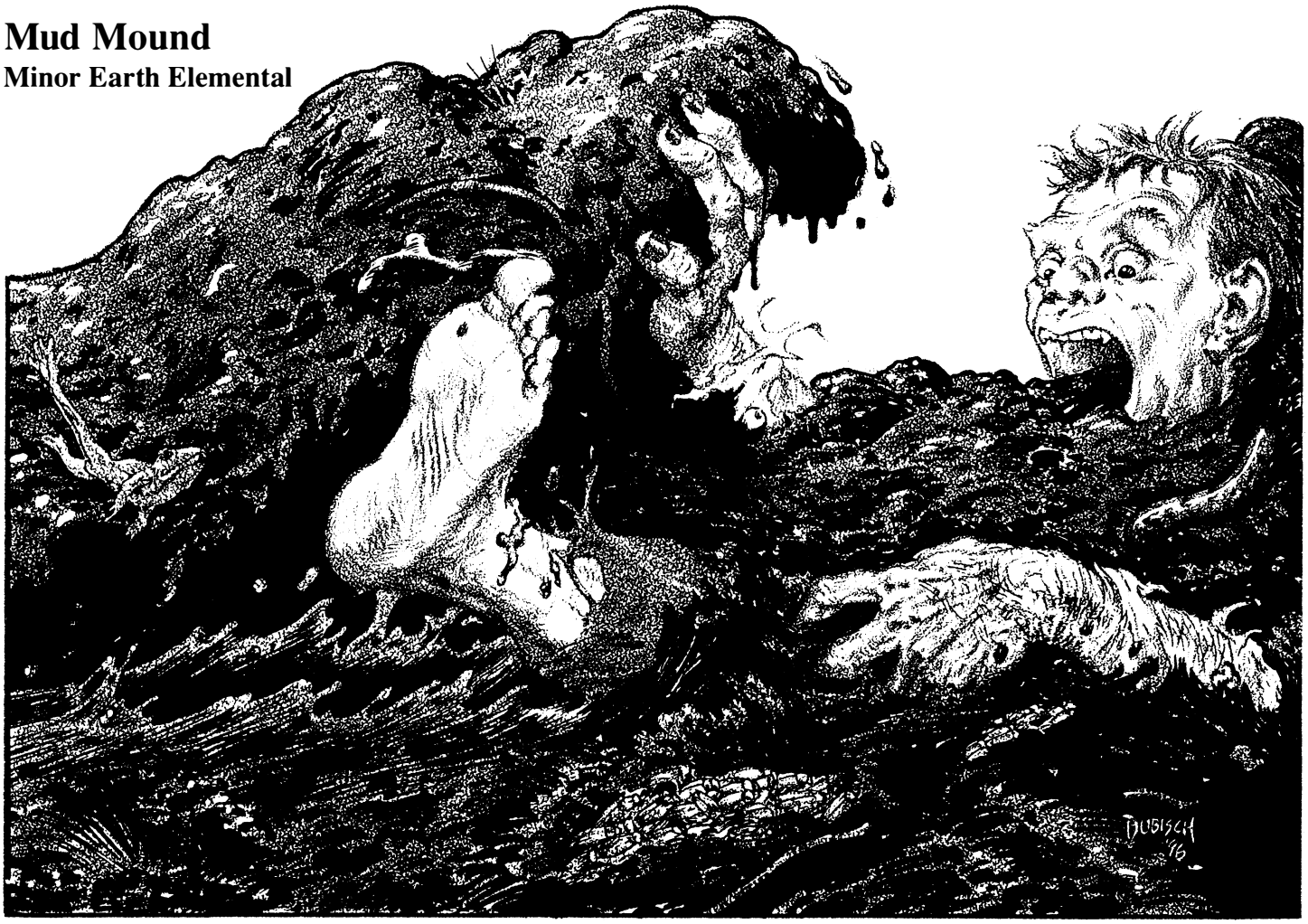
Damage: Varies with the supernatural P.S. of the individual.

Elemental Magic: All level 1-3 Earth Warlock spells and all level 1-2 Fire Warlock spells. Spell strength is 14 (opponents need 14 or higher to save).

Psionics: None

Mud Mound

Minor Earth Elemental



The Mud Mound is a Minor Earth Elemental who always assumes the physical form of a massive mound of walking mud and goo. The Mud Mound does not have the hard hitting power of the traditional earth/stone elemental, but has its own charm and abilities.

Alignment: Generally considered anarchist or miscreant.

Attributes of Note: I.Q. 5, P.S. 2D6+20, P.P. 1D6+14, Spd 4D6+10

Size: Typically 6-12 feet (1.8 to 3.6 m) tall.

Weight: 1000 pounds (450 kg) to one ton. None as an energy being.

Natural A.R.: 16
Hit Points: 4D6×10
S.D.C.: 3D6×10; **Note:** the combined H.P. and S.D.C. are never less than 100. On Rifts Earth the creature is a mega-damage structure with 1D6×100+50 M.D.C.
P.P.E.: 1D4×100
Horror Factor: 12
Natural Abilities: Impervious to normal weapons (they slosh right through the thing), poison, chemicals, drugs, and disease. Does not breathe air. Resistant to fire, heat, and cold (does half damage). Nightvision 1200 feet (366 m), identify all minerals, gems, plants and substances that are found in the earth at 80%, land navigation 90%, magically understands all languages, and bio-regeneration of 1D4×10 S.D.C./hit points every minute/four melee rounds (1D4×10 M.D.C. on Rifts Earth). Travel through mud but not earth and stone.

Ooze through cracks and openings (Special): The Mud Mound can ooze through small openings but it takes 1D4 melee rounds for it to completely ooze through.

Smothering Attack (Special): The Mud Mound can engulf an opponent with part or all of its mud and slime body, and characters need a P.S. of 14 or greater to pull themselves free or need to be pulled free by a comrade or magic (telekinesis, levitation, fly, etc.). Characters whose head is covered will suffocate and die within 1D4+1 minutes and are limited to one attack per melee round while engulfed.

Create a Slick Spot (Special): Deliberately secrete a thin, slick coating of mud on the ground where it has walked, making it difficult for others to walk without slipping. Characters who don't reduce their speed by 25% must roll to maintain their balance or a dodge (15 or higher) to prevent slipping and falling. The fall does 1D4 damage and the character loses initiative (if he had it) and one melee attack. The coating of mud also means that those who walk over it will leave tracks in it for 1D6×10 yards/meters from muddy feet.

Impervious to Kinetic & Stabbing Attacks (Special): The physical nature of the soft mud makes it so that stabbing attacks, punches, kicks, thrown spears, arrows, and even bullets from a gun either penetrate without damage or slosh right through (without damage). Note that large explosions or lightning blasts (that normally inflict 40 or more points of damage), having great weights drop or slam into it, and falls from great heights do only 10% their normal damage, but temporarily splatters the Mud Mound. It takes 1D4 melee rounds for the creature to literally pull itself back together — it cannot use its magic or launch attacks until it reforms itself.

Vulnerabilities: As per general info for all Elementals, cannot travel through earth and stone, plus magic water attacks inflict double damage!
Bonuses (in addition to attribute bonuses): +1 to strike and parry, +4 to pull punch, +5 to roll with impact, +4 to save vs magic, +4 to save vs psionic attacks, impervious to horror factor, and +14 to save vs possession.
Attacks per Melee: Three hand to hand attacks per melee or two spell attacks.
Damage: Varies with the supernatural P.S. of the individual.
Elemental Magic: All level 1-4 Earth Warlock spells. Spell strength is 14 (opponents need 14 or higher to save).
Psionics: None

Major Earth Elemental

A major Earth Elemental is a fragmented essence of an Elemental Intelligence and possesses great physical and magical power. It typically appears as a giant walking mound of packed dirt, clay or rock with a distinctly humanoid form.

Alignment: Generally considered anarchist or miscreant.
Attributes of Note: I.Q. 5, P.S. 4D6+46, P.P. 1D6+20, Spd 3D4×10
Size: Typically 20-50 feet (6 to 15.2 m) tall.
Weight: 60-150 tons. None as an energy being.
Natural A.R.: 16
Hit Points: 6D6×100+600
S.D.C.: 2D4×1000; **Note:** On Rifts Earth the creature is a mega-damage structure with 3D6×1000 M.D.C.
P.P.E.: 4D6×100
Horror Factor: 16
Natural Abilities: Impervious to poison, chemicals, drugs, and disease. Does not breathe air. Resistant to normal weapons, fire, heat, and cold (does half damage). Nightvision 1200 feet (366 m), see the invisible, identify all minerals, gems, plants and substances that are found in the earth at 98%, land navigation 98%, magically understands all languages, natural telepathy (range 200 ft/61 m), and bio-regeneration of 2D6×10 S.D.C./hit points every melee round (2D6×10 M.D.C. per melee on Rifts Earth). *Travel through earth* and stone at will (costs no P.P.E.); same as spell, but without limit.

Dimensional Teleport (Special): 32%; same as the Dragon ability.

Create Stone (Special) The Major Earth Elemental can create stone out of thin air at the cost of one P.P.E point per 200 pounds (90 kg). These rocks are usually created to be hurled at opponents, inflicting 1D6×10+40 damage; effective range 3000 feet (914 m), no strike bonus applies. The creation of each boulder counts as one melee action, throwing it is another.

Stone Shower (Special): For the cost of one P.P.E. point, the greater Elemental can produce a shower or spray of small stones to pelt an opponent. The shower is directed by pointing and the stones appear to shoot from the monster's hands. Each blast of stones counts as one melee attack. Damage: 6D6; Range: 200 feet (6 m).

Natural Abilities in Energy Form: Impervious to all but magic and psionic attacks (plus M.D. energy attacks on Rifts Earth). Natural Telepathy: range is 200 ft (61 m). Fly and hover in energy form at a maximum speed of 200 mph (321 km). Can send one essence fragment into the physical world to become a Major Elemental. Appears as a grey, blue-grey or white glowing sphere in energy form.
Vulnerabilities: As per general info for all Elementals.
Bonuses (in addition to attribute bonuses): +1 on initiative, +3 to strike and parry, +3 to pull punch, +3 to roll with impact, +6 to save vs magic, +4 to save vs psionic attacks, impervious to horror factor, and impervious to possession.
Attacks per Melee: Eight hand to hand attacks per melee or three spell attacks.
Damage: Varies with supernatural P.S. of the individual.



Elemental Magic: All Earth Warlock spells equal to a 10th level Warlock. Spell strength is 15 (opponents need 15 or higher to save). Plus the wizard spells of sense magic, increase weight, climb, shadow meld, purification of food and water, spoil food and water, time slip, life drain, animate and control dead, commune with spirits, negation, sickness, summon and control animals, summon canines, summon rodents, id barrier, create stone golem, restoration and transformation.

Psionics: None

Air Elementals

Air Elemental (Minor)

Appears as a white, light blue, or yellow vaporous cloud, often with one or two sparkling eyes and a large, toothless maw. May also appear as a mini-tornado/whirlwind or take a humanoid shape that looks quite ghost-like and eerie looking because they lack human body features and musculature, glow, and have strange eyes.

Alignment: Generally considered anarchist.

Attributes of Note: I.Q. 4, P.S. 2D6+24, P.P. 1D6+16, Spd 3D6×10

Size: Typically 8-12 feet (2.4 to 3.6 m) tall.

Weight: 600-1000 pounds (272-450 kg). None as an energy being.

Natural A.R.: 16

Hit Points: 4D6×10

S.D.C.: 4D6×10; **Note:** On Rifts Earth the creature is a mega-damage structure with 1D6×100 M.D.C.

P.P.E.: 1D4×100

Horror Factor: 12



Natural Abilities: Impervious to poison, chemicals, drugs, disease, heat, cold, punches, normal weapons (magic weapons do full damage). Does not breathe air. Nightvision 1200 feet (366 m), see the invisible, see in all spectrums of light, turn invisible at will, identify all components and contaminants in the air 80%, land navigation 98%, prowl 70%, and can squeeze through small cracks, keyholes, and similar openings (counts as one melee action). Magically understands all languages, and bio-regeneration of 1D4×10 S.D.C./hit points every minute/four melee rounds (1D4×10 M.D.C. on Rifts Earth).

Vulnerabilities: As per general info for all Elementals, plus fire (consumes the air) and energy based attacks and magic inflict double damage. Note that large explosions or impacts that normally inflict 80 S.D.C or more do no damage but will cause the elemental to momentarily disperse, losing one attack/melee action while it reforms itself. Psionics do full damage/effect.

Bonuses (in addition to attribute bonuses): +3 on initiative, +3 to strike, parry, and dodge, +4 to pull punch, +4 to roll with impact, +5 to save vs magic, +3 to save vs psionic attacks, impervious to horror factor, and +14 to save vs possession.

Attacks per Melee: Six hand to hand attacks per melee or two spell attacks.

Damage: Varies with the supernatural P.S. of the individual. Strikes with a hammering wind blast; range: 30 feet (9 m).

Elemental Magic: All level 1-4 Air Warlock spells. Spell strength is 14 (opponents need 14 or higher to save).

Psionics: None

Major Air Elemental

A Major Air Elemental is a fragmented essence of an Elemental Intelligence and possesses great physical and magical power. It typically appears as a collection of wind, clouds, vapor and/or electricity swirling around a single giant eye with the cosmos (stars) reflected in it, even during the day. 1D4+1 mini tornadoes serve as its arms and hands.

Alignment: Generally considered anarchist or miscreant.

Attributes of Note: I.Q. 1D4+3, P.S. 4D6+40, P.P. 1D6+24, Spd. 200 mph (321.8 km)

Size: Typically 30-50 feet (9 to 15.2 m) tall.

Weight: Not applicable. None as an energy being.

Natural A.R.: See natural abilities; impervious to most attacks.

Hit Points: 6D6×100

S.D.C.: 2D4×1000; **Note:** On Rifts Earth the creature is a mega-damage structure with 3D6×1000 M.D.C.

P.P.E.: 4D6×100

Horror Factor: 16

Natural Abilities: Impervious to poison, chemicals, drugs, disease, heat, cold, punches, normal weapons (magic weapons do full damage). Does not breathe air. Nightvision 1200 feet (366 m), see the invisible, see in all spectrums of light, turn invisible at will, identify all components and contaminants in the air 80%, land navigation 98%, prowl 70%, and can squeeze through small cracks, keyholes, and similar openings (counts as one melee action). Magically understands all languages, and bio-regeneration of 2D6×10 S.D.C./hit points every minute/four melee rounds (2D6×10 M.D.C. on Rifts Earth).

Dimensional Teleport (Special): 38%; same as the Dragon ability.

Wind Punch (Special): +10 to normal damage, strikes with a hammering blast of wind. Range: 200 feet (61 m).

Wind Rush (Special): Same as the spell but cost only 2 P.P.E.

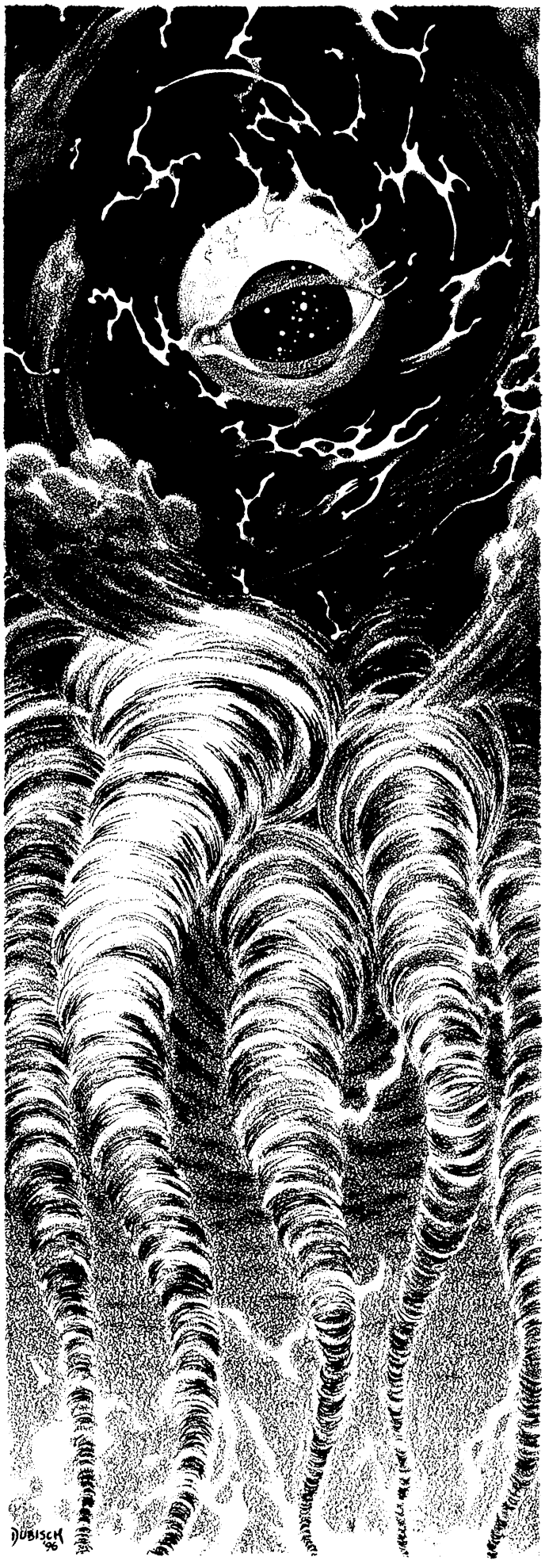
Natural Abilities in Energy Form: Impervious to all but magic and psionic attacks (plus M.D. energy attacks on Rifts Earth). Natural Telepathy: range is 300 ft (91.5 m). Fly and hover in energy form at a maximum speed of Mach one (670 mph)! Can send one essence fragment into the physical world to become a Major Elemental. Appears as a bright, light blue or white glowing sphere in energy form.

Vulnerabilities: As per general info for all Elementals, plus fire (consumes the air) and energy based attacks and magic inflict double damage. Note large explosions or impacts that normally inflict 80 S.D.C or more do no damage but will cause the elemental to momentarily disperse, losing one attack/melee action while it reforms itself. Psionics do full damage/effect.

Bonuses (in addition to attribute bonuses): +6 on initiative, +4 to strike and parry, +6 to dodge, +6 to pull punch, +6 to roll with impact, +7 to save vs magic, +4 to save vs psionic attacks, and impervious to horror factor and possession.

Attacks per Melee: 10 hand to hand attacks per melee or three spell attacks.

Damage: Varies with supernatural P.S. of the individual.



Elemental Magic: All Air Warlock spells equal to a 10th level Warlock but at 10 times the normal range. Spell strength is 15 (opponents need 15 or higher to save). Plus the wizard spells of sense magic, see aura, weightlessness, commune with spirits, negation, heal wounds, restoration, seal, life drain, summon fog, summon rain, and summon storm.

Psionics: None

Fire Elementals

Minor Fire Elemental

Appears as a walking mass or pillar of fire, sometimes with a vaguely humanoid appearance and/or with a face or facial features appearing and disappearing in the flickering fire.

Alignment: Generally considered anarchist.

Attributes of Note: I.Q. 5, P.S. 2D6+12, P.P. 1D6+16, Spd 6D6+40

Size: Typically 8-12 feet (2.4 to 3.6 m) tall.

Weight: Not applicable. None as an energy being.

Natural A.R.: 13

Hit Points: 5D6×10

S.D.C.: 3D6×10; **Note:** On Rifts Earth the creature is a mega-damage structure with 1D6×100 M.D.C.

P.P.E.: 1D4×100

Horror Factor: 14

Natural Abilities: Can control itself from automatically setting fire to any combustibles it touches, but this requires concentration (-1 on attacks per melee and -1 on initiative). Impervious to fire, heat, poison, drugs, and disease. Does not breathe air, but does consume it, so the elemental has half its H.P., S.D.C., P.P.E. and melee attacks when in a vacuum. Resistant to normal weapons (does half damage). Nightvision 600 feet (183 m), sees in the infrared spectrum of light, sees heat emanations equal to thermo-imaging (1200 feet/366 m), can accurately measure temperature 98%, magically understands all languages, land navigation 60%, and bio-regeneration of 1D6×10 S.D.C./hit points every minute/four melee rounds (1D4×10 M.D.C. on Rifts Earth).

Vulnerabilities: As per general info for all Elementals, plus cold and water based spells do double damage, a bucket of water inflicts 4D6 damage, and rain hurts like acid (does 2D6 damage per melee round). Psionics do full effect, hydrokinesis double damage.

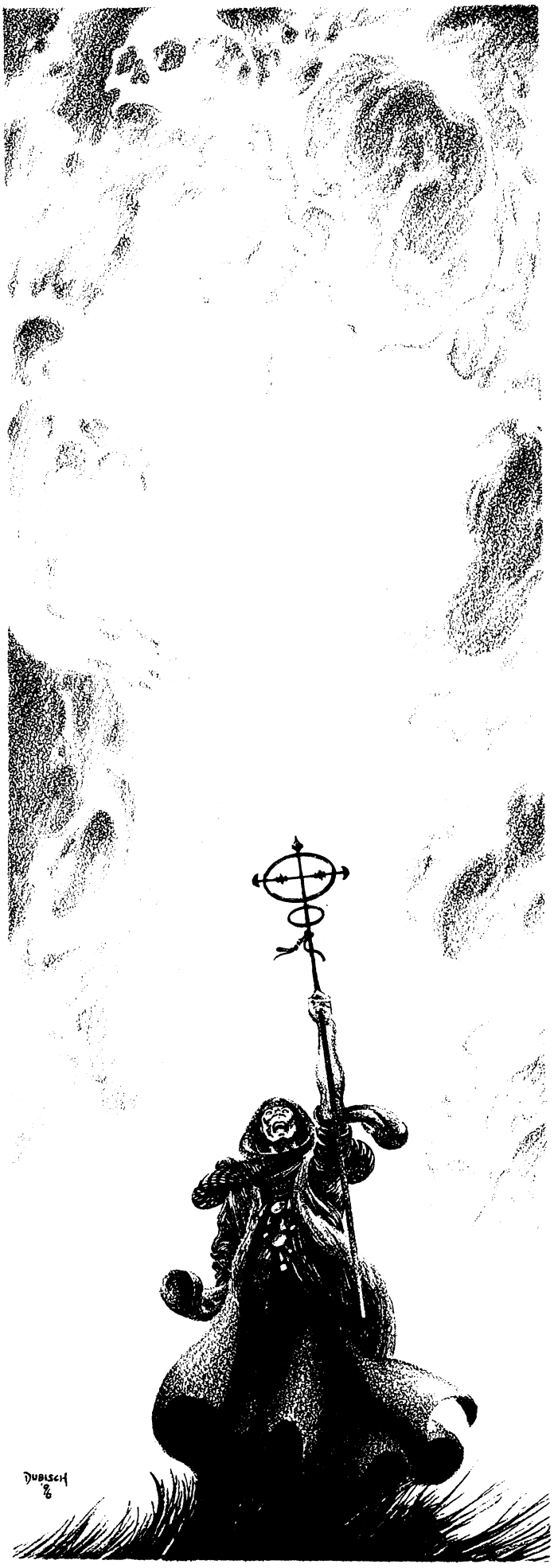
Bonuses (in addition to attribute bonuses): +2 on initiative, +2 to strike, no parry or dodge bonuses, +1 to pull punch, +2 to roll with impact, +4 to save vs magic, +2 to save vs psionic attacks, impervious to horror factor, and +14 to save vs possession.

Attacks per Melee: Five hand to hand attacks per melee or two spell attacks.

Damage: Varies with the supernatural P.S. of the individual +10 from the heat and burning fire.

Elemental Magic: All level 1-4 Fire Warlock spells. Spell strength is 14 (opponents need 14 or higher to save).

Psionics: None



Fire Elemental (Major)

A huge walking mass or pillar of fire, sometimes with vaguely humanoid appearance and/or with a face or facial features appearing and disappearing in the flickering fire.

Alignment: Generally considered anarchist.

Attributes of Note: I.Q. 1D4+4, P.S. 2D6+22, P.P. 1D6+20, Spd 6D6+60

Size: Typically 20-40 feet (6 to 12.2 m) tall.

Weight: Not applicable. None as an energy being.

Natural A.R.: 15

Hit Points: 6D6×100

S.D.C.: 1D6×1000; **Note:** On Rifts Earth the creature is a mega-damage structure with 2D4×1000 M.D.C.

P.P.E.: 3D6×100

Horror Factor: 14

Natural Abilities: Can control itself from automatically setting fire to any combustibles it touches, but this requires concentration (-1 on attacks per melee and -1 on initiative). Impervious to fire, heat, poison, drugs, and disease. Does not breathe air, but does consume it, so the elemental has half its H.P., S.D.C., P.P.E. and melee attacks when in a vacuum. Resistant to normal weapons (does half damage). Nightvision 600 feet (183 m), sees in the infrared spectrum of light, sees heat emanations equal to thermo-imaging (1200 feet/366 m), can accurately measure temperature, magically understands all languages, land navigation 70%, and bio-regeneration of 1D6×10 S.D.C./hit points every minute/four melee rounds (1D4×10 M.D.C. on Rifts Earth).

Dimensional Teleport (Special): 23%; same as the Dragon ability.

Natural Abilities in Energy Form: Impervious to all but magic and psionic attacks (plus M.D. energy attacks on Rifts Earth). Natural Telepathy: range is 200 ft (61 m). Fly and hover in energy form at a maximum speed of 200 mph (321 km). Can send one essence fragment into the physical world to become a Major Elemental. Appears as a red or orange glowing sphere in energy form.

Vulnerabilities: As per general info for all Elementals, plus cold and water based spells do double damage, a bucket of water inflicts 4D6 damage, and rain hurts like acid (does 2D6 damage per melee round). Psionics do full effect, hydrokinesis double damage.

Bonuses (in addition to attribute bonuses): +5 on initiative, +4 to strike, no parry or dodge bonuses, +1 to pull punch, +2 to roll with impact, +4 to save vs magic, +2 to save vs psionic attacks, impervious to horror factor, and +14 to save vs possession.

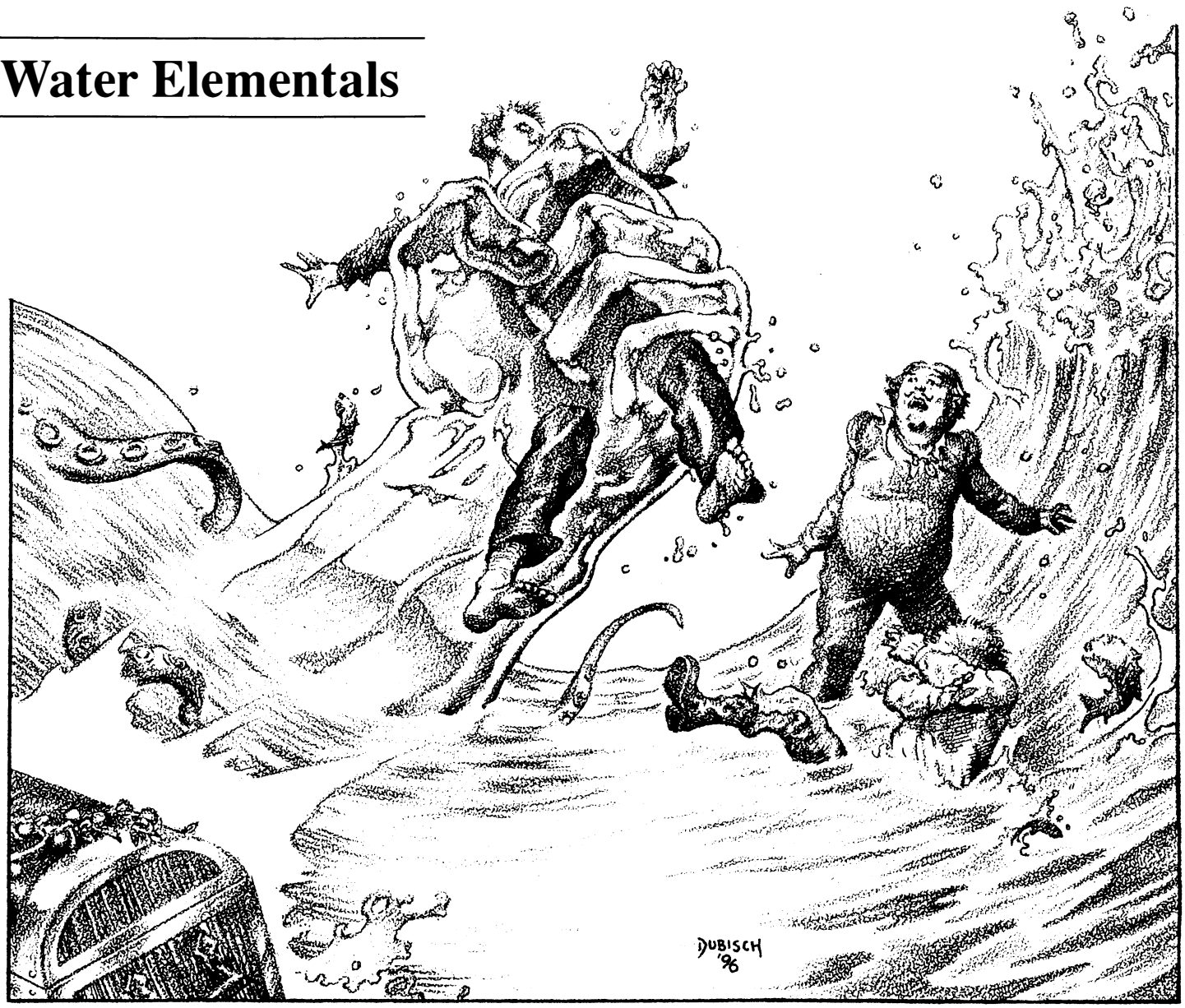
Attacks per Melee: Nine hand to hand attacks per melee or two spell attacks.

Damage: Varies with the supernatural P.S. of the individual.

Elemental Magic: All Fire Warlock spells equal to a 10th level Warlock but at 10 times the normal range. Spell strength is 15 (opponents need 15 or higher to save). Plus the wizard spells of sense magic, see aura, life drain, energy bolt, energy field, energy disruption, life drain, and turn dead.

Psionics: None

Water Elementals



Minor Water Elementals

Typically appears as a fountain or walking wall of water with a vaguely humanoid shape and often with one or two crystalline blue eyes and gaping opening for a mouth.

Alignment: Generally considered miscreant.

Attributes of Note: I.Q. 5, P.S. 2D6+20, P.P. 1D6+15, Spd 1D6×10+10 on dry land, double in or under water.

Size: Typically 8-12 feet (2.4 to 3.6 m) tall.

Weight: One ton. None as an energy being.

Natural A.R.: 13

Hit Points: 5D6×10

S.D.C.: 3D6×10; **Note:** On Rifts Earth the creature is a mega-damage structure with 1D6×100+50 M.D.C.

P.P.E.: 1D6×100

Horror Factor: 12

Natural Abilities: Impervious to normal weapons (they slosh right through the thing), ocean depths/pressure, poison, chemicals, drugs, and disease. Does not breathe air. Resistant to heat and cold (does half damage). Nightvision 600 feet (183 m), sense water within a 10 mile (16 km) diameter, underwater/land navigation 90%, magically understands all languages, and bio-regeneration of 1D4×10 S.D.C./hit points every minute/four melee rounds (1D4×10 M.D.C. on Rifts Earth). Can accurately measure precipitation and predict storms, fog, tides, etc., 90%.

Complete Invisibility in Water (Special): The Water Elemental can complete merge/disappear within a larger body of water and is completely undetectable even by sonar, but must show itself to attack.

Seep through cracks and openings (Special): The Water elemental can flow through small cracks, keyholes, and similar openings (counts as one melee action).

Water Jet (Special): A powerful burst or jet of water that feels like a punch. Range: 40 feet (12.2 m), Damage: 5D6 (does double damage to vampires and fire elementals).

Smothering Attack (Special): The Water Elemental can engulf an opponent with part or all of its watery body. A characters need a P.S. of 12 or greater to pull themselves free or need to be pulled free by a comrade or magic (telekinesis, levitation, fly, etc.). Characters whose head is covered will suffocate and die

within 1D4+1 minutes and is limited to one attack per melee round while engulfed. Such an attack on vampires does 3D4×10 damage per melee round; a punch from a water elemental does 5D6 damage to vampires.

Create a Slick Spot (Special): Deliberately secrete a thin, slick coating of water or frost on the ground where it has walked, making it difficult for others to walk without slipping. Characters who don't reduce their speed by 25% must roll to maintain their balance or a dodge (15 or higher) to prevent slipping and falling. The fall does 1D4 damage and the character loses initiative (if he had it) and one melee attack. The coating of water or frost also means that those who walk over it will leave tracks in it and for 1D4×10 yards/meters from wet (possibly muddy) feet.

Impervious to Kinetic & Stabbing Attacks (Special): The physical nature of the flowing water makes it so that stabbing attacks, punches, kicks, thrown spears, arrows, and even bullets from a gun slosh right through the Elemental without damage. Note that large explosions or lightning blasts (that normally inflicts 50 or more points of damage), having a great weight drop or slam into it, and falls from great heights do only 10% their normal damage, but temporarily splatters the elemental. It takes 1D4 melee rounds for the creature to literally pull itself back together —it cannot use its magic or launch attacks until it reforms itself.

Vulnerabilities: As per general info for all Elementals, plus magic fire attacks and weapons inflict double damage! Magical water attacks do normal damage. Cold does half damage.

Bonuses (in addition to attribute bonuses): +2 on initiative, +2 to strike, +1 to parry, +2 to dodge, +2 to pull punch, +1 to roll with impact, +4 to save vs magic, +2 to save vs psionic attacks, impervious to horror factor, and +14 to save vs possession.

Attacks per Melee: Five hand to hand attacks per melee or two spell attacks.

Damage: Varies with the supernatural P.S. of the individual.

Elemental Magic: All level 1-4 water Warlock spells. Spell strength is 14 (opponents need 14 or higher to save).

Psionics: None

Minor Ice Elemental

A Water Elemental that assumes the bipedal shape of an ice monster — typically with sharp, ice dagger claws and large icicle teeth. A constant cloud of mist seems to surround or emanate from the ice monster like an icicle in a hot room. This manifestation gives the Water Elemental greater strength, A.R. and S.D.C. but a bit less mobility than the fluid creature of water.

Alignment: Generally considered miscreant,

Attributes of Note: I.Q. 4, P.S. 2D6+26, P.P. 1D6+13, Spd 1D4×10+10 on dry land, +20 in or under water.

Size: Typically 8-12 feet (2.4 to 3.6 m) tall.

Weight: One ton. None as an energy being.

Natural A.R.: 15

Hit Points: 6D6×10

S.D.C.: 5D6×10; **Note:** On Rifts Earth the creature is a mega-damage structure with 1D6×100+200 M.D.C.



P.P.E.: 2D4×100

Horror Factor: 14

Natural Abilities: Impervious to ocean depths/pressure, cold, poison, chemicals, drugs, and disease. Does not breathe air. Nightvision 600 feet (183 m), sense water within a 10 mile (16 km) diameter, underwater/land navigation 90%, magically understands all languages, prowl in/underwater 70%, and bio-regeneration of 1D4×10 S.D.C./hit points every minute/four melee rounds (1D4×10 M.D.C. on Rifts Earth). Can accurately measure precipitation and predict storms, fog, tides, etc., 90%.

Hurl Ice Daggers (Special): The Ice Elemental can fire four simultaneous ice shards or daggers at one particular target. Range: 100 feet (30.5 m), Damage: 5D6 (does 2D6 additional damage to vampires and double damage to fire elementals).

Ice Breath (Special): The Elemental can breathe forth a burst of icy particles and bone chilling cold that coats whatever or whoever is breathed upon with a thin layer of frost and inflicts 4D6 damage, plus reduce the combat bonuses of the chilled character by half for one melee round, unless he makes a save vs magic (14 or higher). Range: 40 feet (12.2 m).

Create an Ice Slick (Special): Deliberately creates a thin, slick coating of ice on the ground either where the elemental has walked or points, making it difficult for others to walk without slipping. Characters who don't reduce their speed by 33% must roll to maintain their balance or a dodge (15 or higher) to prevent slipping and falling. The fall does 1D4 damage and the character loses initiative (if he had it) and one melee attack. The coating of frost also means that those who walk over it will leave tracks in it and for 1D4×10 yards/meters from wet (possibly muddy) feet.

Vulnerabilities: As per general info for all Elementals, plus magic fire attacks and weapons inflict double damage! Normal weapons do full damage. Magical water attacks do half normal damage.

Bonuses (in addition to attribute bonuses): +3 on initiative, +2 to strike, +3 to parry, +2 to dodge, +1 to pull punch, +2 to roll with impact, +4 to save vs magic, +2 to save vs psionic attacks, impervious to horror factor, and +14 to save vs possession.

Attacks per Melee: Four hand to hand attacks per melee or two spell attacks.

Damage: Varies with the supernatural P.S. of the individual.

Elemental Magic: All level 1-4 water Warlock spells. Spell strength is 14 (opponents need 14 or higher to save).

Psionics: None

Major Water Elemental

A Major Water Elemental is a fragment from an Elemental Intelligence. The creature can be a pillar or wall of flowing water, a lumbering creature of ice, or a bizarre collection of sea creatures molded into a body; the latter seems to be a favorite. It is interesting to note that the sea creatures are covered in a sheet of flowing water, as if contained in a force field in the shape of a humanoid. When the Major Elemental is done with them, they are redeposited into water where they return, usually, uninjured, to their normal lives.

Alignment: Generally considered anarchist.

Attributes of Note: I.Q. 1D4+4, P.S. 3D6+44, P.P. 1D6+20, Spd 2D4×10 on dry land, but travels through water at Mach one (about 670 mph).

Size: Typically 20-40 feet (6 to 12.2 m) tall.

Weight: 10-14 tons. None as an energy being.

Natural A.R.: 14

Hit Points: 1D4×1000+6D6×10

S.D.C.: 1D6×1000 (add 1000 if composed of sea creatures); **Note:** On Rifts Earth the creature is a mega-damage structure with 2D6×1000 M.D.C.

P.P.E.: 3D6×100

Horror Factor: 14 as a being composed of water, 17 as a being composed of wiggling fish and sea creatures.

Natural Abilities: Impervious to normal weapons (they slosh right through the thing), ocean depths/pressure, poison, chemicals, drugs, and disease. Does not breathe air. Resistant to heat and cold (does half damage). Nightvision 3000 feet (914 m), sense water within a 50 mile (80 km) diameter, underwater/land navigation 97%, magically understands all languages, and bio-regeneration of 1D6×10 S.D.C./hit points per melee round (1D4×10 M.D.C. on Rifts Earth). Can accurately measure precipitation and predict storms, fog, tides, etc., 97%.

Complete Invisibility in Water (Special): The Water Elemental can complete merge/disappear within a larger body of water and is completely undetectable even by sonar, but must show itself to attack.

Seep through cracks and openings (Special): The Water elemental can flow through small cracks, key holes, and similar openings (counts as one melee action).

Water Jet (Special): A powerful burst or jet of water that feels like a punch. Range: 100 feet (30.5), Damage: 1D4×10 (does double damage to vampires and fire elementals).

Smothering Attack (Special): The Water Elemental can engulf an opponent with part or all of its watery body. Characters need a P.S. of 12 or greater to pull themselves free or need to be pulled free by a comrade or magic (telekinesis, levitation, fly, etc.). A characters whose head is covered will suffocate and die within 1D4+1 minutes and is limited to one attack per melee round while engulfed. Such an attack on vampires does 3D4×10 damage per melee round; a punch from a water elemental does 5D6 damage to vampires.

Create a Slick Spot (Special): Deliberately secretes a thin, slick coating of water or frost on the ground where it has walked, making it difficult for others to walk without slipping. Characters who don't reduce their speed by 25% must roll to maintain their balance or a dodge (15 or higher) to prevent slipping and falling. The fall does 1D4 damage and the character loses initiative (if he had it) and one melee attack. The coating of water or frost also means that those who walk over it will leave tracks in it and for 1D4×10 yards/meters from wet (possibly muddy) feet.

Impervious to Kinetic & Stabbing Attacks (Special): The physical nature of the flowing water makes it so that stabbing attacks, punches, kicks, thrown spears, arrows, and even bullets from a gun slosh right through the Elemental without damage. Note that large explosions or lightning blasts (that normally inflict 50 or more points of damage), having a great weight drop or slam into it, and falls from great heights do only 10% their normal damage, but temporarily splatters the elemental. It takes 1D4 melee rounds for the creature to literally pull itself back together —it cannot use its magic or launch attacks until it reforms itself.

Vulnerabilities: As per general info for all Elementals, plus magic fire attacks and weapons inflict double damage! Magical water attacks do normal damage. Cold half damage.

Natural Abilities in Energy Form: Impervious to all but water and M.D. energy attacks, magic, and psionics. Natural Telepathy (range is 300 ft/91.5 m), can sense the presence of


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water within 100 miles (160 km). Fly and hover in energy form, maximum speed of 200 mph (320 km). Appears as a glowing whitish green or green energy sphere that seems to undulate like the globs in a lava lamp.

Bonuses (in addition to attribute bonuses): +3 on initiative, +4 to strike, +3 to parry, +6 to dodge, +3 to pull punch, +3 to roll with impact, +6 to save vs magic, +4 to save vs psionic attacks, impervious to horror factor and possession.

Attacks per Melee: Eight hand to hand attacks per melee or three spell attacks.

Damage: Varies with the supernatural P.S. of the individual.

Elemental Magic: All Water Warlock spells equal to a 10th level Warlock but at 10 times the normal range. Spell strength is 15 (opponents need 15 or higher to save). Plus the wizard spells of sense magic, see aura, extinguish fires, paralysis: lesser, escape, calling, purification, exorcism, constrain being, negation, oracle, banishment, sanctum, restoration, remove curse, and heal wounds.

Psionics: None

Alien Intelligences

By Kevin Siembieda

Throughout the universe there are forces and life forms far different than anything we know. There are creatures of magic like dragons, sphinxes, Bug Bears, and Faerie Folk, elemental entities, so-called angels, demons, deevils and supernatural beings who call themsevles gods and solicit worshipers. Some are highly intelligent, others predatory monsters and some, demonically evil. Many are incredibly powerful, but there are dimensional beings who are even more alien and powerful. Forces that have visited the Palladium World (and others) many times throughout its history. Forces that many priests, scholars and sorcerors claim to be (comparatively) weaker *cousins* to the **dreaded Old Ones**. These beings are known as *Alien Intelligences*, inhuman creatures that have no resemblance to human or even most other supernatural beings like the Dyvals, demons and gods. They are creatures so alien and possess such powers that they boggle the human imagination.

The most dangerous are not necessarily those of pure evil intent, although there are vile beings truly deserving the term demonic or hellish, but instead, the danger lays with beings so far removed from humanity that we are an insignificant life form to them. These alien forces either have no comprehension of the human condition and inadvertently hurt humanoids/mortals, or see human beings as pets and playthings in much the same way many humans view animals or insects.

The physical appearance of these supernatural, Alien Intelligences varies greatly. Many are mountainous mounds of flesh covered with eyes and scores of tentacles. Others vaguely resemble giant animals with great wings, gaping maws, multiple limbs or snaking apendages, and bubbling or oozing flesh. A few are beings of pure energy and primal forces, similar to the Elementals. For most, humans are a source of nourishment, power, amusement, and/or annoyance.

The Ultimate Evil

Unlike the Elementals who view life on the Palladium World (and most planets) with indifference, there are forces equally or more powerful, but infinitely more diabolic. These are demonic monsters who use humanoids as playthings and have plagued man since the dawn of time. Creatures like the Old Ones, who derive enjoyment and purpose from the torment and subjugation of lesser beings. Creatures of chaos and anarchy that cultivate and feed on the suffering of other creatures. Horrific, malignant beings whose powers often dwarf those of the gods and who find delight in tearing apart a person's life and watching them squirm in misery.

Not all Alien Intelligences are evil. Some, like the Elementals, are so different that they simply have no understanding of human life and inadvertently cause great catastrophes. Others are able to relate to humanoids to some degree, but their alien, superhuman nature has made them so *inhuman* that they too have difficulty understanding human beings, and/or they feel so superior that they view humans as mere children or worse, as playthings. These powerful forces sometimes manifest themselves as gods, demi-gods, nature spirits, and demons. Often they will build vast kingdoms and have thousands of mortal beings allied to them. Primitive people are quick to accept these supernatural horrors as gods and worship them. This is especially important on planets where the P.P.E. energy is not as plentiful as on the Palladium World (or Rifts Earth). In this way the Alien Intelligence can freely draw upon the P.P.E. of its many worshippers to give it the energy it needs to perform magic and, in many cases, on which to *feed*.

In other cases, these mega-powerful Intelligences are using the humanoids for entertainment, or as playing pieces in a game (or war) with other Alien Intelligences. For others, it is a matter of ego and power to control and dominate other life forms. And for still others, it is simply a way of life; to use, feed upon, and torment lesser beings. Of course, the evil Intelligences seem to get all the publicity, because they cause the greatest turmoil and misery, but there are intelligences who represent goodness, love, justice and order. But even these so-called Gods of Light, are often caught up in a running game or contest with forces of evil in which humanoids become unsuspecting pawns. Futhermore, for every good Intelligence there are a thousand evil ones. The typical Alien Intelligence is a force for evil, dedicated to the propagation of conflict and misery. They know nothing of compassion or regret, and exist for the sole purpose of spreading hatred, sorrow, pain and death.

A Mortal Presense

They themselves defy our understanding of life as we know it, for Alien Intelligences are apparently beings that straddle both the physical and psychic planes of existence — beings of flesh, energy and spirit. It is a union that enables them to divide their life-force into multiple facets of evil intellect and send these *extensions* of themselves to other worlds in entirely different dimensions. These *fragmented essences* are energy beings that are typically invisible by nature, but often use illusionary magic or psychic abilities (like ectoplasm or telepathy) to create some sort of image that humanoids can recognize. The form may be a monstrous apparition or a beauty.

The process of fragmentation, coexistence and dimensional travel must be vaguely similar to a psychic's ability to project himself into the Astral Plane, an immaterial dimension closely linked to our own. The difference is that the astral traveler leaves his physical body completely devoid of his intellectual essence while his inner spirit explores the Astral Plane. The body is alive, but its intellect and motivating life force is in the astral plane, leaving the body an empty shell, unable to move, let alone think and function. Alien Intelligences can project a small portion of their essence, like the astral self, to create an independent creature of psychic energy while the originating body retains its own identity and functions as normal. It is still one being, but now has two completely functioning life essences, one of energy and intellect in another dimension, the other equally intelligent but still in its home dimension. The one is now two, and although both can function independently, each knows exactly what the other is experiencing the moment it happens. Both are truly the same being. Even more amazing, many intelligences, like the Vampire Intelligence, can create dozens, hundreds, or even thousands of essence fragments. These fragments can possess and transform other life forms into the monster's avatars — its eyes, ears and hands in other worlds. Fortunately, in these cases, the many fragmented essences of the intelligence possess only a tiny portion of the originating Intelligence's full power.

Since the defeat of the Old Ones, the most powerful of all Alien Intelligences, no Intelligence has dared to place its physical essence on the planet. Instead, it has been the essence fragments of these alien beings that have been dispatched to the Palladium World, while the greater, originating body remains safely hidden in some alien dimension.

Witchcraft is an example of a means in which Supernatural Intelligences from other dimensions can establish a link to our world through foolish and selfish humans. These are typically wicked Intelligences that strike the most vile of pacts with equally evil and ruthless humanoids. Pacts of blood, violence, pain and sorrow, for the exchange of power, wealth, or vengeance. The Alien Intelligence can offer much in the way of magic and evil counsel and relishes the further corruption of the pitiful creature who calls upon it, and revels in the pain and suffering that this mortal servant will inflict upon his fellow man. The witch's demon familiar is frequently a tiny fragment of the Alien Intelligence's essence, as well as the witch (him or herself) serving as a living connection to the Palladium world and making it easier for the monster to send more fragments of itself to torment and beguile humans.

Supernatural Intelligences

The following data is a very general way to create generic Alien Intelligences. The specific abilities and stats of individuals may vary dramatically from Alien Intelligence to Intelligence, for the range of their power can be extreme. Whether the creature presents itself as a god or demon lord depends on its goals and games, rather than its alignment — they will do and say anything it takes to get what they want.

Alignment: Any, but usually evil. Evil Intelligences are typically miscreant (40%) or diabolic (52%), occasionally aberrant (4%) or anarchist (4%).

Average Attributes: I.Q. 3D6+12, M.A. 4D6+10, M.E. 10+4D6, P.S. 6D6+22, P.P. 3D6+12, P.E. 3D6+12, P.B. 1D6, Spd 2D4×10; I.Q. is usually genius level, the monster is cunning, deceptive, and treacherous.

Size: Natural form can be as big as a house or as small as a suitcase, but almost always giant.

Weight: Varies from a few hundred pounds to tons. **Notes:** The physical form of these horrendous creatures is *never* humanoid, although they may have a recognizable head(s) or features. Generally, its form is a mass of undulating tissue with multiple eyes and tentacles or insect-like appendages.

Natural A.R.: 1D4+11

Hit Points: 2D4×10,000

S.D.C.: 1D6×10,000

P.P.E.: 4D6×1000.

Horror Factor: 2D4+10

R.C.C. & Skills: Generally not applicable — primordial force of nature and magic. Most will magically understand and speak all languages, be literate in 2D6 and know all demon & monster lore and magic lore at 88%.

Natural Abilities: Can vary greatly from creature to creature, but usually includes: Bio-regeneration of a minimum of 1D4×100 S.D.C./hit points per minute (4 melees; maximum 2D6×100 per minute) and complete regeneration of limbs and eyes within 24 hours. Nightvision 2D6×100 yards/meters, see the invisible, turn invisible at will, impervious to poisons, toxins, drugs, and disease, does not breathe air and is resistant to cold, heat, and fire. Resistant to normal weapons (only inflict half damage).

1. Create Essence Fragment: Eighty percent of all Alien Intelligences can coexist in two or more dimensions simultaneously by splintering their life/energy essence as described previously. To forever slay a supernatural intelligence, the original body from which other essences are fragmented, must be located and destroyed. This is often impossible, because it exists on a distant world in another dimension. Those that cannot splinter their life essence into smaller parts are considered lesser Intelligences. Roll percentile dice to determine the total number of essence fragments the Intelligence can create.

01-20 Only four.
21-40 As many as 12.
41-60 As many as 24.
61-80 As many as 50.
81-00 As many as 100!


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The Essence Fragment in Enegry Form: Most Alien Intelligences can splinter their life essence into fragments and send them through dimensional portals, random Rifts, or to dimensions and worlds known to the Alien Intelligence (previously visited by the creature or one of its life fragments). However, these fragments in their initial form are merely energy beings with no physical essence and minimal power.

The essence is an energy creature whose natural state is invisible and intangible. It possesses all the mental attributes of the Alien Intelligence but at half (i.e., an I.Q. 24 means the essence has an I.Q. 12, and so on), and all the psychic sensitive powers of the Intelligence but also at half the power level of the originator. If the creature doesn't have sensitive psionics, the essence will have the powers of limited telepathy and empathy (no I.S.P. cost). The energy being can also hover and fly at a speed of 50 (35 mph/56 km), is invisible and impervious to physical and energy attacks; affected by magic and psionics only.

The most dangerous power of the essence fragment in energy form is the ability to meld itself with a mortal host body (some can even possess an unwilling subject; human or animal). This melding or joining process is critical because the essence must link itself to the physical world within 24 hours or dissipate, returning to the originating Alien Intelligence. To anchor itself in the physical world, and become part of it, the essence needs to possess the physical shell of a living mortal (some can take the recently deceased and bring the corpses back to life, only this time it is the intelligence who controls the body. The original life force of the deceased individual is gone).

Unless the Intelligence has the power to possess unwilling humanoid subjects or animals (and animals are rarely as desirable as mortal humanoids), it must find somebody *willing* to accept it into his or her body. The essence fragment will offer the character incredible power, wealth and glory. Supposedly, the Alien Intelligence will share the potential donor's body. The union fuses man with monster, but is *not* a classic possession, because the life essence completely takes over the body, effectively killing the person it once was. If it should leave the host body, the body falls over as a corpse and the essence will need to find a new victim or return to its orignating Alien Intelligence (the originator can recall any or all of its life essences at any point).

The powers & abilities of the *Essence Fragment in a physical body*:

Alignment: The alignment and general pesonality/disposition of the essence is the same as its originator — remember the essence "fragment" is literally a piece of the Alien Intelligence.

Attributes: Supernatural! All the mental and physical abilities of the originating Alien Intelligence but at half power (if P.S. was 46, the physical essence has a P.S. of 23, and so on). Likewise, the essence possesses all the magical and psionic powers of the originator but at half the equivalent power level of the Intelligence. The originator can increase the level of power of its essence at the cost of 100 P.P.E. per level. This P.P.E. used to raise the power of the essence cannot be recovered by the originating Intelligence unless the levels are taken away from its essence fragment.

Natural A.R.: 10.

Base Hit Points: P.E. x100 at no additional cost or penalty to the originating Intelligence. The Alien Intelligence can *elect* to instill a physical essense fragment with as much as an additional 5000 hit points from its *own* body pool. This process reduces the Alien Intelligence's vast pool of hit points because it effectively *loans* them to its fragment. This can be risky if this is done with several essence fragments, although the Intelligence can call back its hit points whenever it wants them, and/or call back the entire essence fragment — either or both return within 1D4 melee rounds. Of course, retrieving the hit points from the essence fragment may place it in jeapordy. Also note that if the essence fragment has lost the extra hit points, the Intelligence cannot recall them, and if the essence is slain, those hit points cannot be recovered by the originating Intelligence for 24 hours! S.D.C. points cannot be lent to the essence fragment.

S.D.C.: P.E. number x3; mega-damage creature on Rifts Earth.

P.P.E.: The P.P.E. of the essence fragment is 10% of those of the Alien Intelligence (without affecting or reducing the Intelligence's own P.P.E. pool).

I.S.P.: The essence fragment has 10% of those of the Alien Intelligence (without affecting or reducing the Intelligence's own I.S.P. pool).

Skills: Same as the Intelligence, plus can learn eight additional skills pertinent to the world in which it is currently functioning. Proficiency is base skill level +20%. Does not increase with experience. Weapon proficiencies and physical skills are rarely selected (doesn't really need them to fit in).

Natural Abilities in Physical Form: Resistant to cold, heat, fire, poison, drugs and disease (half damage, penalties are half), impervious to further possession and mind control, recognize possession in others 96%, recognize enchantment 92%, dimensional teleport to the Intelligence or any world/dimension known to the intelligence at 45%, and bio-regeneration at 6D6 S.D.C./hit points per minute. The mortal body does require *some* nourishment, but at a dramatically reduced level, about one-tenth normal. This means the physical essence can survive on a ham sandwich and a glass of water for a week without additional sustenance. In addition, it needs only three hours of sleep or meditation a day, and fatigues at one-tenth the normal rate for humans.

Bonuses: +3 on initiative, +1 to strike, +4 to save vs illusionary magic, +8 to save vs horror factor, +2 on all other saving throws.

Attacks per Melee: Four hand to hand or psionic attacks, or two by magic in place of phsycial or psionic attacks. By lending the essence fragment 1000 P.P.E. (not available for magic; instills the following abilities), the essence will have six hand to hand or psionic attacks per melee round or three by magic.

2. The power of Possession (energy form only): Only 45% of all Alien Intelligences can possess unwilling subjects, but *ALL* can possess a willing subject. Possession is different than the essence fragment melding with a permanent host body, but it too will ground the essence to the physical world (see the section on *possession* that follows).

3. Control over Ley Lines: The essence fragment in a physcial form is also able to exert some control over a ley line *nexus* and adjoining ley lines. The intelligence can effectively control the amount of energy emitted by the nexus and connecting lines of energy by feeding on part of it and diverting the rest of it into another dimension (usually where the main body of the originating Intelligence is located, but can be any world that it domi-

nates and controls). This means the creature can virtually shut off the P.P.E. normally available at the ley line, saving it for the exclusive use of its essence(s) or itself. It also keeps the mystic energy out of the hands of enemies.

Typically only 10% of the normal amount of energy is available at the nexus (makes it roughly equal to a weak ley line), while the connecting ley lines are virtually nonexistent at a mere 5% of their normal energy level.

When the Alien Intelligence undams the energy flow, the nexus and ley lines again ripple with energy. The Intelligence can unleash the magic energy for its regional essence(s) so he/they can tap into its reservoir of power, to open dimensional portals, to summon supernatural minions (aliens, monsters, entities, elementals, etc.), or to send in more life essences. The nexus and its ley lines can also be released during magic and/or religious ceremonies to provide the priest, wizard or followers of the Intelligence or its essence fragment/agent with P.P.E. energy or to create miracles. **Note:** This power is only possible when an essence fragment is in physical form, and is present to link the two dimensions. If the physical form is destroyed/slain, the link is broken and the ley lines return to normal.

4. Other Abilities: Roll percentile dice for *each* of the following powers. A roll within the percentile range means the ability is one of the Intelligence's powers, a roll over means it is not. Either the intelligence has an ability or it does not. These powers are available only to the Alien Intelligence, not its essence fragment, unless stated otherwise.

- 01-90% Possess animals; available to essence fragment in energy form only.
- 01-15% Able to use the recently dead for a host body; cannot have been dead for more than 2D4 minutes.
- 01-55% The Intelligence and/or its essence fragment (once a physical form is acquired) can perform metamorphosis at will into humanoid form, unlimited duration.
- 01-65% Metamorphosis at will into animal, unlimited duration; available to both the Intelligence and its essence fragments.
- 01-35% Metamorphosis at will into insect, unlimited duration; available to both the Intelligence and its essence fragments.
- 01-50% Teleport self at will, up to 1D6×100 miles away.
- 01-35% Teleport self and others up to 1D6×100 miles away.
- 01-30% Dimensional Teleport at will (limited to dimensions known by the Intelligence).
- 01-25% Combat oriented: Add two hand to hand attacks per melee; available to both the Intelligence and its essence fragments.
- 01-50% Strong in magic; as many as four spell attacks per melee round and opponents need a 16 or higher to save.
- 01-70% Turn 1D6×100 dead at will; duration 24 hours.
- 01-65% Animate and control 2D4×100 dead.
- 01-90% Healing touch: Restores 4D6 hit points and/or S.D.C.
- 01-60% Healing touch: Restores 1D6×10 hit points and/or S.D.C.
- 01-33% Restoration: Same as spell.
- 01-20% Resurrection: Same as spell.
- 01-35% Stone to Flesh: Same as spell.
- 01-60% Remove curse: Same as spell.
- 01-40% Fire energy bolt or breathe fire; 6D6 damage, range: 1D6×1000 feet.
- 01-50% Fly at speed 1D4×100 (add to speed attribute).
- 01-65% Summon 4D6 lesser demons two times daily.
- 01-50% Summon 6D6 lesser deevils three times daily; instantly appear.
- 01-44% Summon 2D6 greater demons three times a day; appear instantly.

Deific Powers: Most Alien Intelligences have the full range of all prototypical deific powers at regular cost.

Vulnerabilities & Weaknesses (common to all Intelligences): Holy weapons created by Gods and rune weapons do double damage. Weapons coated in or made of silver do normal damage (as do mega-damage weapons), but other normal weapons only do half damage. Magic and psionics also do their full, normal damage. Cannot possess other supernatural beings or creatures of magic like dragons, demons and faerie folk.

Furthermore, while Alien Intelligences seem to have a good understanding of human weaknesses and wickedness, they have little to no understanding of human beings themselves, their full nature, physiology, intelligence, creativity, adaptablity or noble virtues. Consequently, the monsters continually underestimate humanoids and are constantly amazed by their unpredictability (which is also what makes them so much fun to torment and play with).

Additional Vulnerabilities: Some Alien Intelligences may have additional weakenesses and vulnerabilities. Roll percentile dice for *each* of the following possible vulnerabilities. These apply to both the Alien Intelligence and its essence fragments.

- 01-50% Vulnerable to sunlight and daytime: Magic power/experience level is reduced by half. Physical hit points, S.D.C. and vision is reduced by one-third.
- 01-42% Vulnerable to Fire: Magic fire inflicts double damage.
- 01-35% Vulnerable to magic: Rune, holy and other magic weapons, spells, circles and attacks from creatures of magic inflict double damage.
- 01-15% Vulnerable to weapons made of iron: Inflicts M.D. equal to its usual S.D.C. damage.
- 01-10% Vulnerable to weapons made of wood: Inflicts triple normal damage.

Combat: 1D6+6 attacks per melee by hand to hand and/or psionics, or three by magic.

Bonuses: +1D6 on initiative, +2 to dodge while flying, +1D6 to pull punch, +1D6 to roll with impact, +1D6+8 to save vs horror factor, +1D4 on all saving throws in addition to attribute bonuses.

Magic Knowledge: Roll percentile dice.

01-10% Knows Diabolism or Summoning and all level one wizard spells.

11-25% Knows Necromancy and all the related wizard spells.

26-50% Knows all the elemental spells from two of the four elemental categories plus the wizard spells: fire ball, call lightning, domination, compulsion, tongues, dispel magic



barriers, negate magic, ley line transmission, magic pigeon, time slip, dimensional pocket, mystic portal, dimensional portal, close Rift, dimensional teleport, and all summoning spells.

51-75% Knows all elemental magic from all four elemental categories, plus dimensional portal, close Rift, and dimensional teleport.

76-00 Knows all wizard spells and one additional area of magic (monster's choice; half the experience/proficiency of the primary wizard ability).

Note: Intelligences are immortal and most are millions of years old, but the level of magical expertise/experience is equal to a 2D4+6 level practitioner of magic.

Psionics: *Roll percentile dice to determine type and abilities:*

01-20% All psychic healer plus empathy, telepathy & 1D6 super.

21-40% All sensitive plus 1D6 super.

41-60% All sensitive and physical and 2D6 super.

61-79% All sensitive, healer and 2D4 super.

80-89% All sensitive and all super.

90-00% ALL psychic abilities, including super.

I.S.P.: 1D6×1000; all psi-powers are equal to a 2D4+2 level master psychic.

Habitat: Indigenous to an alien dimension. The Alien Intelligence, or more likely, its avatar (splintered life essence), can be found anywhere in the Megaverse. They are comparatively uncommon to the Palladium World because of the defeat of the Old Ones, the most powerful of all Alien Intelligences.

Enemies: Humans and the forces of good. Often share animosity toward other intelligences.

Allies: May conspire with other forces of evil.

Note: The beings known as Alien Intelligences are glad the creatures of the Palladium World were able to place the powerful Old Ones into a mystical slumber or state of suspended animation. While the Old Ones were in power, the other Intelligences were all held under their sway. The most fortunate were lowly servants, the worst were berated, abused and slaughtered as much as any of the other lesser races. With the Old Ones out of the picture, these lesser Intelligences suddenly found themselves at the top of the supernatural pecking order. This is a welcomed change that they relish. Consequently, Alien Intelligences are among those who don't want to see the Old Ones awaken for any reason. If one should learn of a plot to restore the dreaded Old Ones, the Alien Intelligence will do everything in its considerable power to prevent it — usually manipulating lesser beings and dispatching life essences to stop this madness.

Alien Intelligences are evil and self-serving creatures who see each other (as well as other powerful supernatural beings like gods and demonic lords) as fierce rivals and potential enemies. Thus, they *never* work together. The best one can expect is that others will not interfere with or attempt to undermine the other's activities or realms. Most Alien Intelligences avoid each other. When they clash, the ones who usually suffer and die by the millions are the creatures that serve as their willing minions and/or slaves, pawns and the races/worlds the monsters claim as part of their domain (often without the inhabitants realizing that they are considered the property of some cosmic entity).

Rifts® Notes: Becomes a mega-damage creature on Rifts Earth, with 2D6×10,000 M.D.C.; bio-regenerates 1D6×10 M.D.C. per minute (four melee rounds) and complete regeneration of limbs within 24 hours. Healing touch and magic will restore M.D.C. to supernatural beings as well as hit points and S.D.C. to mortals. Wands, staves and weapons created from the *Millennium Tree* inflict triple damage to the Alien Intelligence and any life essence extensions of the creature.

Possession

Entities and greater supernatural beings, such as Alien Intelligences, can possess people or animals. These are always malignant, evil forces which seek to hurt or toy with mortal humanoids (they usually cannot possess other supernatural beings or creatures of magic). The foul creatures are actually able to transfer all or part of their evil life essence into another living being and *completely* dominate it. The possessing force is so strong that it can suppress the victim's own consciousness and controls the body like a diabolical puppet master. In most cases, possession is the only way the creature can *anchor* itself in the physical world of mortals for more than 24 hours.

The Act of Possession

A supernatural being is only capable of possessing another living creature when it is in energy form or a psychic energy extension of itself is made. Creatures with the ability to possess can try to do so as often as twice per day (24 hour period).

A possession attempt is an instantaneous battle of wills. Like all combat in the Palladium system, a 20-sided die is rolled by the possessing entity. This is the attack and the attacker. The defender, who is the intended victim, gets to roll for a mental block or parry. Again, a 20-sided die is rolled. The high roll wins, the low roll loses, defenders always win ties. Most of the characters will have a bonus to save vs possession, giving them an edge in defending against the mental onslaught.

If the defender's roll (plus bonuses to save vs possession) is lower than the attacker's roll, the character has failed to defend against the possession attack and is immediately possessed.

A successful possession means the creature has inhabited the body of the person (or animal) and completely dominates that body. The essence and intellect of the original person is completely submerged, dormant, as if asleep, and will have no idea nor memory of what the possessing creature is doing with his/her body. The foul thing can commit murder or worse, and the person is totally oblivious to what is happening. A favorite ploy of many possessing intelligences is to play schizophrenic with the person. This is done as much to unnerve and torment friends and associates as the possessed person. What the creature does is let the person seemingly have control of his/her body and then, at the right moment, seize control and do something completely out of character (usually insulting, violent or depraved). Then let the person back into control to suffer the consequences of something he has no recollection of committing, even if there are a dozen witnesses. Unlike the victim of the possession, the creature is completely aware of everything that person experiences.

Conditions and Restrictions for Possession

1. The possessing force must be an energy being or produce a psychic energy creature as an extension of itself *(see intelligences).*

2. The creature can never possess somebody in the same dimension that its physical body exists in. This specifically refers to supernatural intelligences who can split into two separate entities, one energy and one of flesh and blood. The energy-self can be sent to another dimension where it can possess a person or an animal, but if the physical body should enter into our dimension, the possessing force would be immediately extracted to join its physical self. With both the physical and energy portions of the thing in the same dimension, it can no longer possess anybody.

While this may sound like good news for the person who is now free of possession, it is really bad news. Why? Because the physical being is several times more powerful.

3. Entities and intelligences can never possess more than one living creature at a time. Note that the willing transformation from human to vampire is an entirely unique form of a possession-like process, but is more like a metamorphosis.

4. The possessing being can relinquish its hold over the person to let the individual seem to regain control without actually surrendering the host body. During these quiet moments, the being simply sits back and observes. It can reassert its control instantly, whenever it desires to do so.

5. The possessing force can willingly leave the host body whenever it so pleases, departing effortlessly and without inflicting damage. However, the being must find a new host body within 24 hours or it will be inexorably drawn back to its own dimension.

6. The act of possession is instantaneous and completely unknown/ invisible to everyone except the intended victim.

7. If the evil force fails its attempt to possess, it only gets a second try. It may choose to try again on the same person or look to another target. A second failed attempt within a 24 hour period may cause shock and hurl the being back into its own dimension. It can only attempt a possession two times per 24 hours.

Two consecutive failures to possess will have the following results. Roll percentile dice.

01-50 The being is instantly returned to its own dimension.

51-00 The being is shaken, but can exist without a host body for another 24 hours. At the end of that period the creature must try again. Repeat this cycle until the being makes a successful possession or is returned to its own world.

8. A possessed host body can be dominated by the alien force immediately.

9. The entity or energy intelligence can use all of the powers and knowledge it may have while in the host body *(see demon familiar).*

10. The battle of wills and saving against possession occurs only once, at the very moment of the attack. Once an individual is possessed, he remains so until the possessing force leaves or is removed.

11. Possession should not be confused with magic enchantments, like domination, trance or compulsion, hypnotic suggestions or psychic mind control. The difference is that an alien life-force has actually *inhabited* the person's body and taken complete control.

12. Although the entity or intelligence is aware of everything the person experiences, it does not know what that person is thinking, nor does it gain the person's past memories or skills.

13. Victims of possession are rarely willing hosts. But if the person willingly allows himself to be possessed, there is no battle of wills and the act of possession **is** an automatic success.

14. The experience of being possessed is a terrible one. Although the victim rarely remembers any of the things the creature may have done, the experience is traumatic. Roll on the Phobia Insanity Table if possessed for more than a month. Roll on the Obsession Table and on the Phobia Table if possessed for over six months. Roll on the Random Insanity Table if possessed for over one year.

Getting rid of a possessing force is extremely difficult. Magically, only exorcism has any chance of success. Banishment, control or summon beings, and all the rest, are ineffective. Of course, one can always try to talk the damned thing out, but that seldom works. Psychic powers can be used to attack the entity itself, but will definitely provoke the creature to violence. A psychic healer can also use his form of exorcism against the possessing entity. The incapacitation of the host body through drugs or magic for long durations (lD6 months) may entice the entity to leave in search of a more fun body. Killing the host body will always set the entity free, but doesn't do much good for the victim.

Spirits of Light

Angels of the Palladium World

Among the supernatural denizens of the Palladium World are beings known as *Spirits of Light*, but most ordinary people call them "angels." These creatures are truly an enigma, for they are neither gods nor the minions of gods. While most fight for the preservation of life, goodness and freedom, and frequently choose to side with the Gods of Light, they are not the allies of any one god or members of any pantheon. They are an independent force for good who come and go as they please — sentinels of freedom and justice who seem to answer to no man or god.

They seem to live by their own code (one not unlike the noble knight and palladin) and have come to symbolize nobility of spirit, strength in tolerance, the fire of conviction, and the force of will. They seek no worshippers and want only that humans and all mortal beings be allowed to live free from the torment, wickedness and control of supernatural beings. From whence they come and where they go is a mystery. All that is known for certain is that they, like other supernatural forces, seem to be drawn to places of incredible mystic energy and turmoil.

Spirits of Light oppose evil in all its myriad forms. They are known as slayers of (evil) dragons, tireless vampire hunters, purgers of evil, protectors of the innocent, saviors of warriors and the defiers of gods. They have dared to stand against Demon Lords, the Gods of Darkness and even stood against the dreaded Old Ones, as is recounted in this fabled passage of the Tristine Chronicles.

And though Xy, the Great Old One, had fallen to Betrayal and Envy, the Old Ones stood fast against the rising tide of Elf, Dragon, Titan, Changeling, and all the rest. Then, from the darkness, came light and wind. And upon the light rode winged warriors the likes of which had never before been seen by the archaic races, but who were known to the Old Ones, for the great monsters spate their name among a litany of curses.

On the beams of light came ten thousand winged champions with flaming swords and crowns of fire. And upon the wind did come ten thousand others, strong and beautiful like the earth. Above the charging furies, great clouds of winged infants did swell, only to rain down upon the Old Ones like a flock of ravenous birds eager to tear them apart. And from the abyss, the tides brought forth the Avenger to wash clean the filth and decadence that the Chaos had wrought. Together with the archaic races, the Spirits of Light raged against the Chaos and the Darkness. And though many would perish, they would not relent.

— The Tristine Chronicles

The Tristine Chronicles goes on to report: *When the Old Ones did finally fall to the eternal slumber, the champions of that day surveyed the carnage, gnashed their teeth and wept. Many great and noble people were forever purged from the world and the stench of death covered every inch of the continent. But the Spirits of Light, whose numbers had once filled the sky like so many billowy clouds, and whose numbers could now be easily counted, stood bold and proud. "Weep not for the dead," they cheered. "They have gladly given up their lives to bring a better day. Their blood has washed clean the filth of the Dark Ones, and their spirits rush forth to embrace the light of a new day. A new and better age is upon you. Greet it with courage and a smile. Look to the light and may the deeds of your future wipe forever the memory of this Age of Chaos."*

Without another word, the Spirits of Light rose into the heavens and were gone.

Many scholars and clergy have speculated that the battle with the Old Ones slew two-thirds of the Spirits of Light in the universe, and that the survivors *may* be the last heroes of a dying race. Of course, nobody knows for sure, and the Spirits neither deny or confirm the truth of such speculation.

Spirits of Light wield elemental magic and are creatures of earth, air, fire and water, yet they are not true Elementals, for they exhibit a sharp intellect and a keen understanding of the human condition, the strengths, weaknesses, society, morals and depravity.

Except for Tharsis, The Avengers, they always appear as beings glowing with a golden or white light and are beautiful to behold. Except for Tharsis, all have white feathered wings. Yet even the monstrous Tharsis has a regal beauty, power, and elegance about them that makes people of good alignments recognize them as something wonderful and nothing to fear.

As one might guess, most of these so-called angels are of good alignments, but dark Spirits, renegades and outcasts corrupted by the forces of evil, also exist. These outlaws are despised more than any other evil or destructive force, and are struck down whenever encountered. As forces of darkness or selfishness, these renegades are the antithesis of their brethren, given to wickedness, possessed of little regard or respect for life (other than their own) and frequently associate with tyrant kings, foul sorcerers, Necromancers, demons, dark gods and other forces of evil.

Although Spirits of Light wage a continual battle against the forces of evil, many of these confrontations transpire in dimensions and planes of existence beyond those of mortal beings. In the Palladium World, one rarely encounters more than 1-4 "angels" at a time. This is due in part, because the creatures often conceal their true nature by disguising themselves as humans, Elven or other races — typically as a monk, priest, philosopher scholar or noble warrior. Another reason is that they try not to manipulate, lead or use mortals like other supernatural beings. This is also one reason they won't directly ally themselves to the gods, because even most of the Gods of Light tend to manipulate and use mortal beings for their own ends. Consequently, while the Spirits of Light may intercede to destroy or protect against supernatural evil, they rarely take a direct hand in the affairs of mortals other than to lead by example, offer a word of encouragement, or a healing touch, and a warm smile. Under dire circumstances they sometimes enlist mortal heroes or join them to protect the innocent and to eradicate evil, particularly evil spawned by supernatural monsters.

Spirits of Light

Cheruu (air): Symbolize strength in tolerance.
Seraph (fire): Symbolizes the fire of conviction.
Ariel (earth): Symbolize nobility of spirit.
Tharsis (water): Symbolize the force of will.


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Note: As elemental beings, they may actually be some form of living energy. If so, their physical manifestation as humanoids is likely to tax them greatly. This speculation arises from the fact that these beings are more frequently encountered in the Astral Plane where they look vaguely similar, but are enveloped in a bright light that glows with such intensity that it is nearly impossible to look at them. Even if shielding one's eyes (or using filters), it is difficult to distinguish any features and nearly blinding. The Spirits of Light are best distinguished by the size and color of their light. Cheruu are the smallest and glow with a bright white-blue light. Seraph and Ariel are roughly the same size but the Seraph radiates a bright yellow-red and the Ariel, a whitish yellow. The Tharsis is the largest of the four and glows with a radiant green. In the Astral Plane, they seem to be twice as powerful (P.S., Spd., hit points, S.D.C., and P.P.E. are doubled, and +3 to horror/awe factor)! All attributes are supernatural.

Cheruu

The Cheruu are Spirits of air and have come to symbolize compassion and strength in tolerance. Their physical manifestation is that of tiny, three foot tall beings who resemble an infant or young child (around the age of three), with small, white feathered wings and eyes aglow with yellow flame. They are the kindest and gentlest of the Spirits, with a special place in their hearts for children, pregnant women, those with the minds of children, and those who suffer for acts of kindness and goodness but will not relent. They also show gentleness, patience and compassion to the sick, elderly and those of broken spirit but of good alignment.

Alignment: Any, but typically good; 60% scrupulous, 15% principled, 15% unprincipled, 8% anarchist and 2% evil.
Attributes: I.Q. 2D4+20, M.A. 2D4+24, M.E. 2D4+24, P.S. 2D6+22, P.P. 2D4+20, P.E. 2D4+20, P.B. 2D6+28, Spd 1D6×10 running, 2D6×10+200 flying.
Natural A.R.: 10
Size: Three feet tall (0.9 m) in humanoid form.
Weight: 50 pounds in physical humanoid form.
Hit Points: P.E. ×10
S.D.C.: P.E. ×3
Horror/Awe Factor: 12 (awe)
P.P.E.: 400 + P.E. attribute number.
Level of Experience: 1D6+4. Effectively a knight or palladin.
R.C.C. Skills of Note: Literate in two languages, basic & advanced math, astronomy & navigation, land navigation, sing, demon & monster lore, and faerie lore, all at 98%; track (animals and humans) 84%, palming 84%, pick pockets 84%, prowl 88%, detect ambush 80%, detect concealment 80%, escape artist 80%, and W.P. archery & targeting.
Natural Abilities: Fly and hover, hawk-like vision (can see a rabbit two miles/3.2 km away), nightvision 400 feet (122 m), see the invisible, turn invisible at will, limited metamorphosis (can change physical appearance at will, but always a child of seven or younger), turn 4D6 dead, bio-regeneration of 6D6 S.D.C./hit points every four melees (one minute), resurrection of mortals 72% (the deceased cannot have been dead for more than a few days), and magically understands and speaks all languages, including Elemental.

Turn into Wind Driven Mist (Special): The Cheruu can turn into a mist for one melee round. During this time they can fly at normal speed and can squeeze through small cracks, keyholes, and similar openings (slipping through a crack counts as one melee action).

Vulnerabilities: Normal weapons do half damage, while most magic spells, magic weapons and psionics do normal damage. Weapons made of or coated with silver, fire magic and magic flaming weapons inflict double damage.
Bonuses (in addition to attribute bonuses): +6 on initiative, +3 to strike and parry, +8 to dodge, +6 to pull punch, +4 to roll with impact, +8 to save vs horror factor and +4 on all other saving throws.
Attacks per Melee: Seven hand to hand or psionic attacks per melee, or three by magic.
Damage: Varies with the supernatural P.S. of the individual.
Elemental Magic: All level 1-6 Air Warlock spells plus rainbow and wind cushion. Spell strength is 14 (opponents need 14 or higher to save).
Psionics: I.S.P. 150. All healing and physical powers plus electrokinesis, telekinesis (super), mind bolt, mind bond, mind wipe, and mind block auto-defense.
Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.
Average Life Span: 20,000 years; possibly immortal.
Enemies: Demons, Deevils, vampires, supernatural monsters, and all creatures of evil, humans and otherwise.
Allies: Other angels and champions of good.
Rifts® Note: Spirits of Light can appear on any world in any dimension. M.D.C.: 450 on Rifts Earth and bio-regenerates 6D6 M.D. every four melees/one minute.

Seraph

The Seraph are Spirits of fire and have come to symbolize conviction, courage, and strength. Their physical manifestation is sometimes that of a tall, thin, delicately built male, or more often a beautiful female (65% are female) with fire for hair and white or silver feathered wings, and dark eyes with sparkling red specks. They are usually clad in golden or red armor (A.R. 15, S.D.C.: 1D6×10+100) and always wield a magical flaming sword (4D6 damage to mortals, 8D6 damage to supernatural evil and creatures of magic).

Like the fire element they control and represent, they are quick to anger and quicker to action. They are also hot tempered and will often take foolhardy (some would say courageous) risks, particularly to rescue or protect a mortal or innocent. The Seraph are attracted to noble and selfless warriors regardless of their station in life — mercenary to palladin are seen as equals, if their hearts are pure and their cause good and just. Seraph will often endanger their own lives to save that of a noble warrior, and will weep when such a valiant comrade is slain. If killed through treachery, the Seraph (often times accompanied by a Tharsis) will set out to avenge a murdered friend and/or comrade.

Alignment: Any, but typically good; 50% scrupulous, 20% principled, 15% unprincipled, 10% anarchist and 5% evil.
Attributes: I.Q. 1D4+20, M.A. 2D4+30, M.E. 2D4+24, P.S. 2D6+34, P.P. 2D4+24, P.E. 2D4+26, P.B. 2D6+40, Spd 1D6×10 running, 2D6×10+100 flying.

Natural A.R.: 11

Size: Seven feet tall (2.1 m) in humanoid form.

Weight: 50 pounds in physical humanoid form, regardless of size.

Hit Points: P.E. ×10

S.D.C.: P.E. ×5

Horror/Awe Factor: 15

P.P.E.: 400 +P.E. attribute number.

Level of Experience: 1D6+6. Effectively a knight or palladin.

R.C.C. Skills of Note: Literate in two languages, basic & advanced math, land navigation, demon & monster lore and all military skills at 96%. Prowl 50%, detect ambush 80%, detect concealment 60%, and W.P. sword and paired weapons.

Natural Abilities: Fly, hover, exceptional vision, nightvision 200 feet (61.5 m), see the invisible, turn invisible at will, limited metamorphosis (can change physical appearance at will into an attractive humanoid; typically human or Elf), turn 2D6 dead, bio-regeneration of 4D6 S.D.C./hit points every four melees/one minute, impervious to fire, including magic (and even mega-damage plasma), and magically understands and speaks all languages, including elemental.

Create Flaming Sword (Special): The Seraph can magically create a flaming sword out of thin air. When the angel no longer needs it, it disappears. Damage: 4D6 to mortals, 8D6 damage to supernatural evil and creatures of magic. Can be created as often as needed at no P.P.E. cost. Only the Seraph can use the weapon.

Vulnerabilities: Normal weapons do half damage, while most magic spells, magic weapons and psionics do normal damage. Weapons made of ice and cold and water based psionics, magic and magic weapons inflict double damage.

Bonuses (in addition to attribute bonuses): +10 on initiative, +4 to strike, parry, and dodge, +10 to pull punch, +4 to roll with impact, +10 to save vs horror factor and +2 on all other saving throws.

Attacks per Melee: Eight hand to hand or psionic attacks per melee, or three by magic.

Damage: Varies with the supernatural P.S. of the individual.

Elemental Magic: All level 1-6 Fire Warlock spells, plus fire sponge and plasma bolt. Spell strength is 14 (opponents need 14 or higher to save).

Psionics: I.S.P. 200. All physical powers plus healing touch, lust for life, attack disease, pyrokinesis, mind bolt, psi-shield and psi-sword.

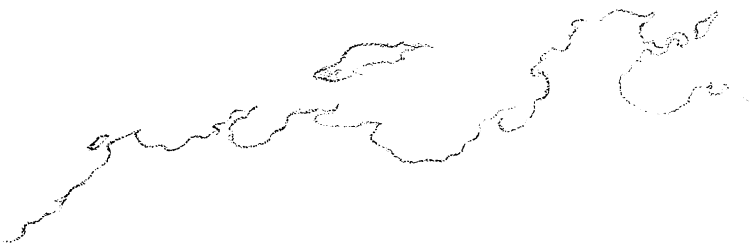
Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Average Life Span: 20,000 years; possibly immortal.

Enemies: Demons, Deevils, vampires, supernatural monsters, and all creatures of evil, humans and otherwise.

Allies: Other angels and champions of good.

Rifts® Note: Spirits of Light can appear on any world in any dimension. M.D.C.: 500 on Rifts Earth and bio-regenerates 6D6 M.D. every four melees/one minute.



Ariel

Spirit of Earth and Preservation

The Ariel are Spirits of earth and have come to symbolize nobility of spirit, quiet courage, and raw power. Their physical manifestation is usually that of a tall, powerfully built male rippling with muscles under his golden skin (less than 15% appear as females). Their hair is usually long and flowing, and said to be the color of the sun, as are their huge feathered wings. The Ariel's eyes are green with sparkles of yellow. Usually clad in a simple loincloth they wear a golden or silver helmet and armlets.

Like the earth element they represent, the Ariel seem cool, calm and quiet, while underneath that calm exterior is a boiling volcano of emotions and power. If the Ariel has any flaw, it is that the angel too clearly recognizes its seething emotions and overcompensates by reigning them in too tightly. The result is an overwillingness to be too trusting and giving even villains the benefit of the doubt, as well as being slow to take action — often hesitating until somebody has been hurt or killed (regret and self-recrimination are two of the emotions that this gentle spirit battles against). However, the Ariel is far from being a dupe and is never careless or reckless, especially when defending others. If anything, the Ariel is the epitome of strength of conviction, loyalty and compassion. They often accompany the Tharsis Avengers on quests of vengeance and help to moderate the overzealous Seraph.

Alignment: Any, but typically good; 50% scrupulous, 30% principled, 10% unprincipled, 8% anarchist and 2% evil.

Attributes: I.Q. 1D4+18, M.A. 1D6+30, M.E. 2D6+24, P.S. 2D6+40, P.P. 2D6+24, P.E. 2D6+40, P.B. 2D6+40, Spd 1D6×10 running, 1D6×10+100 flying.

Size: 10 to 24 feet tall (3 to 7.2 m) in humanoid form. Remember, the ariel can increase their size at will.

Weight: 500 pounds (225 kg) in physical humanoid form.

Natural A.R.: 14; never wears armor.

Hit Points: P.E. ×12

S.D.C.: P.E. ×6

Horror/Awe Factor: 14

P.P.E.: 400 +P.E. attribute number.

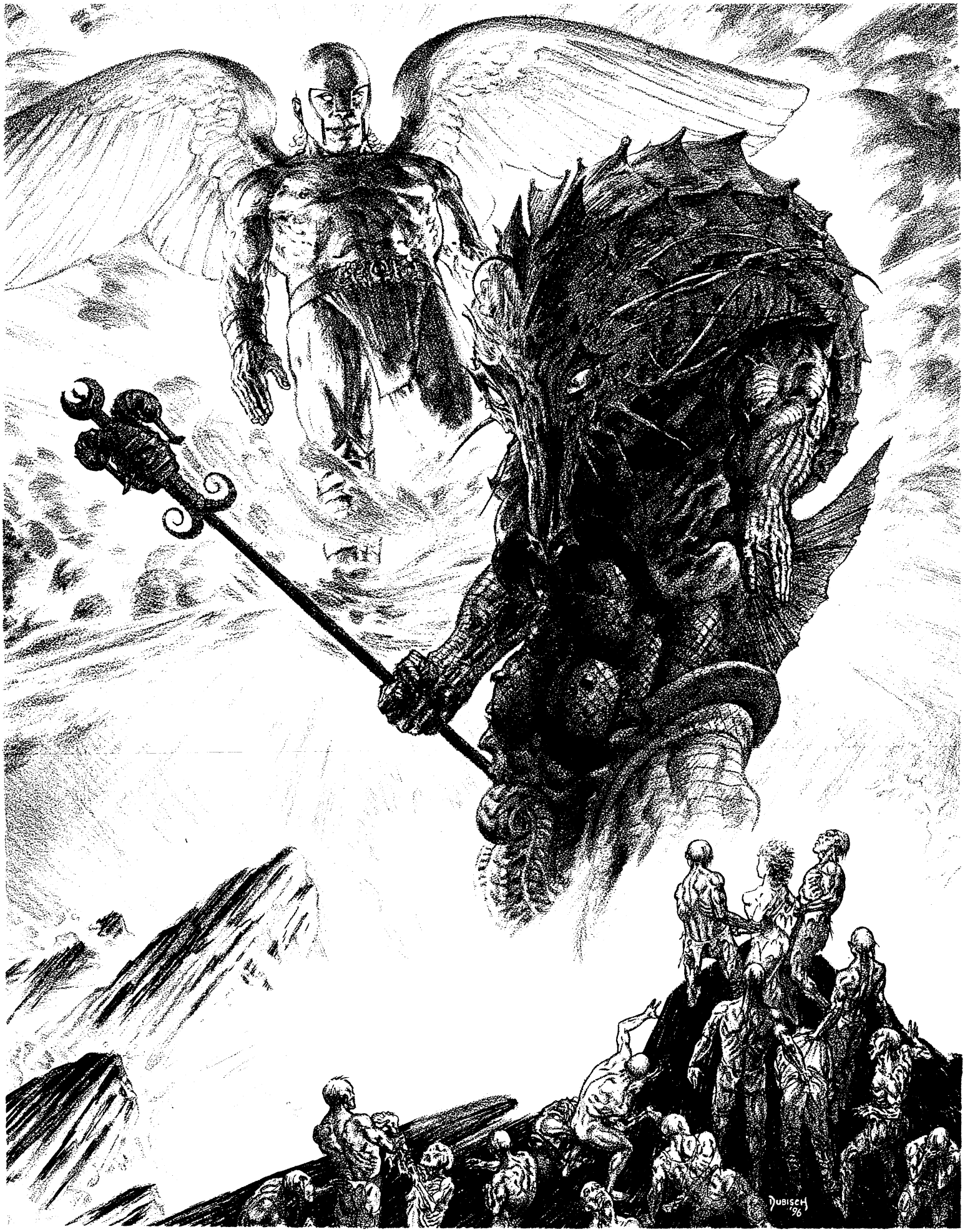
Level of Experience: 1D6+7. Effectively a knight or palladin.

R.C.C. Skills of Note: Literate in two languages, basic & advanced math, land navigation, swim, climb, dance, demon & monster lore and all wilderness skills at 96%, plus prowl 45%, camouflage 65%, W.P. sword and W.P. net.

Natural Abilities: Fly, hover, exceptional vision, nightvision 200 feet (61.5 m), see the invisible, turn invisible at will, limited metamorphosis (can change physical appearance at will into an attractive humanoid; typically human or Elf), turn 2D6 dead, bio-regeneration of 5D6 S.D.C./hit points every four melees/one minute, impervious to cold and heat, resistant to fire (half damage), and magically understands and speaks all languages, including Elemental.

Increase or Decrease Size (Special): The ariel can also increase their physical size at will, up to 24 feet (7.3 m) tall, or reduce their size to 10 feet (3 m). The maximum size adds 2 points to their horror factor and +8 damage to punches and kicks.

Vulnerabilities: Normal weapons do half damage, while most magic spells, magic weapons and psionics do normal damage. Tends to be overly cautious, especially when charged with protecting others.


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Bonuses (in addition to attribute bonuses): +2 on initiative, +4 to strike, parry, and dodge, +8 to pull punch, +4 to roll with impact, +10 to save vs horror factor and +4 on all other saving throws.

Attacks per Melee: Six hand to hand or psionic attacks per melee, or three by magic.

Damage: Varies with the supernatural P.S. of the individual.

Elemental Magic: All level 1-6 Earth Warlock spells, plus transference of essence and suspended animation. Spell strength is 14 (opponents need 14 or higher to save).

Psionics: I.S.P. 160. All physical powers plus pyrokinesis, psi-shield, psi-sword, telekinetic force field, and group mind block.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Average Life Span: 20,000 years; possibly immortal.

Enemies: Demons, Deevils, vampires, supernatural monsters, and all creatures of evil, human and otherwise.

Allies: Other angels and champions of good.

Rifts® Note: Spirits of Light can appear on any world in any dimension. M.D.C.: 660 on Rifts Earth and bio-regenerates 6D6 M.D. every four melees/one minute.

Tharsis

The Tharsis, also known as "the Avenging Angels", and "wingless angels," are gentle creatures who abhor unnecessary violence and suffering. However they cannot tolerate brutality, torture and sadistic carnage and will search out and eliminate those who engage in such action with blood-chilling relentlessness (hence one reason for their reputation as "avenging"). It is said that the Tharsis can look into the very soul of man, monster and the gods themselves. Where the angel sees no remorse, lies, and joy learned from the suffering of others, they strike without mercy — believing that a quick death is mercy enough for these monsters.

The senseless deaths and cruel or tortured lives of all living beings touch the Tharsis so deeply that they become consumed with bringing those responsible to justice, and have been known to travel millions of miles and fight through a multitude of minions and protectors to get at those responsible. According to legend, the Tharsis considers themselves the hands and the hammers of the innocent who cannot defend themselves against terrible evil. So it is that the "Avenging" Angels take the hammer of truth and justice to smite down those who think they are beyond the reach of such things. Ironically, the Tharsis are often more concerned with vengeance and destroying those who have blatantly and deliberately caused prolonged and unnecessary suffering, than offering relief to those who continue to suffer. This is, in part, because the Tharsis are often the avengers of those who have already died terrible deaths, and because the Spirits believe it is enough to put an end to the torment by destroying those responsible. However, the Avenger is a sympathetic and caring creature, especially when not obsessed with vengeance and is known to free the enslaved, heal wounds, and help to protect them (laying in wait for the perpetrators to return).

The Tharsis resembles a beautiful, humanoid, bronze sea horse with pearl eyes and great stature (no wings). They are both beautiful and frightening to behold. Like the Seraph, they are attracted to noble and courageous warriors and adventurers, but have a fondness for all compassionate and honest beings. Tharsis absolutely despise demons, deevils and other supernatural predators who use, abuse and torture their victims. They are the symbols of vengeance and the force of will.

Alignment: Any, but typically good; 40% scrupulous, 40% principled, 10% unprincipled, 4% anarchist, 3% aberrant and 3% other evil.

Attributes: I.Q. 2D4+20, M.A. 2D4+22, M.E. 2D6+30, P.S. 2D4+38, P.P. 2D6+20, P.E. 2D6+30, P.B. 2D6+36, Spd 2D4×10+20 running, 2D4×10+60 flying, 1D4×100 swimming.

Size: 8 to 20 feet tall (2.4 to 6 m) in humanoid form.

Weight: 300 pounds (135 kg) in physical humanoid form.

Natural A.R.: 15; never wears armor.

Hit Points: P.E. ×10

S.D.C.: P.E. ×5

Horror/Awe Factor: 15

P.P.E.: 500 +P.E. attribute number.

Level of Experience: 2D4+6. Effectively a knight or palladin.

R.C.C. Skills of Note: Literate in two languages, basic & advanced math, land navigation, swim, climb, demon & monster lore, and all military at 98%, plus prowl 50%, track humanoids 80%, track animals 60%, intelligence 70%, streetwise 70%, W.P. staff and W.P. blunt.

Natural Abilities: Fly, hover, exceptional vision, nightvision 400 feet (122 m), see the invisible, turn invisible at will, limited metamorphosis (can change physical appearance at will into a humanoid, typically human or ogre, or a giant sea horse), impervious to ocean depth/pressure, turn 3D6 dead, bio-regeneration of 5D6 S.D.C./hit points every four melees/one minute, impervious to cold, resistant to fire and heat (half damage), and magically understands and speaks all languages, including Elemental.

Resurrection (Special): Same as the spell except it only costs the Tharsis 400 P.P.E.!

Increase or Decrease Size (Special): The Tharsis can also increase their physical size at will, up to 20 feet (6 m) tall or reduce their size to 8 feet (2.4 m). The maximum size adds 2 points to their horror factor and +6 damage to punches and kicks.

Vulnerabilities: Normal weapons do half damage, while most magic spells, magic weapons and psionics do normal damage. Fire based magic does double damage.

Bonuses (in addition to attribute bonuses): +6 on initiative, +4 to strike, +3 to parry and dodge, +7 to pull punch, +4 to roll with impact, +12 to save vs horror factor and +4 on all other saving throws.

Attacks per Melee: Seven hand to hand or psionic attacks per melee, or three by magic.

Damage: Varies with the supernatural P.S. of the individual.

Elemental Magic: All level 1-6 Water Warlock spells, plus calm waters and the following Wizard spells: Negate magic, anti-magic cloud, transferal, shadow meld, and word of truth. Spell strength is 14 (opponents need 14 or higher to save).

Psionics: I.S.P. 180. All sensitive powers plus ectoplasm, levitation, hydrokinesis, electrokinesis, psi-shield, psi-sword, hypnotic suggestion, P.P.E. shield, and mind block auto-defense.

Habitat: Indigenous to an alien dimension. Can be found periodically anywhere.

Average Life Span: 20,000 years; possibly immortal.
Enemies: Demons, Deevils, vampires, supernatural monsters, and all creatures of evil, humans and otherwise.
Allies: Other angels and champions of good.
Rifts® Note: Spirits of Light can appear on any world in any dimension. The Tharsis would find plenty of suffering and injustice to avenge. M.D.C.: 600 on Rifts Earth and bio-regenerates 6D6 M.D. every four melees/one minute.

Gods

By Erick Wujcik

For the denizens of the Palladium World, the presence of the gods is very real and very near. The worship of gods is everywhere, through worldwide churches, secret sects and tiny cults, in great cathedrals, local temples or hidden shrines, sometimes modestly, with the mumbled prayers of the devout, at other times, grotesquely, with bloody sacrificial ritual. And the gods respond. The priests of the gods show their powers in countless ways.

The only confusion is that of which religion to believe, and of which god(s) to follow. Walk the temple district in a crowded Western Empire city and you will be drawn a hundred ways, each religion offering a different salvation, and each, some loudly, some in whispers, telling you why their faith is the one true faith.

While the playes characters may never know the truth, and may never understand the ways of the gods, the *Game Master* must. Here are the gods for your Palladium Campaign.

Go play!

The Manifestation of Gods

Some priests, and some doubters, describe the gods as the humanoid's way of explaining the mysteries of his universe. The gods explain that which cannot be explained.

Where did the universe come from? What happens when we die? Why do some people live, while others die?

For the people of the Palladium world, the obvious answers seem to lie with the gods. The gods created the world, the gods take our souls when we die (to reward, to punish, to recycle, etc.), the gods bless some, curse others, and speak to their priests.

To most of the people of the Palladium world, the lights that twinkle in the night sky are not suns or planets but the watchful eyes of the gods (or so is one explanation). The wind, the change of seasons, the phases of the moon, morning dew, the creation of the world, and of man, are all strange and mysterious phenomena explained by legends and gods.

This is also a world rich in wonders the likes of which we (the reader) have never seen; dragons, dozens of radically different races, strange and marvelous creatures and, of course, magic. Magic: a force of power, beauty, love, hatred, good, and evil. In this world of magic, there are creatures who are more than human. Creatures grand in stature and power; creatures awesomely powerful and both magnificent and terrible to behold. Creatures to be feared or befriended. Beings whose mastery of magic can mold the very fabric of nature to do their bidding. Some of these beings claim to be gods. Beings who can bring crops to life, change the course of mighty rivers, and can even breathe life into the dead. Is it any wonder that they are deemed gods?!

The Gods Themselves

Most deities are strange, alien beings not of the Palladium World, or even of the same dimension. They live in other realms, visiting only rarely. Others, perhaps not so powerful, the Deevil Lords and Demon Lords, come from more substantial realms connected to the Palladium World.

To some gods, the creatures of this world are but mere playthings, to others it is a world to conquer, and to others still, it is a world to be nurtured and aided. Some find all their worshippers here, and others divide their attentions with followers on a thousand other worlds. Many gods truly care for the people of the Palladium world, but just as many use them as a means to gain power, status, to bolster an ego, or as mere diversions to play with when bored.

Often these gods were simply dimensional travelers just passing through and may have stopped for a moment to help some pitiful creature in distress, to right an injustice, or simply to admire the scenery. Time being a strange thing to one who traverses the universe through dimensional gateways, it may be that a moment for them may be a century in the Palladium world. Many of these so-called gods are long gone, never to return, but are still kept alive in the hearts and minds of those who worship them. It is the mental energies created by the worshippers (faith if you will) which keeps the dimensional gateway slightly ajar, and which allows the magic energies to slip through. On the one hand, the prayers and offerings bolster the power of the far-off god, and in return, power comes back, to be siphoned and directed by the priests of that god. So even far distant gods, with only a vague connection to this world, have priests who are able to weave spells and preform miraculous feats.


DUBISCH

The gods of the Palladium World are not all-powerful. Each deity may be compared to other gods and measured in many ways. As with all magic, theatrics is a key element in many a god's career, and the illusion of power can be just as effective as the real thing. Godhood is, in one way, a very lucrative con-job! While we can't question the power of a god, we can measure it ...

Realms of the Gods

Then Numa, and her five champions stepped through the mystic portal, and into the blazing sunlight. In many ways it was familiar, with green grass, blue sky, and a mild breeze. So what that they had just left behind a bitter winter night, and had stepped into a summer day? The merchants tell us that snow falls in the Great Northern Wilderness at the same time as the early harvest in Timiro, so it was not impossible that they had merely stepped out into another part of the world.

What made no sense was the size of things. Grass that looked ordinary enough, but made of blades as wide as a thumb, and reaching up to Numa's waist instead of her ankles. In the distance a glittering city with towers of silver and gold, crystal and ruby, and everywhere in-between they saw plants that were familiar, but always far larger than they should have been. A rabbit darted by, big as a dwarf ...

— Tristine Chronicles

Whether or not deific realms are "real" is a question that has always plagued the philosophers of the Palladium World. It may be that they are created out of the bodies of gods, or by the gods. Or it may be that they are simply discovered, and that they lie in the sea of dimensions the way islands lie in a fog-bound sea.

From a mortal's point of view, comparing notes on reports of visits to deific realms, there are three types of God-Realms, varying in size: heroic, epic and colossal. In general, heroic gods have *thousands* of followers on one world, epic gods have *millions* of followers on many worlds, and colossal gods have *billions* (or more) of followers on myriad worlds.

Heroic Realms (100% Scale). While the realm is definitely a god-like place, the scale of all the inhabitants and the contents is the same as the scale of things on the Palladium World. Grass, trees, and other life will be identical in size (although possibly of totally different types), and the average humanoids of that place will be comparable to the humanoids on the Palladium World. The best example of a heroic realm is **Hades**, the home world of the demons, and a strange mirror-image of the Palladium World. Other heroic realms include those of the gods Kirgi, Vald-Tegor's realm *Voi*, Tolmet's realm *Crus*, and *Hunagat*, the realm of the Pantheon of the Southern Jungles. Gods who lack a realm, such as Chantico and Utu, are usually scaled to the same heroic size.

Epic Realms (200% Scale). Inhabitants are, on average, about twice (200%) the size/height of similar characters on the Palladium World, typically from ten to thirteen feet (three to four meters) tall. The gods in these realms are usually worshipped on more than just the Palladium World. Visitors from Epic Realms, even ordinary animals, will seem gigantic, and much larger than life. The best known epic realms are *Dyval*, the source of the Deevils and Deevil Lords, and *Mhedibab*, the home of the Pantheon of Rurga. The gods Aco and the Juggernaut live in the epic realm known as *Yistwhy*.

Colossal Realms (300% Scale). Here the servants of the gods are three times the height of mortals. The average height of an inhabitant is 20 feet (6 m). Gods in Colossal Realms are known on thousands of worlds, and worshipped throughout the cosmos. Visitors from a colossal realm to the Palladium World are downright terrifying (predatory animals like foxes, ferrets and cats are giant and will have a Horror Factor of 10, and those already having a Horror Factor will have it increased by +3). Not only do they seem unnaturally huge, but their booming voices are overwhelming. *Ma'ip* is the colossal realm of the Gods of Light & Dark, and *Odguard* is the home of the colossal gods of the Northern Pantheon.

Types of Gods

The discrimination between God, Godling and Demi-God is often a matter of perspective. From the point of view of *Thoth*, of the Gods of Light, Gods must come from a colossal realm (he would call Heim a God), Godlings come from epic realms (he says Rurga is a Godling), and all those merely heroic in size are Demi-Gods (according to Thoth, Kirgi and Utu are Demi-Gods).

Of course, from the point of view of most player characters, being simple mortals on the Palladium World, anyone from a deific realm, whether they be heroic, epic, or colossal, are clearly "Gods." Even if that is not true, who wants to offend a "god" of any kind with the insulting label of godling or demi-god? Still, some priests, secure in the knowledge that they will be protected by "true" gods, might describe lesser beings (say, the fire giants in the Northern Pantheon) as godlings, and say that demi-gods are those mortals who aspire to be gods.

Demi-Gods. The Palladium World is a violent place, where growing civilizations are impressed by power. Even those of mortal birth may become powerful enough to be worshipped as gods. It very well might be that some player characters will encounter such powerful beings. Many giants, particularly the Cyclops (often worshipped as gods by small cults of Kobolds or Orcs), Titans, and giants, in general, are worshipped as gods until they die or are slain. Men of magic also seem to have a nasty habit of claiming (self-proclaimed) godhood as does the occasional world conquering emperor. Although giants and mortal men may establish themselves as gods, only true gods can bestow the powers of the clergy, or use deific powers.

Godlings. Most would agree that at least some of the Deevil and Demon Lords *are* godlings (particularly those who must pay double to invoke deific powers). However, the mighty among them seem to be able to hold their own (so far) against any of the traditional gods.

The Old Ones

"And tho' the old ones sleep, they will once again rise to destroy all that is good and holy, lest mankind be ever watchful..."

— Tristine Chronicles

There is no doubt that the Old Ones are as powerful as any gods ever known to the Palladium World. They once ruled the universe, and it is not impossible that they will rise again. If they wake, they may very well have all of the deific powers described here, and many others as well (see the section on *Alien Intelligences* for some insights into the powers of the Old Ones).

Worshippers of the Old Ones, all miscreant and diabolic, still exist, and even flourish in some places. Priests of these gods of

darkness have the full range of clerical abilities, and are even granted the *occasional* miracle. Their cult names a pantheon that includes all Old Ones (Xy, Netosa, Agu, Al-vil, Erva, Ya-ahk-met, Tarm-kin-toe and Ya-blik), as well as other dark gods, and the Demon Lords Abrasax, Belphegor, Kubera-Loe and Mictla. **Note:** See *Palladium RPG Book II: Old Ones, 2nd edition*, pages 6-10, for more details on the Old Ones, their names, powers and appearances, as well as the section about *Alien Intelligences*, of which the Old Ones are said to have been the most powerful.

The Basics

Traits Common to all True Gods

Unless otherwise noted, all the gods have the following basic abilities. They cost nothing, and are simply the perks that go with Godhood.

Worshippers

... gods are reflections of mortals, and all the weaknesses of mortals can be found, sometimes magnified a thousand fold, in the gods themselves ...

— Tristine Chronicles

A god is not a god unless he/she has worshippers. It is the power of faith (and the P.P.E. of the faithful), their prayers, offerings and sacrifices, that make a god what he/she is. In general, the more numerous the followers, or the more fervent, the more powerful the god. Some say the critical number is around 10,000. Any fewer followers, and the god is wavering, and will feel in danger, and will do what it can to recruit more followers. No god can rest easy when large numbers of followers are threatened. Aside from the sheer lack of numbers, people will start to abandon a religion if they feel that the god no longer watches over them.

Forgotten Gods. There are gods who have been forgotten, and who no longer have any followers or priests. Such deities must survive on whatever power they have left, knowing that it will not be replenished, and that they will either turn back to mortal flesh or die if new followers cannot be found. A typical strategy for a dying god is to abandon its deific realm (which could no longer be defended against other gods), and freeze itself into a durable statue (typically with an S.D.C. measuring in the tens or hundreds of thousands), or go to a time hole, and wait. Eventually, it can only hope some future being will discover a temple, a book, an image, or the statue itself, and start the worship anew.

Deific Immortality

Most gods are immortal, meaning they have the potential to live forever, or at least hundreds of thousands of years. We use the word potential, because most gods can die in combat and by other, *unnatural* means.

Impervious to Disease. Gods do not get sick from mortal illnesses.

Impervious to Aging. Once a god is worshipped by sufficient followers, the aging process totally stops.

Impervious to Death from Natural Causes. A god cannot die from starvation, malnutrition, thirst, or the lack of sleep. While the god may get desperately hungry or thirsty, and while the desire for food and drink never goes away (depending on the primal manifestation), it is impossible for a god to actually die from any of these things.

Can be slain! Any god with sufficient followers automatically receives a type of immortality. Note that this does nothing to stop a god from being slain! A god can die of injuries, wounds, or magical attacks, just like any other being.

Primal Manifestation

Ultimately, all gods are purely supernatural and nothing more than an organized batch of P.P.E. (just as all animals are nothing more than an organized batch of cells). However, all gods *must* take some basic physical form, called their **primal manifestation**, which defines a god's attributes, powers, appearance, and so forth.

There is no limit to how a god can come together. While most gods take standard humanoid forms, some gods are quadrupeds, or snakes, or hives of insects. Just as some gods take the form of horrible masses of slime and tentacles, there is no reason why a god can't manifest itself as a perfect crystal sphere, or a pool of water, or anything else that the mind can imagine.

What about a god attempting to define its primal manifestation as something that changes? For example, could a god have a primal manifestation that is one form while the sun was shining, and another form in the light of the moon (a weregod, in this example)? The answer is, yes, such a primal manifestation is possible. However, while it is *possible* for a god to have a "multiple" primal manifestation, it is a rare event. For one thing, such a form tends to be weak, in that it splits some of the substance of the god into two different times. Also, another advantage of taking one primal manifestation, and sticking to it, is that it makes it easier for the god to receive the offerings of his or her worshippers.

So, while some gods do have different *appearances*, almost all have a single primal manifestation.

As to having several appearances, that's something that most gods do routinely. For example, a god worshipped by different races might appear to reflect the appearance of particular worshippers (looks like an Elf to Elves, and like an Orc to Orcs, etc.). In other words, members of different congregations may see the same god in different ways.

When push comes to shove, and when they are visited by worshippers with different visions, the god will have to pick a form, and manifest itself in that one way ("See? I told you she was a giant serpent. How could you ever believe that kid's story about her being a fairy with gossamer wings?").

G.M. Hint: There is a way out of this dilemma, if you like having your player characters bickering about the "true" appearance of a god. Just have the god appear in mortal form (as a humanoid, or an animal, or as a disembodied voice), saying something like, "I am she who you worship, I would not harm you, my good and faithful, by having you gaze upon my true form."

Deific Attributes

All the primal manifestations of gods come with **deific-level** attributes.

Beauty (P.B.). Any god with a P.B. of 20 or more has the possibility of *awing* their audience. Those who fail to save (using their bonus to save vs horror against the god's Horror/Awe Factor) will be shocked by the awesomeness, and will tend never to forget that first look. The effect of being awed in the presence of such a beautiful/handsome, divine, powerful, or noble being has the same basic effect as the horror factor, in which the awed character momentarily loses initiative and one melee action.

Captivate (M.A.). If the god's mental affinity is 20 or better, they can, if they wish, attempt to *captivate* their listeners with their speech and personality. Again, listeners can attempt to save against the god's Horror/Awe Factor, but those who don't will find themselves drawn to the god as to a charismatic leader, and absolutely believe most of the things said by the god.

Genius (I.Q.). Whenever the god does something that might be construed as clever, or based on obscure knowledge, there is a chance that mortals will be struck by the *genius* of the god. Failing to save (Horror/Awe Factor, again) means the character will always think that the god has a supernatural intelligence, and will likely assume that the god is right about most (if not all) things. Furthermore, he/she may decide that any difficult problem could be solved, or question answered, by consulting that god, or praying for divine inspiration/insight.

Grace (P.P.). A god may, if he or she chooses, and if the P.P. is 20 or better, attempt to impress a mortal with some particularly quick or agile motion (grabbing a falling object before it hits the ground, or a flying object out of midair, making a cool combat move or dance step, etc.). If the mortal fails to save (vs. Horror Factor/Awe), they will be left with the impression that the god is magically quick, and a deadly opponent in any unarmed combat.

Strength (P.S.). The strength of gods are automatically *supernatural*, so that the god does damage as a supernatural being (see *Palladium Fantasy RPG, 2nd Edition*, page 17, or the section on dragon strength in this book).

Also, whenever a god displays supernatural strength, it may impress, horrify or awe any observers (use Horror/Awe Factor). Those who fail to save will be impressed and associate the god with a god-like strength.

Note: Gods and most greater supernatural beings are not impressed by the attribute tricks of other gods, only mortals will be affected. Also, the Horror/Awe Factor can be used in the usual way, to frighten or impress with the god's looks alone.

Deific Travelling Between Dimensional Realms

While not all realms are connected, all the deific realms associated with the gods worshipped on the Palladium World have at least one dimensional portal connecting the world of mortals with the realm of the gods (in the case of *Hades*, there are hundreds of portals!). Getting from one place to the next, for a god, can be done by either (1) finding and using a Dimensional Portal/Opening, or (2) contacting the realm, usually by looking through the eyes of a worshipper, and then using a temporary Dimensional Hole to the location of the worshipper. Also, gods can *always* locate their home realm, and use a Dimensional Hole or other dimensional magic to return, no matter where else they might be (unless, of course, they are captive or imprisoned in something like a Summoner's Circle). All of the following abilities are innate for gods):

1. Sense Dimensional Portals/Openings. The god can sense the presence of any Dimensional Portal or Opening that exists within 6 miles (10 km). While the destination can not be ascertained from a distance, the god will know the exact direction and distance to the Dimensional Portal or Opening (note: it is possible to magically conceal this from a god, but only temporarily, and not as a permanent quality of the Dimensional Portal or Opening).

2. Create Dimensional Hole (Temporary). Once a god has a "fix" on another world or realm, usually by looking through the eyes of a worshipper or minion, the god can poke this hole between the two places. The Dimensional Hole exists for only a fraction of an instant (only a 20% chance of seeing it flick open and closed, and then only if looking at the right place), just long enough for the god to pop through. **Note:** Since gods often opt to travel while invisible, it's entirely possible that a follower will have been used as a locator, been (briefly) in the presence of the god, and never knew it.

3. Contact Home Realm. All gods can look through to at least one place in their home realm (usually their throne or seat of power), just as if they were looking through the eyes of a follower. This means that the god can almost always (unless blocked by very powerful magic) get back home from anyplace else in the Palladium Megaverse®.

Change Size

Heroic, Epic and Colossal Scale. Except for gods who have been cursed (like Chantico), all deities can instantly change size (height and proportional weight) as they move from realm to realm. This is done without any cost and is virtually effortless.

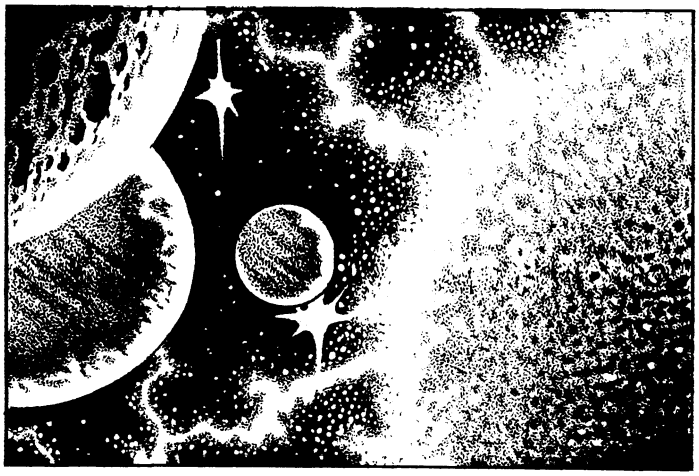
To find the starting size of any god, see the "Size:" reference in the listing for that god. The size listed refers to the size of the god as they *usually* appear in their home realm. If they are suddenly and unexpectedly brought forth (say, using a Circle of Summoning), this is the size in which they would appear. However, most gods are perfectly capable of adjusting their size to match any environment (or for dramatic effect). For example, Rurga, who is 12 feet (3.6 m) tall in her home realm, but when appearing in front of a devout priest in the Palladium World, she could appear 6 feet (1.8 m) tall.

Note: A god rendered unconscious will automatically return to the scale of its own realm. Therefore, if Loknar, metamorphosized into the form of a Coyle, and scaled to Heroic (Palladium) size, were to be knocked out, he would stay in the form of a Coyle, but he would instantly shoot up to 300% of his Heroic size, so those around him would see an unconscious, 20 foot (6 m) tall Coyle.

Sense Size of Realm. Gods know, instantly and automatically, what the scale is (heroic, epic or colossal) of whatever realm/dimension they are currently in. **Note:** There are other realms that are *smaller* than heroic, and *larger* than colossal, and the gods can instantly adjust to that scale as well.

Other Size Changes. Gods are also capable of changing their size, up or down, pretty much without any limitation. However, if the change isn't done to match the scale of a realm, the change will not happen instantly. Instead, the god will have to "adjust"

itself and observers would see the god growing or shrinking in height and size. In the case of Rurga, if she were confronting some upstart or enemy on the Palladium World, she could choose to let them watch as she took a single melee round to grow from 6 feet (1.8 m) to 10 feet (3 m), or even taller.



Godlike Perceptions

1. Identifying Gods and Mortals. Just by looking, a god can tell whether someone is an ordinary mortal, a supernatural creature (for example, a dragon taking the form of a human), or another god.

2. Perceiving Through Followers. All gods can automatically see hear, smell, taste and touch whatever their followers see, hear, smell, taste and touch, as if the god were inside the followers' heads. Not only can they do this with any *one* follower, gods can also do this with all of the followers in a particular congregation, or all of the followers in a particular land, or all of the followers in an entire world simultaneously. While this sounds like it may be confusing, looking through the eyes of so many people, all at once, it isn't as mysterious as it seems.

As a comparison, look at a farmer who is growing both corn in one field and cabbages in another. When the farmer looks out his window at each field, he sees whether they are flooded or dry, green or brown, healthy or diseased, growing or stunted, bountiful or meager. Each field is taken in at a glance, without looking at any individual plant. The presence of crows in the corn, or rabbits in the cabbages, will have him out the door in an instant, calling for his dog, or grabbing for a weapon. Other problems may catch his eye, and he may decide to go out and examine a plant or two. Otherwise, the farmer will look away, and think about what needs to be done most, and whether he is needed today among the corn, or among the cabbages, or whether it would be best to tend to one of a thousand other chores.

The gods are the same with their followers. With a glance, they can tell if this realm is peaceful, if that cult is ailing, or if some rival god is corrupting a follower, or Jason-the-Mouse is wandering around in a realm the god has never seen before. The god has the option of taking whatever action (or, more likely, inaction) they believe appropriate.

While "scanning" the followers is automatic and almost instantaneous, each god has their own idea of how often they should check their followers. For a conscientious god like Utu, the check would be no less than once a day, and perhaps even more often. On the other hand, some gods are more negligent, and might only check once every month, or even once every century.

Note: If a god has no followers or minions on a world, then the god is blind to that world.

3. Sensing P.P.E. All gods can innately sense sources of P.P.E. (Rifts, ley lines, etc.), containers of P.P.E. (magical artifacts containing P.P.E.), and generators of P.P.E. (i.e., worshippers). The amount of P.P.E. in any being is instantly known to the god, with the only exception being that gods can conceal their P.P.E. from other gods. Not only can the god sense the P.P.E. in his or her own environment, but also the P.P.E. surrounding all their followers.

Many Selves, Many Histories

The gods and their myths are one and the same.

— Tristine Chronicles

There are many myths about gods, and very often the myths are contradictory. Look at Algor. Those who worship him as the Northern Sea God describe him as the father (or mother, in those places where Algor is depicted as female) of the ocean, who is patron of all who travel the seas. Worshippers in the North Church see Algor as one of a number of gods, and certainly *not* the creator of the ocean (one story has it that Od was displeased with the Palladium World, and spit on it, and that's how the oceans were formed).

So what is "true?"

From Algor's point of view, all of the myths are true. At the very least, he will never bother to deny any of them.

Or, from a more cynical point of view, Algor is worshipped on the basis of the myths about him. To deny any myth means risking the loss of worshippers. So Algor accepts whatever mortal myths are created, and keeps his mouth shut about the "truth."

Deific Blood, Flesh & Bone

Deific Revival. If slain outside his own deific realm, the other deities of the dead god's pantheon can summon the god back, forcing him/her to manifest itself. **Note:** Think about it. Why, if one is a god, do you need to belong to a pantheon? Wouldn't it be better to be a god in your own realm, with no quarrelsome sibling gods interfering with your fun? All that is true, but if you are a lone god, and you are slain, it is unlikely that you will be revived, whereas any member of a pantheon has a pretty good chance of being brought back (they may not like you, but at least you keep the balance of power). At least two gods in the pantheon must want the deceased back in order to revive a dead god.

Immortal God Bodies. The corpse of a god, or even just a stolen portion of a god's body, can be a major artifact in any campaign (see Osiris, the Law Giver, in the Gods of Light). Without knowing exactly how the god's primal manifestation is defined, it's hard to tell in advance what the properties of any god's "parts" might be. Suffice to say, any piece of a god should be a major element in any Palladium Campaign.

Romance. Myth tells us, over and over again, that the gods are lusty beings. Like other creatures, they have romance, but it

is often god-sized romance. Gods are just as likely to get involved in affairs. However, being gods, if they see someone they are attracted to, they have many ways of getting what they want.

Profound Fertility. Also in the myths of the gods it is described how they are constantly having children. Not just with other gods, but with just about any other creature imaginable. Any character who accepts the love of a god is also risking having a child.

For those with male characters, who think they don't have to worry about this, don't get too cocky. There are many tales of gods changing the sex of a male, seducing "her," and only changing the character back to a male after the child is born. So hearing a female god say, "Wouldn't the two of us make a wonderful baby?" should be fairly alarming.

Limitations of the Gods

While gods may *seem* all-powerful, especially considering all the amazing things they can do, they are also limited in the following ways:

1. Omniscience. Gods *cannot* know everything. They can only perceive what their own senses tell them, and what they can see through the eyes of their followers and minions. Most of the universe, and even most of the Palladium World, is unknown to any god.

2. Omnipotence. The powers of the gods may be great, but they are not unlimited. Other gods, supernatural beings, mortals, or just the ravages of time, can bring a god down, or even get a god killed. Again, gods *can* be slain!

3. Other Gods. As long as there are other gods around, no god is safe. No matter how powerful a deity may be, there are always gods who can do something better.

4. Powerful Magic, Rune Artifacts and Mega-Damage® Weapons. All gods are vulnerable, and especially vulnerable to some weapons, and to the sheer power that can be released by those who know and master magic.

5. Feet of Clay. The greatest weakness of any god is the fact that they have a personality that is the reflection of their worshippers. Gods may be powerful, but they also have the same alignments as humans. Just as with any other character, gods can have any possible alignment and any possible character weakness. Mortals are greedy, vain, humble, hopeful or fearful. In the gods, those traits are simply magnified.

6. The Love of Mortals. It's a strange thing to say, especially considering some of the hideously evil gods, but most gods, deep down, love mortals, care for them, protect them, and nourish them. Gods over the ages have sacrificed everything, even their immortal lives, to protect their followers. It makes sense, in a way, since the gods are really the creations of mortals, and mortals want a god to love them. This is even, in a way, true of Deevil Lords and Demon Lords. The difference is that they do *not* love the mortals of the Palladium World, because they have their own worshippers, in their own realm. Demon Lords care most about the masses of demons in the realm of Hades (including their own "mortal" worshippers in the gargoyle lands), and Deevil Lords care most about the multitudes of deevils in their care.

Gods & Their Priests

Gods view the priests as their "agents" on the Palladium World. Not just in the sense of someone who does the god's bidding, or just an agent who works on behalf of the god. More than that, gods want representatives who act like *public relations agents* who will keep the old followers happy, and who will bring in new worshippers.

Exchanging P.P.E. for Priest Powers

Standard Transfer. Fortunately for the god (and for the Game Master) the bookkeeping involved in exchanging power between the god and the god's religion is handled automatically. Worshippers send faith and offerings up to the gods, and the gods send back blessings, prayers, healing touches, exorcisms, curses, curse removal, summonings, control of the dead, and even priestly spells. All the nitty-gritty details are left to the priest.

Of course, the god *could* step in and start overseeing how each and every blessing and prayer, healing touch and curse works. So if a priest doesn't seem to be doing their job very well, or worse yet, seems to be wasting the god's time and power, then the god could start *auditing* the priest and personally (or through a minion) approve or disapprove each bit of power that is expended.

Miracles, on the other hand, require the direct involvement of the god and depend entirely on the deity's approval, and often his or her whims. Each time a miracle is *requested*, the god must weigh the need for the miracle against the potential benefit to the religion/church and himself. This includes consideration of the loyalty and usefulness of that priest, the positive and negative impact the miracle may produce, and how this might affect the god himself in the way of temporarily reduced P.P.E. or hit points (it might be a bad time for the deity to weaken or call attention to himself). Furthermore, priests know that to ask for too much, too often will only anger the god and see all miracles and perhaps even minor blessings and inspiration cut off from that priest, church branch or the entire religious community (sometimes for decades). Thus, discretion and moderation are suggested. **Note:** The demon familiar is also granted to a Priest of Darkness, but only after the priest has proven himself worthy and with the active participation of the god. Remember too, what a deity gives, he can take away.

Giving P.P.E. to the Gods

Gods get P.P.E. directly from their worshippers. How much P.P.E. they get varies according to the number of worshippers *and* according to the offerings or sacrifices made to the god. The numbers given below are a minimum, and relate to the Palladium World's smaller religions, such as the Pantheon of the Northern Gods, or Kirgism. A larger religion might generate twice the amount of P.P.E. listed, while gods of the biggest religion in the world, the Church of Light and Dark, would come up with three times the P.P.E.

God's Standard P.P.E. Recovery: This is the standard case, where the religion is working properly, and where there are no big problems. Most gods can count on recovering this amount of P.P.E. all the time. Note that most supernatural god-beings feed on P.P.E. for nourishment as well as for the regeneration of hit points and S.D.C. and the use of their magic and divine powers.

Heroic Realm: 150+8D6 P.P.E. per hour.

Epic Realm: 225+4D6 P.P.E. per hour.

Colossal Realm: 300+2D6 P.P.E. per hour.

God's Emergency P.P.E. Recovery: If a god has an emergency, and is pressed for power (typically due to warfare among the gods), then the god, or even the whole pantheon, may find it necessary to tap *all* the power of their worshippers. During these "outages," priests find themselves powerless and unable to do perform *any* of their god given abilities. In other words, the priests cannot perform prayers, rituals, healings, or anything else.

Heroic Realm: 500+8D10 P.P.E. per hour.

Epic Realm: 750+4D10 P.P.E. per hour.

Colossal Realm: 1,000+2D10 P.P.E. per hour.

GM Note: This should be a very rare event, happening no more than once year (or even once a decade), and never lasting for more than a day (24 hours).

Worship Vigil P.P.E. Recovery: The god instructs all its priests to gather together as many followers as possible, and to spread the word that all the followers are to worship fervently for the next few hours. Priests lead the congregation in a chant, where the god's name is called over and over again, thereby sending a wave of faith up to the god. How long it lasts depends on the loyalty of the followers, but usually for up to eight hours.

Heroic Realm: 800, plus 4D6 times 10, P.P.E. per hour.

Epic Realm: 1,200, plus 3D6 times 10, P.P.E. per hour.

Colossal Realm: 1,600, plus 2D6 times 10, P.P.E. per hour.

Animal Sacrifice P.P.E. Recovery: This can happen on command, with the god demanding all of its priests to engage in the blood sacrifice of animals, but it will take one hour for the necessary preparations (obtaining the animal, gathering followers, conducting the ceremony, etc.). The god can also take advantage of certain yearly sacrifices. The P.P.E. comes in over about a fifteen minute period, corresponding to when the sacrifices take place. **Note:** Many Palladium World religions, including those based on principled or scrupulous gods, sacrifice animals (typically sheep, goats, or cattle).

Heroic Realm: 2,000, plus 2D4x100 P.P.E.

Epic Realm: 2,500, plus 1D6x200 P.P.E.

Colossal Realm: 3,000, plus 3D4x200 P.P.E.

Humanoid Sacrifice P.P.E. Recovery: As with an animal sacrifice, but using a living humanoid for greater P.P.E. **Note:** This is a practice only encouraged by *evil* gods under the most desperate of times (slaying dozens to hundreds of people tends to be noticed and frowned upon by those who are not members of the church, and can stir up serious trouble, purges and crusades against them).

Heroic Realm: 5,000, plus 2D6×100 P.P.E.

Epic Realm: 7,500, plus 2D6×1000 P.P.E.

Colossal Realm: 10,000, plus 4D6×1000 P.P.E.

Prototypical Deific Powers

Prototypical Deific Powers are *not* spells. They may *not* be cast or invoked by mortals, nor learned by magic users of any kind. The only exception is in those rare cases where a god instills a priest or a worshipper with a particular Deific Power. Most gods can perform all of these powers, provided they can pay the cost required for the invocation.

Note that many of the Demon Lords and Deevil Lords are required to pay *twice* the standard cost for the invocation of Prototypical Deific Powers (see "Deific Powers" in the description of the specific characters).

The Cost of using Deific Powers

Cost in P.P.E.

Simply, this is what it costs the god to invoke the power. All of the P.P.E. must be available at once, and channeled into the invocation simultaneously. Those who must pay *double* for deific powers have to pay *twice* the amount of P.P.E. listed. In other cases, certain powers may be available to a particular god for a reduced amount of P.P.E. or even Free. Such conditions will be indicated in each of the god descriptions where they apply.

Cost in Body Investment

Some deific powers require a heavier penalty than just the expenditure of P.P.E. points. In these cases, the god must sacrifice a part of his own primal manifestation. In other words, the invocation takes some (or all) of the god's hit points and S.D.C.! Of course, only the most powerful deific powers require a body investment.

Important Note: Gods *cannot* use magic or natural abilities to recover hit points and S.D.C. lost to Body Investment. No spell, magic or deific power can heal what has been lost to the trauma of Body Investment. Only rest and meditation is sufficient, and the god can only recover 1D4×10 hit points and 1D6×10 S.D.C. per day!

A Note on Range: Gods can invoke their powers around their person or through any minion or follower. For example, when it says "sight," that means the power can be used on anything the god sees, or anything the god can see through, like the eyes of a follower, priest or minion.

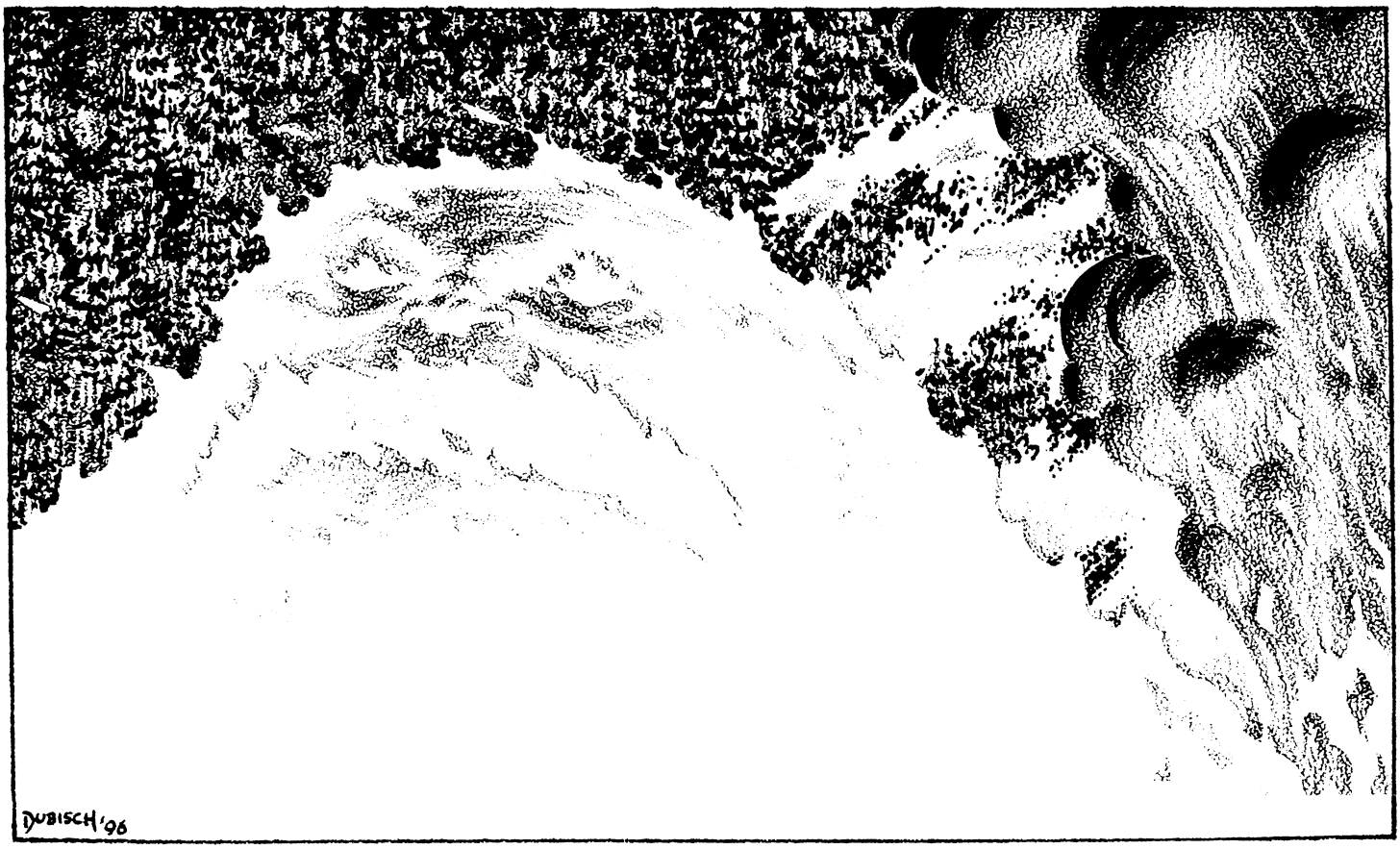
Types & Cost of Body Investments

Token Body Investment: One-tenth (10%) of the god's base (not current) hit points and S.D.C. are spent invoking the power. For example, if a god usually has 7,000 hit points, and 10,000 S.D.C., he would lose 700 hit points, and 1000 S.D.C. **Note:** This loss *cannot* be recovered by means of bio-regeneration or healing, but instead must recover naturally.

If the power is being invoked by someone who has to pay *double*, such as some Demon Lords, then instead of paying a Token Body Investment, the cost will instead be a Severe Body Investment.

Severe Body Investment: The god loses *half* of their base (not current) hit points and S.D.C. A god with 7,000 hit points and 10,000 S.D.C. would lose 3,500 hit points and 5,000 S.D.C.

When the cost of the power has to be doubled, then a Severe Body Investment becomes Consumed Body Investment.



Consumed Body Investment: These powers are enormously, terrifically draining, causing the deity to invest nearly *all* of his primal manifestation in the invocation. If the god is already depleted of any more than 10% of their hit points or S.D.C., then the invocation will work as if it were an *annihilation*! The amount of hit points and S.D.C. left to the god is minimal: only 6D6 hit points remain, and only 4D6 S.D.C.; a horrifyingly tiny amount for most gods. As with the other Body Investments, healing must take place naturally. Any character needing to pay double must have *ALL* their hit points and S.D.C. totally intact, and instead of paying a Consumed Body Investment, they will pay an Annihilated Body Investment.

Annihilated Body Investment: The god spends *ALL* of the hit points and S.D.C. in the invocation. In other words, the god is *committing suicide*! **Note:** It is impossible to do an invocation that costs annihilation unless the god is fully healed and at full hit points and S.D.C. Furthermore, most gods are not trusting or giving enough to perform an annihilation on themselves.

An annihilated body investment is not quite as bad as it sounds. Given the nature of deities, there is usually a good chance the he or she can be restored. The reason is because the god is actually "discorporating" rather than being slain, so it is possible for the god to be returned to the living!

Resurrecting the god can be done by fervent worship of the priests and followers (although, while the god is discorporated, the priests will have *no* power to do prayers, rituals, healing, etc.). It is also possible for other gods of the same pantheon (two or more) to bring forth the dissipated one. It takes 2D4 years of faith and effort/prayers by priests and followers to reincorporate a god who has been annihilated, but only 1D6 days for other gods to reincorporate a fellow member of the pantheon (24 hours if all members of the pantheon honestly want the god back). If the god remains annihilated for more than 200 years, he/she is gone forever. A reincorporated god will return completely intact and after 2D4 days of rest, up to full strength in all areas.

Those who must pay double for a power are unable to do any power that requires Annihilation (although they can do Depletion-level powers by paying the cost of Annihilation).

Description of Prototypical Deific Powers

By Erick Wujcik & Kevin Siembieda

Alter Primal Manifestation

Range: Self

Duration: Permanent

Cost: 500 P.P.E., plus "Consumed" Body Investment.

This allows the god to *permanently* change shape and appearance. There is no limit to how drastic the change can be. A hu-

manoid god could become a monster god, or a god that appears as a mass of dripping tentacles could change into a beautiful Elven goddess. Also, the god's Horror/Awe Factor can be raised, or lowered, by as much as 1D6 to match the new appearance. If the god's new form has a natural ability based on physical structure (like wings), then the god automatically gets that new natural ability (for example, creating a winged body would give the god the natural ability to fly). Losing a particular body feature will also result in losing the related natural ability (going to wingless means losing the natural ability to fly). All other aspects, including attributes, hit points, P.P.E., I.S.P., powers, natural abilities, and so forth, remain the same.

Banish

Range: Sight
Duration: Permanent
Cost: 325 P.P.E.; no body investment required.
Saving Throw: Standard for deities, none for any others.
Limitation: Cannot be cast out of one's indigenous home/place of birth with this spell.

The victim of a Banish is unable to stay in whatever realm or dimensional plane he is currently inhabiting. Victims have an instant in which to think of where they would rather be (most mortals will end up at home, if they think of nothing else), and then are cast into that place. The victim *cannot* return to the place of banishment for 1D6×100 years. If they do, they'll magically be expelled, unless the god decides to revoke the power. Likewise, a god may perform a banishment the moment the previous time period elapses.

Bio-Regeneration: Deific

Range: Touch
Duration: Permanent
Cost: 350 P.P.E.; no body investment required.

Instantly heals up to 1,000 points of damage to hit points and/or S.D.C. Any open wounds, broken bones, burns, or other damage is also healed without scarring. Hunger, fatigue, and all other ailments, including illness and disease, are also instantly dispelled.

Bio-Regeneration: Primal Deific

Range: Touch
Duration: Permanent
Cost: 1,200 P.P.E.; no body investment is required.

Instantly heals *all* lost hit points and S.D.C., plus half I.S.P., regardless of how many points were lost, and regenerates the body completely, replacing any lost limbs and completely healing any cuts, scars, or other wounds. Hunger, fatigue, and all other ailments, including illness and disease, are also instantly dispelled.

Call Angel

Range: Infinite
Duration: Instantaneous
Cost: 1,000 P.P.E.; no body investment is required.
Saving Throw: None

Instantly brings an angel into the presence of the god (or, if cast through a follower or minion, into their presence). While the god can specify a *type* of angel, if none are specified a random type will appear. The god can call a specific angel, if the angel's name is known to him. Also, if the god has ever seen or met an angel, that particular angel can be called. Whatever angel is called will be instantly ripped out of wherever it was, even if trapped, confined or protected. Once it appears, the angel is under no compulsion to stay, or to obey, or even to listen to the god.

Consume P.P.E.

Range: Sight
Duration: Unlimited
Cost: 2000 P.P.E. plus Severe Body Investment is required.

The god can drain/syphon the P.P.E. from any ley line, nexus, place or object. While initially the god must see the source of the P.P.E., or see it through the eyes of a follower or minion, once the consumption starts it will continue for as long as the god wishes to maintain it. However, the god can invoke no other deific powers while the consumption is continuing. The maximum rate that the god can consume the P.P.E. is equal to one-tenth (10%) of the god's usual base P.P.E. The god can channel the P.P.E. into himself or herself (up to the god's base P.P.E.), or into any container, or into any followers or minions. If nothing else, the god can simply dump the P.P.E. into his deific realm. This is sometimes done to prevent others from syphoning power from a ley line or to weaken an enemy territory of its ley line resources.

Control Tectonics

Range: Sight
Duration: One Day
Cost: 1,200 P.P.E., plus Severe Body Investment.

The god seizes control of one of the continental plates of a world or a realm. Once in hand, the deity instantly understands the forces and stresses of the enormous mass and can predict, for a year in advance, when and where earthquakes will take place, as well as foretelling the timing, violence and type of any volcanic eruptions (detonations, lava flow, poisonous gases, etc.). In addition to evaluating the continental plate, the god can also manipulate it, doing any of the following:

1. Ease Fractures and Stresses. This means the god can slow down and stop any earthquakes currently taking place. In the longer term, the god can manipulate various fractures and fault lines so as to prevent upcoming earthquakes, or to change their epicenters, or to increase or decrease their severity by two fold.

2. Cause Earthquake. The god can cause unlimited earthquakes, centering epicenters to effect maximal damage. Buildings, castles, and even entire cities can be levelled. Or earthquakes can be minimal (just scaring people) or concentrated to one small region. See the Earthquake spell in the RPG, page 233, for reference.

3. Create/Erupt Volcano. The god can trigger an existing volcano or cause a new volcano to rise and erupt. The volcano can come up gradually, or appear with massive, explosive force. Lava, in varying amounts, can spill out, creating rivers of molten rock that will destroy anything in their path. Clouds of deadly poison gas or hot ash are also an option. Another possibility is to have a volcano erupt from the sea or ocean floor , creating an entirely new island mass. The god can bring forth one volcano every week. Total number of volcanoes possible is 1D4+2. When this magic is dispelled/cancelled, the existing volcanoes become dormant and new ones disappear back into the earth (only one can be made permanent if the god so wishes).

While the god has the option of "holding" the continental plate for a full day, the god can invoke no other deific powers until he releases the continental plate.

Control Weather: Local

Range: Sight
Duration: One Hour or cancelled any time sooner, as the god wishes.
Cost: 400 P.P.E.; no body investment is necessary.

Taking control of the weather over a modest geographic region (about 40 miles/64 km in diameter), the god can choose any *one* of the following effects. Note that many gods have their own favorite weather tricks, such as hail and fog, which are also possible. **Note:** For other ideas, see the various elemental spells in the RPG, pages 218-244.

1. Lightning Storm. Massive clouds build up quickly (within five minutes), and then lightning starts erupting all over the area. The god can choose to have the lightning stay in the clouds (from one cloud to another), in which case the noise will be deafening, and the spectacle impressive, but no one will be hurt. On the other hand, lightning can be directed all over the land, resulting in widespread damage to trees, buildings, livestock, etc., or at a particular location. With pinpoint accuracy (as if the god was attacking with his fists), bolts can come down repeatedly, as quickly as one per melee round, doing damage in increments of 1D6×10, up to a maximum of 600 points of damage per lightning strike. Or forked bolts can rain down upon any large structure or sprawling area, striking at large structures randomly; each forked end doing 3D6×10.

2. Whirlwind/Tornado. The god creates a swirling air mass, which takes about ten minutes to form into a destructive twister. Once the vortex is created, it can be directed across the landscape as the god wills, ripping up anything in its path. While trees, small buildings, and any loose objects are sucked up and destroyed instantly, assaulting a stone fortification (such as a castle) can take 4D6 minutes; giving time for the inhabitants to flee underground, if shelter is available.

3. Cloudburst/Flood. Assembling the rain clouds takes about fifteen minutes, after which the god can release a torrential downpour. The massive quantities of rain will cause flooding throughout the area (perhaps flooding underground structures that the god can't reach with a tornado). Unlike the lightning storm and whirlwind, the rainfall can continue for 1D6 hours after the god has stopped using this deific power. Roads and bridges will remain washed out and rivers will be swollen to overflowing for 4D6 hours.

Create Deific Portal

Range: Sight, but on both ends.
Duration: Permanent
Cost: 500 P.P.E., plus Severe Body Investment.

This creates a permanent dimensional portal connecting one realm or world, with another realm or world. In order to create the portal, the god must be able to see both ends, so one or more priests must be present at one end. Such portals are usually kept secret.

Destruction Note: Another powerful deity can try to close the portal but must spend 1000 P.P.E. plus Severe Body Investment.

The deity who created the Deific Portal can close it at any time or leave it open forever. If the god is slain, there is a 01-60% likelihood that the portal will remain open. This may not be a good thing, because the god's destroyer may target the priests and worshipers next and has a doorway right to them!

Create Minion

Range: Touch by the god.
Duration: Permanent
Cost: 800 P.P.E., plus Severe Body Investment.

Using a portion of the god's own body, a new minion is created! This is a wholly separate, intelligent being, supernatural in nature, and innately devoted to its creator god. The primal manifestation of the minion can be based on any humanoid, animal or supernatural model (it can look like anything), and it may have whatever natural abilities would be associated with the basic model. Initial attributes will be rolled up as directed in the *Palladium RPG* (use character races, sub-demons, lesser demons, or lesser deevils as a model), or from any creature described in Palladium's *Monsters & Animals*. In addition, the god may boost any two of the minion's attributes with 2D6 extra points, can bestow it with any two of the god's own natural abilities and, if the god has psionics, it can be given any four of the god's psionic abilities (I.S.P. is M.E. x3), or be given two magic powers (equal to 4th level spells; each can be performed twice a day).

Note: The offspring of a minion, if mated with another of its kind (meaning the god has to create a male and female, and give them the ability to reproduce), will also be supernatural, and have all the same basic abilities and powers but at 10% less than the originating parents.

Deific Curse: Confer Immortality

Range: Sight
Duration: Permanent
Cost: 1,000 P.P.E.; no body investment is necessary.

As long as the god is alive, the character bestowed with the curse of immortality cannot die. At the moment the victim is cursed, he will intuitively know it. While this might not seem like much of a curse, since most people think they would like to live for a very long time, it is truly horrible. For one thing, the victim is not immune to any diseases or illnesses, nor does the victim have any special healing powers which means he or she can suffer from any kind of physical disability and pain from injury and disease. Furthermore, the victim will continue to gradually age (roughly one year for every hundred), so the character will eventually look ancient and may accumulate disabilities associated with old age (forgetfulness, physical disorders, etc.). This means that sooner or later, the victim is going to be horribly wounded, disfigured, or completely debilitated and still not be able to die. Sooner or later, the victim is likely to be taken for dead. Unable to move or speak, because of injuries or sheer bodily decay, and buried — alive! Now the victim will still feel the pain of horrible injuries, hunger, thirst and loneliness (we won't get into what happens to a body underground), still not able to die, and know that only the god who performed the curse can relieve the suffering.



Deific Curse: God-Blind

Range: Sight
Duration: Permanent
Cost: 450 P.P.E. plus Token Body Investment is necessary.
Saving Throw: Natural twenty only!

To start with, the victim must be looking at the god, or at the god's likeness (a picture, a statue, a carving, etc.). The god's appearance will suddenly flare with unnatural light, become ultra-real, and that image will then be permanently burned onto the victim's retinas. From that moment on, the character will be effectively blind, unable to see anything but the glowing, magnificent image of the god. Since the image continues to glow *inside* the eye, there is no way to stop it; darkness, blindfolds, and closing the eyes are all useless (except to remove the eyeballs). After a few hours, the character will discover that some hint of vision remains, so it is possible to, for example, read at an agonizingly slow pace. Penalties: No initiative, reduce all combat bonuses and skill performance requiring sight by half, and attacks per melee by one. If the character tries to move faster than half his normal Spd, he will constantly stumble, fall and hurt himself.

The victim of the curse remains blind until the god or one of his high priests removes it. Some great deed(s) will have to be performed or years of penance suffered, before most gods will consider restoring the character's vision. Some good or compassionate gods *may* eventually decide the character has suffered enough at some point or has learned his lesson and restore his sight, but evil and vindictive gods may never consider removing the curse for any reason.

Deific Curse: Pox

Range: Sight
Duration: Special
Saving Throw: Natural twenty only.
Cost: 1,500 P.P.E., plus Token Body Investment.

By creating an entirely new disease, the god sets loose a pox upon an individual, which can then go on to infect an unlimited number of others (limited only by exposure). The god defines the symptoms of the disease, how long it takes to run its course, the fatality rate (what percentage die from the pox), and the effective cures (if any). The god can also control the disease *vector*, so it can be spread by air, by touch, through insects (mosquitoes or fleas), or by contact with some other animal. The god can also decide if the pox must have a living host, or if it can survive in some suspended form, so that it might return years later, when some infected body or substance is uncovered. The deity can also spare his faithful and put an end to it whenever he wants to.

Deific Curse: Pestilence

Range: Sight
Duration: One growing season.
Cost: 400 P.P.E.; plus Token Body Investment is necessary.

This is a curse laid on a particular land, that affects many of the plants and all food crops of that place. Plants do not grow properly, are infested with disease and do not bear edible fruit. Animals are sickly and deliver frail and often stillborn offspring. Only 1D4×10%+10% of the food is edible and pestilent insects appear in droves to devour those (if lucky, 15-25% can be sal-

vaged). If the god allows the pestilence to continue, it is entirely possible that famine and disease will follow in its wake. The land affected can be as small as a single farm or a village, or as large as 1,000 square miles.

Dispel Deific Power

Range: Sight
Duration: Permanent
Saving Throw: Special
Cost: 140 P.P.E.; no body investment is necessary.

One god can *attempt* to eliminate the effects of another god's deific power (including curses and pestilence), if the deific power is still being actively manipulated by the other god. This works very similarly to the negate magic spell, in which the god working the dispel rolls 1D20 and the god creating the magic rolls a 1D20 in defense. No bonuses apply to either, high roll wins. The P.P.E. of the dispeller is used up whether he is successful or not. The down side to using this power is that it is basically an attack against the originating deity and he or she will know it, and know who dares to thwart his/her will! This can lead to feuds and outright battles between the two gods and/or their minions or worshippers.

Display Deific Omen

Range: Sight
Duration: A few minutes
Cost: 25 P.P.E.; no body investment is necessary.

Wishing to give a sign of approval, anger, or some other feeling, or that all is well, or that trouble looms (usually warning of trouble from a rival god or demons or deevils), the god makes a display using some element of nature. For example, the deity could arrange for a sighting of northern lights, strangely colored sky (good or bad), a spectacular rainbow, or beautiful rings around the moon. On the other hand, the ground could be uncovered, seemingly by natural processes, which reveals mutilated corpses. Lightning might splinter a statue or destroy a shrine, or vultures or ravens could circle ominously overhead, or a rain of tadpoles or fishes, and so on. Likewise, a faithful priest may have a dream, nightmare or impression that accompanies the Omen.

Forge Holy Weapon

Range: Sight
Duration: Permanent
Cost: 100 P.P.E. +50 P.P.E. per each *special* ability (1-4).

Starting with an ordinary weapon (usually something that is already in the hands of a follower), the god forges in a number of special blessed features. The weapon will become unusually tough, brighter (slightly glows), sharper (+2 to damage) and will have one to four of the special abilities common to Holy Weapons; see **Palladium Fantasy RPG, 2nd Edition**, page 252. Some gods find it effective to make holy the weapon which the character is using in the midst of combat, just as the deity is called upon for help.

Note: Although not particularly costly for a god to make, they are always very sparing with this power.

Godblaze

Range: Sight
Duration: Instantaneous
Saving Throw: None, but it is possible to dodge away from the point of impact (still catching secondary damage)
Cost: 2,000 P.P.E., plus Annihilated Body Investment.

This is the atomic blast of god weapons. Channeling nearly all their power into one awesome, all-consuming detonation, the god effectively disrupts that one portion of the target dimension, turning it into a fiery whirlpool of primal energy and chaos. To an onlooker, it is as if a blazing light appeared at the target point and consumed all in a fiery blast.

One million points of damage are inflicted at the point of impact! The impact zone is a 100 foot (30.5 m) blast radius, unless contained by the destruction of a god (if directed at a god, it consumes the god entirely, but causes no other damage). Everything within the next 100 foot (30.5 m) radius takes 5D6 times 1,000 damage, the next 100 foot (30.5 m) radius takes 3D6 times 100 damage, and within a 1,000 foot radius (305 m), 2D6×10 damage. **Note:** Another god can try to protect or save those in the blast by using his/her other powers (probably very limited) or by taking the blast and being annihilated himself. Mortal means of magic (force fields, magic armor, teleportation, etc.) may also be used to survive if not caught within the epicenter, however the character(s) must roll and win initiative in order to have successfully activated his magic before getting caught in the blast, unless the magic has a duration and was already activated.

Greater Metamorphosis: Demonic

Range: Sight
Duration: Until dispelled.
Saving Throw: 16 or higher if this magic is unwanted.
Cost: 900 P.P.E.; no body investment is necessary.

Usually used on a follower (although the god could self-impose it), this changes one into the form of a demon of Hades, or one of the deevils of Dyval. In addition to changing form, shape, size and appearance, the affected character gains all the *natural abilities* (including supernatural P.S.) and A.R. of the demonic form. The transformed character retains his own attributes, powers, skills, hit points and S.D.C. (+1D4×10 S.D.C. bonus). Limited to any sub-demons, lesser demons, lesser deevils, or the deevil Arch Fiends. It does not "wear off," and only the god can reverse the metamorphosis.

Hellfire Blasts

Range: Sight
Duration: Two Melee Rounds
Cost: 1,000 P.P.E., plus Token Body Investment.

The god gets eight energy attacks per melee round for two melees (16 blasts total). Any energy attack that isn't used up in two melee rounds is no longer available. The god must see his target with his own eyes (one mile/1.6 km range) or through those of one of his minions or followers (one mile/1.6 km range from the follower's location). Each blast automatically strikes (no need to roll) unless the intended victim rolls a natural 19 or 20; stationary structures are automatically bombarded. Damage is a devastating 1D4×100 per each blast, double damage to gods and demon and deevil lords. Those immune or resistant to fire take half damage.



Manifestation

Range: Sight
Duration: Permanent
Cost: 500 P.P.E., plus Token Body Investment.

Creates a full and complete duplicate of the god's primal manifestation, which appears in some other world or realm. The manifestation has all the god's natural abilities and powers, except at half normal strength and that it can only look through the eyes of the followers on its appointed world or realm. Effectively the consciousness of the god is now split, so he is always aware of *both* the primary and secondary manifestations. In other words, it is one god with two bodies. As many as two manifestations can be created.

Resurrection: Deific

Range: Touch
Duration: Permanent
Cost: 300 P.P.E. to resurrect a mortal, 600 P.P.E. for a supernatural being, 1,200 P.P.E. for a god; no body investment is necessary.

Brings back the dead, even if the body has been completely destroyed (or, in the case of a god, discorporated). All damage is repaired, including old wounds and missing limbs. Resurrected beings come back with full hit points, S.D.C., I.S.P., etc. The only exception is P.P.E.; only a maximum of 4D6 P.P.E. is initially restored. The rest, minus 10%, returns with normal rest and meditation. The 10% is permanently expended.

Mobile Sphere of Destruction

Range: Sight
Duration: Special
Cost: 250 P.P.E., plus Token Body Investment for the first four melee rounds, plus 25 P.P.E. for each additional melee round.

A shimmering ball of destructive power appears in midair. The sphere is mentally manipulated by the god's mind as a flying weapon; Spd. 220 (150 mph/240 kph). Using the sphere alone, the god has double his normal attacks per melee round! If attacks are divided between the sphere and other methods of combat (hand to hand, psionic or magic), the deity is limited to his normal number of attacks. Moving at near the speed of thought, the magic sphere is +6 to strike (no P.P. or other bonus applicable) and whenever it strikes a target, it inflicts 2D4×10 damage. In addition, the damage from the sphere shocks the victim's nervous system and eliminates one of his melee attacks/actions (cumulative effect that can last into subsequent melee rounds). If held against any stationary object it burns its way through, punching through 1,500 S.D.C. per melee round! Cannot be parried, but opponents can attempt to dodge.

Transmutation

Range: Sight
Duration: Permanent
Saving Throw: Standard (only for living things).
Cost: 500 P.P.E., plus Token Body Investment is necessary.

Anything, living or not, can be transmuted into another substance! Possibilities include metals (gold, silver, iron, bronze, etc.), stone, pottery, glass or flesh, from a creature, to a building, to a stand of trees, so long as the object or collection of objects is no more than 500 feet (150 meters) across. Any living creature transmuted into an inorganic material is effectively put into suspended animation as a statue. If the statue is destroyed (shattered, melted, etc.) the character is slain, otherwise the god or another god can use the deific transmutation power again to turn him back.

Weaponwright

Range: Sight
Duration: Permanent
Cost: 150 P.P.E.; no body investment is necessary.

Bearing in mind a particular enemy (by name or type), the god can remake any weapon so that it becomes particularly lethal to that enemy, inflicting double damage or even triple damage (for an extra 100 P.P.E.) to that specific person or type. Types can be comparatively general, i.e. all humans, all Elves, all demons, all deevils, dragons, etc. It can also be used on a technological device and energy weapons so that their beams or bullets do double or triple damage to the enemy.

God Descriptions

By Erick Wujcik
Inspired by characters and writing by Kevin Siembieda

Aco & The Juggernaut

These two gods occupy their own epic realm, *Yistwhy*, a place connected to the Palladium World, and thirty-seven other worlds. Yistwhy is uninhabited by any intelligent race, is covered with dense forests and clear water, scarred only by the ancient ruins and remains of a long gone civilization. The two live in a floating palace of gold and marble, attended only by air elementals.

Sect of Aco & The Juggernaut

Likely the most ancient religion of the Palladium World, the worship of Aco and the Juggernaut has spread everywhere, but always as a secondary religion. It is not that the two gods are unknown, for almost every small child is given an Aco doll, and athletes everywhere make small sacrifices to the Juggernaut. However, the religion rarely inspires fanaticism. Perhaps that is because neither god really appeals to the fundamental greed of the worshippers.

Major Deities: Aco and the Juggernaut
Alignments of Worshippers: Any

Pantheon: Aco and Juggernaut only. Ancient texts refer to an Abo, Damu, Ginja, Kule, Ma, Puno, and Wunja, but all other descriptions of these ancient gods have been forgotten, to the extent that even their genders are unknown.

Organization: The religion is completely open to new followers, without any restrictions. Worshippers, and even Priests of Aco and the Juggernaut, are not restricted from worshipping, praying to, and even making sacrifices to any other gods.

While there are many temples to Aco, they are usually small, containing just one priest, and perhaps an apprentice or two. There is little formal structure beyond the relationships that the priests of each temple have with each other. About 80% of the priests are female, and they tend to be elderly. Larger Aco Temples may also include an orphanage, and most have some child-care facilities.

There are no priests or temples devoted to the Juggernaut, but it isn't unusual for a devoted follower, usually an older athlete, acrobat or gladiator, to become a kind of lay preacher. Most arenas, large gymnasiums, and other buildings devoted to athletic events, will include a small shrine to the Juggernaut somewhere near the changing rooms.

Symbols and Icons: The most common icon is the Aco doll, however Aco is more formally represented by a disk with white dots on a black background, organized to represent the constellation of Aco in the sky. A sun symbol is often used to represent the Juggernaut.

Followers: In recent years, in places where there has been an emancipation of women, the worship of Aco has been gaining some strength. Successful women of the Palladium World like the idea of a religion where the woman is clearly dominant, but where the prototypical male figure is still strong and virile.

Holy Places: While some ancient temples to Aco survive, none have any widespread reputation.

Major Artifacts: Aco dolls. For millennia, Aco dolls have been given as toys to children as a good luck charm. They are always made of cloth, with white skin, black eyes, and long black hair (the hair is usually as long as the rest of the doll). Otherwise, the features and dress of the doll tends to conform to local standards. For example, among Dwarves, an Aco doll would have the proportions of a female dwarf, and would wear a miniature version of a Dwarven woman's cloth. But even dark-skinned, green-eyed Dwarves would still make the doll's "skin" color out of white cloth, and the eyes would still be black. The use of Aco dolls is so ingrained that even people from religions hostile to Aco (such as Chantico or Kalba) will still provide their babies and small children, boys and girls, with Aco dolls.

Holy Books: The main religious text of the worshippers of Aco and the Juggernaut is the well-known *Tristine Chronicles,* and priests of the religion often quote from the Chronicles as if they were scripture.

The only other book used by this religion is a set of quotes from *The Tristine Chronicles* called the *Citations*. The *Citations* consist of twenty-six excerpts from the *Chronicles*, the first two dealing with the creation of the Palladium World, then four sections describing the horrors of the Old Ones, each of the twelve paragraphs that mention Aco by name, and the eight sections where the Juggernaut appears. *Citations* are usually translated into the common language of the worshippers (it is considered blasphemous to translate the whole of *The Tristine Chronicles* from the original Elven language).

Common Rites and Sacrifices: Newborn babies are often brought to a temple of Aco, or a Priest of Aco is summoned, for a "Blessing of Baptism."

Sacrifices are generally sums of money (which go to support the temple), the burning of incense, or the killing of small animals on the eight holy days. The religion of Aco formally includes human sacrifice, especially during an annual celebration known as "The Ascension of Aco," held at the end of each year, when the new moon is completely black. However, the temples rarely have the money or power to obtain the necessary sacrifices. Most human sacrifices are voluntary and take place when elderly worshippers decide on a quick death. **Note:** All Priests of Aco are trained in quick and painless human sacrifice.



Wealth: One of the poorest of all religions. Priests of Aco have been known to take part-time jobs to support themselves and their temples. Unless a Priest of the Juggernaut can get a position at a major arena, or with the military, they rarely collect enough in donations to live on.

Aco

... and then the people were helpless. Their great defenders slain, kings corrupted, and the Pantheon of Z'kas, once all-powerful, vanished as if they had never been. Minions of the Evil Ones would arrive at dusk, and walk the streets, knocking on doors and laughing when there was no answer, taking cruel joy in the fear of those who cowered inside. If a door was opened to them, they would enter, and caper about, and pretend to be guests, or long-lost relatives, or dignified nobles, and that game would go on for hours, until they tired of it and opened themselves to the horrors of their masters. And if no door were willingly opened, well, it made no difference, for each minion could easily pass through a locked door, even one barred and magicked and encircled.

In those terrible days there was naught that could be done. Fight was impossible, and flight hopeless. Rich or poor, high born or low, all one could do was hide. All the new gods were clearly gone, and calling on any of the Z'kas was likely to bring down the wrath of the Old Ones. Despair and fear reigned.

At first Aco's subtle power went unnoticed, but too many of the survivors of the horrors, small children hiding in closets or under beds, simpletons cowering in dark places, or absent minded elders, lost in their memories, emerged unscathed, while the rest of their families were slaughtered. Nearly always the survivor would be clutching a ragged cloth doll of Aco. Aco, a goddess who had been virtually forgotten, but for the dolls made in her image, which were still popular with children and invalids.

Word spread quickly. Hold an Aco doll, hide, and pray to the goddess, and you may be spared.

— The Tristine Chronicles

Look at the night sky, glittering with stars. Aco is not the moon, nor the planets, nor the stars. No, Aco is the darkness behind the celestial bodies, the ultimate, overwhelming blackness upon which the entire universe revolves.

Step by step, over the long centuries since the worship of Aco first began, this goddess has become more and more the deific protector, and resembles less and less her origins as the earth mother. Now that the feared Old Ones are so long asleep, Aco's worshippers no longer need a place to hide.

Aco would like more Acoites ("a-ko-ites," followers of Aco) on the Palladium World. An ambitious priest who makes regular offerings and sacrifices, and who brings in new worshippers, is likely to receive her attention, support, and Aco is sometimes willing to personally intercede in worldly matters.

As a god among gods, Aco is known for her ability to hide herself utterly. She has been able to vanish from the eyes of all the other pantheons for years, and none have ever figured out where or how she is able to disappear so completely (some speculate that Aco has the power to "unmake" herself, so that she actually ceases to exist for a time). Yet she does not always hide. On rare occasions she has joined battle with the hosts of

gods, and has shown herself capable in both mystical and physical combat. Considered a valuable enemy, and a fearsome opponent, on those rare occasions when she visits other deific realms (usually with Juggernaut at her side), or converses with other gods, her words carry a great deal of weight.

Real Name: Aco

Alignment: Anarchist (selfish)

Size: 11 feet (3.4 meters) tall.

Description: She appears as a beautiful woman with milky white skin, black eyes, and silky black hair that hangs below her waist.

Attributes: I.Q.: 24, M.E.: 29, M.A.: 28, P.S.: 28, P.P.: 30, P.E.: 27, P.B.: 39, Spd.: 77 (53 mph/85 km) running or 220 flying (150 mph/241 km).

Attribute Notes: One of the most beautiful of all the gods. Although she is almost never seen, a look at her loveliness is the equivalent to a horror factor, in this case, awe.

Natural A.R.: 11

Hit points: 4220; half when in humanoid metamorphosis.

S.D.C.: 4500; half when in humanoid metamorphosis.

P.P.E.: 3,600

Horror/Awe/Beauty Factor: 17

Experience Levels: 15th level Warlock and 12th level Priest of Light.

Natural abilities: Astral travel, fly, nightvision and darkness sight (unlimited, she can she in all conditions as if there were perfect daylight; one mile/1.6 km range), see aura, see the invisible, turn invisible at will (no time limit), knows all languages, never fatigues and is always alert, bio-regenerate 1D4×10 S.D.C./hit points per melee round without P.P.E. cost, teleport 99%, dimensional teleport 98%, metamorphosis: humanoid, impervious to disease, impervious to cold, lack of air, or vacuum, sense the location of ley lines 90%, sense/recognize enchantment/magic 85%, and sense/control elementals 85% (3D4 Minor or 1D6 Major).

Deific Powers: Aco has the full range of power over her followers, and can perform all prototypical deific powers at regular cost, as well as the following three special powers.

Shield Followers in Divine Darkness (Special). Those who are actively praying to Aco, or at least clutching an Aco doll, and who are already hiding in some dark place, will be deifically concealed by Aco. Mortals using natural senses such as eyesight, hearing and smell, magical perceptions, or even technological devices, will be unable to detect what Aco has hidden. Even other deities are incapable of penetrating Aco's shield of darkness. **Cost to Aco:** Free. The power is innate, and Aco confers it automatically on every worshipper.

Darken Night Sky (Special). Usually used as a sign of her power, or of her displeasure, this power allows Aco to slowly diminish the light from the stars, planets, and even the moon, so that all celestial objects will seem to fade and gradually disappear. In a single melee round it will be clear to observers that stars are going out, and that there is less light in the sky, and after ten full minutes the entire sky will be completely black. The effect is enormous, so everyone on the nightside of the Palladium World can see the effect (assuming the sky is not overcast). **Cost to Aco:** 7 P.P.E. per minute (at 420 P.P.E. per hour, Aco could darken the sky for an 8.5 hour period, but at the cost of *all* her P.P.E.).

Remove Deific Powers (Temporary). In contests with other gods, Aco has the power to deprive them of any *one* of their deific powers. Recovery of the lost power usually takes the affected god an hour or more (roll 1D4) of concentration. It can also be used on a mortal who has been granted a deific power by another god, in which case the removal is effectively permanent (the god would have to grant the power all over again). **Cost to Aco:** 500 to 1,500 P.P.E. (varies according to the power and deific protection of the other god).

Priest/Healing Powers: Exorcism 50%, remove curse 80%, curse 60%, healing touch (3D6 S.D.C or hit points and can be used without limit), resurrection 20%, turn dead 80%.

Magic Powers: All air elemental spells, levels 1-8, and all other elemental spells of levels 1-4. Understands all symbols, wards, curses, circles of protection and circles of summoning.

Psionic Powers: None.

Skills of Note: As a goddess of the sky, Aco is omniscient in the subject of astronomy as well as mathematics (all).

Attacks Per Melee Round: Six physical and/or Two magical.

Special Bonuses (in addition to attribute bonuses): +2 on initiative, +3 to strike, +5 to parry and dodge, +9 to save vs horror factor/awe, and 99% to charm or impress.

Favorite Weapons: None.

Armor: *The Armor of Usa* was forged for some ancient conflict between the gods, and Aco will don this rune armor only if there is some deific conflict brewing. **A.R.:** 18, **S.D.C.:** 2,000, **Confers:** Protection to save vs psionics (+5), all magic (+4), and poison (+10). The armor regenerates 1D6×10 S.D.C. per hour.

Alliances & Allies: Aco trusts only the Juggernaut, her stalwart. She views Utu, Lord of the Dead, as a friend, but not necessarily an ally (it would depend on circumstances). While she has sometimes united with the Gods of Light, the Northern Gods, and the Pantheon of Rurga, all her alliances have been temporary.

Enemies: Hates Anhur, Bes, and Amon of the Gods of Taut, as well as Pith, Yin-Sloth, and all the Deevil Lords.

Vulnerabilities and Weaknesses: Deific.

Ancient Rune Weapons. Aco fears all creations of bio-wizardry, and will avoid physically confronting anyone who wields even a lesser rune weapon. While she takes no extra damage from these weapons, she has long known that at least one of the ancient weapons was constructed specifically as a "bane" against Aco and is capable of destroying her (thus far, she has never encountered it).

Disappearing Act. When Aco is sufficiently offended, she has a tendency to go off and sulk. In her case, that means she can disappear completely, cutting herself off from the rest of the Megaverse. She rarely leaves for more than a few days, but her departure leaves her followers quite vulnerable (for example, her priests receive no answers to their prayers).

Helpless Worshippers. Threats against children, the mentally disabled, and/or elders afflicted with a second childhood, will drive Aco out of seclusion and may rouse her to action. Children and the child-like have a special place in her heart, so she always makes a special effort to protect them. She knows that she cannot save everyone, but will never forget, or forgive, those who hurt these special charges.

Technology: She knows little about it. Although some of her worshippers live on worlds where technology is commonplace, Aco has taken no interest in it, at least so far.

Manifestations or Avatars: None. Aco may send a priest or a worshipper, or even Juggernaut, to do her bidding, but she is unwilling to allow impersonations.

Minions: While Juggernaut is a god unto himself, many consider him to be a minion of Aco.

Treatment of Worshippers, Priests and Organizations: While Aco accepts prayers, offerings and sacrifices as her due, it is rare for her to interfere in any way.

Rifts® Earth: Although Aco's heart would go out to the helpless victims of the rampages there, it is unlikely that she would want to involve herself in that grotesque scramble for the power of the Rifts. **M.D.C.**: 7,800; her Armor of Usa would be M.D.C. 6,000, and offer protection against energy weapons.

The Juggernaut

A god of power commonly associated with the sun, the Juggernaut symbolizes raw primal strength and unbridled passion. In bygone days he was also the god of the harvest and the earth. The Juggernaut is now worshiped by two groups. First, he is respected as Aco's helpmate by all who believe in Aco. Second, and here the Juggernaut has considerably more of a widespread reputation, he is the god of athletes and gladiators throughout the Palladium World.

This fits in well with Juggernaut's personality, since he is, indeed, totally dedicated to Aco. Also, he is very much an athlete, and especially enjoys competing in group sports; the more violent and strenuous the better (yes, you can call him a "jock").

Other gods pretty much ignore the Juggernaut, since he has little to do with politics, political power, or the manipulation of mortals. At one time or another, many have attempted to corrupt him, and have found that he really is incorruptible. Others have attempted to trick him, thinking that he could be used as a tool, and have discovered that he's not quite as stupid as everyone thinks. For one thing, he knows his limitations, and he's likely to check things out with Aco before doing anything that might be foolish.

As a warrior, he is unmatched: completely without fear, filled with grace, and skillful with just about any weapon. For this reason he has been in many battles, both among mortals, and among the gods. Aside from Aco, he always enjoys hanging out with his old comrades in arms.

Real Name: Unknown
Alignment: Unprincipled (selfish)
Size: 14 feet (4.2 meters) tall, but can alter his size.

Description: A huge, broad man, massive of muscle, with thick yellow hair, blue eyes, and a golden tan. He has a just expression, with bold features. In paintings and sculpture he is always depicted as nude or in a loincloth.

Attributes: I.Q.: 13, M.E.: 18, M.A.: 12, P.S.: 50, P.P.: 30, P.E.: 33, P.B.: 30, Spd.: 88 (60 mph/96 km).

Attribute Notes: All of the Juggernaut's physical attributes are at the supernatural level. However, he is renowned for being (among gods, anyway), rather dim-witted. This doesn't mean that he is stupid, just that he lacks any godlike supernormal intelligence and insight.

Natural A.R.: 12

Hit points: 730

S.D.C.: 4,810

P.P.E.: 3,450

Horror/Awe Factor: 14

Experience Levels: 18th level soldier, 12th level Gladiator, 9th level Sailor.

Natural abilities: Astral travel, hawk-like vision enabling him to see up to two miles (3.2 km) away, see aura, nightvision 200 feet (61 m), see the invisible, turn invisible at will (no time limit), knows all languages, teleport 92%, dimensional teleport 41%, resistant to heat, cold, and fire (½ damage), never tires, bio-regenerates 6D6 S.D.C./hit points per melee round without P.P.E. cost, swim 98%, metamorphosis: animal, metamorphosis: humanoid and capable of instantly learning any new form of athletics or unarmed combat.

Deific Powers: Juggernaut has the full range of power over his followers, and can perform all prototypical deific powers at regular cost, as well as the following special power.

Involuntary Immortality/Resurrection (Special). His greatest power is that of self-healing, self-regeneration, and self-resurrection. No matter what happens to his body, whether it is scattered in pieces, or totally vaporized, the Juggernaut can never die! Yes, he can be defeated, and he can be killed (temporarily), but he can never truly die (Note: some theorize that this is related to Aco's power of hiding). No matter what the damage, he will regenerate, and if his body is destroyed, it will reappear in his home realm. **Cost to Juggernaut:** Free. The power is innate, and is triggered automatically.

Priest/Healing Powers: Although Juggernaut has the power to confer blessings, etc., on his priests, he does not do any of these things himself.

Magic Powers: None.

Psionic Powers: 110 I.S.P.; a minor psionic with commune with animals and commune with spirits.

Skills of Note: Juggernaut is godlike in all hand to hand combat techniques (15th level proficiency; can pick the style or technique desired), all military skills and all competitive physical skills at 94% proficiency. He also knows *all* W.P.s (at 10th level proficiency). Other skills include land navigation at 80% and he also cooks 94%.

Attacks Per Melee Round: 10 in physical combat. For example, Juggernaut has a +11 to strike, and does 1D6×10+42 damage on a full strength punch.

Special Bonuses (in addition to attribute and skill bonuses): +5 on initiative, +4 to strike, parry and dodge, +6 to pull punch, +3 to roll with punch/impact, impervious to horror factor, +6 vs poison.

Favorite Weapons: Juggernaut prefers fighting unarmed. If in weapon combat with mortals, he will disdain the use of any magical weapon, and will either fight barehanded or use whatever ordinary items are given to common soldiers. Then he will attempt to destroy his opponent's weapons or disarm him, and switch to unarmed combat. When fighting other gods, Jugger-

naut will use whatever advantages are offered to him (usually rune or other magic weapons), with equal skill, but he owns none of them.

Alliances & Allies: Completely devoted to Aco, he will make no other alliances without her approval. He is friendly with a number of other war gods, including those who were on the *other side* in various battles (Juggernaut doesn't hold grudges when it comes to war, he thinks of it as just a more serious sporting event). If given a choice, he'd rather share a brew with either Hoknar or Lopnel. His love of a good wrestling opponent has led him into a friendly rivalry with several other gods in the past. Although the Juggernaut lusts after many females, both mortal and deific, his dalliances have been incredibly few.

Enemies: Because they are enemies of Aco, he also hates Anhur, Bes, and Amon of the Gods of Taut, Pith, Yin-Sloth, and all the Deevil Lords.

Vulnerabilities and Weaknesses:

Magic. Most forms of spell magic do full damage to the Juggernaut (as do psionic attacks). However, magical weapons do only normal damage and never inflict extra damage or double damage against him.

Challenges. The Juggernaut is a god who can be lured into conflicts with challenges and dares.

Drink. Unlike some other gods, he is not a drunkard, but his occasional drunken binges are legendary. Surprisingly, he is weepy when he gets drunk, and tends to ramble on about the wonders and beauty of Aco. On at least two occasions, this tendency to get drunk and talk about Aco has gotten him in trouble., Each time, the person pouring the drinks and listening to his rambling was another goddess, taking the form of a sympathetic (and beautiful) mortal woman.

Technology: The Juggernaut dislikes and distrusts depending on any technology, even when it comes to things as simple as a ship's pump or blacksmith tools. However, he is childishly fascinated with high-tech "toys" (a video or computer game, especially something like "Doom," would keep the Juggernaut engrossed for days).

Minions: None.

Worshipers: Aside from those who pay homage to the Juggernaut as Aco's secondary, many of the Palladium World's athletes and gladiators pray and make modest sacrifices to him.

Holy Artifacts: None.

Rifts® Earth: The Juggernaut would likely want to leave the place as quickly as possible, unless he became involved in some sort of battle or feud. The high-tech weapons he might use are vibro-weapons. **M.D.C.**: 6,600.

Algor

The Northern Sea God

Forgotten by the forgotten god who created it, our world was inhabited only occasionally, and then only by birds who would stop only long enough to rest their wings.

Then, one day, a Wandering Albatross flew by. It soared over the dry, dead rock, looking for water, but found none at all in all the great world. Later, it complained to Algor, for it was one of Algor's spies, describing the world as worthless. Curious about such a barren place, Algor came to the world and walked it, and found not a drop of water anywhere.

Perhaps, thought Algor, the water is underground, locked up in the rock. So Algor formed himself into ice, and struck the rock with his fist. With his first blow, Algor sent cracks through the entire world, and where he hit the rock it was smashed into sand, but nothing came out of the cracks. Algor went down on one knee, raised his fist over his head, and struck again. This time many of the cracks widened, and dark smoke poured forth.

Ah, thought Algor, this must be steam. A sign of water. And since he was made of ice he could not smell the brimstone in the gas. Then Algor came down upon both his knees, clenched his two fists together, raised his hands far over his head, and smashed down, as hard as he possibly could.

Bam! The world erupted with bursts of flame and molten rock spilled forth. Startled, Algor was caught up in the fiery eruption (for this is how all the world's volcanoes were first created), and the ice of his entire body turned to steam, spraying off in all four directions.

So vast was the cloud of steam that it blanketed the entire world, and shut it off from the sun. It took many years before the world cooled enough to allow the steam to form into clouds, and the clouds to let forth rain. But finally the rain came. And came and came, until the world was covered in water. Eventually the world cooled yet again, and great icebergs formed in the far north sea.

It was then that Algor reformed himself out of ice, taking away some of the water from the world, and causing land to form. He was a much smaller Algor, but he liked that a part of him was now the oceans, and the clouds, and the rain, so that he could see every part of the world. And ever since, Algor has been the watery part of the world.

— Algor's Hymnal

It is said that once he lived among the other Northern God in their colossal realm of Odguard, but that was long ago. Since then, Algor has become a recluse who associates with none of the other gods. Sometimes he builds new realms, but he always leaves them behind, never to return. Mostly, Algor walks from world to world, often as not in the guise of a filthy beggar, asking for handouts (yet another reason why one should at least be polite, if not generous, to those who seem less fortunate).

While the worship of Algor is widespread in the Palladium World, in most places it is rather informal. Each of Algor's Priests of Light (there are no Priests of Darkness dedicated to Algor) travels or operates a temple, independent of the other. The only important requirement for an Algor priest is that they



enjoy singing, because Algor's ceremonies always involve hymns and chants. That's true for everywhere except the *Island Kingdom of Bizantium*, where the Church of Algor is the official religion. The seat of the religion, worldwide, is in the Cathedral of Algor, in the City of Bizantium. Everywhere else, along the northern sea board, around the Algorian Sea, on the northern coast of the Eastern Territory, and in the islands of Y-Oda and Xy, priests just do their best at maintaining the temples and conducting the appropriate ceremonies and offerings.

Major Deity: Algor
Alignments of Worshippers: Any

Pantheon: Algor, Od, Belimar, Epim, Hoknar, Loknar, Heim, Hel, and Brgg (see Northern Gods)

Organization: Priests of Algor welcome all potential worshippers, even those who are just looking for a place to get out of the rain. There are no restrictions on membership, and members are welcome to worship other gods in or outside the Northern Pantheon. Other than the organized Church in Bizantium, and a small Eastern Territory monastery that publishes new translations of *Algor's Hymnal*, there is no large organization or formal religion.

Symbol: While there is no "official" symbol for Algor, sailors have adopted the trident as their sign for him.

Typical Followers: Wolfen and sailors, fishermen and others who depend upon the sea, as well as some elementalists.

Holy Places: The Cathedral of Algor. Located in the City of Bizantium, this is the official head office of the formal branch of the religion. A beautiful building, it took over 350 years to construct and is a marvel of stone, wood and stained glass craftsmanship. Pilgrims from all over Bizantium visit regularly. They are joined by devoted followers and life-long priests on the verge of retiring who visit from everywhere in the world.

The Great Stone Statue of Algor. Located on an uninhabited rocky outcropping in the middle right, where the channel opens up into the *Inland Sea* of Phi and Lopan. The statue is 260 feet (80 meters) tall, and shows Algor kneeling by the water, holding a ship in his cupped hands (if there has been enough rain, it looks like the ship is floating in his hands). Except for the statue of the ship, which is green-stained bronze, the whole statue is carved out of hard white stone. According to legend, the statue was carved from a single stone by grateful human sailors. However, many believe it is the work of ancient Dwarves, or possibly Elves or even Spriggans. It has stood in the channel for thousands of years.

Lighthouse Shrines. All around the Algorian Sea, wherever a lighthouse was needed to warn ships of hazards, the worshippers of Algor raised the money, organized the construction, and built a lighthouse, all in the name of Algor. Currently there are over thirty Lighthouse Shrines, each equipped with a small shrine or temple, and each staffed by 1D4 priests of Algor (typically 1-5th level).

Holy Books: *Algor's Hymnal* is a combination of a song book, a set of instructions for holy rituals and rites, and three chapters of scripture describing some of the legends of Algor.

Rites and Ceremonies: While Priests of Algor perform marriages, baptize babies, and do funerals, they are also responsible for either conducting or teaching people how to conduct, the following special "Ship Rites":

1. Casting Off Ceremony. It's the rare ship on the Palladium World that doesn't cast off on any sea voyage without giving Algor his "payment" for a safe passage. While the more devout will insist on having a priest at the dock or shipboard, virtually every sea captain arranges for a member of the crew to stand at the bow of the ship, and say, "Oh, Mighty Algor, if it please you, this ship sails in your name, hopefully in fair wind and calm sea," and then toss a few coins in the water. It is also considered very unlucky to sing anything other than hymns to Algor until the sails fill with wind.

2. Forty-Seven Day Ceremony. A ship that goes a full forty-seven days without sighting land is a rare event, and something that inspires dread and foreboding in all experienced sailors, whether they are prone to superstition or not. To offset the tension and to pacify Algor, the *Forty-Seven Day Ceremony* is held at exactly noon of that day. It starts when someone (usually the ship's cook) appears dressed as Algor (mostly naked), with a crown of seaweed and carrying a trident. All are gathered to praise Algor, and then a mock trial is held where all the ship's officers are brought to judgement. The common sailors act as jury, which means that each officer will be found guilty of something. "Algor" then pronounces the sentences (simple things like stand on one foot for the count of twenty, dump a mug of ale on your own head, etc.), until one officer is found guilty of the ultimate crime of offending Algor, and is dunked into the ocean on a rope; it's very, very rare that the captain himself gets a dunking. That privilege is usually reserved for the lowest ranking officer.

Algor the giant

Male god of the Sea

Algor is a giant god, even in colossal realms. A symbol of strength, storms, oceans and seas, he is worshipped by seafaring people on hundreds, perhaps even thousands of different worlds. Although a sea god, he prefers to live in the mountains along the coast, where he can observe his domain in a single glance. His anger is a thing of legend and is believed to create terrible storms. Algor is selfish, greedy, childish and mean when he can not get his way.

Once he lived in the realm of Odguard, along with the other Northern Gods, and he is still considered one of their pantheon, but he no longer associates with them. He accepts the worship, prayers and sacrifices that come from those who follow the Northern Gods, but is less likely to favor them than those who worship him directly. Algor's favorite followers are those who worship in his temples, with his Priests of Light, and those who faithfully follow his rituals.

Other gods know Algor mostly by reputation, since he keeps to himself. On at least three occasions where there have been wars among the gods, Algor has appeared in the middle of the battle, throwing his considerable power into the fray, and bringing the whole thing to a speedy conclusion. In each case, the gods on the winning side claimed that they had no idea that Algor would appear, and that the god disappeared without a word, as soon as all the wounded were recovered.

Real Name: Algorath Splainiisa'th
Alignment: Anarchist (selfish)

Size: 60 feet (20 meters) tall. Even among the colossals of Odguard, Algor is a giant, three times the height of most of the folk in that realm.

Description: White uncut and unkept hair and beard, very clear, very light blue eyes, with a powerful build. He has been seen wearing anything from full plate armor to rags, to nothing at all.

Attributes: I.Q.: 22, M.E.: 36, M.A.: 23, P.S.: 40, P.P.: 24, P.E.: 30, P.B.: 17, Spd.: 19.

Natural A.R.: 14

Hit points: 9000

S.D.C.: 14,000

P.P.E.: 2,500

Horror/Awe Factor: 17

Experience Levels: 17th level air and water Warlock, 12th level Mercenary, and 10th level Bard.

Natural abilities: Astral travel 94%, breathe without air/underwater (without limit), impervious to cold and underwater pressure (can dive any ocean depth/walk the ocean floor, etc.), swim 98%, nightvision (sees as if in full daylight even in total darkness; range one mile/1.6 km), see the invisible, turn invisible at will (no time limit), knows all languages, never fatigues, seldom sleeps, is always alert, bio-regenerates 1D6×10 per melee round without P.P.E. cost, teleport 97%, dimensional teleport 91%, sense the location of water 99%, sense the location of ley lines 90%, sense/recognize enchantment/magic 85%, sense/control elementals, metamorphosis: animal (typically a wolf), metamorphosis: humanoid (typically a street beggar of any race) and metamorphosis: elemental (limited to either an ice or a water elemental).

Deific Powers: Algor has the full range of powers over his followers, and can perform all prototypical deific powers at *half the usual cost*. He also has the following:

Create and Control Storm Pocket. Like a bubble in water, storm pockets can be created around ships or other objects, protecting them from the worst winds, waves and turbulence of a storm (although from the point of view of a character inside the storm pocket, it will still be the experience of a rough storm). As long as Algor maintains the storm pocket, it will travel with the ship, reducing the ferocity of the storm's effects by 80%. **Cost to Algor:** If he only needs to protect one ship, and so is creating just a single pocket, there is no cost. However, each additional pocket costs 100 P.P.E., and another 50 P.P.E. per hour if it is maintained for more than fifteen minutes.

Control the Sea. This puts Algor in charge of an entire ocean! In other words, *all* the water surrounding the main land mass of the Palladium World to manipulate as he sees fit. He can raise or lower the level of the water, reverse the tides, create channels, drain basins, etc. **Cost to Algor:** 1,000 P.P.E. initially, plus 400 P.P.E. per hour if it goes on for longer than the first half hour.

Create Deific Realm. Algor can "build" entire realms of existence, fully equal to any dwelling place of the gods. In order to accomplish this feat, he must first gather sufficient P.P.E., either by tapping the open Rift of an entire world, or by building and slowly filling a number of magical storage containers. **Cost to Algor:** 25,000 P.P.E. for a heroic realm, 40,000 P.P.E. for an epic realm, and 75,000 P.P.E. for a colossal realm.

Priest/Healing Powers: Exorcism 89%, turn dead 75%, remove curse 93% (29% for deific curses), curse 97%, healing touch (4D6), resurrection 82%, and spirit strike (makes any normal blow as effective as a supernatural one).

Magic Powers: All elemental magic spells! All symbols, wards, curses, and all circles of protection and summoning. Note: Opponents must roll an 18 or higher to save vs Algor's magic.

Psionic Powers: 180 I.S.P., all physical and sensitive psionics, plus induce sleep, psychic diagnosis, hydrokinesis, mental illusion, mind wipe and telemechanics.

Skills of Note: All naval skills at 12th level of experience, singing at 85%, astronomy & navigation 96%, and ice sculpture 89%.

Attacks Per Melee Round: Eight in physical combat or three in magical.

Special Bonuses (in addition to attribute bonuses): +6 on initiative, +4 to strike, +1 to parry and dodge, +5 to pull punch, +12 to save vs horror factor.

Favorite Weapons: *Gjaallk, The "Soul-Breaker,"* is a greater rune sword as well as being a soul drinker (see **Palladium RPG, 2nd Edition**, page 252). The Gjaallk entity is a diabolic, high-level Diabolist (knows all power words and wards, and can mystically call wards to inscribe themselves on nearby objects), and constantly rebels against being wielded by Algor (to no avail, Algor is just too powerful). Gjaallk is always attempting to escape and will promise anything to any mortal that happens to get near its place of confinement (Algor does not carry Gjaallk with him, but stores it in various secure places). +4 to strike and 8D6+8 damage.

Armor: *Algor's Ice Armor* is more of a spell than a suit of armor. When cast, ice forms around the character, providing full protection, including clear ice over the eyes. A.R.: 19, S.D.C.: 1,000. **P.P.E. Cost:** 200. If the armor is damaged, but in contact with water, Algor can magically "reintegrate" the armor back to its full S.D.C. at the cost of 100 P.P.E.

Alliances & Allies: It is unclear whether Algor considers anyone to be an ally, or even a friend. However, in the past he has come to the aid of the other Northern Gods, especially Od and Belimar, and once he appeared on the battlefield in support of Kormath the dragon god.

Enemies: The Deevil Lords were once bitter enemies. However, since Hel joined the Dyval, Algor has yet to appear in any battle against them.

Vulnerabilities and Weaknesses: It is rumored that Algor might be vulnerable to fire, but this is unproven. He is affected by magic, silver weapons (which do normal damage), and runes.

Rage. Algor is sensitive to criticism, insults, and any kind of slights, to the point where he is likely to go into a rage if the offense continues for even a few minutes. How this would be to anyone's advantage is hard to say, since Algor on a rampage is a terrible thing to behold.

Greed. Algor was once legendary for his selfishness and greed. According to the ancient legends in the *Book of Od*, he would become fixated by any artifact containing novel kinds of magic and would not rest until it became his, even if it meant trading away all his other treasures, or performing outrageous errands. While he has not been tempted for centuries, perhaps he simply hasn't come across any object that catches his fancy.

Technology: Algor has come across machines, disassembled them, and then rebuilt them in new and different ways. He seems to have an intuitive knack for technological devices, but the worlds where technology is exploited do not interest him (too noisy!).

Manifestations or Avatars: None.

Minions: He has been known to summon elementals in the past, but he seems to have no servants or helpers currently.

Treatment of Worshipers, Priests and Organizations: While he takes care of his priests, and often protects seafarers, he has little interest in the religion. On the other hand, whenever he is deprived of worshippers by the manipulations of another god, he will likely strike out and teach that deity a lesson.

Holy Artifacts: None.

Realms of Influence: Algor is worshipped on thousands of worlds, but he has a strong presence only in those places with great oceans.

Rifts® Earth: The amount of power present on Rifts earth would definitely interest Algor, but only in the short term. If he had a reason for staying, he would likely create his own weapons and armor, with Mega-Damage and M.D.C. qualities. **M.D.C.:** 11,500, plus the great giant is so powerful that even mega-damage weapons do half damage to him and his armor. Only plasma, nuclear, and magic weapons inflict full damage.

Chantico

His deific realm destroyed, and unwelcome in any of the other deific realms, Chantico has been reduced to wandering among the mortals of the Palladium World. Unable to take any form but that of a huge dog, when he is not cowering in the temples of his followers (who often do not recognize him as their god), he skulks at the edges of civilization, finding temporary lairs in forests, jungles, and other wild places.

The Cult of Chantico

A new religion, actively encouraged by the direct participation of Chantico, membership in this tiny cult is doubling every year. A fanatical group led by fanatical Priests of Darkness, and inspired by a fanatical godling, there is no limit to the evil they might do.

Main Deity: Chantico

Alignments of Worshippers: Any, but most are evil, or at least selfish.

Pantheon: Chantico only! All other gods must be destroyed!

Organization: Desperate for new followers and new priests, they will accept just about anyone. However, once a potential convert comes in the door, they immediately become the object of intense suspicion, and are subjected to day after day of grueling interrogation and indoctrination. Those who live (about 15% are killed as enemies or spies, or simply perish under the harsh conditions), and those who are crazy enough to stay, tend to be fanatical in their devotion. Followers are taught that all other religions and gods are dedicated to the corruption and torment of

mortals. So far, branches of the cult have sprung up in dozens of places in the Yin-Sloth Jungles, parts of the Land of the South Winds, and on the southern coast of the Western Empire.

Symbol: Chantico is still trying to invent a symbol for his religion, especially since the followers keep coming up with dog-like pictures, paw prints, and other reminders of his debased state.

Followers: Nearly all the worshippers are human. While that's not what Chantico had in mind (he is willing to take anyone, of any race), he has discovered that he can attract a certain quality of follower by appealing to their racism against nonhumans.

Holy Places: Aside from crude wooden buildings, there are only four "temples" to Chantico, and each of them has been "reclaimed" from some other religion (i.e.) the former priests and worshippers killed).

Book: *Chantico Thought* is 995 pages of nearly incoherent rantings that mostly accuses the gods of conspiring to introduce every evil imaginable into the world. Devout followers, believe it or not, have competitions to show off their ability at memorizing sections of their holy book.

Rites and Practices: Needing as much power as possible, as quickly as possible, Chantico urges his followers to pray in shifts around the clock, to make offerings of at least 80% of their worldly goods, and to arrange sacrifices (animal sacrifice is okay, but human is preferred), as frequently as they can manage.

Wealth: Currently, the cult has collected around 50,000 gold, while the weekly take, after expenses, is about 2,000.

Chantico

Transformed into dog form as punishment for a transgression against the Gods of Light, Chantico is slowly going mad in his rabid quest for vengeance. He has come to hate the gods who put him in this state, and then all gods of light, and then gods in general, and finally, all those who worship or even accept any of the gods. Chantico is very arrogant, cocky and bitter, and sees himself as a symbol of injustice and retribution. His message, that humanoids must throw off the mastery of the gods, and that mankind must be free from their interference, has an appeal and is definitely striking a chord in many people, and not just in the fanatics who are members of his cult.

Cursed by the Gods of Light, spurned by Set and Anubis, whom he turned to for help, and subsequently chased out of every other deific realm he visited, Chantico has turned his back on all the gods. He has decided, his only future dealings with them, will be when they are helpless and in his power.

Real Name: Chantico Lesthanth Io

Alignment: Aberrant (evil)

Size: Chantico is 6 feet (2 meters) tall, and 12 feet (4 meters) long.

Description: Appears as a huge, jet black dog with glowing red eyes and yellow halo/glow around the head. He is often confused with Alu demons, Fenry deevils, werewolves and other supernatural canines.

Attributes: I.Q.: 16, M.E.: 19, M.A.: 16, P.S.: 28, P.P.: 29, P.E.: 26, P.B.: 8 (was 25), Spd.: 66 (45 mph/72 km) running; cannot fly.

Natural A.R.: 12



Hit points: 1,900

S.D.C.: 2,150

P.P.E.: 360

Horror Factor: 12

Experience Levels: 9th level Assassin and 6th level Wizard.

Natural abilities: Astral travel 33%, nightvision 100 feet (30.5 m), knows all languages, booming voice, track by smell 50%, prowl 80%, see the invisible, teleport 88% (a maximum of four times per day), dimensional teleport 32%, and summon/control 2D6+3 wild dogs (Average: 3D6 H.P., 1D6+6 S.D.C., 2 attacks per melee, bite does 1D6+1 damage).

Deific Powers: Chantico is limited to controlling only those followers who are in his physical presence, or actively taking part in a ceremony conducted by one of his priests. All prototypical deific powers are available, but at full cost, in both P.P.E. and bodily damage. In addition, he is experimenting with the following Deific Power:

Possess Follower. Chantico contacts one of his followers, either someone who is touching him physically, or one of the members of a group ceremony (but not the priest who is conducting the ceremony), and moves his mind into the body of that person. While possessing the body of the follower, he is limited to that person's physical skills and physical attributes (he often makes use of their hands to write down additional material for his book; all skills are -20%). However, he is able to use any of his magical abilities, and he can even draw on the P.P.E. of his body as well as the P.P.E. of his followers. While possessing the follower, his real body is unconscious and helpless, so he has been careful to cultivate a number of wild dogs to guard him while he is "out." In the aftermath of the Possession, the follower will experience a psychotic breakdown and may (01-33% chance) end up with a permanent insanity. **Cost to Chantico:** 75 P.P.E.

Priest/Healing Powers: Exorcism 60%, remove curse 60%, healing touch (restores 2D6), animate/control dead 56%, resur-

rection 33%, bio-regeneration (2D6) and spirit strike (makes any normal blow as effective as a supernatural one).

Magic Powers: All Wizards spells of first through third levels.

Psionic Powers: None.

Skills of Note: Recognize weapon quality 88%, surveillance 60%, intelligence 60%, interrogation 50%, prowl 50%, lore: demons & monsters 72%, lore: geomancy & ley lines 90%, and lore: religion 97%.

Attacks Per Melee Round: Five in physical combat or two magical.

Inflicts 3D6+17 damage with a bite.

Inflicts 2D6+6 on a leap/knockdown attack, plus his victim loses initiative and one melee attack/action.

Bonuses: +4 on initiative, +5 to strike, +4 to parry and dodge, +3 to roll with impact, +3 to pull punch, critical strike on a roll of a natural 18 or better, triple damage from behind (back stabbing), +2 to save vs psionic attack, +6 to save vs all types of magic, +6 to save vs poison, and +11 to save vs horror factor.

Alliances & Allies: None.

Enemies: Isis and Thoth are his most hated enemies, for they are the ones who brought him to judgement and sentenced him for his crimes. He has compiled an "enemies list" that includes virtually every god that Chantico has ever heard of, and numerous mortal priests and adventurers.

Vulnerabilities and Weaknesses: Chantico is so weakened as a god that ordinary physical attacks can actually do him harm (½ damage). He is also vulnerable to weapons plated in silver and Holy Weapons (double damage for those that have extra effects on evil or the supernatural). On the other hand, silver weapons and rune weapons only do ordinary damage to Chantico, as if he were an ordinary mortal. Magic and psionics have full effect and do full damage.

Desire for Vengeance. Anything, even a whisper of a hope, will be enough to get Chantico panting for revenge. He so much wants to strike back at the gods that he will do very foolish things, and believes the most outrageous stories.

Conspiracy Stories. Chantico has come to believe the fantastic plot that is outlined in his holy book. He is sure that all the gods have indeed conspired against him, and that it is all part of a universal plot to destroy him, slowly and with agonizing pain. Chantico is willing to befriend anyone who truly believes in his convoluted story.

Technology: Aside from the fact that Chantico knows nothing about technology, his lack of hands and fingers will hamper him in any attempt to use tech devices.

Manifestations or Avatars: See Deific Powers, above.

Minions: None, other than worshippers and a few wild dogs.

Treatment of Worshipers, Priests and Organizations: Chantico treats all who worship him as tools. He wants to keep them sharp to use against his enemies, and to grow in number, but he cares nothing for their lives or their feelings. He watches carefully over his Priests and his sect, doing everything he can to make it grow strong.

Holy Artifacts: None.

Rifts® Earth: Although he would still be limited by his dog body, Chantico would clearly see that the opportunity for godhumbling power is there among the fantastic Rifts, and the bizarre technology. Furthermore, the high levels of ambient magic and dimensional anomalies of Rifts Earth would enable him to assume his old human-like appearance for 2D4×10 minutes a day. An achievement that will both delight and torment him. He is a mega-damage creature with 1200 M.D.C.

The Pantheon of Rurga

Mhedibab is the epic realm of the pantheon of Rurga. It is inhabited mostly by humans, with only scattered Elf and Dwarf enclaves; all are organized along tribal and kinship lines. The gods live in comfortable manors surrounded by family and friends, servants and pets.

Connected to Vanmander, Mo'Allak'At, Arensigli, and Palladium, here are some notes on worship in those worlds:

Vanmander: Torn by war, the followers of Rurga have been fighting for centuries. Those who worship Rurga's Pantheon are the enemies of beautiful humanoids, an empire of slavers, who worship a pantheon known there as the *Termagant* (Virago being their chief god).

Mo'Allak'At: Known as the "World of Gold." Where the Palladium World is one of green plants and blue water, Mo'Allak'At has trees with red leaves, rivers that run clear across rust-colored sand, and oceans of yellowish water. There are strange metals there, in different shades that combine red and gold. There are fewer man-like races, but humans and Elves exist in fair numbers. The pantheon of Rurga is the main religion, one of the few reminders of a long-past age of warfare.

Arensigli: After aeons of brutal repression under the It'Talk, the tyrannical mage guild, this world has been in constant revolt. The war has gone on for over 3,000 years, with the Pantheon of Rurga standing for freedom, in constant conflict with a pantheon of masked gods, one of whom *may* be the Deevil Lord, Nickodeamus. While the war seems to be drawing to an end, one last mountain stronghold of the It'Talk remains to be conquered.

Palladium: Although the Pantheon of Rurga has been worshipped here in the distant past, there have been no active temples for over 10,000 years, and only scattered pockets of believers pray to them, and usually just to Panath (mostly in the cities of the Western Empire). It's only in the last few decades that the entire religion has seen a resurgence, and only in the Eastern Territory, where many think that the worship of these five warrior gods might make a difference in the war against the Wolfen.

Although Mhedibab has been connected to other places in the past, when the names of the pantheon were forgotten in those worlds, the dimensional gates were closed.

The Sect of Rurga

A revived (fundamentally, a new) religion in the Palladium World, the worship of Rurga is taking off in the Eastern Territories because it promises victory under the guidance of a warrior goddess. While the priests do not make specific promises, they imply that Rurga herself may eventually appear on the battlefield.

Major Deity: Rurga
Alignments of Worshippers: Any

Pantheon: Rurga, Cirga, Panath, Kalba, and Lista.

Organization: An old religion revived and made popular by the promise of deific support in the Eastern Territories' war against the Wolfen, it is recruiting new members without restriction or membership qualifications. Far from telling worshippers to turn away from their old gods, the Priests of Rurga preach that it would be wrong to do so, and that followers should not abandon their old gods (although they also hint that making generous sacrifices, and frequent prayers to the Pantheon of Rurga will help assure a speedy victory).

Symbols: Rurga is known by several symbols, including the Scales of Truth, the leaf of the Black Walnut, and the outline of a sword.

Followers: Most are warriors and soldiers, but the families of those who fight in the war also tend to join.

Holy Places: As a new religion in the Palladium World, they have yet to build any substantial monuments or shrines. Of the five major temples to Rurga, three are ruins that are being renovated, and the other two are temporary wood structures.

Holy Book: All of the Pantheon of Rurga have traditionally used the *Ta'Palladia* as the main bible of the religion. Unlike other holy books, each section of the *Ta'Palladia* is written in the first person. The idea is that the Priest will read out loud from the book (remember, in many places most worshippers are illiterate), taking the part of one of the gods, or other major figures of the religion.

Rurga
Warrior Goddess

My name is Rurga, although the people of the great sea call me Selaleena, and the horse-riding people call me Far-Rider, and the bent people who live under the ground call me Tishian'eyat, and in far faerie lands they have many other names for me. Still, to the select, to the warriors who take sword in my name, my name is always Rurga.

You who listen know me. You have heard me howl in the winter winds. You have seen my wrath as the night takes the world from the sun. As a child you burned yourself on an open flame touching my flesh, and when you smell the air just before a lightning storm, there is my anger. My name is Rurga, and I am the goddess of all those things, and all those things are signs of my place in your life.

Most of all, I am the goddess of truth.

Once, I was married and happy, and for the first time found peace by the hearth. After a year, I asked my husband if he loved me with all his heart, and he said yes, and I put aside Ekenstall, my silver armor. After another year, I again asked my husband if he loved me with all his heart, and he said yes, and I made pegs and racked my weapons on the wall.

After the third year, when I was finally with child, I made a bed under the soil, so that Vlaa, my sword, the ever-wake, the demon-slayer, could finally sleep, and I made ready to disband my dark army, and I did many other things, all so that I might rest from being the embodiment of war. Finally, I came to my husband and asked him if he loved me with all his heart, and he said yes.

Husband, I said, unsheathing Vlaa, I must ask you again, do you love me with all your heart. And again he said yes. My name is Rurga, I said, and Vlaa wailed in my hands as I held it high over my husband's head, and I am war itself, and if I am to change from that, I must hear truth from you. Wife, said my husband, it is time for you to put Vlaa to sleep, for I do love you with all my heart.

Liar, I whispered, and I do not know if he heard me, for the scream of Vlaa is never so terrible as when it must slay one of the righteous, and my first blow cleaved my husband's head in two, and my second strike opened up his chest. I pierced his still beating heart with the point of Vlaa, and let the rest of his corpse fall to the ground.

If he had not been my husband, and my beloved, I would not have asked twice. Had he not been the father of the child in my belly, I would not have asked thrice. My name is Rurga, and my husband was the first I have ever let lie to me more than once, let alone three times.

I know that my husband was pure, and that it was only the love for my unborn child that kept him from loving me with all his heart. If only he had spoken the truth.

My name is Rurga, the goddess of truth, and none can lie to me and live.

— Ta'Palladia

Rurga is the warrior goddess, the symbol of triumph in war, justice, retribution and honor. She is the patron of palladins, knights and men of honor. Most of all, if you haven't already figured this out, she is a stickler for the truth.

Even when dealing with other gods, Rurga is godlike. Her passions are so strong, her beliefs so steady, that her personal convictions simply cannot be swayed. Some gods look at her with disbelief, thinking it impossible that she would actually behave as deities are supposed to be.

Real Name: Titia op'Rurga
Alignment: Principled (good)
Size: 12 feet (4 meters) tall.

Description: Rurga is strikingly beautiful, so much so that it almost aches to look at her. She is golden haired, blue eyed, and always garbed in silver and red.

Attributes: I.Q.: 23, M.E.: 24, M.A.: 27, P.S.: 31, P.P.: 31, P.E.: 29, P.B.: 29, Spd.: 27 (18.5 mph/29.7 km).

Attribute Notes: Her attributes, with 31 in P.S., P.P. and high P.E., make her the ideal, balanced warrior.

Natural A.R.: 10 natural, A.R. 18 in armor (S.D.C. 400)

Hit points: 2,880

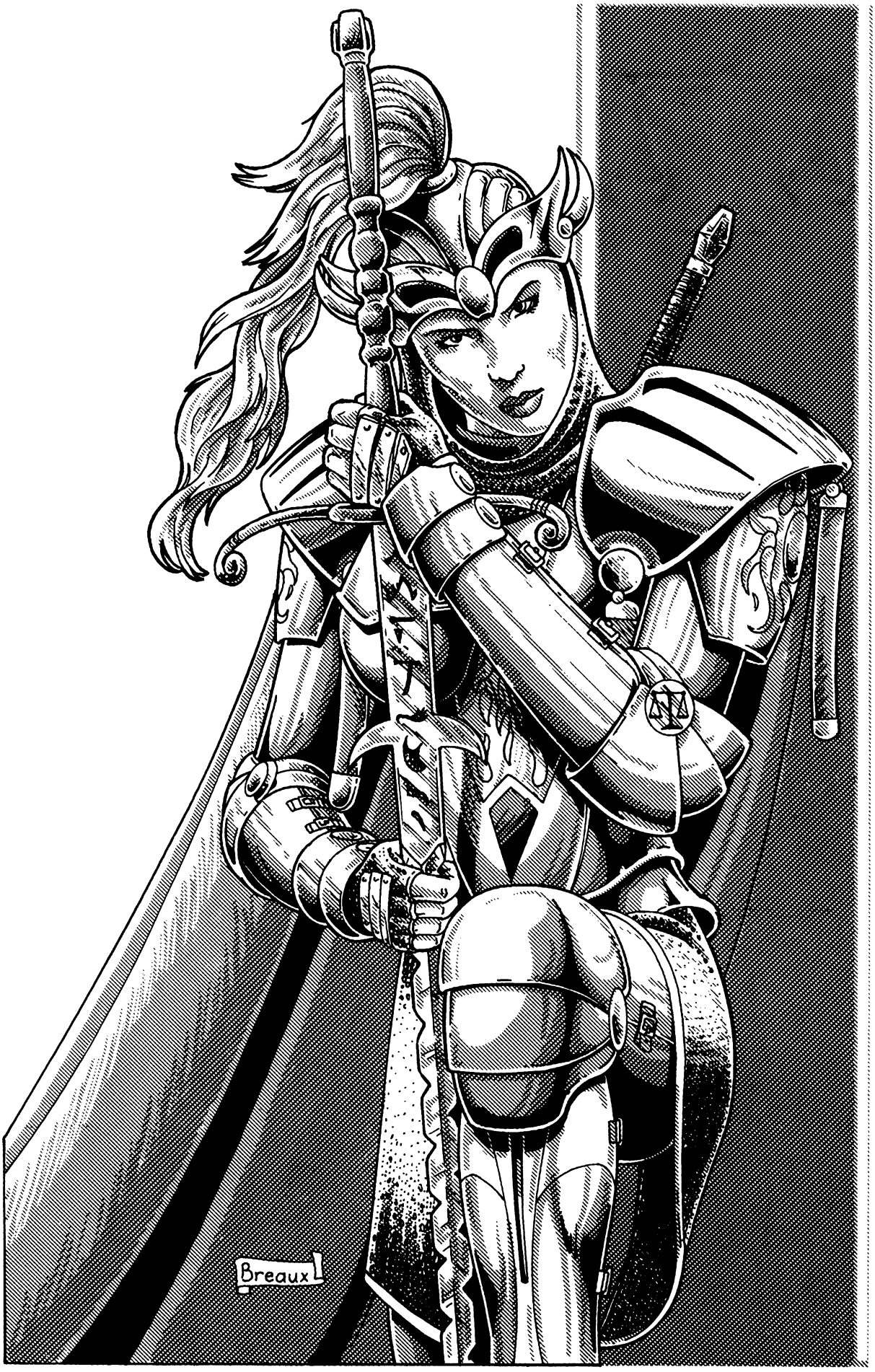
S.D.C.: 3,000

P.P.E.: 650

Horror/Awe Factor: 13

Experience Levels: 20th level Palladin and 10th level Psychic Sensitive.

Natural abilities: Astral travel 96%, track 70%, identify tracks 79%, prowl 80%, nightvision 120 feet (36.5 m), horsemanship: palladin (15th level), bio-regenerate 6D6 S.D.C./H.P.


Breaux L

per melee without P.P.E. cost, see the invisible, sense/recognize enchantment/magic 80%, turn invisible at will, magically knows all languages, teleport 90%, dimensional teleport 80%, metamorphosis: animal, and metamorphosis: humanoid.

Deific Powers: Rurga has the full range of powers over her followers, and can perform all prototypical deific powers at regular cost, as well as the following special powers:

Automatically Detect a Lie. This is an automatic psionic power in which Rurga can always tell if she is hearing a falsehood, no matter how small. This doesn't mean that she can't be fooled (leaving out information is not the same as lying), but that she will always be able to tell when someone is telling something they know to be untrue. **Cost to Rurga:** Zero.

Merge into a Living Tree. This allows Rurga to merge into a living tree and to become the consciousness of the tree. Her body is displaced into the tree, but distributed, so that the tree is simply a bit more massive than it was before. For Rurga, as for others of her Pantheon, an hour's worth of rest in a tree is the equivalent of a full night's sleep and serves to regenerate all lost hit points, S.D.C., and I.S.P. in addition to 4D6 P.P.E.! While in the tree she can observe her surroundings and listen to any nearby conversations (her hearing is unimpaired). Leaving the tree is as simple as entering it, and can be done instantly. **Cost to Rurga:** 10 P.P.E.

Adopt a New Weapon. When Rurga encounters a new weapon, she can invoke this power and instantly become totally familiar with its operations, along with acquiring the ability to use the weapon flawlessly at her full level of experience as a warrior (20th). The knowledge gained by using this power stays with Rurga permanently. **Cost to Rurga:** 100 P.P.E.

Priest/Healing Powers: Exorcism 50%, healing touch (restores 2D6 S.D.C. or hit points), remove curse 50%, remove deific curse 20%, resurrection 50%, and turn dead 70%.

Magic Powers: None.

Psionic Powers: 295 I.S.P., 10th level proficiency. Has *all* Psychic Sensitive powers, including the automatic ability to Sense Psychic & Magic Energy, and to Sense Supernatural Beings. Also has the Super Psionic powers of advanced trance state, mind block auto-defense, psi-shield and psi-sword.

Skills of Note: Play Panpipes 89%, detect ambush 98%, detect concealment & traps 98%, escape artist 90%, track animals 98%, track humanoids 85%, horsemanship: palladin 98%, horsemanship: exotic animals 90%, animal husbandry 98%, falconry, field armorer, military etiquette, recognize weapon quality and all wilderness skills, each at 98% proficiency.

Attacks Per Melee Round: Ten in physical combat.

Special Bonuses (in addition to attribute bonuses): +3 on initiative, +3 to strike, +4 to parry and dodge, +8 to pull punch, +4 to roll with punch/impact, 96% to charm or impress, impervious to horror factor and +2 on all saving throws.

Favorite Weapons:

1. Vlaa the Demon Slayer: Lesser Rune Sword. In the shape of a flamberge (giant size), it does 6D6 damage (plus Rurga's P.S. damage bonus of +24), or double damage against demons and the undead; indestructible, and creates a blinding flash (as often as once per minute) when she raises it above her head. Vlaa is also of Principled alignment, has an I.Q. of 20, and is linked to Rurga, so it will always return to her, and will never allow itself to be wielded by anyone else.

2. Coal: This black war hammer is a souvenir of one of Rurga's previous battles. She had to pick the weapon up off the battlefield after her own weapon was shattered, and it served her very well. It is a magical weapon that does 4D6 damage, and returns to the thrower.

3. Zelg: A magical Scimitar made of silver, with an eternally sharp blade. Does 3D6+3 damage.

Armor: *Ekanstall, Rurga's Silver Plate Armor,* is magic and both lightweight and noiseless. S.D.C. 400, A.R. 18.

Alliances & Allies: Cirga is her mainstay and most loyal companion, but she doesn't trust him 100%. As far as the other gods are concerned, she regards them as one big pack of liars. However, she considers them to be the lesser of two evils and she allies herself to them whenever necessary to stand against truly diabolic and supernatural evil.

As for friendships, she's found none among the gods, and would rather spend time with common soldiers, with her dark army, or among the clean wild woods of her realm.

Enemies: Long ago, Rurga decided that she couldn't afford the luxury of counting her enemies. The forces of evil seem infinite in number, and the hosts who serve as the helpers of evil is even larger. These days she tries to take things as they come.

Vulnerabilities and Weaknesses: In combat she need fear only magic and magical weapons. Neither Holy Weapons, nor silver, do her any more than standard damage.

Truth. Rurga has a certain, shall we say, *rigidity*, when it comes to the truth. Those around her are expected to speak without any trace of falsehood. This can (and has) made her vulnerable to a few tricks and treachery played upon her by other deities.

Water & Daughter. One of the myths of the *Ta'Palladia* describes her eventual death, saying that she will drown, but it also says that she will die by the hand of her own daughter (although it does not specifically say Lista).

Technology: Rurga has, on at least three different worlds, fought in wars that involved technology. In one, she learned the arts of gunpowder, mass production, and railroads with steel rails and steam locomotives. Another war involved the use of things like helicopter gunships, chemical weapons of mass destruction, and electronic detection devices; she learned those things as well. Recently she fought among a people whose weapons were so miniaturized, so animated with artificial intelligence, so powerful with tiny fusion reactors, that they were almost like rune weapons. Since then, she's decided that magic and technology, from the point of view of warfare, are just two aspects of the same thing.

Manifestations or Avatars: There are many legends of Rurga appearing in person upon the battlefields of her worshippers. In most of those cases, one of her followers has begged the goddess to enter her. Since she only picks those of the righteous (with principled alignment), there have been no reports of insanity among those whom she temporarily possesses.

Minions: *The Dark Army.* Rurga's personal legion consists of the bravest of those who have died in her name, brought back to life on Mhedibab. They are of all races, including many who have never been on the Palladium World. All are equipped with magical weapons and armor (at least the equivalent of lesser rune objects), and all are magnificent combatants (average level 8-14).

Treatment of Worshipers, Priests and Organizations: Rurga listens to the prayers and entreaties of her followers, and tries to help when she can, but her attention is usually focused on those places with active warfare. On the Palladium World, where the priests of the Eastern Territories are urgently pleading for help against the Wolfen, she has taken a personal interest in both the war and in the organization of her religion.

One of the main signs of Rurga is her tree, the Black Walnut, and those of her followers who wish to do extra service, or to make up for some wrong, pledge to plant a certain number of Black Walnut seedlings.

Holy Artifacts: Rurga has been known to forge Holy Weapons (see **Palladium RPG, 2nd Edition**, page 252), using her own blood, for outstanding champions among her worshippers. She rarely makes more than two per world (although the war on Arensigli has gone on for so long that there are now at least a dozen Rurga-created Holy Weapons in use). They are permanent, and they often become major artifacts of her religions.

Rifts® Earth: It would be another war to Rurga, and she would enter into the fray with her usual righteous enthusiasm. M.D.C.: 8,000.

Cirga the Bowman

Warrior God

My name is Cirga, and I am a warrior god, but it is as a hunter that I find my greatest pleasure. With arrows I take fish, fowl, and vermin. Deer and stag I like to chase, using only my short knife, Ren, for the death blow. For my favorite game, great bear, giant boar, rogue lion and fire dragon, I use my spear, Zenok. Finally, when I hunt the breakers of the law, because it would be wrong for me to prolong the chase, I finish off my prey quickly with my twin axes, Jonas and Jassell.

Once, when I was hunting vermin, I had taken only my bow, and just three of my arrows, and had forgotten my short knife. My first arrow was lost when I overshot, and it landed in a swamp. Then my second arrow came loose after I had used it on five different creatures, a squirrel, a rabbit, a lynx, another squirrel, and a raccoon, so I kept the head and the fletching, put them in my pouch, and threw away the shaft. Finally, a particularly large badger tried pulling itself underground, and I broke my last arrow against a rock.

So, when the snow tiger showed up, I wasn't sure what to do.

It had beautiful fur, that tiger. Maybe the biggest tiger pelt I've ever seen. I really wanted to hunt it, but I didn't have any of the right weapons. Also, even though I can run faster than a snow tiger out in the open, snow tigers are really good at hiding and moving in thick forests, and that's exactly where I was, in the middle of a thick forest.

Then I had a really good idea.

Instead of trying to hunt the tiger, I'd try to get the tiger to hunt me. Tigers, just like wolves, bears, lions, and lots of other hunting animals, usually look to hunt animals that are weak or sick. So I pretended to be afraid of the tiger, and then I started to limp.

Pretty clever, huh?

It worked, too! The tiger started stalking me, and I just kept limping away, trying to look really helpless.

I was all ready when the tiger took his leap. I had figured out just how I would turn, grab him by the throat, and break his neck.

Except the tiger didn't land on my back.

No, the tiger grabbed my dead vermin. When I looked around, he was bounding away, the dead raccoon in his teeth, with all my other dead animals dangling on the same rope.

I ran after that tiger, but it was hopeless. It would just run in nastier and nastier bramble bushes, and all I was doing was getting scratched up. All I got out of the day's worth of hunting was the two squirrels which had fallen off the rope when the tiger first grabbed it.

I guess that's the end of my story. It would have been better if I had caught the tiger, and got that pelt, but sometimes hunting doesn't turn out the way you think it will.

My name is Cirga.

— Ta' Palladia

Cirga is a warrior god and symbol of compassion, honor, loyalty and camaraderie. While Cirga is also a patron of palladins, knights, long bowmen and noble warriors, he is generally secondary to Rurga. Except, of course, in those places where the society is so male oriented that a warrior goddess is unacceptable, then the worshippers will have to make due with Cirga exclusively.

He loves Rurga, hopelessly and romantically, but is sad in heart, because she will not return his love. Still, he is her right-hand man and loyal friend. He considers it one of the three sorrows that he must bear in his life.

As a god among gods, Cirga usually can find companionship among other hunter-gods, and some of the more physical warrior-gods. On the other hand, he has been tricked, manipulated, and abused by other deities so often that he distrusts just about anything that they tell him.

Real Name: Ven teg'Cirga

Alignment: Scrupulous (good)

Size: 12 feet (3.6 m) tall.

Description: Tall and lean, with dark eyes and hair. Cirga usually dresses in studded leather and clothes of green and brown that blend well with the forest.

Attributes: I.Q.: 19, M.E.: 25, M.A.: 25, P.S.: 30, P.P.: 28, P.E.: 26, P.B.: 25, Spd.: 26

Attribute Notes: In almost all things, Cirga is just slightly behind Rurga. He is among the most handsome of gods, but he is a bit awkward around women, whether mortal or deific.

Natural A.R.: 10 natural or 16 in armor (S.D.C. 350)

Hit points: 2,400

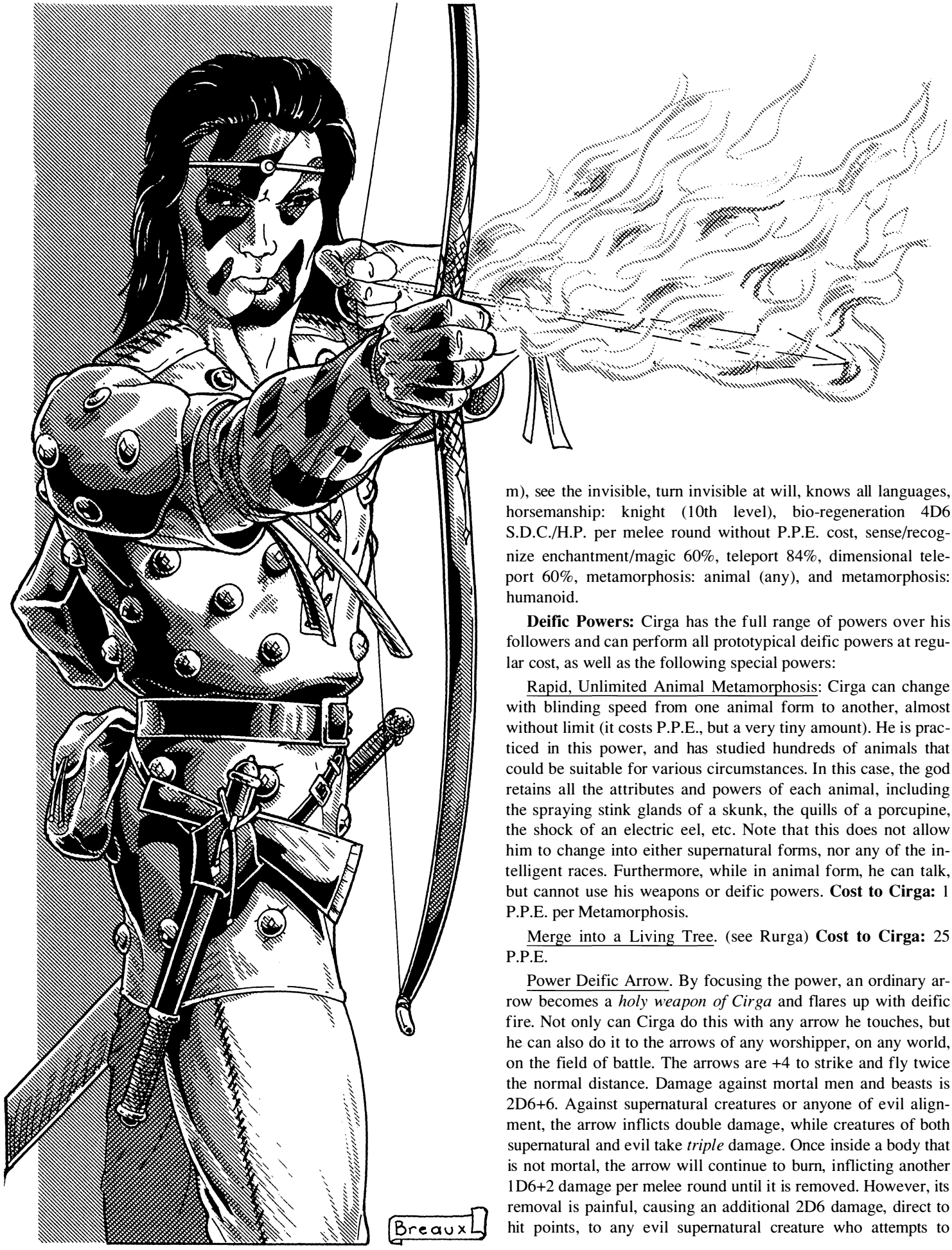
S.D.C.: 1,390

P.P.E.: 600

Horror Factor/Awe: 10

Experience Levels: 19th level Long Bowman.

Natural abilities: Charm (same as spell), astral travel 87%, identify tracks 90%, track animals 90%, track humanoids 80%, prowl 80%, keen hawk-like vision, nightvision (2000 feet/610



m), see the invisible, turn invisible at will, knows all languages, horsemanship: knight (10th level), bio-regeneration 4D6 S.D.C./H.P. per melee round without P.P.E. cost, sense/recognize enchantment/magic 60%, teleport 84%, dimensional teleport 60%, metamorphosis: animal (any), and metamorphosis: humanoid.

Deific Powers: Cirga has the full range of powers over his followers and can perform all prototypical deific powers at regular cost, as well as the following special powers:

Rapid, Unlimited Animal Metamorphosis: Cirga can change with blinding speed from one animal form to another, almost without limit (it costs P.P.E., but a very tiny amount). He is practiced in this power, and has studied hundreds of animals that could be suitable for various circumstances. In this case, the god retains all the attributes and powers of each animal, including the spraying stink glands of a skunk, the quills of a porcupine, the shock of an electric eel, etc. Note that this does not allow him to change into either supernatural forms, nor any of the intelligent races. Furthermore, while in animal form, he can talk, but cannot use his weapons or deific powers. **Cost to Cirga:** 1 P.P.E. per Metamorphosis.

Merge into a Living Tree. (see Rurga) **Cost to Cirga:** 25 P.P.E.

Power Deific Arrow. By focusing the power, an ordinary arrow becomes a *holy weapon of Cirga* and flares up with deific fire. Not only can Cirga do this with any arrow he touches, but he can also do it to the arrows of any worshipper, on any world, on the field of battle. The arrows are +4 to strike and fly twice the normal distance. Damage against mortal men and beasts is 2D6+6. Against supernatural creatures or anyone of evil alignment, the arrow inflicts double damage, while creatures of both supernatural and evil take *triple* damage. Once inside a body that is not mortal, the arrow will continue to burn, inflicting another 1D6+2 damage per melee round until it is removed. However, its removal is painful, causing an additional 2D6 damage, direct to hit points, to any evil supernatural creature who attempts to

grasp it or pick it up (even if they are trying to pull it out of their own body). Tearing it from one's body does 6D6 damage; double if supernatural and triple if supernatural evil. After about two minutes, the fire totally consumes the arrow and additional damage per melee stops. Likewise, if the arrow misses its mark, it turns back into a normal arrow. **Cost to Cirga:** 5 P.P.E. per arrow.

Priest/Healing Powers: Exorcism 30%, remove curse 38%, healing touch (restores 2D6), resurrection 28%, and turn dead 58%.

Magic Powers: None.

Psionic Powers: None himself, but see the rune dagger, Ren.

Skills of Note: Sing 90%, dance 92%, detect ambush 94%, escape artist 87%, falconry, military etiquette, recognize weapon quality, W.P. paired weapons, W.P. archery, W.P. targeting/missile weapons, plus *all* wilderness skills, each at 98% proficiency.

Attacks Per Melee Round: Seven in hand to hand combat, 12 when firing a bow weapon.

Special Bonuses (in addition to attribute bonuses): +2 on initiative, +4 to strike, +2 to parry and dodge, 93% to charm or impress, +7 to save vs horror factor, and +1 on all other saving throws.

Favorite Weapons:

1. Long bow: Magic, cannot break (need a P.S. of 21 to use it). Range (for Cirga): 2000 feet. Normal arrows do 2D6 damage, Fire arrows do 4D6 damage, and Lightning arrows do 6D6 damage.

2. Ren: A dagger that is also a greater Rune Weapon which possesses all sensitive psionic powers. It does 5D6 damage (plus Cirga's damage bonus of +23), and double damage against supernatural beings. Ren is always aware, both physically and psionically, and warns Cirga of any danger, especially from his rear.

3. Zenok: An indestructible spear with a boar-stopping crosspiece. Cirga uses the spear for hunting and on the field of battle. It returns when thrown and does 6D6 damage, in addition to Cirga's P.S. bonus.

4. Jonas and Jassell: Twin magical throwing axes. Each does 4D6 damage, plus P.S. bonus. Each returns when thrown. If the first one is embedded in a target, the second one will join its brother, and hit *automatically*.

Armor: *Cirga's Armor* is magically enhanced, so it is S.D.C.: 350, and A.R. 16.

Alliances & Allies: Totally devoted to Rurga. Cirga is also willing to ally himself with others of his pantheon, or anyone else of good alignment, particularly skilled and courageous warriors.

Enemies: Cirga hates the Deevil Lords of Dyval more than anyone else, and he will go out of his way to hurt them.

Vulnerabilities and Weaknesses: Magic and magical weapons.

Ignorance. It's not that Cirga is stupid, because he is not. However, he doesn't think things through properly, and he has a tendency not to find out really important details. Basically, it's a personality problem. Cirga is a character who wants the world to be simple.

Haste. Cirga is not a patient man. He is easily bored and is always itching to get into action. If it weren't for Rurga, he'd be the most unsuccessful warrior god ever.

Technology: With Rurga, Cirga has come in contact with different kinds of technology. He's comfortable with guns and super-intelligent weapons (the ones that can talk). He also has a knack for being able to fix complicated machines. However, he doesn't much care for the complexity of a modern battlefield, especially weapons that can kill at a distance beyond 2000 feet (610 m) and where things like land mines, barbed wire, and electronics further confuse the main point of grappling with the enemy.

Manifestations or Avatars: None.

Minions: None.

Treatment of Worshipers: Cirga has relatively few direct worshippers on the Palladium World, but he will treat any follower or Priest well, and will reward their service by answering their prayers, and granting them deific attention. Cirga's symbol is his tree, the Sugar Maple. One of the ways of making an offering to Cirga is to plant Sugar Maples in his name.

Rifts® Earth: Cirga would stay and fight there only to support Rurga. M.D.C.: 3780.

Panath

The Sect of Panath

Among assassins, especially in the Western Empire, the worship of Panath has endured while the rest of the Pantheon of Rurga has been largely forgotten. Currently the sect has temples in the Eastern Territory, Old Kingdom, and the Western Empire, and many of the thief and assassin guilds worship Panath as their chief god. With a faith that emphasizes treachery, deceit, corruption, and vice, the Sect of Panath seems to have a strong future on the Palladium World.

Major Deity: Panath

Alignments of Worshippers: Evil and selfish

Pantheon: Panath, Rurga, Cirga, Kalba, Lista, along with Kirgi, Tolmet, Rabdos, and others of the Demon Lords (but none of the Deevil Lords).

Organization: While the cult is public, and anyone may attempt to join, membership is restricted to those the local Priests of Darkness find acceptable. Many of the congregation are assassins or thieves, usually guild members. The faithful are not discouraged from worshipping other gods, even those outside of the pantheon, since other gods can be useful, but they are asked that Panath always be given a matching offering, so there can be no doubt as to their true loyalty.

The Assassin Tree (a.k.a The Panath Tree). One of the official duties of the Priests of Panath is to plant and cultivate the tree that represents the god. Outwardly, it would seem like a fairly ordinary tree, something that wouldn't be noticeable in a mixed forest, along with the poplars and ash trees. However, Panath's tree has five features that make it very special, especially to assassins:

1. Peel some bark off the tree, and you'll find yourself also pulling out a number of strings, a natural black cord. Braid three pieces together, and you've got the perfect strangling cord.

2. Twice each year the tree comes into bloom with a tiny, sweet-smelling, brown and white flower. Steep that flower in a tea or brew, and whoever consumes it will find themselves unable to stay awake (save vs poison or fall asleep for 4D4 minutes).

3. Take a bit of the root (it's easy to dig up, since the upper roots of the Assassin Tree grow very close to the surface), and boil it. It takes several boilings, each time adding water, and then boiling it back down to a sludge. When the resulting substance is ready, it will give off a sweet odor identical to that of the flowers. Smear the goo on a blade and it becomes paralytic poison (victims must roll to save vs nonlethal poison. Failure to save means the character's limbs become numb; reduce speed by 80% and attacks per melee, combat bonuses and skill performance by half.

4. While the wood isn't much good for carpenters, it burns amazingly fast at very high heat. Ideal for any act of arson, or just for creating a really fast-burning fire.

5. Finally, and the only real defense for letting the tree survive (as followers of Panath will explain), the wood of the Assassin Tree, while useless for most other purposes, is considered the very best raw material for vampire stakes. When stakes are made from the wood of an Assassin Tree, it is +2 to strike the undead and does an extra 2D6 damage to them.

Symbol: The leaf of the Assassin Tree.

Holy Places: Most temples are fairly small and there is no official center for the sect. Many followers and priests think that meeting in the forest, gathering around a Panath (Assassin) Tree, is just as sacred as any temple.

Holy Book: The *Ta'Palladia.*

Panath

Assassin and god of Treachery

My name is Panath. Don't ask me about myself, for I have nothing to tell. I do not come here to answer questions about me.

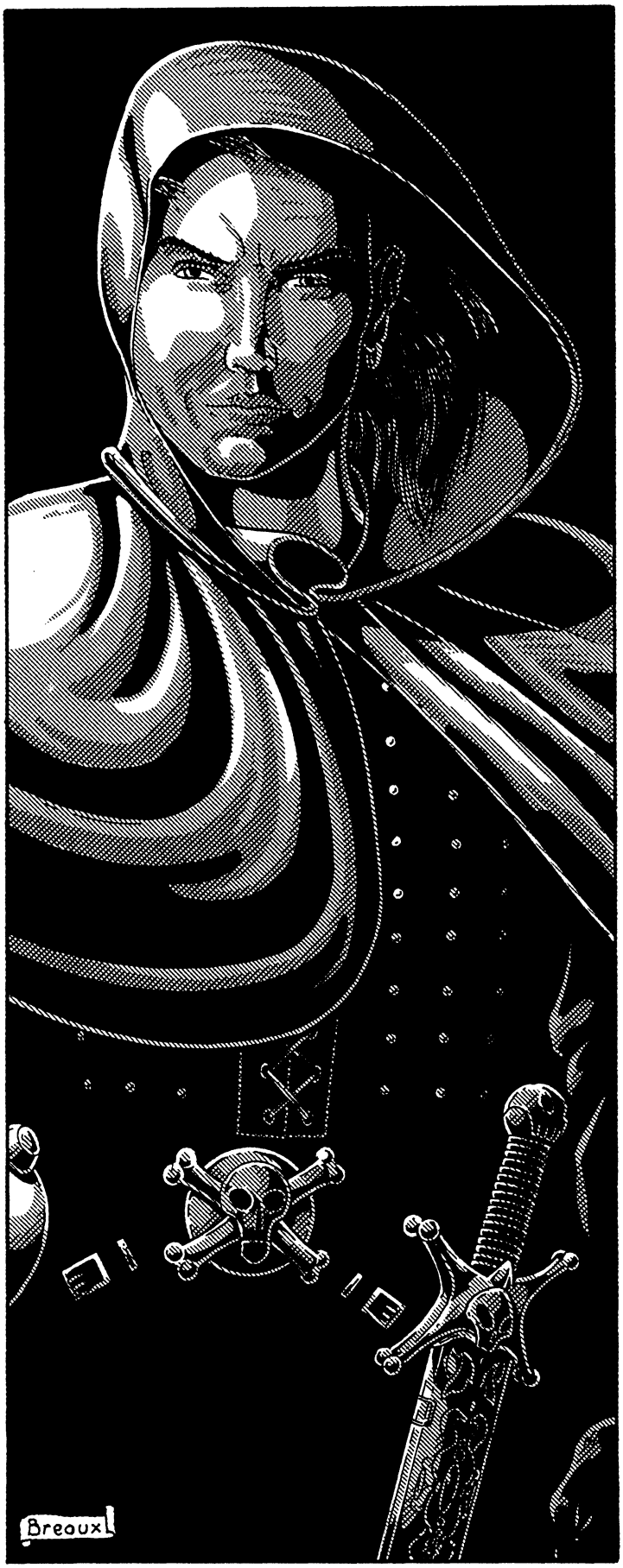
Draw close and listen, for I have a tale to tell.

When Cirga was a child, stupid and rather slow, his mother, the bitch goddess Elengia, once left him at home, leaving him with the task of stirring the pot of souls. Cirga, left alone, eventually grew bored with simply stirring, and he got to playing with the spoon, enjoying the way the ships bounced when he created great ocean waves, and the way the forests bent when he sent storms upon them. Wilder and with more force, Cirga stirred, creating more and more chaos in his mother's cauldron, until finally, two drops of the brew flew out.

One drop, containing the essence of a great mystery, landed upon Cirga's finger, and the lad, unthinking as always, put the finger in his mouth. It was not until he had swallowed, and the taste faded from his tongue, that Cirga realized what he had done.

Run, Cirga's brother told him, Run! And Cirga, realizing that he might be killed, ran.

Now Cirga, although not known for brains or cleverness, or any kind of wit, could certainly run. He ran across the four



worlds, and just as he was tiring of his great run, he heard the black wings of his mother.

Even if he knew little else, Cirga knew that no runner can escape winged death, and so Cirga changed himself into a hawk, caught wind, and was away again, and escaped.

Elengia, wicked mother, cursed, and in so doing, killed all the living things around her. It was usually forbidden for her to slay her child, and if Cirga were to make an appeal to the elder gods, he might be pardoned, so she knew that she must find and kill him before he thought of how he might save himself.

Now, you and I know that Elengia could have taken her time and come up with a clever plan, for surely it would be a very long time before that dunce Cirga would realize that he needed to go to the elder gods. After all, Cirga had just run through all the four worlds, a journey a hundred times greater than that needed to get to the elder gods.

Elengia, in her haste and bloodlust, simply thought to trap Cirga, and as quickly as possible. What is Cirga's weakness, she thought to herself, how might I catch him?

By becoming that which the hunter hunts, of course. And since Cirga had changed himself into a hawk, all Elengia would have to do would be to change herself into a dove. More than that, Elengia changed herself into many doves, scattering all over the four worlds.

Sure enough, within minutes, the hawk-that-was-Cirga dove down toward one of the doves-that-was-Elengia. And before Elengia could transform herself, for she had not given herself time to think of what form might be best for killing a hawk, Cirga killed her.

Cirga cheated, actually.

You see, the great mystery swallowed by Cirga was really the knowledge of his own destiny. He knew, in that instant, all the sorrows that would pain him for his everlasting life. Of the three great pains he would suffer, the first of them would be the taking of his mother's life. Knowing that the dove was really Elengia, Cirga killed both the bird, and also killed the mind attached to the bird, leaving nothing of Elengia but all the doves that are now scattered across the four worlds.

My name is Panath. You may believe all that I say. You need not hear anything more.

— Ta'Palladia

Panath is not a happy guy, nor is he uncomplicated. He knows that fate has thrown him in with Rurga, Cirga, Kalba and Lista, and that fate, at least as it is described in the *Ta'Palladia*, has decreed that they are all doomed. In the early days, when he still had hope, he would try talking to his sibling gods in an attempt to get them to see that their fate *could* be changed, if only they would be flexible. As it turns out, from his point of view, Panath is the only "flexible" god in the pantheon. Discouraged, Panath has become sarcastic and bitter. Unlike a lot of gods, he doesn't puff himself up and he can still see the humor in his own situation, even if it is a rather black comedy.

The patron of assassins and thieves, Panath is a god for any wicked people and those without honor. Handsome and intelligent, he is cunning and clever. There are those who say that Panath, through treachery and deceit, caused Rurga to slay her mortal lover, that Panath jeopardized the lives of thousands of noble warriors in a campaign against the minions of Set, that Panath tricked Kalba into his disembodied form, and that Panath was the villain who ruined Lista and sent her to her watery exile. Panath denies none of it. However, it is interesting to note that the others of the pantheon still depend on him, and that he still supports them in their battles.

Very friendly, even jovial, with other gods, Panath is a welcome guest in many deific realms. He has the ability to get along with both evil and good deities, even when they are in the midst of quarreling with each other. Like a good party guest, he can talk to anyone.

Real Name: Lurn teg'Panath

Alignment: Miscreant (evil)

Size: 11 feet (3.5 meters) tall

Description: Light skinned, but with dark hair and eyes, Panath is very good looking. He is proportioned more like a dancer than an athlete and generally dresses in black and/or grey. A skull, on crossed bones, is his personal symbol.

Attributes: I.Q.: 25, M.E.: 23, M.A.: 28, P.S.: 27, P.P.: 30, P.E.: 24, P.B.: 26, Spd.: 27 (18.5 mph 29.7 km).

Natural A.R.: 10 natural, A.R. 16 in armor (S.D.C. 280)

Hit points: 2,300

S.D.C.: 2,300

P.P.E.: 800

Horror/Awe Factor: 13

Experience Levels: 20th level Assassin and 9th level Mind Mage.

Natural abilities: Astral travel 86%, identify tracks 85%, track animals 50%, track humanoids 87%, prowl 90%, nightvision 1000 feet (305 m), see the invisible, turn invisible at will (unlimited), sense/recognize enchantment/magic 70%, bio-regeneration of 5D6 S.D.C./H.P. once per melee round, knows all languages, teleport 92%, dimensional teleport 75%, metamorphosis: animal, and metamorphosis: humanoid.

Deific Powers: Panath has the full range of powers over his followers, and can perform all prototypical deific powers at regular cost, as well as the following special powers:

Deific Blessing: The Innocence of Panath. Conferring this blessing on a follower gives them a permanent aura of "innocence," such that the character never looks guilty or surprised. On ordinary mortals this works flawlessly, so a guard surprising one of Panath's thieves in the process of breaking open a strongbox would immediately assume that the thief belonged there, and might even offer to go and get the key. Note that the effect only lasts while in the presence of those who are blessed. The guard, stepping outside the room (to get the key, of course), would immediately say to himself, "Wait a minute, I've never seen that guy before, and why was he dressed all in black?" Once someone's suspicions are aroused, it's up to the enchanted character to come up with a plausible explanation/excuse (although the blessing would continue to work, so that the character would still *seem* innocent). Incredibly useful and valuable, Panath grants this only to followers who have proven themselves over a period of years. Permanent, until revoked by Panath. Range: 20 foot radius around the character; those beyond the range of the enchantment *may* question the character's innocence and explanations. **Note:** He can also grant a temporary version, which only lasts one night, to an entire temple of worshippers (as many as 200). **Cost to Panath:** Zero.

Merge into a Living Tree. See Rurga. **Cost to Panath:** 12 P.P.E.

Manifestation. As the prototypical version, Panath can maintain a single manifestation flawlessly, except that he will lose two attacks per melee round if he and his manifestation are in combat simultaneously. **Cost to Panath:** 25 P.P.E.

Priest/Healing Powers: Exorcism 60%, curse 65%, healing touch (restores 2D6 S.D.C. or hit points), remove curse 50%, remove deific curse 20%, resurrection 50%, and turn dead 70%.

Magic Powers: None.

Psionic Powers: 450 I.S.P., 9th level Mind Mage, with *all* physical psionics, plus lust for life, induce sleep, psychic purification, clairvoyance, empathy, object read, telepathy, catatonic strike, group mind block, insert memory, mind block auto-defense, telemechanics and psi-sword.

Skills of Note: Art (painting; 78%), detect Ambush 90%, detect concealment & traps 90%, escape artist 87%, land navigation 94%, horsemanship: knight 95%, horsemanship: exotic animals 90% and all rouge/thief skills, each at 80% proficiency.

Attacks Per Melee Round: Eight in physical combat.

Special Bonuses (in addition to attribute bonuses): +5 on initiative, +4 to strike, +2 to parry, +8 to pull punch, triple damage on surprise attacks and back stabbing, 97% to charm or impress, impervious to horror factor and +2 on all saving throws.

Favorite Weapons: While Panath uses any and all weapons, his special ones are:

Flaming Ball and Chain. Does 6D6 damage, plus ignites whatever is flammable with its touch.

Daggers of Panath. Specially created, Panath's daggers have an interior channel for poison. The poison is poured into the hilt, and then a couple of squeezes on a hidden lever causes the blade to be moistened. The dagger itself does 1D6 damage, while the poison can vary (typically +30 to damage).

Armor: Leather armor, with magical reinforcement. A.R. 16, S.D.C. 280.

Alliances & Allies: Panath is always making allies, but they are usually short term, depending on particular circumstances. He is friendly with a large number of gods and demons.

Enemies: No one who is really bothersome at this time. If you were to tell him that Cirga was his enemy he would just laugh. While he despises Cirga, he is of the opinion that enemies, by definition, must be *threatening*.

Vulnerabilities and Weaknesses: Magic, magic weapons, and rune weapons do normal damage. Certain Holy Weapons that are keyed to do extra damage to those of his alignment or gods will do greater damage, as per the specifications of that weapon.

Sarcasm. Panath has a tendency to be extremely insulting, even when making the most trivial comments. This has landed him in hot water more than once.

Doom. Since the *Ta'Palladia* and many oracles are quite clear about the fate of Rurga's Pantheon, Panath already considers himself doomed. He thinks of his life as a black comedy and sometimes he takes threats, even deific threats, far too lightly.

Ego. Thinking himself smarter than any of the other gods (and he is pretty intelligent), he thinks he has everything figured out. That arrogance, and the fact that he really *doesn't* know, or understand, exactly what motivates his fellow deities is something that will one day threaten his life.

Technology: Interested and well informed, Panath has made a study of technology of all kinds, and has already stockpiled a number of special weapons and devices.

Manifestations or Avatars: See Deific Powers. Panath routinely has at least one manifestation out among the worlds. Since the Palladium World looks like it will turn into a hot spot, there's a good chance that his manifestation will show up there from time to time. Remember, talking to his manifestation is just like talking to Panath, since he is really just pulling its strings.

Minions: On the Palladium World there are thousands upon thousands of trained assassins and thieves ready to do his bidding. Note that in the past he has used these shadowy followers as a weapon of war, infiltrating enemy cities and barracks, and generally waging a campaign of terrorism and sabotage.

Treatment of Worshipers, Priests and Organizations: Not only does Panath pay close attention to the activity of his priests and his temples, he also watches over his followers, especially when they are engaged in the work of thieves or assassins.

Panath's Tree is the Assassin Tree. Worshippers often attempt to please him by pledging to plant a certain number of the trees (a typical pledge is, "Lord Panath, for every day of my life I pledge another tree in your name. In one year it will be so, and for the next year as well, as long as I do draw breath.").

Holy Artifacts: The strangling cord made from the fibers of the Panath Tree is considered sacred. Priests of Panath have the power to add an additional magical power to the cords. Anyone being strangled by a Hold Cord of Panath is -7 to save vs unconsciousness (14 or higher is needed to save).

Rifts® Earth: Since Panath has always had an eye for power and likes to have followers in as many places as possible, it may be that a Cult of Panath is already there! It is an ideal environment for him. M.D.C.: 3840 on Rifts Earth.

Kalba

The Cult of Kalba

There are a number of cults dedicated to Kalba, each with a small number of secret worshippers, scattered across the Palladium World. Fascinated with the phenomena of Kalba's "possessions," most of the worshippers are spiritualists who believe in necromancy and/or the world of the spirits, ghosts, and the living dead. Only in the Western Empire did the cult ever grow to become a church, and that turned out to be a mistake. Once it caught the attention of some of the other evil cults, it was destroyed, its priests slain, and its followers persecuted. Since then, the remnants of the church and other cults have learned their lesson and are careful to stay small and hidden.

Major Deity: Kalba

Alignments of Worshippers: Usually selfish or evil.

Pantheon: Most worshippers are unaware of the other gods of the Pantheon of Rurga. Those that are, also honor Rurga, Cirga, Panath, and Lista.


Breaux

Organization: So secretive that some of the priests (Priests of Darkness, of course) do not allow for the admission of new members after a certain point. Membership is typically by invitation only, and then only after long and careful scrutiny.

Symbols: None, although most followers know that the Oak tree is associated with Kalba.

Holy Places: None. Those that existed were in the Western Empire, and were destroyed during the recent purge.

Holy Book: The *Ta'Palladia*, but it is rare to find a priest of Kalba who has a copy.

Kalba (the Deity)

My name is Kalba. It may be that I am truly here, inside of the person who speaks to you. For if I am not here, I must be somewhere else, in another's body, but still speaking these words. My name is Kalba.

Once I was flesh as you are flesh. I had thought myself indestructible, because I was a god, and because I was also a god of magic. In my pride I had forgotten that there are rules that bind even the gods. Break the rules, even by accident, and you become vulnerable to your enemies.

Sadly, my enemies were prepared. When I made my mistake, they were ready, and they crippled my powers, and destroyed my body, and nearly destroyed my soul.

One of my enemies is Panath. You could do better than to trust him. I am still searching for those who Panath recruited, those dark gods who stole away my power.

So, know two things when I come to you. First, know that I would offer you your heart's desire, if only you will let me walk about in your body, and never for more than one day. Second, know that I will pay any price to recover my power. Tell me of any dark gods you might find, tell me, and if they are those I seek, then your reward will be beyond measure.

— Ta'Palladia

According to Kalba, when he describes his plight, he was a victim three times over. First, all he was doing when he was first attacked was keeping a promise that he had made to Rurga, but that his steadfastness had angered Panath. Second, Panath turned on him, killing him simply out of anger. Third, not content with merely killing Kalba, Panath invoked the powers of some unidentified gods of darkness who then changed Kalba's soul, rendering it into the wandering thing that it is today.

What's wrong with this story?

First, it doesn't really fit with what we know of Panath, or of Rurga. If it happened this way, why is Rurga still on good terms with Panath? After all, she must have heard Kalba's accusations dozens of times by now. Also, what's with these "unidentified" gods of darkness? Not only does it seem unlikely that Panath would be dealing with them (it seems out of character for the assassin to go to such extremes in any case), and it also seems strange that the missing gods have remained unidentified for hundreds of years after Kalba started wandering the Megaverse.

So, there are three possibilities. First, Kalba is telling the truth (yeah, right). Second, Kalba is insane. Third, Kalba is covering something up.

Since the Lord of Magic started out as a Wizard (and possibly as a Summoner as well), it makes sense that he would be dabbling in forbidden subjects. And dealing with "gods of darkness" would fit right into the picture. So it's entirely possible that Kalba invoked those gods himself, and that he escaped, but without his body.

Or maybe not ...

These days, Kalba is the god of wandering spirits, ghosts, haunting entities and wraiths, because he himself is a lost soul. His spirit seems forced to wander the universe, compulsively looking for vengeance (or perhaps for his lost body). Once a wizard and demi-god of great power, he now seems condemned to eternal wandering. In spirit-form, Kalba can communicate only through psionics (telepathy, empathy, etc.), and he is constantly looking for followers willing to allow him to possess their bodies.

As for his relationships with other gods, they are pretty much nonexistent. He is viewed more as a pest or spy than anything else, and his entry into any deific realm is met with either a concerted effort to scoot him back out, or as time for everyone to take a vacation elsewhere until he leaves.

Real Name: Sumiel teg'Kalba
Alignment: Aberrant (evil)
Size: Varies according to body.

Description: When he communicates with psionics, those who are sensitive enough (such as Psi-Mystics and Psychic Sensitives), get a psychic impression of a distinguished looking man of middle years, with a few silver hairs among his red hair and beard. His striking green eyes sparkling with knowledge, and wearing the robes of a mage and a belt and wrist bracers glowing with magical energy.

Attributes: I.Q. 19, M.E. 15, M.A. 12.

Attribute Notes: All of the physical attributes (P.S., P.E., A.R., S.D.C., etc.) of his "host" remain unchanged, except that the hit points will be increased by 300 as long as he is in residence.

Hit Points (no S.D.C.) as a Spirit: Kalba's spirit essence has 670 hit points that can be affected by psionics, including psi-sword.

P.P.E.: 1,800

Experience Level: 21st level wizard.

Horror Factor: 14

Natural abilities (as spirit): Astral travel 98%, his natural state of being is ethereal (can walk through walls, etc.), invisibility is also part of his natural state although he can make himself appear as a ghostly figure, fly (spd. 88/60 mph/96 km), see the invisible, vision of perfect clarity (seeing from the nonmaterial plane, Kalba has no need for light, and he can even look through most natural substances), knows all languages, never fatigues, never sleeps, is always alert, never eats or drinks, doesn't breathe air, impervious to most mortal conditions (fire, heat, cold, etc.), teleport 98%, dimensional teleport 95%, impervious to all physical attacks (he can only be harmed by psionics, or purely magical forces), sense the location of ley lines, and sense/recognize enchantment/magic 90%.

Natural abilities (in a body): See the invisible, knows all languages, teleport 62%, dimensional teleport 54%, sense the location of ley lines, and sense/recognize enchantment/magic 45%.

Deific Powers: Kalba can use the full range of powers over his followers, whether he is in a body or not. He can perform all prototypical deific powers at regular cost, however he cannot use any deific power that requires a bodily sacrifice if he is not in a body at the time. While a *spirit* he can do the following:

Possess Mortals. This allows Kalba to take over a mortal body. When he has possessed someone, he completely takes over the body and mind, retaining that body's physical attributes and bonuses, but replacing the mental faculties with his own memory, skills and abilities. **Cost to Kalba:** 50 P.P.E. if a willing follower, or 250 P.P.E. otherwise.

Priest/Healing Powers (can be used only while in a living body): Turn dead 84%, exorcism 80%, healing touch (restores 3D6 S.D.C or hit points; can be used twice per melee round and without limit), and animate/control dead.

Magic Powers (can only be used while Kalba is in a living body): Kalba knows all symbols and wards, all protection circles, 1st through 9th level Wizard spell magic, plus banishment, control & enslave entity, create mummy, dimensional pocket, mystic portal, summon shadow beast, anti-magic cloud, amulet, protection circle: superior, and the crimson wall of Lictalon.

Psionic Powers: I.S.P. 1,590, 21st level; major psionic. Kalba can use any Healing, Physical, or Sensitive Psionics, plus bio-manipulation, cause insanity, hypnotic suggestion, induce nightmare, insert memory, mental illusion, mentally possess others, mind block auto-defense, mind bolt, mind bond, mind wipe, P.P.E. shield, and telemechanics.

Attacks Per Melee Round (as spirit): Two through psionics.

Special Combat Bonuses (while in a body, in addition to the body's usual abilities and bonuses): +2 to strike, +3 to parry and dodge, +3 to damage, impervious to horror factor, +3 on all savings throws and up to four psionic or physical attacks per melee round.

Alliances & Allies: Kalba seems friendless. He has approached most deities seeking help and has been turned away from all quarters.

Enemies: His hatred for Panath is quite verbal, and he often speaks of how he despises him and will one day destroy him, but only after Panath has suffered long at his hands. He also speaks of longing to discover the dark gods who have sentenced him to his fate, and how, until he finds them, he takes every chance he can get to spoil the plots of the Gods of Darkness.

Vulnerabilities and Weaknesses: Since he usually occupies mortal bodies, it is pointless for opponents to kill the body. However, as a spirit, Kalba is difficult to attack. He seems vulnerable mostly to psionics (including psi-sword; normal damage), and to the possibility of being bound into some object or enchanted weapon.

Treatment of Worshipers: Kalba is interested only in finding bodies to possess. As long as his cult supplies his needs, he will continue to support it, and to supply his Priests of Darkness with power.

According to Kalba, as an "honorable person," he will live up to any deal, promise or pact that he makes, and has pledged his word of honor to fulfill it, even if it means giving up a young and healthy body. On retrospect, this makes little sense, considering the number of horrible criminals in the world (surely someone of Kalba's alignment could find someone who deserves to die?), or recently dead bodies, which Kalba could easily possess and repair. No, it must be that Kalba is somehow magically forced to uphold certain rules, and these rules say that Kalba is only to possess those who *willingly* assent, and only for a short amount of time.

Rifts® Earth: Kalba is frightened of the place, thinking that he would either be bound and enslaved, or destroyed, or ripped apart by the forces of the Rifts, should he make the wrong move. He's heard of the Splugorth and is terrified of them. M.D.C.: 300 when in possession of a physical body, 600 M.D.C. as a spirit.

Lista

Warrior & Sea Goddess

My name is Lista. In deep water I do now dwell. It is cold here, cold enough to chill my lips blue, cold enough to still my aching heart, cold enough to turn my wayward thoughts to ice.

If you seek warmth, comfort, or easy victory, if you strike in haste, are quick to anger, and must do battle while your blood is hot, then turn away from me, and look to my mother, Rurga. She will warm you.

I am Lista, and I offer no heat.

Still, there are those who love me. I am beautiful, but not vain. Those who court me will not find me coy. I do not judge men, nor do I refuse them.

Come to me, kiss me. You will find that I am not without passion.

To my lovers, to those willing to listen to a cold woman, I offer wise counsel. I will show you how to destroy your enemies, how to scatter their armies, how to tumble their castles, how to make their soldiers cringe, how to dishearten their heroes, how to blind their officers, how to subvert their allies, and how to empty their treasuries. Finally, I will show you how to defeat them, utterly.

My lovers are often victorious, but rarely do they return to me. Be warned. Those who embrace me will become as I am, cold. When you are cold, you will lose fellowship, you will lose the easy comrades, and those who were once close will no longer trust you. It is the price you must pay for victory.

My name is Lista. Love me if you will. Do not expect me to love you.

— Ta'Palladia

Warrior and sea goddess, she is the symbol of war, revenge, anguish in battle and cold dispassion. She is the patron of warriors and sailors. She is the daughter of Rurga and was once consort to Panath (and subsequently corrupted and used). Lista has been chastised by her mother and lives in shame at the bottom of the sea. According to one myth in the Ta'Palladia, she will one day rise up and slay her mother, although she cannot imagine why she would do such a thing, for she does not hate Rurga enough to kill her.

Real Name: Jolia op'Lista
Alignment: Anarchist (selfish)
Size: 10 feet (3 meters) tall.



Description: A gorgeous woman with heavy golden hair, green eyes, and a strikingly curvaceous body. She is rarely seen in anything other than her armor. She makes no attempt to beautify herself, and usually appears frostbitten and rather blue, but still she is the obsession of many followers.

Attributes: I.Q.: 21, M.E.: 16, M.A.: 19, P.S.: 34, P.P.: 27, P.E.: 26, P.B.: 30, Spd.: 28

Natural A.R.: 10 natural, or 16 in armor (S.D.C. 600)

Hit points: 2,850

S.D.C.: 2,335

P.P.E.: 400

Horror/Awe Factor: 12

Experience Levels: 15th level soldier, 8th level Water Warlock, and 4th level Summoner.

Natural abilities: Swim at a speed of 58 (40 mph/64 km), breathe underwater, breathe without air, impervious to cold and deep-water pressure, resistant to heat, fire and electricity (½ damage), nightvision 1200 feet (365 m), see the invisible, turn invisible at will (no time limit), knows all languages, sense/recognize enchantment/magic 63%, never fatigues (if she wishes, she can go without sleep and be perpetually alert), bio-regeneration of 4D6 S.D.C./H.P. per melee round without expending P.P.E., teleport 87%, dimensional teleport 64%, metamorphosis: animal, and metamorphosis: humanoid.

Deific Powers: Lista has the full range of powers over her followers and can perform all prototypical deific powers at regular cost, as well as the following special powers:

Deific Sonic Blast. This explosion of sound is the equivalent of a powerful depth charge that sends a destructive blast out in all directions. Lista is not affected, nor is anyone standing directly behind her, so long as they are no more than six feet (3 meters) away. Underwater, the damage is 4D6×10 to S.D.C., plus an additional 2D4 that is applied directly to each victim's hit points. Beyond the initial blast radius (150 feet/45.7 m), all creatures within 3,000 feet (1,000 meters) take the (relatively) mild shock of 1D6+1 points of damage. Lista can also do a Deific Sonic Blast in an air environment, but it only does 3D6 damage to those within 30 feet (9 m), and gives everyone within 300 feet (91.5 m) an annoying ringing in the ears. **Cost to Lista:** Free and unlimited.

Merge into Living Tree. See Rurga. **Cost to Lista:** 15 P.P.E.

Summon Entities of the Deep. Lista sends out a call that brings forth the primordial creatures of the deep sea bottom. On the Palladium World, these are not ordinary sea creatures, or even sea serpents, but truly gigantic beasts, the size of mountains (40,000 S.D.C., A.R. 8, P.S. 60 is typical). At least one will respond, and there is a 7% chance of getting an additional sea entity (each time the roll is successful, roll again, and the monsters will keep coming until the dice stop rolling so well). Although they are slow and ponderous, they are capable of destroying navies or coastal cities, and they will do just as Lista commands. Thankfully, these monsters are sensitive to even the light of an overcast day (-4 to strike, parry and dodge), have only two attacks per melee, plus holy weapons, rune weapons, fire and heat attacks do double damage; most other weapons and magic do normal damage (A.R. is only 8). **Cost to Lista:** 115 P.P.E.

Deific Curse: God-Blind. As the prototypical version, but the victim must be looking at Lista, or at her likeness (a picture or the view through a Circle of All-Seeing will also do). **Cost to Lista:** Free if cast upon one of her followers, only 15 P.P.E. if directed at anyone else who is looking at her.

Priest/Healing Powers: Exorcism 40%, healing touch (restores 2D6 S.D.C. or hit points), remove curse 34%, remove deific curse 10%, resurrection 18%, and turn dead 70%.

Magic Powers: All 1st through 5th level water elemental spells, plus Little Ice Monster and Creature of the Waves, but no others. Lista is currently experimenting as a Summoner, and is now familiar with all circles of summoning and protection. She also knows power words, mystic symbols, enchantments, and can recognize other kinds of magic. In her underwater home she has constructed dozens of circles, so that any enemy would be foolish to try to attack her there.

Psionic Powers: None.

Skills of Note: Sing (84%), Horsemanship: Knight (93%), Horsemanship: Exotic Animals (97%, especially sea animals), Marine Biology (48%, self-taught), all Weapon Proficiencies (except bow), and **all** wilderness skills at 85% proficiency.

Attacks Per Melee Round: Five physical or two mystic.

Special Bonuses (in addition to attribute bonuses): +5 on initiative, +2 to strike, +4 to parry and dodge, and +2 on all saving throws.

Favorite Weapons: *1. K'Khermont:* Great Rune Sword keyed to bond with someone of Principled alignment, Lista has merely been keeping it safe, against the day when she finds the right wielder. The entity within is capable of Wizard magic, and the sword itself (even when Lista wields it) does 5D6 damage.

2. Trident: A weapon of Lista's own construction, she is still refining it, and is considering naming it, and/or turning it into a Holy Weapon. Does 4D6 damage.

Armor: Lista has several suits of armor and wears different suits according to her mood. Her standard suit for combat is magical Splint Armor, with A.R. 16 and 200 S.D.C.

Alliances & Allies: A recluse, Lista associates with almost none of the gods. To her mother, Rurga, and to the others of her pantheon, Cirga, Panath and Kalba, she will help when asked, but she refuses to engage in conversation, especially if it involves questioning her self-banishment. She has, however, been visited by other deities. She and Algor spent a quiet week together (the longest sentence exchanged was, "Do you have any salt?"), and they seemed to enjoy being quiet together, but he has never returned. Her most bizarre relationship is with Sebek, the renegade Crocodile God (see Pantheon of Light and Dark). At one point, she discovered him hiding in her home realm, they struck up a conversation, and she invited him in as a guest (it is possible that, at the time, she didn't realize he was a god). Since then, Sebek has been around to visit on several occasions. Sebek talks continuously and isn't bothered by a lack of a reply, so they seem to get along very well.

Enemies: While she harbors a long simmering resentment against Panath, and an even longer term grudge against her mother (one of those teenage things), she doesn't really feel like either of them are her enemies, and she certainly wouldn't ally herself against them. Since her mother hates the Deevil Lords with such a passion, she figures that she'd rather reserve judgement against them. As for the Gods of Darkness, what she has heard from Sebek has taught her that they are flawed and vain, not necessarily hateful. In short, even though Lista has almost no friends, she doesn't have any enemies at all.

Vulnerabilities and Weaknesses: Only magic and magic weapons, can really hurt her.

Stubborn. When Lista makes up her mind, she becomes deifically immobile. Anyone trying to influence her on one of her strongly held beliefs will get, at best, the silent treatment.

Love of the Sea. Her mother and the others think that Lista only stays underwater because of her stubbornness, and as self-punishment. In fact, Lista has come to love the sea and she finds aquatic creatures endlessly interesting.

Coldness. By making such a big deal of being totally, completely, emotionally detached, she is probably making herself vulnerable. One of these days she is going to be her usual cold self, and come to regret it.

Technology: Lista knows little, if anything about it. Still, she is a natural experimenter and she would probably find science very interesting.

Manifestations or Avatars: None.

Minions: Having explored the underwater mysteries of Mhedibab, as well as the seas of Vanmander, Mo'Allak'At and Arensigli (she hasn't checked out the oceans of Palladium as yet), she can call upon many different creatures, including some with unexpected primordial powers.

Treatment of Worshipers and Priests: Since relatively few mortals worship Lista, except as a member of her mother's pantheon, Lista has had to do very little in return. However, there are now priests on the Palladium World, attracted to something about Lista's myth, who are calling on her for help and support. Whether or not she decides to come to their aid is an open question. For one thing, she (unlike Rurga, Cirga and Panath) has not made up her mind that the Wolfen are necessarily her enemies. In fact, she finds them to be brave and noble beings dedicated to fierce, yet orderly combat, which she likes.

While it is nearly forgotten in the four worlds, Lista's symbol is that of the White Birch tree. Already some hopefuls have started planting groves in her honor on the Palladium World.

Rifts® Earth: A place that Lista would find interesting to explore. Also, she is just about ready for a battle that would be really, really challenging (from her point of view, the problem with battles between mortals is that you have to be so careful not to swat the wrong way). M.D.C.: 5000 on Rifts Earth.

Kirgi

Kirgi's heroic realm has no sky, but consists entirely of underground passages, both of earth and of carved stone. His own palace is a dark one, where each of his many treasure rooms are surrounded by dozens of trap-filled replicas. Wanderers, including his own Ratling minions, are often killed by the ever-increasing number of deadly traps that Kirgi builds compulsively.

Kirgism

While the religion is secret in some places, such as in Timiro and the Eastern Territory, it has become extremely public in many cities of the Western Empire and Yin-Sloth Jungles. Even to the extent that in a few particularly corrupt cities, priests of Kirgism have been authorized to perform all the official religious ceremonies and duties. Quite a change from as recently as a century ago, when every Priest of Kirgi was outlawed and reviled.

Things changed with the arrival of a brilliant Priest, the man who came to be known as Cardinal d'Fingal. His reforms started modestly when he published a visionary booklet called *Kirgi Futurious*, describing a future where Kirgi headed a Pantheon of Deevils, and where ratlings are respected as icons of Kirgi.

Now humanoid priests (mostly nonhumans) work together with Ratling priests in building a great church.

Major Deity: Kirgi

Alignments of Worshippers: Selfish and evil.

Pantheon: Kirgi, Tagamundus (Deevil Arch-Fiend), Jiivey (Deevil Wraith), K'Garru (Deevil Beast), Ma'Azz (Deevil Horror), and Utu, Lord of the Dead.

Organization: Kirgi's Priests of Darkness are always railing at their followers to bring in more and more worshippers. Once recruited, members are discouraged from worshipping any god outside the Pantheon, but they are not prohibited from doing so.

Typical Followers: Where in the past, the worship of Kirgi was a furtive thing, popular only among thieves and rabble, the membership is expanding to include many ambitious merchants and nobles. Even so, the worship of Kirgi is still popular among Goblins, Hob-Goblins, Orcs, and Ogres, so the hierarchy is sending out missionaries to encourage growth among those races as well.

Visionary Proclamation: *Kirgi Futurious* by Cardinal d'Fingal is a series of mythic tales, each describing the future glory of Kirgism, and how it must be obtained. It is said that one of the abandoned cities of the Western Empire, a place overrun with Ratlings, has been turned into a place where the religion's scribes and printers are turning out great quantities of the proclamation, in many different languages.

Wealth: One of d'Fingal's greatest reforms was financial. He created an elite group of Priest-Accountants who not only keep the books, but who are also authorized to *interrogate*, sometimes with confinement and torture, any worshipper they deem necessary; this may even include fellow clergy. Everyone is now required to tithe a substantial amount of their income, but fairly, so the rich pay more than the poor, and must specify the faith in their wills, bequeathing at least half of their inheritance to Kirgi. As a result, Temples are no longer dim and grungy. Incense and candles are always available, sacrifices are plentiful (and certified, each with authorization from the local authorities, or with a proper bill of sale), and even the poorest Priest of Kirgi wears impressive ceremonial garb.

Note: This description of Kirgism applies to the religion of Kirgi as it is practiced by humanoids other than Ratlings. While the humanoid clergy have declared brotherhood with their Ratling brethren, the Ratlings have a very different opinion. The Ratlings, in their multitudes, are very often worshipers of Kirgi, but they do not have the same church. While devoted to the same god, they are somewhat different religions and tend to avoid including members of other races. On the other hand, Ratling Priests of Kirgi not associated with Kirgism will also have all the following special abilities. Many Ratlings have been caught up in the hype and have ascribed to this new faith, representing about 25% of the current followers.

Kirgi's Priests of Darkness

Modifications and Special Abilities

Traveling to Other Worlds: A Note for Priests of Kirgi. Kirgi is lord of the rats only on the Palladium World. While rat gods are worshipped on many worlds (such as the three other worlds connected to the Pantheon of Rurga), and while the priests may have identical abilities on each of those worlds, the rat god of each world is a different individual. Priests of Kirgi who find themselves elsewhere have been taught that they

should pray to and respect the rat god of that world, so long as they are guests in that place, but always remember that Kirgi is your true lord and master!

Notes on the Children of Kirgi

1. Children of Kirgi are those rodents that can be summoned and controlled by Kirgi and his priests. They include grey, brown, white and black mice (both field mice and city mice), black rats (ship rats), sewer rats, swamp rats, certain desert rats, as well as the giant rats found in the Old Kingdom. Other members of the rodent family, such as bats, beavers, chipmunks, rabbits and shrews, are *not* included.

2. Floaters and Serpent Rats are *not* true rodents and, therefore, do not fall under the influence of Kirgi or his priests.

Prayers Exclusive to Priests of Kirgi

1. Prayer of Communication with Kirgi's Children. Allows the priest to communicate with a specific rat or mouse. The conversation will have to be fairly basic, since the prayer does nothing to improve the intelligence of the animal, but it is possible to ask basic questions and get reasonable answers. Note that the animal is not under the priest's control and can leave, stop talking, demand food, and in general, act in a natural way. If the creature is confined or held, it will spend most of its time complaining, yelling for help, or generally going into a panic. Duration: About three minutes. Success Ratio: 25% at level one, +10% per additional level.

2. Prayer of Summoning & Controlling Kirgi's Children. Mice and rats from the immediate area (within a 1000 ft/305 m radius) will come to the priest, and will obey a single, simple command ("attack him," "eat this grain," "follow that woman," etc.). Obviously, it only works if there are rodents in the area, but there are plenty of rats and mice just about everywhere on the Palladium World, especially in cities. The maximum number of rodents attracted increases according to the level of the Priest, with 2D6 at first level, and an additional 1D6 per additional level. Success Ratio: 20% at level one, +8% per additional level.

3. Prayer of Underground Sense. Similar to the Ratling ability, "Underground Sense of Direction." While under the influence of the prayer, the character has the innate ability to tell direction underground, even in total darkness. It will be obvious as to whether a passage is going up, down or straight, approximately how far it is to the surface, and the character will have a compass-like feeling for north, south, east, and west. Success Ratio: 10% at level one, +5% per additional level of experience.

Miracles Exclusive to Priests of Kirgi

1. Miracle of Metamorphosis: Humanoid to Ratling. Changes those affected into Ratlings; grey furred, rat-like humanoids with long tails. Humans, Elves, Dwarves, Hob-Goblins, Kobolds, Orcs and Ogres will be reduced to about a third of their usual weight (a 240 pound human becomes a large, 80 pound/36 kg Ratling, and a 90 pound/40 kg Kobold will become a small, 30 pound/13 kg Ratling). Gnomes and Goblins who are turned into Ratlings do not change their weight. Does not work on any of the canine races, for any creature larger than an ogre, or for any other creatures. All transformed Ratlings will be in the same height range: 4-5½ feet (1.2 to 1.7 meters) tall.

Note that each character will have a unique appearance as a Ratling. If the character is changed into a Ratling more than once, natural Ratlings who have met the character will always remember him or her.

In addition to their normal attributes, skills, abilities and powers (all of which stay the same), metamorphosized characters will gain the following *Ratling Natural Abilities*: Nightvision 40 feet (12.2 m), excellent "passive" nightvision (needs a source of light to see in the dark, but can make out shapes fairly well, 1200 feet/366 m), poor day vision 90 feet (27.4 m), sensitive whiskers help to maneuver in the dark or when blind (usual penalties are half), keen hearing, climb 70% (instinctive), swim 70% (instinctive), and imitate voices 60% (instinctive), as well as the ratling's underground sense (see above).

Duration of metamorphosis: One hour per level of experience. Cost: 50 P.P.E. for one individual, 300 P.P.E. for a group of up to 15 humanoids.

2. Miracle of Metamorphosis: Ratling to Humanoid. This magical transformation can be performed by any Priest of Kirgi, but must be used on a natural Ratling. The first time a Ratling is metamorphosized, roll percentile dice to see their humanoid racial appearance. The result will be: 01-30 human, 31-40 Elf, 41-50 Dwarf, 51-60 Gnome, 61-80 Orc, 81-90 Goblin, or 91-00 Hob-Goblin. That Ratling will *always* return to that same form and appearance whenever the metamorphosis is used again. The miraculous metamorphosis enables the Ratling to retain all his normal attributes, skills and O.C.C. powers, but the character temporarily loses all Ratling Natural Abilities, including the underground sense of direction. This is usually an unpleasant sensation.

Duration: One hour per level of experience. Cost: 50 P.P.E. for one individual, 300 P.P.E. for a group of up to 15 members.

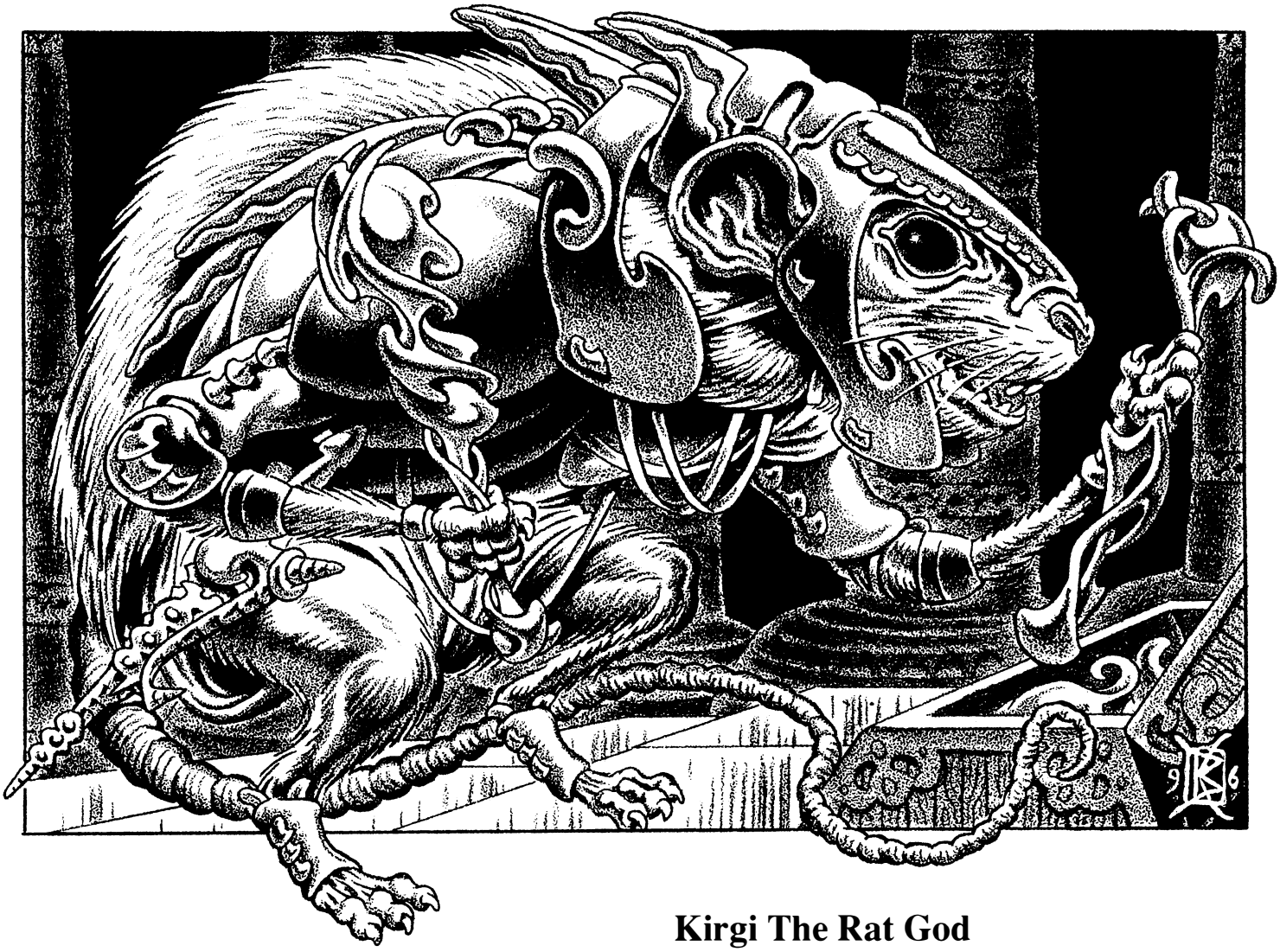
3. Miracle of Control over Kirgi's Children. Commanding all the children of Kirgi (mice and rats) in a specific area, the Priest can either infest the place with rodents, so that hundreds come from all surrounding areas, or banish the rodents who already live there, so they all move away. The area must be specific, such as a particular building, crypt, or meadow or field. Since infesting a town's granary can cause mass starvation, this is a fearsome ability. Likewise, being able to banish the mice or rats from a farmer's crops is incredibly valuable.

Duration: One week per level of experience. Range of Maximum Effect: 1000 foot (305 m) radius +500 feet (152 m) per additional level of experience. Maximum Number of Kirgi's Children: 500 per level of experience. Cost: 75 P.P.E. Note: A typical suburban neighborhood will have 1D6×100 mice and rats. A similar city neighborhood will have 3D4×100, and a similar farm or wilderness area will have 2D4×100. People may not normally see all these furry varmints, but they are there (just like the average suburban neighborhood which has over 10,000 spiders).

Priestly Spells Exclusive to Priests of Kirgi

1. Create Messenger of Kirgi:

Range: Touch
Duration: Special
Saving Throw: None
Cost: 25 P.P.E.



When cast on a rodent (the priest has to have a rat or a mouse to start out), this spell gives the creature the limited ability to memorize a small speech and to understand the commands of the priest. Once cast, the priest can give the rat or mouse a particular spoken message and then instruct it as to where it is to be delivered. When the creature arrives at the right place, it will speak (magically, its lips do not move), repeating the message it was given, word for word. The directions can be as vague as, "Take the message to the rug merchant in the town square," or can be very specific. While under the influence of the spell, the animal will understand complicated directions, and can even relate to a two-dimensional map as to where it is supposed to go. Still, it helps if the rodent messenger can smell something associated with its objective or, better yet, if the person is already known to the creature.

Usually, once the servant of Kirgi has completed its task, the magic will dissipate and the creature will revert to its former state. However, there is a small chance (4%) that the magic has "stuck," and the creature will seek out the Priest, and become his permanent servant, retaining the ability to follow commands, as well as being able to memorize and repeat speeches.

2. Summon & Control Rodents: Cost (Special!): Only 35 P.P.E. Except for the P.P.E. cost, it is the same as the Wizard Spell, see **Palladium Fantasy RPG, 2nd Edition**, page 210, for description and details.

Kirgi The Rat God

A god of deception, Kirgi symbolizes dishonor, trickery, betrayal and thieving. While he has long been the patron of thieves, assassins and men without honor, he has even greater ambitions. Having found a priest who is a genius at organization and recruiting (Cardinal d'Fingal), Kirgi is actively helping to reform those who worship him.

An opportunist, Kirgi is also making shrewd moves on the deific plane. He has seen that the other gods of the Palladium World are unified in their opposition to the Deevil Lords and plans to use that. While he understands their hatred for the invaders, Kirgi also sees an opportunity in the realm of the Deevil Lords. Knowing the nature of these creatures, the Rat God has sought out dissatisfied and ambitious Deevils from among the ranks of the Greater Deevils. In particular, Tagamundus, a Deevil Arch-Fiend, and K'Garru, a Deevil Beast, have already started organizing armies of their followers, all in the name of Kirgi.

If asked by the other gods, he will make the point that he, Kirgi, is actually doing more to harm the Deevil Lords than any other god. Not because he is fighting them, but because he has created division in their ranks, and is effectively breeding a new group of allies, right in the midst of the Deevil Lords' own realm! He is very convincing.

Real Name: Unknown
Alignment: Diabolic

Size: Varies, but typically he is 6 feet (2 meters) high and 9 feet (3 meters) long.

Description: His natural form is that of a giant rat with a gaping maw, or a rat in humanoid form, but Kirgi is a shape-changer and can assume any shape and sex at will.

Attributes: I.Q.: 29, M.E.: 29, M.A.: 23, P.S.: 22, P.P.: 26, P.E.: 26, P.B.: 7, Spd.: 19

Natural A.R.: 14

Hit points: 1,850

S.D.C.: 2,390

P.P.E.: 690

Horror Factor: 15

Experience Levels: 10th level wizard and 10th level thief.

Natural abilities: Astral travel 82%, prowl 90%, locate secret compartments/doors 69%, track humanoids 86%, nightvision (sees perfectly as if there were full light; range one mile/1.6 km), see the invisible, turn invisible at will (unlimited), bio-regenerate 4D6 S.D.C./H.P. per melee round at no cost to P.P.E., teleport 90%, dimensional teleport 64%, metamorphosis: animal, metamorphosis: humanoid, imitate voices, sense/recognize enchantment/magic 60%, impervious to heat, cold, and fire, and summon/control enormous numbers of "Children of Kirgi" (1D6×1000 mice and/or rats).

Deific Powers: Kirgi has the full range of power over his followers and can perform all prototypical deific powers at regular cost.

Priest/Healing Powers: Exorcism/remove curse 60%, remove deific curse 32%, healing touch (2D6), resurrection 53%, and turn dead 80%.

Magic Powers: All 1st through 10th level Wizard spells, plus remove curse, create zombie, metamorphosis: mist, close Rift and all summoning spells.

Psionic Powers: None.

Skills of Note: Forgery, climb, swim, land navigation, intelligence, surveillance, ventriloquism, pick pockets, palming, concealment, card shark and streetwise, all at 85% proficiency.

Attacks Per Melee Round: Six physical or two by magic. Kirgi uses his supernatural P.S., magic and natural abilities to overcome locks.

Special Bonuses (in addition to attribute bonuses): +3 on initiative, +2 to strike and parry, +4 to dodge, +4 to pull punch, does triple damage from behind and surprise attacks, +6 to save vs horror factor and +2 on all other saving throws.

Favorite Weapons: Kirgi has a number of off-world weapons, including some bizarre things based on bio-wizardry and others that are high technology. However, he will avoid using any of these things unless he feel himself endangered.

Armor: None, although he does have a number of amulets and bracelets that confer various protections.

Alliances & Allies: Currently he is cultivating friendships with all those in his pantheon. He also has a good working relationship with Utu.

Enemies: The pantheon of Taut are old enemies. He is hated, and hates in return, most of the Demon Lords of Hades, in particular Chrun, Belphegor, and Abrasax.

Vulnerabilities and Weaknesses: Although powerful on this world, Kirgi is definitely a lesser god. He has reason to be fearful of the weapons and powers of other deities, especially those of the colossal realms.

Hasty. In his enthusiasm for change, power and progress, Kirgi has been known to make some serious errors in judgement. However, with the counsel of Cardinal d'Fingal, he has managed to curb the worst of his excesses.

Technology: He just loves it! Kirgi has been experimenting with technology for centuries...

Manifestations: Kirgi will often create a manifestation, either in human form, or as a ratling, in order to observe things from a mortal level.

Minions: He considers all the ratlings to be his minions, although not all would agree (at least 35% worship other gods and/or are of good alignment). He is likely to slay any worshipers or priests who would disobey or argue with him, and is just as likely to kill any Ratlings (nonworshippers included) who refuse him because he assumes all Ratlings are his dedicated servants. On the other hand, if he ever has to make an army out of the Ratlings, Kirgi is probably going to be severely disappointed.

Treatment of Worshipers, Priests and Organizations: He is paying very close attention, to the point where he is actually taking the advice, and following the instructions of one of his worshippers, Cardinal d'Fingal.

Rifts® Earth: A place that Kirgi would find fascinating, but only from a distance. M.D.C.: 1,700 on Rifts Earth.

Utu

Utu occupies no realm at all, so that when he wants to take physical form, he must do so in the material Palladium World. He spends most of his time between the worlds, non-corporeal, overseeing his intangible, unknowable servants, and taking careful inventory of the souls of the departed.

The Death Cult of Utu

Utu's religion is a strong and growing concern. Scattered everywhere throughout the Palladium World, but strongest in the Western Empire, it is becoming increasingly difficult to keep the cult totally secret. Currently the priests are discussing the possibility of either going out in the open (starting with a "test" temple somewhere), or of creating some kind of "cover" religion as a front.

Primary Deity: Utu

Alignments of Worshippers: Any.

Pantheon: Utu, Tolmet, Vald-Tegor, Lopnel (the inclusion of Lopnel is a very recent phenomenon).

Organization: While the religion is secretive and extremely careful not to admit anyone into its fold who is likely to blab, it is earnestly looking for new members. Any newcomers will have to go through a number of tests, where the right of passage means being allowed to learn another level of the cult's secrets. Those who become full members are encouraged (but not forced) to leave any other religion, and to confine their future prayers and offerings exclusively to this pantheon.



Symbol: A crescent symbol is usually displayed by members on their clothing, as a piece of jewelry, or as a small tattoo. Outsiders are told that it is the shape of the half moon, but it is really meant to symbolize Utu's scythe, and the inevitability of death.

Typical Followers: Because the cult is particular about prospective members, the typical member is well-to-do, educated (at least to the extent that they can read), and in some kind of stable profession or highly placed within society. It is very rare for anyone of the lower classes to gain admittance, and most members are either human, Elf, Dwarf or Gnome.

Holy Places: As a secret religion, all the temples are either hidden, or disguised as temples to some other god.

Proclamations: As yet the religion has no holy book or bible. However, there are a set of "Proclamations"; transcripts of various sermons by some of the better preachers in the cult.

Theology: The Priests of Darkness teach that Utu is the god ultimately responsible for the dispersement of souls, and that it does no good to pray to any god of the underworld if that god has no way of assuring that your soul will end up there.

Ceremonies: Prayers and offerings are all well and good, but the real meat of the cult's activities comes during human sacrifices. Those sacrificed are often slaves donated by wealthy members seeking favors from the priests, or purchased from the cult's own funds. Increasingly, as the influence of the cult expands, condemned prisoners (some were supposedly "banished"), and those who can't pay their debts are being sacrificed. Sometimes the sacrifice is an enemy or a troublemaker who has been snooping around to learn more about the cult.

Wealth: In spite of the secrecy, and the relatively small size of the cult, this is a very rich religion. The priests are paid handsomely and, in most places, money is always being collected for a "building fund," so that secret, underground temples can be completed.

Utu, Lord of the Dead

And so it did come to pass, that in the aftermath of the Great Battle, the Priests of Darkness gathered their slain comrades, and those prisoners destined to be the fodder used by the priests to raise the dead.

The rites were spoken. The fires lit. The implements prepared. And all was in readiness when Cardinal Humentop, she who was Voice of Anubis, came to preside. All waited for her assent, and when she nodded, all the screams of those given to Set were like a chorus, so fine was the timing.

"Acba Anubus," spoke Humentop, "let our fine warriors serve again."

But the dead did not rise.

Four times more the ritual of resurrection was attempted, and four times did it fail, though in the final attempt even some Priests of Darkness were given to the gods.

Shaking with anger, Humentop called for the mages, and they were awakened from their slumber, or interrupted in their meditations, and all were brought in front of Humentop.

Although there was much argument and pointing of fingers, none knew why the dead had not risen. Finally, a nameless Summoner offered a suggestion. He described a knowledgeable entity that might be able to provide an answer.

"Summon it," said Humentop. And so it was done.

When the entity was brought forth and questioned, it answered with a laugh. "Why do you laugh," asked the nameless Summoner? "I laugh because I am now and forever free, because you have asked me a question I cannot answer, even though I be one of the knowing ones."

Then, before it could be dismissed, Humentop asked a question. "Who would be able to answer?"

The Summoner shook with fear, for asking that question of one such a he who stood before them, unbound, is the same as swallowing broken glass. But to his surprise the entity gave an answer.

"Call on Utu," it said, laughing all the more. "I can wish nothing better on you than a conversation with Utu, Lord of the Dead," and then it vanished in a burning light.

"Call Utu," said Humentop. But the nameless Summoner refused.

Then something appeared amidst them, cloaked in black, holding a great scythe. It was Utu, come to flesh.

Humentop remembered that she was Voice of Anubus, and addressed Utu as if they were equals, and asked why the dead had not risen.

"They will not rise if I hold their souls."

"Their souls belong to Anubis! It is Anubis we call upon, not you, not a shade of a god."

"It is my charge," said Utu, "to usher the souls from this world to where they would go. There is no clock, no calendar that tells me how long I might keep the souls, nor how quickly I might send them on their way. Anubis cannot release what Anubis has not received."

"That is not the whole truth. I know I have revived the recent dead, whose souls had not yet reached Anubis."

Utu nodded and said, "It is my privilege to let those souls in my keeping return to their bodies. Indeed, I have been known to delay a soul for just that purpose."

"Then why do you not release them? Why do you stand in our way?"

Utu pointed at the pile of discarded sacrifices with the blunt end of his scythe, so that a single body flinched.

"This was my good and faithful servant, who each night supped his ale in my name. He was not of your foe. He has died before his time."

"If we resurrect him, will you release the souls?"

"Do you, who calls yourself Voice of Anubis, offer to bargain with me, as one god to another?"

"Yes."

"Very well. I give you two choices. First, I can depart, and your church will go without the rite of resurrection for the span of Humentop's life. Second, you give Humentop's body as host to the soul of my good and faithful servant, and your Humentop's soul will be mine. Then, and only then will the dead rise once again. What do you choose?

— Tristine Chronicles

Utu is the Lord of the dead, also known as the grim reaper and Harbinger of Death; symbol of change, defeat in battle, and regret. He belong to no other deific realm, a member of no other pantheon, Utu stands completely alone.

It is said that Utu is the arbiter, he who first takes possession of any soul as it departs the world. It is up to Utu to decide into which hands to deliver that soul. Although there are no torments in Utu's realm, he has been known to hold on to a soul for an extended period of time. In fact, as long as a soul remains with Utu, it is fairly easy for resurrection to take place (part of his function is deciding whether or not it is truly "time" for that mortal to depart).

He is included in many pantheons, including those of warriors and fatalists.

Utu makes it clear to the other gods that he will tolerate no interference in his function as escort of the souls of the dead. When the Deevil Lords and their realm first came to the Palladium World, one of the first things they did was attempt to steal away souls that were in transit. Utu, using powers that none had ever suspected he had, managed to stop them cold. Then, when they attacked Utu, overrunning his realm, and disrupting his temples, the Deevil Lords were surprised at just how many supporters this "loner" of a god really had. Not only did the Gods of Light, and the Gods of Dark, unify, but representatives from virtually every active Pantheon came forth.

Real Name: Utu san'Balasteer
Alignment: Aberrant (evil)
Size: 15 feet (5 meters) tall

Description: He is a tall, very lean, humanoid cloaked in a grey, hooded robe, with the hood drawn low so no one can see his face. He always carries a large scythe.

Attributes: I.Q.: 24, M.E.: 24, M.A.: 20, P.S.: 25, P.P.: 22, P.E.: 26, P.B.: Unknown, Spd.: 14

Attribute Notes: Since no one knows his face, it's impossible to judge his P.B.

Natural A.R.: 14

Hit points: 4,100

S.D.C.: 8,200

P.P.E.: 680

Horror Factor: 17

Experience Levels: 18th level Psychic Sensitive, 10th level Wizard, and Mercenary Warrior.

Natural abilities: Astral travel 98%, fly (75 mph/120 km), nightvision (sees, even in total darkness, as if it were brightly lit; range one mile/1.6 km), see the invisible, turn invisible at will (no time limit), prowl 90%, knows all languages, never fatigues, seldom sleeps, is always alert, teleport 98%, dimensional teleport 92%, metamorphosis: humanoid (can appear as any of the humanoid races, but will still remain hooded), impervious to heat, cold, fire, disease, and poison, bio-regenerates 1D6x10 S.D.C./H.P. per melee round without expending P.P.E., sense the location of ley lines 90%, sense/recognize enchantment/magic 90%, and sense/locate/capture all departed souls 98%.

Deific Powers: Utu has the full range of powers over his followers, and can perform all prototypical deific powers at regular cost, as well as the following special powers:

Resistant to all Attacks (Unique to Utu): Impervious to normal weapons, fire, heat, cold, poisons, drugs, and disease; magic attacks of any kind, magic and holy weapons and the punches, breath and blows of creatures of magic and supernatural beings (including the gods, elementals and alien intelligences) do half their normal damage. Only psionics have full effect. **Cost to Utu:** Free.

Call Servant of Hades. Utu can reach, deifically, into Hades, realm of the Demon Lords, and bring forth one of the many demons who worship him in that place. He is most likely to bring either Alu, Banshee or Ghoul, but he has worshippers there among every type of demon. He can also do the reverse; from Hades he can bring in one of his followers from the Palladium World. **Cost to Utu:** Free.

Stop the Flow of Souls. At his choosing, Utu can prevent *any* souls from departing their bodies in the Palladium World. This means anyone, anywhere on the planet, no matter how terrible their injury, or destroyed their body, can be prevented from dying. Not only is this distressing to the poor victims, whose pain goes on and on, but it is also very upsetting to the gods, who see such a thing as an unnatural break in the proper order of things. It lasts until Utu decides that it will end. Utu has done this only a few times over thousands of years, but it always serves to make his point; that he is the channel through which all souls must pass. **Cost to Utu:** 500 P.P.E.

Priest/Healing Powers: Animate/control 1D6x10 dead 90%, exorcism 96%, remove curse 76%, remove deific curse 35%, curse 83%, healing touch (restores 3D6), resurrection 41%, and turn dead 85%.

Magic Powers: All 1st through 8th level Wizard spells, plus knowledge of all symbols, wards, curses, circles of protection and summoning.

Psionic Powers: 1,900 I.S.P., 18th level Psychic Sensitive, with all sensitive abilities, plus induce sleep, spontaneous combustion, catatonic strike, cause insanity, hypnotic suggestion, and insert memory.

Skills of Note: Farming/gardening 93%, rope works 89%, field armorer 90%, horsemanship: general 78%, surgeon/medical doctor 98%, land navigation 98%, astronomy and navigation 98%, all math skills at 98%, and skin & prepare animal hides at 98%.

Attacks Per Melee Round: Six physical or psionic, or three by magic.

Special Bonuses (in addition to attribute bonuses): +1 on initiative, +4 to strike and parry, +6 to dodge, +7 to pull punch, impervious to horror factor, and +4 on all other savings throws.

Favorite Weapon: *Scythe:* A mysterious and ancient artifact, it seems to have something to do with Utu fulfilling his function as a god of the dead. Used in combat it has a +10 to strike, and it does 1D6x10 damage to all living beings, mortal, magic or supernatural!

Armor: None.

Alliances & Allies: Utu has "contracts" with most of the God-Rulers of the various Underworlds. Each contract specifies certain obligations on each side, and everyone knows that Utu is a stickler for abiding by the exact letter of his contracts. Although he never seems to associate with any other gods, he seems to have a widespread network of alliances.

Enemies: He mistrusts the Deevil Lords (most deevils, low and high, dislike or hate him) and he has a simmering feud with Isis, Thoth and Ra.

Vulnerabilities and Weaknesses: As far as it can be determined, Utu has no weaknesses. In earlier battles he seemed unaffected by any assault or any weapon, including Rune Weapons. He says little that might reveal his flaws.

Technology: Other than the Palladium World, and its demonic twin, Hades, Utu does not travel. It is doubtful that he has ever encountered high technology.

Manifestations or Avatars: None.

Minions: Other than his priests and followers, Utu seems to be able to call on many of the demons from the Demon Lord world of Hades.

Treatment of Worshipers, Priests and Organizations: Other than quietly supplying power to his Priests of Darkness, Utu seems to be letting the religion take care of itself.

Rifts® Earth: From everything we know, it seems likely that he would leave as quickly as possible. M.D.C.: 5000.

Vald-Tegor

Vald's heroic realm, Voi, is more than just a reflection of the Palladium World in that it changes every day to match any changes that have been made in the Palladium World. For example, when a dock is being constructed in Lopan, then once each night, a bit more of the partial dock will appear in Voi. When the sun rises in Voi, it does not shine, but instead glimmers a dull, red light easily borne by the most sensitive vampire. The night is extremely dark as well — the moon a tiny sliver of dim light against the stars. Vald-Tegor's home is a lavish castle, maintained by his vampire servants.

The Cult of the Undead

Not a large or powerful religion, but one that is widespread and popular everywhere in the Palladium World. While all the priests of Vald-Tegor's Cult of the Dead are Priests of Darkness, many of his worshippers are *not* evil, but are ordinary people who view modest offerings to Vald-Tegor as a way of protecting themselves against vampires and the undead.

Major Deity: Vald-Tegor

Alignments of Worshippers: Any, although predominantly anarchist and evil.

Pantheon: Vald-Tegor, Succor-Bemoth, and Utu.

Organization: Far from being secret, the Cult of the Dead keeps its temples open to the public at all hours of the day and night, is active in public affairs (helps out with charities, etc.), and is usually a fine member of any community. People of all races and from all walks of life are welcome to come and worship; there are no restrictions on membership. Additionally, members of the Cult, even the priests themselves are allowed to worship, or even make offerings to other gods and religions.

Typical Followers: Mostly ordinary people, especially those who are superstitious or fearful of vampires, those who worship vampires or the concept of the undead, and vampires themselves!

Holy Places: There are no particular shrines, but temples are located in most major cities, and in many wilderness around the world.

Holy Book: None. Based on word of mouth and communication with priests only.

Doctrine: Followers are told that Vald-Tegor is a vampire, but a heroic one whose mission is to protect the innocent. It is a popular myth among the church followers that a select few are chosen by Vald-Tegor every year, and given the immortality of the vampire in exchange for their service and good works.

Note: The Cult of the Undead seems to enjoy popularity in the Baalgor Wastelands and there is a thriving sect in the Land of the Damned.

Vald-Tegor's Priests of Darkness

Modifications and Special Abilities

The Priests of Darkness within the Cult of the Undead have several special prayers, miracles and priestly spells which allow them to *imitate* many of the abilities and powers of the vampire. In addition, and this is one of the reasons why those of good alignment value the protection of Vald-Tegor, some of the clerical abilities are designed specifically to control and defend against vampires.

Traveling to Other Worlds: A Note for Priests of Vald-Tegor. The Cult of the Undead is a very unusual religion, created under unique circumstances. Also, bear in mind that Vald-Tegor is only a god on the Palladium World (and on its twin, Hades). For these reasons, his priests may very well find themselves completely powerless when they wander off to other worlds.

Prayers Exclusive to Priests of Vald-Tegor

1. Prayer of Vampire Satiation. Performed on a bowl of soup or cereal, the food takes on the appearance of steaming fresh blood and actually supplies a vampire with all the ingredients found in real blood. A vampire fed this way will be completely satisfied, and free from hunger for at least a day or two. Success Ratio: 12% at level one, +6% per additional level of experience.

2. Prayer of Vampire Repulsion. Any vampire in the area is repulsed as if the worst combination of vampire-hostile elements (garlic, holy water, etc.) were present in large quantities. Success Ratio: 15% at level one, +5% per additional level of experience.

3. Prayer of Vampire Detection. Works on detecting the unique supernatural aura of the vampire. The priest will be able to tell if there are any vampires within five miles (8 km). If so, how many there are, in roughly what directions and what distance. Success Ratio: 10% at level one, +4% per additional level of experience.

4. Prayer of Vampire Senses. The priest sees like a vampire, and is given the same blood-sensitive sense of smell. The nightvision means the character can see in total darkness up to 1600 feet away (488 m). Can smell blood like a shark, up to a mile away (1.6 km) and has a 30%+3% per level chance of recognizing whether its human blood. Success Ratio: 20% at level one, +6% per additional level of experience.

Miracles Exclusive to Priests of Vald-Tegor

1. Miracle of Curing Vampire Mind Control. Works on those who have been bitten by a vampire and enslaved by the creature's supernatural influence. If successful, and there is no guarantee of success, the victim will be freed of their connection, and will forget why the vampire seemed so attractive. Success Ratio: 10% at level one, +4% per additional level of experience. Duration: Instantaneous. The vampire can try to mind control the character again, but must go through the entire procedure again. Cost: 80 P.P.E.

2. Miracle of Curing Vampiric Frenzy or Insanity. Performed on a vampire, this will calm the creature (although it will not cure its desperate hunger), and help it to regain its sanity. Success Ratio: 30%+5% per additional level of experience. Duration: Instantaneous with indefinitely lasting effects. Cost: 25 P.P.E.

3. Miracle of Control over Lesser Vampires. Allows the priest to control Secondary or Wild Vampires as if they were dominated by a greater, Master Vampire power. *Not* effective against primary/Master vampires, vampire lords or vampire intelligences. Duration: Five minutes per level of experience. Cost: 50 P.P.E.

4. Great Miracle of Vampire's Limited Invulnerability. As if the character were a vampire, normal weapons of steel and fire inflict no damage. Alcohol, drugs, anaesthetic, poisons, toxic gases, fumes, or smoke have no affect on the character. Fire and cold are also meaningless (no damage; magic fire and cold do half damage). Only those things that would affect a vampire, such as a silver blade, wooden stake/arrow, or a weapon suitable against the supernatural, can do any damage. Cost: Conferred at the pleasure of Vald-Tegor, who will also decide the duration (usually one night).

Priestly Spells Exclusive to Priests of Vald-Tegor

1. Summon Vampire

Range: 50 miles
Duration: Instantaneous
Saving Throw: None
P.P.E: 150

Brings in vampires from within a 50 mile (80 km) radius. Any who will do so will appear within one hour. If there are no vampires in the area, none will come. Only wild vampires and/or new secondary vampires are compelled to come, while Master vampires and old Secondary vampires may come if they please. Note that there is no control or protection associated with the spell, it merely calls the vampires.

2. Metamorphosis: Vampire Bat

Range: Self or Touch
Duration: 15 minutes per level of experience
Saving Throw: None
P.P.E.: 100

The character turns into a bat, just as a vampire might, gaining all the abilities of a supernatural vampire bat.

Fly: Speed of 50 (35 mph/56 km)

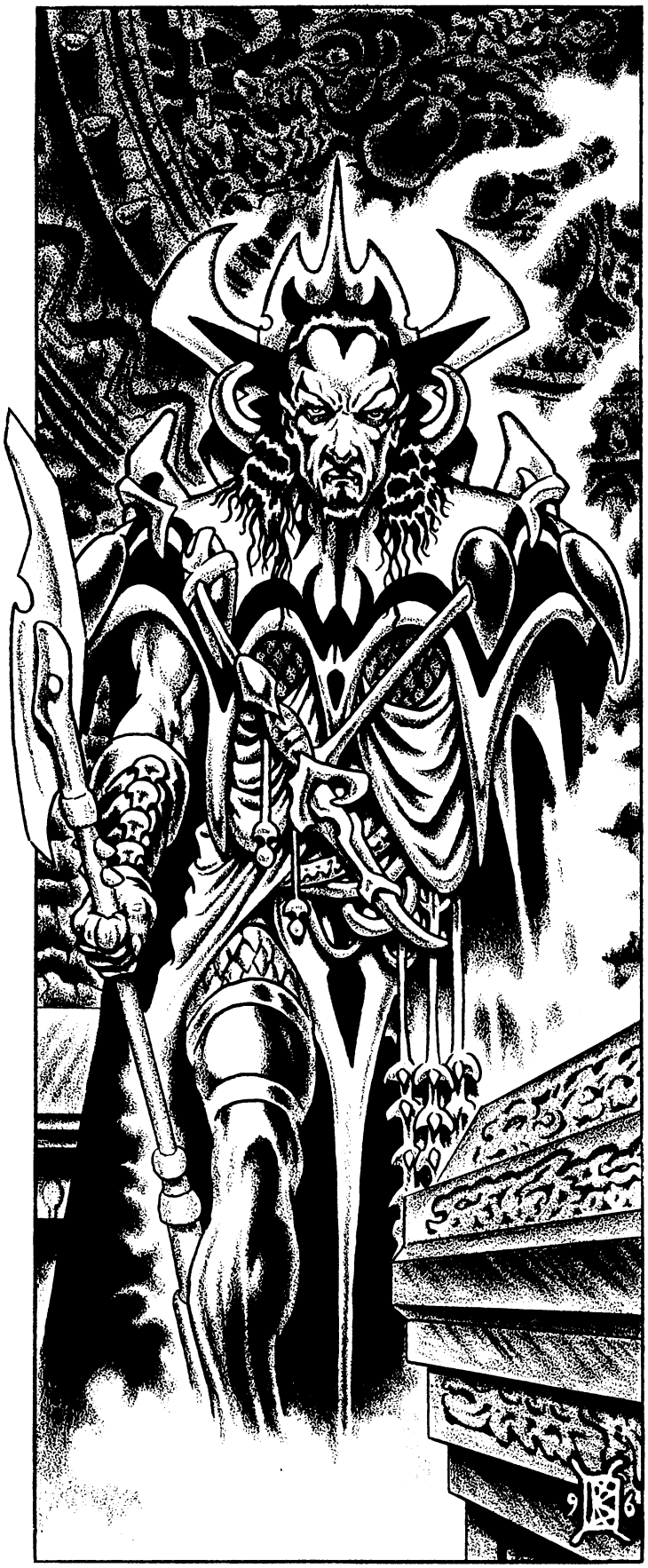
Sonar/echo location: Enables the vampire to see/maneuver/fly in total darkness at full speed and see the invisible.

Ultrasonic hearing: Hears high and low frequencies; very acute. Can hear a moth's wings beating but cannot understand the spoken word (too slow).

Thermo-imaging optics: Close range, 10 feet (3 m); for sensing and seeing the heat emanations of warm blood coursing through the veins. Cannot see infrared.

Combat: +2 to strike, +3 to parry and dodge, +8 to dodge in flight, +5% on prowl ability.

Attacks per melee: Two, with a bite that inflicts 2D6 damage, and claws that do 1D6 damage (the character's usual bonuses do *not* apply).



Vald-Tegor, Lord of the Undead

As Lord of the undead, Vald-Tegor symbolizes vampirism, depravity, rebirth and the nocturnal predator. As do many elder vampires, he exudes an air of cold authority, as he seems to have

some invisible aura that makes humanoids feel strangely uncomfortable. In addition, Vald-Tegor considers himself to be one of the nobility, which adds further to his sense of authority.

But all of this is mere appearance. As the other gods know, Vald-Tegor is really a *vampire intelligence*; one of the monstrous, elemental beings that seeks to infest entire worlds with its presence. Like a living virus, the vampire intelligence seeks to infect other creatures and to spread itself through as many bodies as possible. In the case of Vald-Tegor, the vampire intelligence (Tegor) merged with a noble mage (Valedon) to create a single entity.

So, why don't the other gods rid themselves of such an odious intruder? Simple. They've decided it's better to keep the devil they know than to open up the possibility of some other vampire intelligence invading their world. So long as Vald-Tegor is around, you can be very sure that his number one priority will be to make sure that no other vampire intelligences remain on his turf.

Unlike many others of its kind, there are no connections between Vald-Tegor and any other worlds or dimensions. Vald-Tegor is firmly rooted in the Palladium World, and he is pleased with that.

Real Name: Baron Valedon Kanoflax Tengor
Alignment: Diabolic (evil)
Size: 6½ feet (2 m) tall.

Description: A handsome middle-aged noble with a waxen complexion, he always appears regal and stately. His hair is thick and black, and his eyes are a dull red. Look carefully and you will see that his expression is arrogant, cruel, and merciless. He dresses in nothing less than the finest garments.

Attributes: I.Q.: 27, M.E.: 28, M.A.: 30, P.S.: 35, P.P.: 24, P.E.: 27, P.B.: 24, Spd.: 33 (22.5 mph/36 km).

Natural A.R.: 10

Hit points: 13,970

S.D.C.: 10,420

P.P.E.: 2,200

Horror Factor: 10; **Note:** On other worlds, where such entities aren't so commonplace, the Horror Factor might be as high as 15. Likewise, Vald's Horror Factor is also lower because of his extreme good looks and pretense of goodness.

Experience Levels: 20th level Master Vampire, 8th level Wizard and 6th level Necromancer.

Natural abilities: Astral travel, superior vision like that of a hawk, nightvision 4000 feet (1200 m), see the invisible, see the infrared and ultraviolet spectrums, smell blood two miles away (3.2 km), recognize the scent of human blood 90%, speaks all languages, can read Dragonese (Elven) and Western, regeneration of 4D6 points of damage once every melee round, charm, love charm, mesmerism (all three identical to the wizard spells, saving throw of 14 or higher needed), see the invisible, summon 100-600 bats, summon 10-60 dogs or wolves, turn into mist, and shapechange into bat, rat or wolf. Impervious to normal weapons.

Deific Powers: Vald-Tegor has the full range of power over his followers and can perform all prototypical deific powers at regular cost.

Priest/Healing Powers: Exorcism 60%, turn dead 80%, remove curse 31%, remove deific curse 21%, resurrection 33%, curse 41%, and healing touch (2D6).

Magic Powers: 1st through 8th level Wizard spells plus curses, circles of protection (both) and all Necro-magic spells and powers.

Psionic Powers: 1,200 I.S.P., 12th level Mind Mage with **all** Sensitive Psionics, plus Induce Sleep, Psychic Purification, Spontaneous Combustion, Telekinesis, Telekinetic Leap, Catatonic Strike, Group Mind Block, Insert Memory, Mind Block Auto-Defense, Pyrokinesis, and Telemechanics. In addition, Vald-Tegor has the vampire psionic abilities of Super-hypnotic suggestion (a form of mind control, exclusive to vampires) and telepathic link with minions. Any other vampire attempting to resist Vald-Tegor does so at a penalty of -12.

Skills of Note: Politics, Sciences (he dabbles in many different areas), Literacy in Dragonese 98%.

Attacks Per Melee Round: Seven physical.

Special Bonuses (in addition to attribute bonuses): +3 on initiative, +3 to strike, parry and dodge (+6 to dodge as a bat), +10 to save vs horror factor, and +2 on all other saving throws.

Favorite Weapons: He is very fond of pole arms and has a collection that includes at least two that are Rune Weapons. Vald-Tegor carries a dagger at all times and two marbles of transformation (weapons).

Armor: Although he generally doesn't use armor, he has at least two suits of magical plate (16 A.R. and 450 S.D.C.). He also has an expensive looking cloak of guises.

Alliances & Allies: He has a very amiable relationship with the Demon Lord Succor-Bemoth, although one would be hard put to call them allies, and he gets along with Utu. He has allied himself in the past with Set and Anubis and they regularly exchange greetings through deific messengers.

Enemies: Any other Vampire Intelligences, including two who have made numerous attempts to get through to the Palladium World in the last three centuries. He will readily help those who attack the Deevil Lords, if he can avoid a personal involvement.

Vulnerabilities and Weaknesses: Only silver, Holy Weapons, or magical attacks. He is unaffected by most of the other things that hurt other vampires.

Need for Blood. Although he has a limitless supply (after all, he has hundreds of thousands of devoted followers), this could still be a problem if he were to spend any time away from his realm. He is accustomed to drinking blood every 12 hours.

Arrogance. He tends to see everyone, even other gods, as lesser beings (because they are not vampires). For this reason he tends to underestimate threats. On the other hand, as a transformed vampire intelligence, he has an astounding number of hit points and S.D.C.

Technology: He knows little about it, and doesn't find it all that interesting.

Manifestations or Avatars: None.

Minions: With the exception of a few that have slipped in from other worlds, all the vampires on the Palladium World are under his direct, or indirect control. He carefully monitors and restricts the number of vampires, seeing the whole world as a closed ecology that might be endangered by too many predators.

Treatment of Worshipers, Priests and Organizations: Vald-Tegor finds it quite humorous that so many people come to worship him, and then ask for protection from other vampires. It is usually rival vampires clan and intelligences that he helps his followers protect themselves against, hunt down and destroy (these occurrences play right into his pretense of being a good vampire trying to protect humanoids from evil ones). He takes an interest in the Cult of the Undead, but in much the same way that a wealthy landlord might take in one of his farms, leaving it to his underlings to run the day-to-day affairs.

Rifts® Earth: It is most unlikely that Vald-Tegor would stay for more than a few minutes, simply because of all the vampire activity already on the planet. M.D.C.: 24,000.

Vampire Note: Erick and I plan on releasing a sourcebook specifically dedicated to the vampires of the Palladium World. That book will contain in-depth information about the undead and their activities. In the meanwhile, players may want to take a peek at **Rifts® Vampire Kingdoms** for some insights into these inhuman monsters.

Tolmet

Crus, Tolmet's heroic realm, is an exact reflection of the Palladium World. While the lands, the rocks and the waters are the same, Crus is a dark place, where the sun is dim, where the moon shines with unnatural brightness, and there is always a chill in the air. Each former Necropolis of Tolmet, although long gone from the Palladium World, still stands intact in Crus, and in each of those places there are many gateways back to the Palladium World. Gateways to Hades are locked and barred, and under constant surveillance, and each leads to its matching location in the realm of the Demon Lords. Tolmet lives in a stone fortress, its location secret, waited on by a handful of hereditary servants of either human or demon ancestry.

Church Tolmeti

As the blood of the last of the four hundred overflowed the gunnels, and as the assembled roared their approval, it was then that Tolmet did appear in all her glory, suspended over the steaming altar. There she stood, adorned with skulls, her fabled Seth-blade in her right hand, her left palm outward. All fell to their knees, and there was silence, save for the groaning of those few living sacrifices who had yet to expire.

"There are traitors among you," rang out the voice of the sublime goddess. Her words reached each ear with perfect clarity as she turned to the Supreme Metropolitan, "can you tell me who they are?"

The great man shook as he looked around wildly.

"You do not know?"

"Mistress ..."

"A Metropolitan who does not know his Necropolis," said beautiful Tolmet, as the Metropolitan screamed silently, and faded away into the clutches of some dark shape, "is no Metropolitan at all," and he was gone.

"Divine One," came the voice of one of the high-ranked Exarchs, "I can point out those whom I suspect ..."

"Suspect?" interrupted Tolmet. She pointed at the Exarch, and then his body exploded, his blood and parts sprayed those around him.

"If you do not know, then you would be wise not to speak."

— Necronomanak

The Church Tolmeti is dedicated to the Goddess Tolmet and has been around for something like 7,500 years. Its heyday was early, but there are still six temple cities, each called "the Necropolis," across the Palladium World. It is thought that the church first flourished as humans rose in the aftermath of the Elf-Dwarf War, but that the final act of the *Millennium of Purification* was to destroy Tolmet's church.

Since that time, and throughout many periods of purging and persecution, the Church Tolmeti has learned caution, and has spread itself widely across the planet, but with great care. In recent years, the church is once again coming out into the open. Public worship of Tolmet is seen more and more frequently, especially along the southern coast of the Western Empire, and in the Kingdom of Timiro. There are even rumors that the southern Necropolis of the Western Empire has been rediscovered, and that the Church is secretly rebuilding.

The Church of Tolmeti

Major Deity: Tolmet

Alignments: Selfish and evil

Pantheon: Although this is clearly a religion dedicated to Tolmet, religious writings and illustrations also include Lictalon, Modeus, Andras, and Abdul-Ra (see Demon Lords for the latter three).

Orientation: While not restrictive, the worshippers of Church Tolmeti are told that the time they spend praying or sacrificing to other gods is wasteful and meaningless. New members are welcome, but only as novices in the open ceremonies (where the rituals are the same, but animals are substituted for the human sacrifices used in secret ceremonies). A novice becomes a Congregat after a full year of faithful attendance, and is then allowed to witness the human blood sacrifices. The fact that there is another level of membership, that of Rector, and that there are even more severe ceremonies, is concealed to all but Rectors, priests and the Necroarchy.

The Necroarchy of Church Tolmeti: The structure of Church Tolmeti is very formal and extremely well organized. All priests, even those travelling on extended missions or those working undercover, are expected to report frequently on their activities.

Novices, Congregats and Rectors: Worshippers start as novices and become Congregats after a full year of service. Congregats may become Rectors, but this is not automatic. Those born as Tolmeti, children of worshippers, can become Rectors at the age of twenty-two. Outsiders who convert to Tolmet, are watched carefully for at least seven years.

Priests and Priestesses: The clerics of Tolmeti are all Priests of Darkness. All are fanatical in their devotion, and all wish to see the Church Tolmeti expand. They are always recruiting, always seeking advantage, and always collecting more and resources. While they treat novices well, Congregats are treated like slaves, not only so that they will be more useful, but also so that any potential weaklings, troublemakers, or traitors are weeded out before they can become Rectors.

Quidnuncs: No longer human, Quidnuncs are priests who have been too free in opening themselves up to their demon-cognate. Quidnuncs are neither male nor female, but sexless and neuter. According to the Necronomanak, there was one male Quidnunc in the Millennium of Pacification. The male Quidnunc was the result of the union of a powerful priest known as Minnsa, and the Incubus Prastagean. The resulting Quidnunc, called Prassa'N, was unexpectedly male. Tolmet herself was said to be irritated when he perished, for he was killed almost immediately in one of the waves of purification against the Church Tolmeti. Quidnuncs dress as priests (not priestesses), and never advance within the Necroarchy. See Tolmet for more details on these creatures.

Exarchs and Suffragans: The mid-level hierarchy of the Tolmeti, Exarchs and Suffragans are officers of the Church. All priests of Tolmet have been consecrated by a particular Exarch, and that Exarch remains lord over that priest for most of his life. Even though a Priest may move to the domain of a different Exarch, and must report to the new Exarch, he still has his their primary loyalty to his first master. Suffragans are to Exarchs as Exarchs are to priests, especially in that Exarchs remain

loyal and subservient to their consecrating Suffragan. Suffragan Lizak, a 9th level kobold Priest of Darkness, is currently in charge of the Church's affairs in Timiro.

The Supreme Metropolitan. Serving as the pontiff to the Church of Tolmeti, the Metropolitan is considered the ruler of her necropolis, and the holy city of Chirrhus on the Palladium World. Currently, the office is held by Metropolitan Bazley Corvinal, a 14th level human Priest of Darkness, who is said to have a temple somewhere in the Western Empire.

The Holy Book of Church Tolmeti: Called the *Necronomanak*, this book relates a history of Tolmet that paints her as simultaneously blessed and cursed.

Church Doctrine: According to the Necronomanak, everything was created by the mythical Old Ones. Born of the Old Ones, beings called Minkins grew alarmed after hearing that the Old Ones intended to destroy the universe. When Thoth and his kind defeated the dreaded Ones, it is said that these champions were really just pawns of the Minkins, most of whom were also destroyed in that battle. Only one Minkin survived, an entity that merged with a little girl, and the two of them became Tolmet. Now, in order for the world to enter a "new phase," Tolmet must be supported.

Symbol of Tolmet: While it isn't official, many of her followers identify her with the symbol of a skull. Small flowers, light blue with a white underside, called *jami*, kept in the temple and on the altar, are also worn by followers.

Tolmet the Cruel

So it was that the Army of Ordigale, once led by the hero Lictalon, was dispatched to the realm of Yin-Sloth, to smite the last vestige of worship of the now slumbering Old Ones. Lictalon, struggling to dominate the feuding Demons Lords of his new domain, and locked in combat with Mormo and Mania, neglected his lieutenants, Kre'Sahnth and Vaddam-the-Orc on their crusade, supplying them with what they requested, but ignoring their abuses.

Weary and frustrated by the slow pace through the hellish jungles and by the countless beasts who did harry them, the Army of Ordigale did persevere. Yet each encounter with the horrors still being conducted in the name of Agu, Tarm-kin-toe and Xy sickened them body and soul. The blood rituals and torturous sacrifices of the innocent were everywhere as those loyal to slumbering Darkness sought to awaken the Old Ones through bloodletting and madness. And so it was that the fine warriors became more and more hardened to the suffering of the ordinary people, and less and less careful that only the guilty be purged.

So it was in this mood that the Army of Ordigale finally came upon the ancient Necropolis of Chirrhus. That the Old Ones were still worshipped here was clear. That they had arrived where they were most needed was also clear. The fighting was fierce and blood filled the streets.

At a small temple in Chirrhus, away from the fighting and the blood, did 16 soulless soldiers come. It was a place not of death, but for pregnant women outcast by their families. Devoid of caring and hungry like animals, The Sixteen, weary and sick, shorn of morals, forgetting their noble purpose, did enter the temple and committed rape and much worse. The only witness to survive the night was a tiny girl-child. When they heard the calling horns of their officers, they looked about themselves. Some were sickened. Others numb. Two were crafty and sought to hide their crimes. So they fed the hearthfire and then pitched the bodies of the innocent into it. Then, they pitched the girl-child into the fire as well, alive.

She did not burn.

So it was, that they fed more wood on the fire, but still she did not burn. Most of the men began to worry and moan. One maddened soldier threw in a barrel of oil which exploded, scalding and burning all but the girl. Marked for their sins, they fled screaming into the street.

Others came to see the miracle, the sight of a little girl, her eyes wide, standing amidst the fire, the shrine burning all around her. Finally, Vaddam-the-Orc, brought forth his amulet, and did summon Lictalon himself.

Lictalon came directly into the fire.

"Who are you?" Lictalon asked of the girl, recognizing that she had been entered by some god-spirit.

"I was Ss'Tol," and my mother was Ess'Aae, and Chirrhus was once my city, but no more. You may call me Tolmet.

— Tristine Chronicles

Goddess of Death, symbol of cruelty, depravity, persecution, and agony, Tolmet is a bloodthirsty goddess who demands frequent human sacrifice, blood rites and torture. Her cults are surprisingly popular, especially among warrior races, Kobolds, and death worshippers. At one time, just before the final days of the Millennium of Purification, her followers were many and her church powerful. Dwarves, Orcs, Goblins and other races died in the glory of her name, pitching themselves into the arms of death in a passionate frenzy. She uses the seductive lure of power and glory to ensnare the hearts of her followers, so that they obsessively talk of power, dominance and glory. Especially, glory in death. Today, her followers hide in seclusion in the form of varied and often secret cults with tendencies toward sadism, necrophilia, necromancy, genocide, and/or suicide. All are fanatical. Even limited to these secret cults and societies, the devotion and number of worshippers are frightening.

As the quote from the *Tristine Chronicles* makes clear, we know something of her origins. However, once adopted by Lictalon, she disappears from history for many years. Since Lictalon was then ruler of the realm of the demons, these days called Hades, it is likely that Tolmet spent at least part of her time in that place, and came to know many of the demons.

The legendary elven wizard Lictalon was responsible for the creation of one of the Diabolist's 19 Power Words (see **Palladium Fantasy RPG, 2nd Edition**, page 117), as well as the Wizard spell Finger of Lictalon (see **Palladium Fantasy RPG, 2nd Edition**, page 211) and the Spell of Legend, Crimson Wall of Lictalon (see page 217 of the Fantasy RPG). In addition to those accomplishments, and many more, Lictalon was also Tolmet's foster father, guardian and teacher. All the legends of his exploits, especially those in the *Tristine Chronicles*, describe him as good and noble. It is something of a mystery that the child most closely associated with him would be one of the most evil and notorious gods of the Palladium World.

Real Name: Ss'Tol Ma'Ess'Aa

Alignment: Diabolic (evil)

Size: 12 feet (4 meters) tall

Description: Tolmet is a curvaceous, seductive, red haired beauty. Her eyes are sometimes described as green and other times as hazel. As fashions change, so do her garments, but she always finds ways to display herself well and she is never without some symbol of the skull.

Attributes: I.Q.: 24, M.E.: 28, M.A.: 31, P.S.: 20, P.P.: 24, P.E.: 27, P.B.: 36, Spd.: 33 (22.5 mph/36 km).

Attribute Notes: With a P.B. of 36, Tolmet is not the most beautiful of the goddesses, but the glory of her face and body is a terrible thing, and mortals who are allowed a glimpse of her will often find themselves obsessed, and unable to look upon any ordinary woman without making unfortunate comparisons.

Natural A.R.: 14

Hit points: 3,960

S.D.C.: 4,850

P.P.E.: 1,490

Horror/Awe/Beauty Factor: 19

Experience Levels: 12th level Wizard, 9th level Psi-Healer and 7th level Acrobat (Dancer).



Natural abilities: Fly (75 mph/120 km), see aura, nightvision (unlimited, she can see at night as if there were full daylight; range: 2 miles/3.2 km), see the invisible, turn invisible at will (no time limit), knows all languages (has the capacity to be poetic, sarcastic, and rhythmic in all languages), sense/recognize enchantment/magic 85%, teleport 98%, dimensional teleport (to known locations 92%; to new or unknown location; 43%), impervious to heat, cold, and fire, bio-regeneration of 6D6 S.D.C./H.P. per melee round without P.P.E. cost, metamorphosis: humanoid only, and can summon/command demons 85% (see minions).

Deific Powers: Tolmet has the full range of power over her followers and can perform all prototypical deific powers at regular cost, as well as the following special powers:

Poisonous Bite/Kiss. While she does ordinary damage with her bite, Tolmet can also secrete a number of different kinds of poison in her saliva, including substances that act as sleeping potions, paralytic drugs, or even as a hallucinogen (see **Palladium Fantasy RPG, 2nd Edition**, page 265-266, for equivalent types of poisons and herbs).

Poisonous Nails. When she scratches someone she does the usual damage of a punch, except the nails cut and can inject a deadly poison. Those who don't save vs poison (14 or better) receive an additional 4D6 damage, direct to hit points and feel nauseous.

Create Quidnunc. Tolmet is experimenting with this new power that *merges* a mortal humanoid with one of the lesser demons; typically a Gurgoyle, Alu, Succubus or Incubus. Usually the resulting being is neuter, able to pass as an ordinary human, physically powerful, and totally dedicated to Tolmet. Only one "sexed" Quidnunc has ever been made, and Tolmet is hoping to create a mated pair, just to see if the line will breed true, typical Quidnunc demonling has an A.R. 10, 5D6 hit points +P.E. attribute number, 2D4×10 S.D.C., a horror factor of 9, and possesses all the natural abilities, powers and bonuses of the originating demon, but at half. The advantage of the Quidnunc is that it can pass for human (making excellent spies, assassins and minions) and it can learn one human occupation (starts at first level, all skill bonuses are half normal). **Cost to Tolmet:** 1050 P.P.E.

Priest/Healing Powers: Bio-regeneration (1D6×100 points of damage per minute and can regrow a new limb overnight), animate/control 1D6×100 dead 97%, exorcism 80%, healing touch (restores 3D6 S.D.C or hit points and can used without limit), remove curse 64%, resurrection 33%, spirit strike, and turn dead 90% (affecting 2D6×100 dead at a time).

Magic Powers: All Wizard spells, 1st through 10th level, plus anti-magic cloud, create magic scroll, the Finger of Lictalon, amulet, summon & control entity, create golem, sanctum, talisman, restoration, summon greater familiar, and crimson wall of Lictalon.

Also, Tolmet is said to be in possession of one of Lictalon's secret books of spells, which is where the idea of the Quinanc originated.

Psionic Powers: 350 I.S.P., 9th level Psi-Healer, with all the Psionic Healing abilities, along with alter aura, sixth sense, induce nightmares, and mind bond.

Skills of Note: Hand to hand: assassin, paired weapons, dance 98%, and all the skills needed to pass as a lady in a royal court at a proficiency of 85%.

Attacks Per Melee Round: Six physical or psionic, or three magical.

Special Bonuses (in addition to attribute bonuses): +2 on initiative, +3 to strike, +5 to pull punch, impervious to horror factor, +5 on all saving throws, and 98% to charm or impress.

Favorite Weapon: *Seth-blade:* A large, soul-drinking rune dagger. In combat she can inflict 4D6 damage (plus P.S. bonus), but she prefers to use it slowly, taking only a few hit points at a time.

Alliances & Allies: In one of the oddest friendships ever, *Rabdos the Strangler* (see Realm of the Demon Lords) and Tolmet have formed a close attachment. When the two get together, in some neutral place, such as a pleasant rural hotel in the Western Empire, they kick back, relax, gossip, and generally enjoy each other's company. Whatever may have become of her guardian and surrogate father, Lictalon, it is unlikely that he will do any less than sacrifice his own life for Tolmet, no matter what evil she may commit.

Enemies: Among the Demon Lords, she has a few select enemies, particularly *Charun* (who is, in fact, in love with Tolmet), and most of all, *Mania*, Queen of the Dead. However, Tolmet's true hatred is reserved for the realm of Dyval and all who inhabit it. She would have trouble choosing who among the Lords of Dyval she most despises. She would, if it were in her power, kill all of them. She has been careful to make no enemies among any gods of good alignment, calculating that they are really on her side, since they fight her demonic and deevil enemies.

Vulnerabilities and Weaknesses: She can be hurt by psionics, magic, magic weapons, and holy and rune weapons (do normal damage). Tolmet takes double damage from weapons made of or plated with silver.

Praise. Vain, in a god-like sense, Tolmet is vulnerable to lavish praise, and it has been said that the only way to stop her hand, when she is filled with ire, is to heap and shovel the most munificent, profuse and opulent flattery imaginable. Unfortunately, this does *not* mean merely complimenting her beauty. She is well aware of her appearance, and it is no great thing to her that others are struck by it. No, the way to impress Tolmet is to celebrate her other virtues, to speak of her as wise, or mighty, or skilled in some specific way.

Evidence of Rape, Violent Crime, and Other Crimes Against Children. As a result of her childhood experience, Tolmet has no patience with rapists, and she is, in spite of all her cruelty and wanton violence, rather tender towards children (they are never sacrificed to her). She will definitely stop to listen to accusations concerning these kinds of crimes.

Power. While the Goddess Tolmet's main goal is the accumulation of power, she does not have the flaw of impatience seen in so many other death gods. After biding her time for at least 7,000 years, she is wary of traps, but she still yearns to establish a dominant, worldwide, all-powerful faith.

Technology: Curious and opportunistic, Tolmet welcomes the opportunity to play with any kind of new technology. She is already in possession of several other-world "toys" (a chemical laboratory, a desktop computer and several energy weapons), and she is quickly learning how to use them.

Manifestations or Avatars: As far as is known, Tolmet has neither manifestations nor avatars, and when she decides to interfere in mortal affairs she will either use her minions or appear in person (although, if she perceives danger, she may come in the company of any number of demonic or magical bodyguards).

Minions: In addition to her many followers, she also counts entire armies of demonkind among her minions, including Alu, Couril, Succubus and Incubus, and even a few Baal-Rogs. She can summon and command as many as 2D4 lesser demons or one Baal-Rog at a moment's notice. It takes time and preparation to bring an army of 160 to 240 lesser demons and 2D4 Baal-Rogs.

Treatment of Worshipers, Priests and Organizations: She pays very close attention to her followers, guiding their path, and assuring that they will eventually grow into a major religion. Secret members of Church Tolmeti can be found throughout the Palladium World, but they are gathering in fairly large numbers only in the south of the Western Empire, the Kingdom of Timiro and Yin-Sloth Jungles.

Rifts® Earth: Although Tolmet is not familiar with the place, she would probably adapt pretty quickly. M.D.C.: 4900.

Gods of Light & Darkness



All the gods of light and dark live in the colossal realm of Ma'ip, connected by worshipful mortals to over a thousand worlds, the Palladium World being only one among many. Ma'ip is split in two by the crocodile-infested *River Nu'Ak*. On one side is the land of light, *Sekhet-Aanru*, where Ra and each of his god-allies occupies a separate palace. On the other side of Nu'Ak is the land called *Neter-Khertet*, including Neter-Zher, the City of Set, and Neter-Thah, the City of Anubis.

Church of Light & Dark

... fire and water, my fellow Priests of Light and Dark, water and fire. Our Church has survived ten thousand years by the law of water and fire. If our Church is to survive another ten thousand, it must be by fire and water...

— the words of Demiurge P'tah, in The Book of Ma'at

Because it can change with tide and time, it has endured. For tens of thousands of years the Church of Light and Dark has endured, as the waves of history have swept over the Palladium World, sweeping away scores of other religions. As the elders would tell you, the Church has endured because it is flexible. Because it embraces both the light *and* the dark. Other religions, as the scholars might put it, are constantly born, struggle, grow, contest with their siblings, and eventually die. Most, unlike the Church of Light and Dark, do not take root. Even those that do take root either wither, or burn. They do not endure.

Why? According to the Demiurge P'tah, who wrote of this subject over 5,000 years ago, all religions contain the seed of their own destruction. They are either born with the seed of fanaticism, or they are born with the seed of conservatism. Those born of fanaticism tend to turn on themselves after they finally dominate those around them, still seeking enemies from within, until they have split themselves into factions that war and destroy each other.

The seed of conservatism takes longer to take root, since such religions grow slowly, but once successful, fail to inspire their own children, and eventually fade away — a slow death.

Without fire, religions die. Without water (as P'tah would say), they eventually burn. The Church of Light and Dark contains both the water and the fire, both the good and the evil. Or, as a more recent Priest of Light and Dark has said, "If there is no room in a good religion for those of small evil, how will they find the prosperous merchants? If there is no room in an evil religion for those of small good, how will they find gallant warriors? And if there is no room in a selfish religion for the generous, then how will they raise money?"

Church of Light & Dark

Major Deities: Isis, Set, Ra, and Anubis

Alignments: All

The Three Pantheons:

The Pantheon of Taut (Dark): Set, Anubis, Apepi, Amon, Anhur, Ammit and Bes.

The Pantheon of Ra (Light): Ra, Thoth, Isis, Osiris, Horus, Bennu and Apis.

The Minor Pantheon: Anat, Bast, Geb, Khnum, Meshkent, Nephthys, Sebek, Sekhir, Seshat, Upuat, along with hundreds of other minor gods, godlings, demigods and spirits of good, selfish & evil.


Breaux

Organization: Structured and hierarchical, the Church of Light and Dark has an organization that includes everything from the Pontiff on down. Here are the current members of the Inner Council, the Ruling Body of the Church of Light and Dark.

U'Selekma, Pontiff of the Church of Light and Dark. Aged and wise, U'Selekma has been a magnificent Pontiff. All over the Palladium World, people revere him and keep images of him in their temples and homes. As the Holder of the Sacred Ankh, the greyhound headed Staff of Ra, and the Sun Disk, he is an icon as powerful as any other (and more powerful than most). Lately he has been retreating more and more from the politics and administration, and returning to study the Book of Ma'at.

Forenque Dnng, Acamarch of the Church of Light and Dark. The keeper of the treasury of the Holy Church, and one of the richest and most powerful men on the planet.

Pinnes Lydekker, Demiurge of the Church of Light and Dark. Keeper of the Holy Astronomical Observatory, as well as Master of the College of Celestial Sciences, she is a brilliant organizer, who has managed to promote and encourage some real research. A Priest of Darkness who believes in science.

Baks Teriera, Arch-Bishop of the Holy Western Empire. Not surprisingly, Baks is as corrupt as his Empire, but he acknowledges it with a smile, turns a blind eye to any abuses in his own realm, and readily pursues any trace of wrong doing anywhere else.

Bain Conways, Sub-Bishop of the Holy Western Empire: A flunky, but one who works tirelessly. A rarity among the western branch, he is a devout Priest of Light.

Rose Nodeki, Bishop of the Eastern Territories. She is rarely seen in council, or in the Temple City, because she is intent on organizing the Church in her homelands, something that seems futile in the face of war and so many competing sects and cults.

Stanforth Horrigen, Bishop of the Holy Kingdom of Timiro. A Priest of Darkness and a second cousin to the King of Timiro, he seems to being doing little more than putting in his time. Still, he does as he is instructed by the Arch-Bishop.

Membership in the Church is open to all, as are most services and ceremonies. Members are allowed (but not encouraged) to worship other deities. Other than a yearly "tax," which is supposed to be one-thirtieth of one's total worth, there are few restrictions on membership.

Symbols and Icons: Aside from the symbols of the individual gods, there are two symbols used throughout the Church.

Ma'at is represented by a single feather. It is said that each soul, when it leaves the world, will be judged according to the weight of its worldly deeds. On the other side of the weight scale is the feather of Ma'at, and if the soul is lighter than its Ma'at, it becomes an *Ankh*, a blessed soul. The Ankh is a representation of the blessed souls, who have been weighed and found worthy.

Holy Places: *"Lord Ra, we beseech you, if we are to carry out your will, we must have the coin to do so. Please, if you would have us fulfil your charge, supply us with the money we need."*

There was a brief glittering, and one small silver coin appeared on the altar, so worn that one side could not be identified from the other.

The assembled worthies of the Church approached the coin in silence, and passed it around, speechless for fear of offending the deity, yet clearly disappointed at this meager miracle. Finally the Bishop of Kanshi, a Great Priest of Light, spoke out, calling again to his deity, "Great Ra, King of Kings, source of all that we cherish and love, mightiest of the host of the Forces of Light, I tremble to ask again, but it is gold that we require, new gold so that the Church's multitudes might build a suitable temple to your glory."

This time there was a flash of light and the altar rang with the sound of a coin striking stone. This time the coin was of gold, and beautiful, newly minted, with the profile of hawk-headed Ra on one side, and an ornate sun disk engraved on the other. Again there was a nervous silence, and each one looked at the other, all in confusion.

"While this coin is surely beautiful," someone said, in the softest of whispers, "I do not believe that it will suffice."

"Ah!" spoke the Acamarch, keeper of the church treasury, "I believe I see the problem. Holy Bishop, when you first addressed our great and wonderful God Ra, you did use the word coin. No doubt your use of the singular was some sort of formal restriction on the beneficence of our benefactor. Try again, but specifically ask for coins, many, many coins."

All agreed with the Acamarch, and urged that the Bishop of Kanshi should try once again, this time being sure to specify a multitude of coins.

"Lord Ra?" asked the Bishop, for though he felt compelled to do this thing, or risk the loss of the respect of the elders of the Church, he still felt some uneasiness, "Limitless Divinity, Sacred Embodiment of the Sun, once again I call upon you. Once again I ask for your charity, so that we assembled here might do as you have bid. You have shown us your coin for our approval, and we answer you, yes! Yes! These are the coins we need. Ra! Grant us this wealth!"

Light exploded into the dark chamber and the whole of the ceiling opened, and there was an awful sound, a sound like that of a landslide, but instead of pebbles it was coins that came down. Millions and millions of beautiful gold coins, each bearing the likeness of Ra, coming down in such numbers that the Bishop, and the Acamarch, and all the elders of that Church were crushed instantly.

When their broken bodies were unburied and brought forth, it was decreed that the coins would be used to build more than a temple, but a temple city, and so it was that Sekti-Abtu was came to be.

And whether the fate of the elders was due to the wraith of Ra, or whether Ra simply, in his godlike way, did answer the requests of his petitioners, it will never be known. It is known, and known well, that our Priests no longer ask for the ancient Miracle of Wealth.

— 19th parable, The Book of Ma'at

The Temple City of Sekti-Abtu. By far one of the Palladium World's most beautiful, admired and visited city. Over two hundred temples, monuments, and shrines, all made of beautiful white and black marble, with statuary and trim of pure gold. It is also the main center for education, housing the College of Ma'at, the College of Celestial Sciences and the small Philosophical College. Libraries, reliquaries, museums, theaters and parks round out the attractions. It is the most civilized place in the world.

The Antes location of one of the fourteen shrines of Osiris, and the site of the Tower of Light, the tallest structure in the Palladium World. This is the main center for the eastern arm of the Church of Light and Dark, as well as a place where several peace conferences have been held with the Wolfen Empire.

Khemennu. Also known as the "City of the Eighteen Cosmic Gods," this is a stronghold of the Church of Light and Dark, where the faithful number over two million.

Books, Bibles, Epistles and Proclamations: The Temple City also includes a publishing industry that produces more books than anyone. While modern (movable type) presses are a thing of the last ten years, the Church has been printing books by machine for thousands of years, magically creating whole plates based on the works of the most talented scribes. Here are the two main books of the Church, found the world over.

The Book of Ma'at. This is the holy book of the Church, which is also used by all of the sub-sects. It contains a number of parables, words of the wise elders (including P'tah), and the myths of the gods. At the back of the book are several rituals, especially relating to the treatment and burial of the dead, that lay members can use when there is no Priest available. One of the most common books on the planet, it has gone through thousands of editions in many languages.

The Almanac of Light & Dark. The Church of Light and Dark, holding astronomical records that go back over 10,000 years, and with a staff of astronomers, is the only institution that can keep an accurate calendar. The Almanac, which covers ten years of calendars, charts the

positions of the stars and planets, and the rising and setting times of the sun and the moon (keyed for the different longitudes), comes out every five years. Since it is the basis for all other calendars, it's not surprising that most religions keep more or less the same holy days.

Sub-Sects of the Church of Light and Dark

By providing a temple in Sekti-Abtu for *every* sub-sect of the Church, it has been possible to keep the religion from seriously dividing over the years. Although they consider themselves different and separate, the fact that a popular sub-sect could become a dominant influence in the Church of Light and Dark has kept them all within the fold. In fact, over the years, many leaders of sub-sects have risen to become Pontiff of the main Church.

The gods are worshipped independently and some sects of the same religion may lean more toward one side of the gods than the other. Many members of the church, while accepting all the gods as being true and valid, may worship particular gods within the pantheon and may be good or evil.

The Church of Light

The worshippers of this sub-sect exist around the world, and their version of the pantheon includes the most popular of the gods, particularly Isis. It is especially popular among humans, Elves, and Dwarves in the Eastern Territory, the Old Kingdom, the Kingdom of Bizantium, and the southern hemisphere in general.

Major Deities: Isis, Ra, Thoth, and Harmakhis.
Alignments: Good and selfish.
Pantheon: Ra, Isis, Thoth, Osiris, Horus, Bennu, and Apis, plus some of the third pantheon who are also associated with the light.

The Church of Taut

Set is the most popular of any god of darkness, and this sub-sect takes advantage of that. There are also many sects and cults specifically worshipping many of the individual gods in the Taut Pantheon (most notably Anubis and Bes). They are held in particular esteem in the Old Kingdom, the Western Empire, and by Wolfen.

Major Deities: Set, Anubis, Anhur, and Bes.
Alignments: Tend to be evil and selfish.
Pantheon: Set, Anubis, Apepi, Amon, Anhur, Ammit, and Bes. Secondary figures are often demons.

The Cult of the Great One

The sub-sect keeps the shrines that house the fourteen sacred (magic) body parts of Osiris. Of course most of the shrines do not hold the real relics of Osiris, but pilgrims do make the effort to visit every one of them.

Major Deity: Osiris
Alignments: Good and selfish.
Pantheon: Osiris, almost to the exclusion of all others, but there are small acknowledgements of Isis, Horus, Set, and Anubis.

The Cult of Set

A secretive sub-cult dedicated to Set and the destruction of the gods of light and their followers. Fanatically loyal to the cult and Set, all members bear a tattoo of the wolf. Actively recruiting wicked people of sound reputation for murder, theft, assassination, magic, and lust for power. They are believed to cause dissension between kingdoms and target all activities against those who worship the gods of light (particularly worshippers of Ra, Isis, Osiris, and Thoth). Aside from their headquarters in Sekti-Abtu, they have extensive movements both in the Western Empire and the Eastern Territory.

Major Deity: Set
Alignments: Evil or selfish
Pantheon: None, they worship Set alone.



Priests of Light & Dark

The Church of Light & Dark bestows upon its priests a handful of different and additional prayers, miracles and powers than the average priest of Light or Dark. Otherwise, the other standard prayers and such are available. The alignment of the individual priest will indicate whether he or she is effectively a priest of light or Darkness.

Special Prayers

Prayer of Contagious Scripture. The Priest, upon addressing the worshippers, can speak a particular phrase, and have it impressed on all the listeners as something of supreme importance. What happens next is that each of the worshippers will find themselves slipping those words into conversations with everyone they meet for the next few weeks. This has the effect of passing a message around to virtually everyone in a town, city, or even a whole country. Success Ratio: 20% at level one, +5 per additional level.

Prayer of Dream. Whoever is affected, the next time they fall asleep, will be visited in a dream where one of the gods appears, and reveals some kind of sign or vision. When the person wakes up, they should have some clue, idea or hint as to how to solve their current problems. Success Ratio: 30% at level one, +5% per additional level.

Prayer of Sanctified Vestments. As a Priest dons ceremonial garb, this prayer will cleanse and give the clothing a magical, awe-inspiring aura, such that all who see the Priest will be impressed and will listen closely. Followers will be automatically affected, while others can save (as if the Priest has a Horror/Awe Factor of 13). Success Ratio: 15% at level one, +5% per additional level.

Miracles Exclusive to Priests of Light & Dark

Miracle of Consecration. Cast on the ground, it covers exactly the size of a temple floor. It has the effect of making the ground consecrated or, effectively, Holy Ground. Once performed, it is as if the ground were covered in Holy Water or blessed by the gods, such that vampires, ghouls, and other evil, lesser, supernatural beings take damage just from walking on it (usually 3D6 per round). Note that it does not affect any worshippers of the Church of Light and Dark, even those who are evil, only the supernatural. If the consecration is done in a temple, or if a temple is build on consecrated ground, then the effect is *permanent* (or so long as it is a working temple). Duration: One day per level of experience, or if in a temple, permanent. Cost: 40 P.P.E.

Miracle of Holy War. Cast before a battle, this confers a positive motivation and confidence upon all the participants who fight on the side of the Church of Light and Dark, even if fighting a larger, more powerful enemy. It also makes the troops unafraid and willing to endure hardships without fear or complaining. Bonuses: +1 on initiative, +1 on all saving throws, +3 to roll with impact/fall, +3 to save vs horror factor and +7 to save vs mind control, drugs, possession, or magic that entices the "chosen" warriors to betray, reject, or desert their church or god(s).

Duration: One hour per level of experience. Cost: 50 P.P.E.

Priestly Spells
Exclusive to Priests of Light & Dark

Drain P.P.E. from Followers

Range: Circle of Worshippers
Duration: 20 Melee Rounds
Saving Throw: None
Cost: 15 P.P.E.

After gathering a number of *willing* followers (six maximum), the Priest can cast the spell and draw up to 70% of the P.P.E. from each of the characters present without a lengthy ceremony. The P.P.E. can be taken into the Priest, used to cast a Priestly Spell, or given to another member of the group (for example, if a Wizard was among the worshippers, the Priest could give the P.P.E. to the Wizard). For details on drawing P.P.E. in other ways, see the **Palladium Fantasy RPG, 2nd Edition**, page 181.

Make Weapon Holy

Range: Touch
Duration: One Day
Saving Throw: None
Cost: 10 P.P.E. for the first weapon, plus 5 P.P.E. for each additional weapon.

Temporarily gives any ordinary weapon some of the traits of a Holy Weapon. While the spell lasts, the weapon will glow with a soft golden aura, and can't be picked up or touched by creatures of magic, supernatural beings, the undead, demons and deevils. In addition, the priest can invest the weapon with *one* of the following:

1. Sense Evil. The presence of evil is indicated by the weapon turning black. 20 foot (6 m) radius.

2. Magic Bonus. The weapon user is +1 to save vs magic (all types), +2 to save vs Horror Factor, and +2 to save vs poison and disease.

3. Monster Slayer. Inflicts +6 damage to mortals, but full double damage (the +6 becomes +12) to supernatural beings and creatures of magic (including dragons).

4. Damage Bonus. Inflicts 2D6 additional damage.

Pantheon of Ra, Gods of Light

Osiris the Lawgiver
Ra, Lord of Light
Thoth, Lord of Wisdom
Isis the All Mother
Horus the Great Sphinx
Bennu the Phoenix
Apis the Sacred Cow

Osiris the Lawgiver

Osiris was the greatest of the Gods of Light, the symbol of sun, life, and law. Betrayed by his son, Anubis, and slain by his brother Set, his death is a shadow that still covers the pantheon after thousands of years. After his death, Set tore his body into 14 parts, enchanted them, and scattered them across the world to prevent his resurrection and restoration. So many thousands of years have passed that Osiris' body has long since decayed, leaving only his 14 preserved or petrified remnants. Each body part is indestructible and possesses great magic power, and each is a potential weapon to be used by good or evil.

According to the myth of the Church, Isis has spent aeons searching for the scattered pieces of her dead husband. Whenever she finds one, she builds a shrine — often a stone pyramid, with both magical and supernatural guardians. She is also said to have built many false shrines to dissuade grave robbers and the power hungry from stealing the magical remains. All of the known shrines are guarded by dedicated worshippers who consider it part of their holy duties to the Church of Light and Dark, Isis, and the sub-sect of Osiris.

To her disappointment Isis seldom has more than one-third of the parts of Osiris enshrined and protected at any given time, but it is said that if she ever succeeds, she will be able to bring the god back to life.

Although many of the body parts were originally on the Palladium world, they sometimes find their way to other worlds. Set's minions frequently search for, find and steal the sacred items, in addition to the many others who are attracted by their power.

Real Name: Osiris
Alignment: Principled
Magic: Low level wizards and priests who possess *any* of the parts of Osiris will find they can cast spells or perform prayers as if they were 8th level.

The Parts of Osiris

1. Right hand: The petrified stone hand, which is missing its index finger, doubles the wielder's natural strength (treat as supernatural P.S.), and can create an invisible telekinetic force capable of holding or carrying 500 pounds (225 kg). This same force can grab an opponent as if clasped in a giant hand and crush him, inflicting 1D4×10 damage per melee round!

2. Right index finger: The petrified finger locates secret compartments/doors (89%), as well as finds water, ley lines or nexus centers. It is used like a dowsing rod, extended so the finger can point down or to the side to indicate something interesting (100 mile/160 km range).

3. Left hand: This is a hand that seems made of solid gold. Can do each of the following 6 times daily: Dispel magic barriers, healing touch (2D4×10 S.D.C./hit points) and negate poison (including magic potions and herbs).

4. Left foot: The giant-sized stone foot doubles a character's natural speed, plus the character is +3 to dodge, can leap 30 feet (9 meters) high or 25 feet (7.6 meters) across, and perform leap kicks (inflicts double damage).

5. Rib cage: The giant rib cage seems to be made completely of gold. It conforms to fit around any sized chest. The wearer gains an additional 50 S.D.C., and those S.D.C. regenerate every hour. The wearer is also resistant to fire and cold (half damage). In addition, the character is +1 on all saving throws.

6. Right eye: A large diamond that enables the character who possesses it to see the invisible (including astral travelers and Elementals) and have nightvision 120 feet (36.5 m). Other perception abilities include a type of x-ray vision that allows one to see *through* any material (other than lead) up to five feet (1.5 m; similar to the spell) and provides perfect, clear vision.

7. Left eye: A large ruby bestowing the character who possesses it with the ability to track humanoids 40%, track animals 80%, locate secret compartments/doors 80%, identify plants/fruits 80%, and recognize/see enchantment. The ruby eye can also shed the tear of Osiris, twice a day. When tasted, the tear of Osiris neutralizes poison and/or restores 2D6 S.D.C./hit points.

8. Right femur: An 8 foot (2.4 m) long, petrified bone. When used as a staff in combat it inflicts 6D6 damage, with double damage to vampires, zombies and animated dead. It can also be used to fire 6D6 lightning bolts once every other melee round. Any character holding it is impervious to all types of electrical discharge, even magic lightning and electromagnetism.

9. Left femur: Another 8 foot (2.4 meter), petrified bone, which can be used as a club or throwing stick. It does 6D6 damage, returns to the thrower, and fires a 6D6 fire ball once every other melee round). Any character holding it is impervious to fire and heat of any kind, even magic fires and dragon's breath.

10. Tongue: A tongue-shaped medallion, made of silver, that enables the wearer to understand and speak (but not read) all languages. Also detects lies 60%, and any character holding it is impervious to magic charms, psionic hypnosis, and the effects of charismatic aura.

11. Skull: The petrified skull of Osiris has no back portion to it, so it can be worn as a helmet or mask. When a character puts it on, it conforms to any size and shape head, becoming a tight fitting face plate and headguard. While worn, it raises the I.Q. by 2 points and provides the bonuses: +4 to save vs psionic attack, +4 to save vs horror factor, +2 to save vs magic, poison and disease, and nightvision 90 feet (27.4 m), and enables the character to comprehend all spoken languages. Just "comprehend," because the character cannot speak or read the strange languages. The wearer can bio-regenerate 2D6 hit points or S.D.C., six times daily. The skull mask also invokes fear in all who look upon it; Horror Factor 13. Note: Once the mask is put on, it cannot come off until the wearer dies!

Side effects from the Skull: Roll for insanity once every year.
01-50 None
51-60 Neurosis
61-70 Obsession
71-80 Phobia
81-90 Affective disorder
91-00 Psychosis

12. Lungs: These organs are tough, leathery, and impervious to damage. When squeezed (need a P.S. of 16 or higher), they can be used six times per day to release one of the following: Wind rush, cloud of smoke, repel animals, and wisps of confusion.

13. Kidney: Appears as a bronze object (about the size of a softball). Whoever holds it receives a +3 to save vs all types of magic, and will find that they can detect poison, and use the object to neutralize poison (no limit to daily usage).

14. The Heart of Osiris: This platinum, heart-shaped object is the size of a basketball. The person holding/using it is +10 to save vs horror factor, +5 on all saving throws, and can perform each of the following six times per day: Sense evil, sense magic, turn the dead (2D4×10), remove curse (by touch), resurrection (by touch; the victim must have died within 48 hours, 30% chance of success), and healing touch (4D6 points). Evil beings cannot touch the heart or they suffer 1D4×100 damage per each touch. Selfish characters suffer from 1D6×10 damage by touching it.

Note on Necromancers: Most feared by the guardians of these holy artifacts are raids by *Necromancers* (see **Palladium Book III: Adventures on the High Seas**). Not only is it disgusting to think of one of these perverted mages holding such an exalted object, it is even worse to think that the Necromancer will likely further profane Osiris by bonding with the hands, feet, skull or rib cage. Bonuses and powers are cumulative for a Necromancer holding more than one of the artifacts.

From the point of view of any Necromancer, the prospect is far too tempting. By bonding with one of the pieces, the death mage will gain the god-like power. In addition to the magic spells or powers available from the remains, the Necromancer bonded with an item will enjoy an additional +100 hit points (each), +100 S.D.C., +1 on all saving throws, and the ability to use his P.S. attribute as supernatural. The rib cage grants all of the above abilities, as well as making the Necromancer impervious to all gases (including magic clouds and fumes). **Note:** When the bonding process time elapses (or when the spell is cancelled), all the extra S.D.C., hit points, bonuses and powers fade away.

Ra, Lord of Light

The Sun God

Ra is the most ancient and primal of all the Gods of his pantheon. He represents the sun, warmth, life, light, and fertility. Rigid of mind and beliefs, Ra does not bother with politics, and he has no interest in being social. He sees things in absolutes, as totally cut and dry.

In Ra's mind there is evil and there is good — the dark and the light. Forever must the light fight to banish the darkness, just as darkness will forever try to smother the light. Wrongdoers must be punished and evil destroyed. Those who die fighting supernatural forces of evil must be avenged. These are the edicts by which Ra lives his life.

Real Name: Ra Annu

Alignment: Scrupulous

Size: 20 feet (6 m) tall.

Description: A giant hawk-headed humanoid, with golden skin, and crowned with a sun disk and holding the scepter of the greyhound.

Attributes: I.Q.: 23, M.E.: 28, M.A.: 27, P.S.: 38, P.P.: 22, P.E.: 28, P.B.: 27, Spd.: 88 (60 mph/96 km).

Natural A.R.: 14

Hit points: 16,500

S.D.C.: 17,000

P.P.E.: 6,000

Horror/Awe Factor: 17

Experience Levels: 20th level Warlock of air, earth, fire and water, and 20th level Mind Mage.

Natural abilities: Keen hawk-like vision enabling him to see up to two miles (3.2 km) away, nightvision 200 feet (61 m), see the invisible, turn invisible at will (no time limit), knows all languages, metamorphosis (any shape) at will (no time limitations), fly (90 mph/148 km), impervious to heat, cold, and fire, teleport 96%, dimensional teleport 94%, and summon 2D6 gryphons, or 3D6×10 Ramen. Bio-regeneration: 1D4×100 points of damage per minute and can regrow a new limb overnight.

Deific Powers: Ra has the full range of power over his followers, and can perform all prototypical deific powers at one half the cost in P.P.E., but has regular body investment costs, as well as the following special power:

Resurrection: Deific: As the prototypical deific power. **Cost to Ra:** 20 P.P.E.

Priest/Healing Powers: Exorcism 80%, turn dead 97% (affecting 2D6×100 dead at a time), healing touch (restores 4D6 S.D.C or hit points and can be performed twice per melee round).

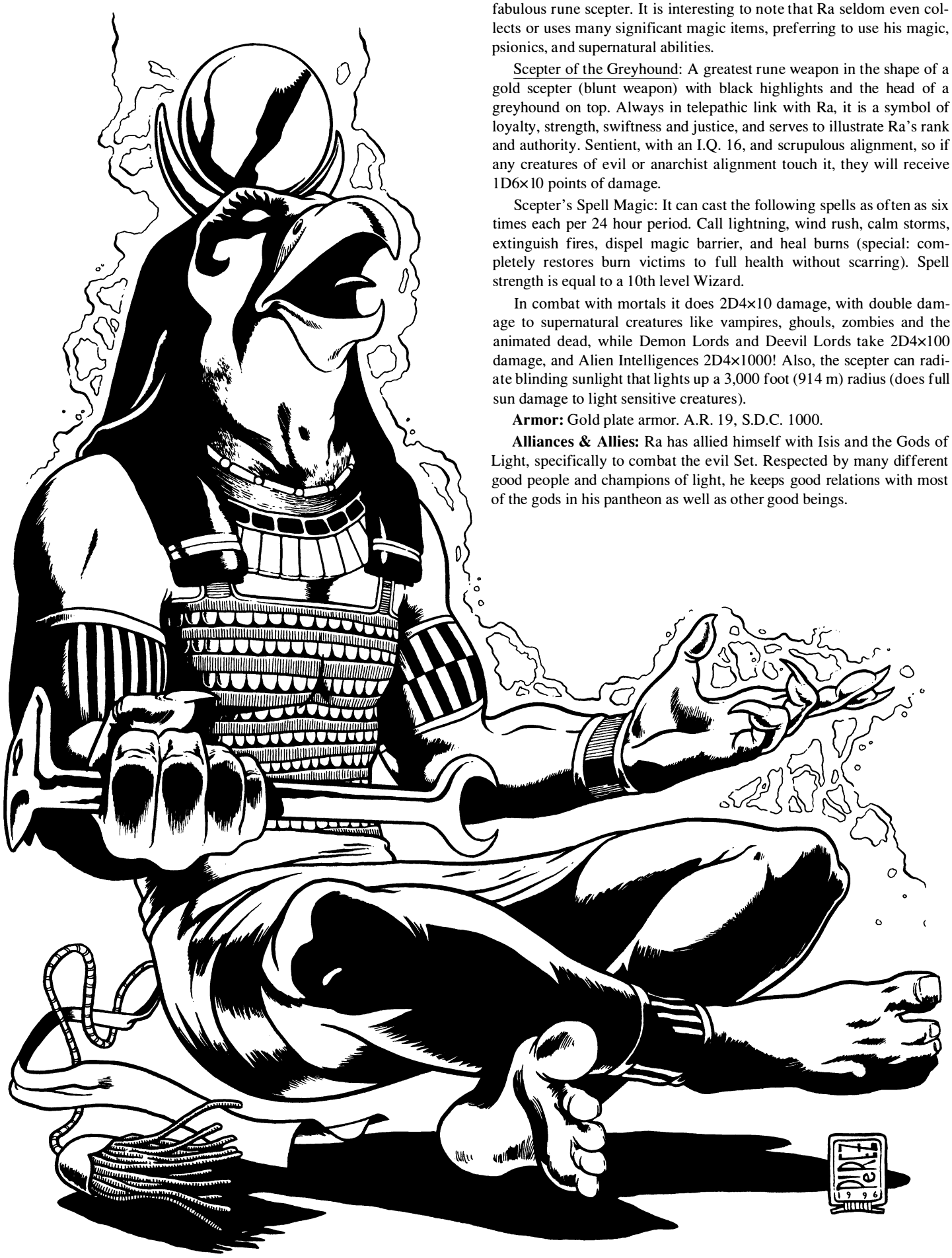
Magic Powers: All Warlock spells of each of the four elements, and all 1st through 7th level Wizard spells. **Note:** Opponents must roll a 15 or higher to save vs any of Ra's magic.

Psionic Powers: 2,000 I.S.P. 20th level Mind Mage (limited) with all physical and sensitive abilities, plus electrokinesis, pyrokinesis, psi-sword, psi-shield and mind block auto-defense.

Skills of Note: Basic and advanced math, astronomy, navigation, intelligence, cook, horsemanship: knight and all wilderness skills at 98%.

Attacks Per Melee Round: Eight physical or psionic, or two by magic.

Special Bonuses (in addition to attribute bonuses): +4 on initiative, +3 to strike, parry and dodge, +4 to pull punch, +3 on all saving throws, impervious to horror factor and 83% to charm or impress.



Favorite Weapons: Ra seldom uses any weapons other than his fabulous rune scepter. It is interesting to note that Ra seldom even collects or uses many significant magic items, preferring to use his magic, psionics, and supernatural abilities.

Scepter of the Greyhound: A greatest rune weapon in the shape of a gold scepter (blunt weapon) with black highlights and the head of a greyhound on top. Always in telepathic link with Ra, it is a symbol of loyalty, strength, swiftness and justice, and serves to illustrate Ra's rank and authority. Sentient, with an I.Q. 16, and scrupulous alignment, so if any creatures of evil or anarchist alignment touch it, they will receive 1D6×10 points of damage.

Scepter's Spell Magic: It can cast the following spells as often as six times each per 24 hour period. Call lightning, wind rush, calm storms, extinguish fires, dispel magic barrier, and heal burns (special: completely restores burn victims to full health without scarring). Spell strength is equal to a 10th level Wizard.

In combat with mortals it does 2D4×10 damage, with double damage to supernatural creatures like vampires, ghouls, zombies and the animated dead, while Demon Lords and Deevil Lords take 2D4×100 damage, and Alien Intelligences 2D4×1000! Also, the scepter can radiate blinding sunlight that lights up a 3,000 foot (914 m) radius (does full sun damage to light sensitive creatures).

Armor: Gold plate armor. A.R. 19, S.D.C. 1000.

Alliances & Allies: Ra has allied himself with Isis and the Gods of Light, specifically to combat the evil Set. Respected by many different good people and champions of light, he keeps good relations with most of the gods in his pantheon as well as other good beings.

Enemies: Set. Ra believes that one day, he and Set will clash in a final battle. Until that day, the two remain eternal sparring partners in a cosmic battle. While Set is his enemy, it is Apepi, the foul serpent emissary of Set, who is his most hated, most despised, arch-foe. Anubis, like all evil beings, especially dark gods, Demon Lords and Deevil Lords, are all his enemies.

Vulnerabilities: Rune magic and weapons made from silver inflict double damage.

Straight Man. Ra seems to have little or no sense of humor, and it alienates him from some who would be on his side. His "take no prisoners, give no quarter" style of argument doesn't leave any room for discussion, compromise, or, in some cases, friendship.

Technology: Ra is guardedly approving towards technology and believes that technology is just another type of power, like psionics or magic. He seldom uses high-tech devices himself, but he accepts their existence as a fact of life and acknowledges their value.

Rifts® Earth: Ra sees Earth as a raging battlefield between the forces of good and evil. M.D.C.: 14,000.

Minions: Ra has no regular group of beings that can be called his minions, with the exceptions of his loyal Ramen and fire and air Elementals. He will also consider working with any creature of a good alignment championing a just cause. He is generally attracted to other supernatural beings, the Spirits of Light, elementals, ancient dragons and powerful creatures of magic.

Uraeus: The closest thing that Ra has to a "pet" is his divine cobra, a supernatural creature that can be dispatched across the dimensions as an assassin. It is considered a supernatural creature with the ability to physically travel in the astral plane, and has a poison that affects even the gods. 2D6 from bite plus 1D4×10 damage from venom for 3D4 melee rounds.

Gryphon Messengers. Ra can summon 2D6 Griffins as messengers (see Monsters & Animals, pages 99-100).

Ramen: Known as "The Knights of Ra," this race of feline warriors are utterly dedicated to Ra, and serve as his minions in any capacity.

Ramen (pronounced Rah-men)

Legend has it that ten millennia ago, in another dimension, two races — one feline, the other reptilian — fiercely battled for the supremacy of their dying planet. Although affecting the fate of millions of lives, this war, in itself, would have meant little in the cosmic scheme of things had it not been for the intervention of the gods. Faced with extinction, because the Pantheon of Taut had supported the reptile creatures, the feline race turned to Ra. Since that time even their original names were lost, and they became known simply as the *Ramen*.

In the realm of Ma'ip there are roughly two million Ramen warriors, awaiting the service to the gods in the Pantheon of Ra, and they serve Isis and Horus, as well as Ra. Sometimes confused with the Kinnie-ger or werepanthers, Ramen are far more noble looking and have tan fur and features similar to lions. This resemblance even goes so far as the male Ramen having manes, in contrast to the sleeker females. They are valiant knights in the service of Ra and the Gods of Light. **Note:** For more on the Ramen, see the section on Anhur, God of Darkness.

Alignment: Any, but 50% are principled, 40% are scrupulous and only 10% are something other.

Attributes: The number of six-sided dice rolled is as designated. I.Q. 3D6+3, M.E. 5D6, M.A. 4D6, P.S. 6D6, P.P. 4D6, P.E. 5D6, P.B. 4D6, Spd. 4D6. Considered to be a supernatural creature.

Size: 12 feet (3.6 m) tall

Weight: 750 to 900 pounds (337.5 to 405 kg)

Natural A.R.: 12

Hit Points: 3D6×40, plus P.E. attribute number.

S.D.C.: 2D6×20

Average P.P.E.: 1D6×10+40 and add six points per each additional level of experience.

Horror/Awe Factor: 12. They tend to inspire fear in evil beings, but reassure good creatures.

Natural Abilities: Only take half damage from all forms of psionic attacks and are impervious to mind control; nightvision 70 feet (21 m), heal twice as fast as humans, and are resistant to disease.

O.C.C.s Available to Ramen: All, but many are Mind Mages.

Combat: As per hand to hand combat skill plus two attacks per melee, or an equal number of psionic attacks, or two by magic.

Bonuses (in addition to attribute bonuses): +3 to initiative, +2 to pull punch, +1 on all saving throws, and +3 to save vs horror factor.

Magic: 40% are effectively mystics, except select only 4 spells at first level and 2 spells at second level and every level thereafter.

Psionics: All have empathic transmission (super), empathy, presence sense, nightvision, bio-regeneration, mind block and the special power of empathy with animals. Base I.S.P.: 1D6×10+30

Psionic Empathy with Animals (special):

Range: 10 feet (3 m) per level of experience.

Duration: 10 minutes per level of experience.

I.S.P.: 5 to empathically influence animals.

The affinity with animals is automatic and costs no I.S.P. Ramen have an affinity with animals of all kinds. Domesticated animals will always take an immediate liking to a Ramen character and will do their best to please him (+20% bonus to ride or work with any domesticated animal). Wild animals will react to the Ramen as if he were a fellow woodland creature, allowing it to walk among them without fear. This allows the Ramen to operate in the wilderness without causing animals to react to his presence; birds do not fly away, animals do not run, and therefore, do not indicate a character's approach. Even watchdogs will not bark at the presence of a Ramen. Ramen not only have an empathy with animals but also have a limited control over them. They can psionically touch a specific animal and evoke fear or submissiveness. Fear will repel an animal, causing it to run in the opposite direct (not attack). Submission causes the animal to regard the Raman as its superior. The submissive animal will not attack for any reason, allow the character to touch it or sit next to it, and will follow his lead, i.e. run with him, attack those he attacks, and similar.

Note: The special rapport that the Ramen share with animals gives them a greater respect and appreciation of them. Thus, a Ramen will try to never hurt or kill any animal unnecessarily. He will hunt only for food and treat animals with gentleness and consideration.

R.C.C. Skills: The typical Ramen warrior/servant and many Ramen Psi-Mystics have the following skills instead of a specific O.C.C. Only 30% select a specific O.C.C. (any).

Basic math (+20%), read and speaks Dragonese (+20%) speak Gobblely (+20%), hand to hand: expert, climb (+10%), prowl (+10%), track (+10%), intelligence (+20%), wilderness survival (+10%), horsemanship: knight (+15%), plus select two additional physical skills, select three ancient W.P.s, select three modern W.P.s, select two technical or communications skills. Five secondary skills plus one additional Palladium World language.

Average Life Span: 250 years.

Habitat: Prefer forests and wilderness, but can live anywhere. Except for the occasional emissary from the gods, there are no Ramen known to be living on the Palladium World, but they inhabit other realms in the millions.

Technology: Ramen love technology, especially weapon related technology, although they do not create any themselves.

Note: With the Game Master's permission, Ramen can be available as an Optional R.C.C.

Rifts® Notes: A mega-damage creature with 1D4×100 M.D.C.


Breaux



Thoth, Lord of Wisdom

Thoth's Dark Past

Not even the oldest or wisest of the gods knows Thoth's true origin. Thoth can not remember the earlier part of his existence. He knows that he was very different and there is something in the back of his mind, but he just can't remember.

Unknown to anyone, including Thoth himself, is the fact that he is a transformed Old One! Not only any Old One, but Xy, The Great Old One, the symbol of Power Incarnate! Deceived by his fellow Old Ones, Ya-Blik (Betrayal) and Al-Vil (Envy), Xy fell victim to an experimental power circle of his own invention. The incredible circle transformed him into a very different being, reversing his alignment and changing his physical form. Xy was reborn into Thoth, the opposite of what he was. All memory of his past life as an Old One has been obliterated. Thus, Xy became Thoth, god of wisdom and knowledge, who seeks knowledge for its own sake, not for the acquisition of ever greater power for dominion over others.

Thoth is somewhat absent-minded and has forgotten things that mortal men would kill to know. He is strangely aloof and secretive, even toward his fellow gods. He holds the secrets to forgotten or little known magic and many other things which he keeps to himself. The reason for this secrecy is to keep others, good and evil, god and human, from gaining too much power (which he did as Xy), which he sees as a corrupting evil. Thoth is frequently too lost in thought, exploration or experimentation to care about what is happening to anybody in the Megaverse. It is only on those rare occasions that he pauses or is forcibly roused from his intense thoughts that he may take the time to help (or study) a person or situation.

***GM Note:** Ninety percent of his memory as Xy is honestly gone forever. As a side effect of the transformation circle, Thoth even forgets little things in his current life, let alone remember things that occurred over 100,000 years ago. Thoth is never likely to remember his past life as Xy (or believe it). There is no form of psionics or magic that can restore his lost memory. Even if he did begin to remember little snippets, he's likely to dismiss them as an anomaly or an attack by enemies meant to confuse him. The only way Thoth might remember his past is if he spent the next several hundred years developing a magic circle or device that might restore part of his memory (which he has no intention of doing, because he doesn't see anything wrong. As far as he is concerned, he is, and has always been, Thoth). Even so, Thoth's current existence has been so real that he will never be the creature of evil he once was, and will keep his current physical manifestation. He will never awaken the sleeping Old Ones, because it was he, as Thoth, who helped put them to sleep.*

Thoth symbolizes wisdom, knowledge, and invention. Yet, despite his learning and knowledge, there is a bit of larceny in his heart, for he admires cunning, deception and people who use their wits and a quick tongue. Thus, he is the patron of magic, and of all fast speaking, thieving, quick-witted creatures.

Thoth himself is a great orator, scholar, and author of many books about magic and history. Books about magic circles, symbols, wards, magic spells, a study of alchemy, an alchemy recipe book, and many others are among his credits. He writes all of his books in a secret code (hieroglyph and runes), although a few have been stolen and translated. Legend attributes Thoth as the inventor of rune magic, the runic alphabet, Diabolism and wards, pyramid magic, and all the sciences. He is cursed with eternal curiosity and cannot remember the days of his youth.

Thoth is one of the few beings who has a complete knowledge of rune magic and it is he who has constructed many of the greatest rune weapons in the possession of the gods of Ma'ip, both good and evil. He is constantly experimenting, exploring or investigating something. Just about any magic device or component, herb, potion, magic component and the exotic are available to Thoth. He has dozens of magic wands, staves, enchanted cauldrons, manacles, amulets, books, and many other things of magic in his massive personal collection. Thoth also has a small zoo, and books and artifacts from dozens of different civilizations.

Real Name: Thoth (or, possibly, Xy)
Alignment: Unprincipled
Size: 20 feet (6 meters) tall

Description: With the head of an ibis, and the body of a humanoid, Thoth is clearly a deific entity. He is usually seen in ornate robes.

Attributes: I.Q.: 38, M.E.: 23, M.A.: 27, P.S.: 39, P.P.: 22, P.E.: 27, P.B.: 25, Spd.: 88 (60 mph/96 km).

Attribute Notes: Thoth's mind is so quick, and so agile, that he tends to rely on it and magic, more than muscles. His physical strength and all other attributes are at the supernatural level.

Natural A.R.: 12

Hit points: 8,470 (or so he believes; in actuality, Thoth has 40,000; Alien Intelligences are extremely powerful).

S.D.C.: 6,200

P.P.E.: 6,000

Horror/Awe Factor: 16

Experience Levels: Possibly the most talented god ever, Thoth's accomplishments are extraordinary. Among other things, he is a 30th level Diabolist and 20th level Rune Master (the last?)! As well as a 20th level Wizard, 15th level Summoner, and a 20th level Alchemist.

Natural Abilities: Astral travel at will, keen vision and sharp senses, nightvision 200 feet (61 meters), see the invisible, turn invisible at will (no time limit), knows all languages, metamorphosis: any (no limit), sense/recognize enchantment/magic 98%, sense the location of ley lines 98%, teleport 98%, dimensional teleport 96%, and the ability to speed read and memorize any written material. Bio-regeneration of 1D4×100 points of damage per minute and can regrow a new limb overnight. **Note:** All of Thoth's powers from his previous life as an Old One (including splintering numerous life essences) are all lost.

Deific Powers: Thoth has the full range of power over his followers, and can perform all prototypical deific powers at regular cost, as well as the following special powers:

Call Angel: As the prototypical deific power. **Cost to Thoth:** 100 P.P.E.

Consume P.P.E.: As the prototypical deific power. **Cost to Thoth:** 15 P.P.E.

Duplicate O.C.C. Level of Follower (Special). He can reach into the mind of any of his worshippers, examine their O.C.C.s, skills and abilities and, without the follower being in any way aware of it, the O.C.C.s and skills can be duplicated in Thoth's own mind. Thoth always makes sure that the follower is rewarded for this little contribution. **Cost to Thoth:** 60 P.P.E.

Deific Blessing: The Genius of Thoth (Special): By conferring this blessing on a follower, Thoth temporarily boosts their I.Q. by 4D6, and, more importantly, imparts to them a bit of his own imagination. The blessed follower will then have bursts of insight, flashes of genius, dreams that reveal shortcuts to intellectual problems, and the joy that comes with discovering things that no one has ever known. Thoth has frequently blessed the Demiurge of the Church of Light and Dark (including Pinnes Lydekker, the current Demiurge), as well as select students and teachers in the Celestial College. **Cost to Thoth:** 600 P.P.E.

Rune Strike (Special): In experimenting with runes, Thoth has discovered a form of rune writing that serves as a kind of weapon. When this power is invoked, a glowing golden rune appears in midair. Then, when Thoth whispers the name of his proposed victim, the rune changes itself, seemingly attempting to shape itself into the name that it has received. Once it finds the correct configuration, the rune disappears. At

the same time the rune goes away, the victim, no matter where they are in the Megaverse®, suddenly loses *all* their P.P.E., and half their hit points. Since Thoth has never cast it against anyone but himself (that was a painful mistake!), he is determined to keep this as one of his little secrets. **Cost to Thoth:** 1000 P.P.E.

Priest/Healing Powers: Exorcism 90%, remove curse 90%, turn dead 90% (affecting 1D6×100 dead at a time), healing touch (restores 2D6 S.D.C or hit points and can be performed twice per melee round).

Magic Powers: Except for elemental magic and Necromancy, Thoth possesses *all known (and many unknown to the world of mortals) magical abilities, spells and powers.* **Note:** Opponents must roll a 17 or higher to save vs Thoth's spell magic!

Psionic Powers: 2,000 I.S.P., 15th level Master Psionic who has all sensitive, healing and physical powers plus telemechanics and mind block auto-defense.

Skills of Note: Thoth has studied virtually everything! Knows all Communications, Medical, Science and magic related skills at 98%; all others at 82%.

Attacks Per Melee Round: Six physical or psionic attacks per melee or three magical.

Special Bonuses (in addition to attribute bonuses): +4 on initiative, +2 to strike, parry and dodge, impervious to horror factor, +3 on all other saving throws, and 75% to charm or impress.

Favorite Weapons: Thoth can use just about anything but tends to rely on his intelligence, magic, psionics, and supernatural abilities. Despite this, he has a large collection of arcane items, ranging from odd magical devices to other-world high-tech items, including robots, magic items, potions, wands and weapons.

The Rod of Thoth: A silver/gray staff with a few runes inscribed along the base and its length entwined with two silver serpents, each with ruby eyes, whose heads are at the top, each head topped by a moon disk. Always in telepathic link with Thoth, it is of scrupulous alignment and has an I.Q. of 18. The rune staff can levitate, hover, perform two melee attacks/actions and move slowly (spd 12) under its own power. If any creature of evil or anarchist alignment touches it, the scepter inflicts 1D6×10 points of damage, and will continue to do so each melee it is held. It is indestructible and does 1D4×100 damage to mortal beings and double damage to vampires, ghouls, zombies, animated dead, demons and deevils.

The Rod can also cast: Call lightning (1D4×100 damage), teleport superior, mystic portal, id barrier, and impenetrable wall of force (2000 feet/610 m long and 100 feet/30.5 m tall, 5000 S.D.C.). Its spell strength is equal to a 10th level sorcerer.

When struck to the ground in a powerful manner, it generates an earthquake that shakes the ground, and inflicts 2D6×1,000 damage to buildings, structures and vehicles within a 1000 foot/305 meter area (can be done twice a day).

Lastly, the two serpents can uncoil and attack like living vipers! Three attacks each per melee, 1D6×10 damage per bite or 2D4×10 from magic fire breath (100 ft/30.5 m range); they are +3 on initiative and to strike, parry and dodge.

Armor: Thoth does not wear armor.

Alliances & Allies: Respected and feared by many, both good and evil, and he has an excellent relationship with most of the gods in his pantheon (he gets along with the Pantheon of Taut also), as well as many dragons, powerful wizards, demon lords and other supernatural beings. There are actually very few people Thoth would consider friends, but Ra, Isis and Anhur are three of them. A Eaksasha known as Tygre-Slnn (8th level, anarchist alignment) is another.

Thoth has thousands of casual acquaintances including all the gods, many Raksasha. The Joker of Palladium, Kym-nark-mar, Narabium, and Od among countless others. Thoth is a welcome visitor to just about every deific realm, including Hades and Dyval.

Enemies: He doesn't think of himself as having any enemies with the unfortunate exception of Amon the Hidden One. There are actually many who dislike or hate Thoth for any number of reasons, but few are powerful or daring enough to do anything about it.

Vulnerabilities: Rune magic and weapons made from silver inflict double damage.

Intense Curiosity. If there is one thing that is going to get Thoth in trouble one of these days, it is his obsession with finding out everything about everything. While he is well aware that the perfect bait for any Thoth-trap would be knowledge, he knows perfectly well that he wouldn't be able to resist.

Technology: Thoth, more than any of the other gods, has readily taken to technology. He is interested in all the various high-tech fields, but has found Techno-Wizardry, cybernetics and robotics to be the most fascinating. Thoth has already become an accomplished (if unconventional) Techno-Wizard (a type of magic in **Rifts®**).

Minions: There is no one race of beings who can be called Thoth's minions, although he does regularly enlist the assistance of Ramen and Raksashas. He also has an army of golems and a variety of diverse servants and assistants under his employ, even including such exotic creatures as adult dragons, Lyphan the great white Sphinx (legendary albino, 13th level alchemist and spell caster/diabolist/herbologist/wizard). Thoth will generally work with any creature of magic and/or those with a high intelligence and inquisitive mind.

Rifts® Earth: He has already been there and knows plenty about it. There's something he likes about the Splugorth and he finds Pharaoh Rama-Set to be a very interesting fellow. He also gets along with Mrrlynn (yes, Thoth knows he is an alien intelligence) and Lord Splynncryth. He has assembled his own base of power, and has at his disposal 300 rune statues, 100 TW modified Dyna-Bots (Triax), and a variety of diverse servants and assistants under his employ. They include a True Atlantean, a Splugorth High Lord, Kryanthal the Thunder Lizard (adult, 10th level techno-wizard), Lyphan the Great White Sphinx, a dozen loyal Zembahk, a pair of Shaydor Spherians, a dozen Adarok flying mountains, an anarchist Za, and 20 full conversion borgs. M.D.C.: 14,470 (really 40,000).

Isis

The All Mother & Warrior Goddess

Isis is the symbol of nature, love, death, and rebirth, as well as the patroness of magic and warriors. She is the supreme All Mother of the gods of Ma'ip, renowned for her power and beauty. She is also known by different names and is worshipped as dozens of other goddesses by other people throughout the Megaverse. To avoid offending her, she should be addressed: "O Thou of Countless Names."

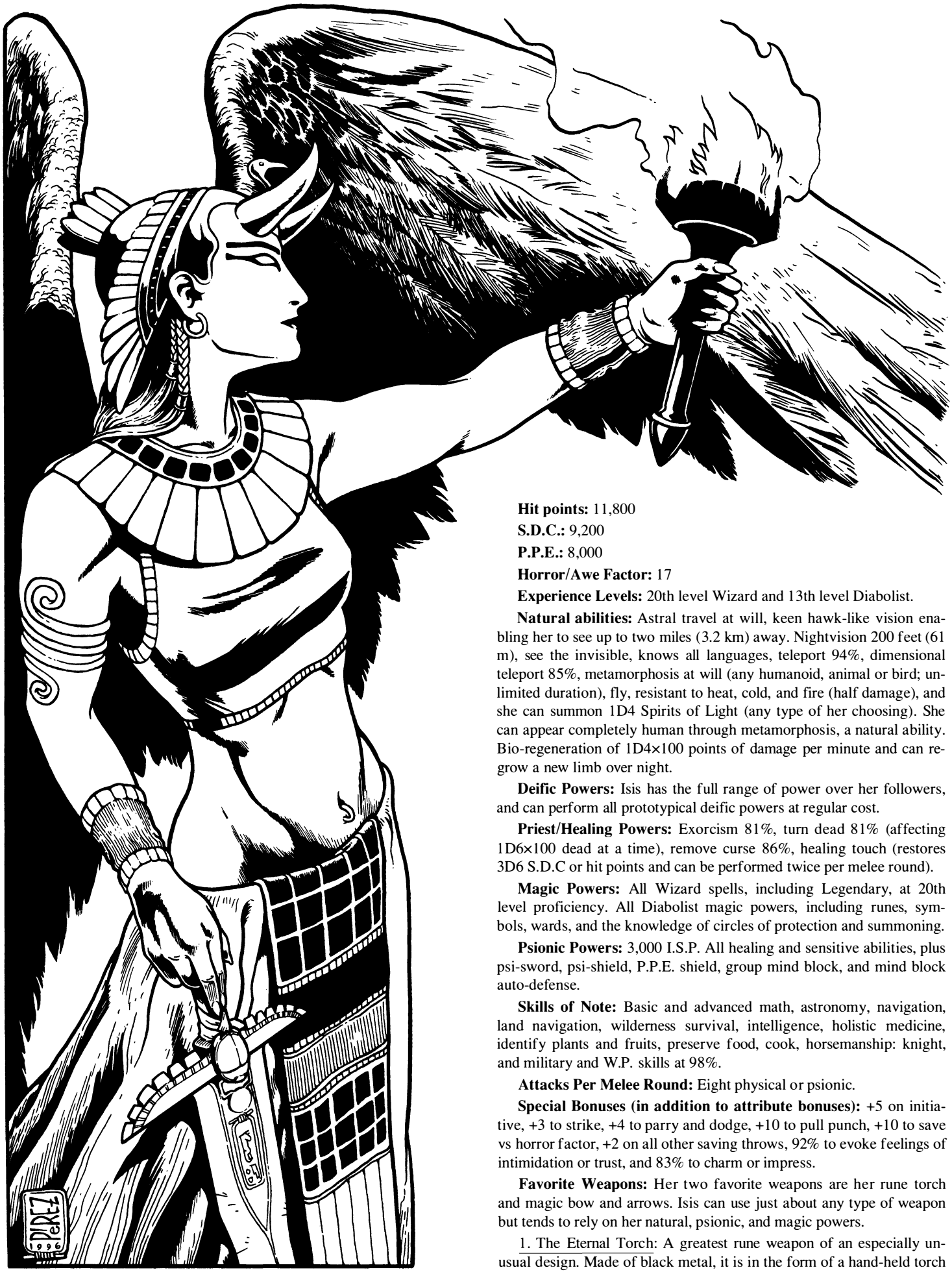
Isis is the eternal foe of Set, Anubis, and the gods who helped slay her beloved husband (and brother), Osiris. She is the champion of light and the protectress of mortals from the corruption of Set and supernatural evil. She is a great warrior, compassionate, merciful, kind and honorable. She is outraged by injustice and always tries to right a wrong.

Real Name: Isis Sebhest
Alignment: Principled good
Size: 20 feet (6 meters) tall

Description: A magnificent silver haired beauty with cow-like horns and great feathered wings. She is usually holding a torch and has a quiver of arrows and a black bow slung over her shoulder.

Attributes: I.Q.: 24, M.E.: 25, M.A.: 27, P.S.: 37, P.P.: 27, P.E.: 27, P.B.: 27, Spd.: 77 (53 mph/85 km) running or 220 flying (150 mph/241 km).

Natural A.R.: 12



Hit points: 11,800

S.D.C.: 9,200

P.P.E.: 8,000

Horror/Awe Factor: 17

Experience Levels: 20th level Wizard and 13th level Diabolist.

Natural abilities: Astral travel at will, keen hawk-like vision enabling her to see up to two miles (3.2 km) away. Nightvision 200 feet (61 m), see the invisible, knows all languages, teleport 94%, dimensional teleport 85%, metamorphosis at will (any humanoid, animal or bird; unlimited duration), fly, resistant to heat, cold, and fire (half damage), and she can summon 1D4 Spirits of Light (any type of her choosing). She can appear completely human through metamorphosis, a natural ability. Bio-regeneration of 1D4×100 points of damage per minute and can regrow a new limb over night.

Deific Powers: Isis has the full range of power over her followers, and can perform all prototypical deific powers at regular cost.

Priest/Healing Powers: Exorcism 81%, turn dead 81% (affecting 1D6×100 dead at a time), remove curse 86%, healing touch (restores 3D6 S.D.C or hit points and can be performed twice per melee round).

Magic Powers: All Wizard spells, including Legendary, at 20th level proficiency. All Diabolist magic powers, including runes, symbols, wards, and the knowledge of circles of protection and summoning.

Psionic Powers: 3,000 I.S.P. All healing and sensitive abilities, plus psi-sword, psi-shield, P.P.E. shield, group mind block, and mind block auto-defense.

Skills of Note: Basic and advanced math, astronomy, navigation, land navigation, wilderness survival, intelligence, holistic medicine, identify plants and fruits, preserve food, cook, horsemanship: knight, and military and W.P. skills at 98%.

Attacks Per Melee Round: Eight physical or psionic.

Special Bonuses (in addition to attribute bonuses): +5 on initiative, +3 to strike, +4 to parry and dodge, +10 to pull punch, +10 to save vs horror factor, +2 on all other saving throws, 92% to evoke feelings of intimidation or trust, and 83% to charm or impress.

Favorite Weapons: Her two favorite weapons are her rune torch and magic bow and arrows. Isis can use just about any type of weapon but tends to rely on her natural, psionic, and magic powers.

1. The Eternal Torch: A greatest rune weapon of an especially unusual design. Made of black metal, it is in the form of a hand-held torch

with a constant, even flame emanating from the top. The flame cannot be doused and will dispel magic darkness and fog within a 60 foot (18.3 meter) radius. It has a telepathic link to Isis, an I.Q. of 12, and a scrupulous alignment; any creature of evil or anarchist alignment touching it is burnt with 1D4×10 points of damage.

Torch's Spell Magic: Six times each day it can cast globe of daylight, ignite fire, fuel flame, circle of flame, extinguish fires, and heal burns (special: completely restores burn victims to full health without scarring), with spell strength equal to an 8th level sorcerer.

It does 1D4×100 damage when used as a flaming club, with triple damage to the undead, mummies, or anything made of wood or cloth.

2. Magic Long Bow and Moon Beam Arrows: The bow requires a strength of 24 or better to pull back. The arrows are said to be moon beams made of silver energy, +3 to strike, which inflict 1D4×100 damage and double against undead, deevils, demons, and other evil supernatural beings. Range of a silver moon beam arrow is 4,000 feet (1,200 meters). Isis never has fewer than a dozen silver moon beam arrows.

3. The Sword of Isis: Known as the "Retributor," this is a greatest rune bastard sword created by Thoth, designed specifically for combating supernatural monsters. It is black in color, with a halo of pale blue light. It has a scrupulous alignment, I.Q. of 15, and a telepathic link to Isis. If any creature of evil or anarchist alignment touches it, they suffer 1D6×100 points of damage.

In combat the sword does 1D6×100 damage, and double damage to the undead. The sword's most awesome power is called "The Light of Retribution," a devastating mystic energy blast that does absolutely nothing to good or selfish characters but inflicts 1D6×1,000 damage to evil supernatural monsters and creatures of magic, such as dragons and demons! +3 to strike, no saving throw is applicable. The light of retribution can be fired six times within a 24 hour period.

Armor: Crimson and gold plate armor, A.R. 18, S.D.C. 3,000.

Alliances & Allies: Isis is respected by most good people and champions of light.

Enemies: The warrior goddess is the bane of all evil gods. She is the eternal enemy of Set, Anubis, Apepi, the jinn and vampires.

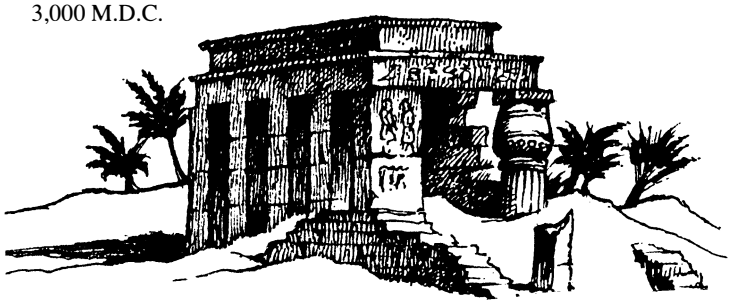
Vulnerabilities and Weaknesses: Rune magic and weapons made from silver inflict double damage.

Technology: Prefers to rely on her own formidable abilities, Isis has little personal use for technology. If anything, she is amused by the notion that these "toys" could ever replace good old-fashioned magic. However, she is very tolerant about others using them. Any high-tech items that Isis acquires (either as offerings or spoils of war) are soon bestowed upon deserving followers.

Manifestations: In many times, and on many worlds, Isis has created mortal manifestations of herself, almost always as a female warrior in some humanoid form.

Minions: Isis has no regular group of beings that can be called her minions. She will work with any creature of a good alignment championing a just cause. She is attracted to other supernatural beings, the spirits of light, elementals, great warriors, ancient dragons and powerful creatures of magic.

Rifts® Earth: Isis is busy with conflicts on other worlds and has made it known that she cannot presently be concerned with Earth. She does occasionally help her worshipers and priests who are growing in numbers along the Mediterranean. M.D.C.: 17,000, plus her armor's 3,000 M.D.C.



Horus, The Great Sphinx

Horus, the Great Sphinx, also known as Harmakhis, is the symbol of the horizon and the rising sun, representing justice, retribution, hope, and love. He is said to be the son of Isis and Osiris, but in reality, is a dear friend who was lovingly considered their adopted son.

Horus is gentle and caring, especially toward weaker creatures such as the mortals of the Palladium World. He can be the soul of tenderness and compassion and has shown mercy even to his most hated enemies on the field of battle. He hates Set and Anubis above all the other dark gods, because they are responsible for the death of Osiris. He has sworn to avenge his adopted father's death. He is the champion of light and justice.

Real Name: Harmakhis Heru-Ur-Sebhest
Alignment: Scrupulous good
Size: 19 feet (5.85 m) tall and 40 feet long (12 m).

Description: A giant sphinx, a creature with the body of a lion, the wings of an eagle and the face of a human. He also uses metamorphosis to look completely human, usually with a bushy mane of bronze or golden hair, green eyes and a dark complexion.

Attributes: I.Q.: 21, M.E.: 28, M.A.: 26, P.S.: 40, P.P.: 26, P.E.: 27, P.B.: 25, Spd.: 88 (60 mph/96 km) running or 293 flying (200 mph/321 km).

Natural A.R.: 12 **Hit points:** 2,600 **S.D.C.:** 4,000

P.P.E.: 2,500

Horror/Awe Factor: 16

Experience Levels: 12th level fire Warlock and 7th level Diabolist.

Natural abilities: Keen hawk-like vision enabling him to see up to two miles (3.2 km) away. Nightvision 600 feet (183 m), see the invisible, track by sight 80%, prowl 60%, swim 60%, climb 60%, walk tight rope 80%, flying back flip 80%, sense of balance 80%, leap 100 feet (30.5 m) up or lengthwise, fly, resistant to heat and fire (half damage), magically understands all languages, metamorphosis: humanoid, and bio-regeneration 1D6×100 points of damage per minute and can regrow a new appendage, organ or eye within a week.

Deific Powers: Horus has the full range of power over his followers, and can perform all prototypical deific powers at regular cost, as well as the following special power.

Raise Second Sun. Horus has the deific power to place a new sun over a world, effectively giving that world two suns for one full day. Cast by sight, or by the sight of a follower, it starts with the glimmering of the rising sun, still below whichever horizon he chooses. At a normal pace, matching the rise of the world's natural sun, the new sun will rise, climb up to a noontime position, and then gradually set. The second sun appears everywhere in that world! Other people would have seen the second sun suddenly appear high in the sky, or low on the horizon or not until later. Depending on when, and at what horizon Horus invokes the power, he can create a sunlit night, or a double-lit day (scorching hot and blinding bright). Then, in the early morning of the next day, it will seem as if the second sun is about to rise again, but it will abruptly disappear, just as exactly twenty-four hours have elapsed. Cost to Horus: 500 P.P.E. plus Severe Body Investment.

Priest/Healing Powers: None.

Magic Powers: All 1-8th level fire elemental spells. Opponents must roll a 14 or higher to save vs any of Horus' magic.

Psionic Powers: None.

Skills of Note: Basic and advanced math, astronomy, navigation, land navigation, fishing, herbology, cook, pilot sail and row boats,



horsemanship: knight, speaks and reads Dragonese/Elf, Gobblely and Faerie Speak and all Military and Wilderness skills. All skills are at 98%.

Attacks Per Melee Round: Seven physical or two by magic.

Pounce Attack: As a sphinx, Horus can pounce on a human-sized opponent, knocking them down and pinning them (the pinned character has no hand to hand attacks, but Horus can still attack by biting and with magic). Does 5D6 damage +P.S. bonus. Counts as two melee actions.

Special Bonuses (in addition to attribute bonuses): +5 on initiative, +2 to strike and parry, +5 to dodge when flying, +6 to pull punch, +1 to save vs psionic attack, +8 to save vs horror factor, +2 to all other saving throws, and 75% to charm or impress.

Favorite Weapons: Tends to rely on natural abilities, magic and magic items as a sphinx. Can use any weapon type or his magic spear when in humanoid form.

The Spear of Horus: A long, dark grey metal shaft with a long spear blade at the top, indestructible and covered in runes. It is deceptively heavy and requires a minimum strength of 24 to wield it. Its I.Q. is 11, unprincipled, and it has a telepathic link with Horus. Any creature of evil alignment attempting to touch it suffers 1D4×10 points of damage.

In combat it does 1D6×10 damage when thrown, 2D4×10 when used as a stabbing weapon. Throwing range is 3,000 feet (910 meters), with +2 to strike. After it hits, the spear instantly disappears and reappears in the hands of the thrower. When it hits it causes shape changers and those using metamorphosis to instantly transform into their natural form (no save is applicable).

Spell Magic: Can cast each spell six times per 24 hour period. Globe of daylight, ignite fire, fuel flame, circle of flame, extinguish fires, and heal burns (special: completely restores burn victims to full health without scarring). Spell strength is equal to a 10th level sorcerer.

Armor: Horus can use any human type of armor.

Alliances & Allies: Horus is dedicated to Isis and loyal to Ra and the other gods of the pantheon. He is also the cousin of the Great White Sphinx (see Thoth).

Enemies: The Great Sphinx is the sworn enemy of Set, Anubis, and Apepi. Furthermore, he has earned the enmity of many lesser beings.

Vulnerabilities and Weaknesses: Physically, none to speak of, but he does have a tendency to be selfish and obsessive.

Egotistical. Horus thinks a great deal of himself, and very little of those who he thinks of as "lesser" beings.

Technology: Horus is favorably disposed toward technology, regarding high-tech equipment simply as tools to accomplish some good.

Minions: None.

Rifts® Earth: A place Horus would find interesting. M.D.C.: 6,600.

Bennu the Phoenix

Bennu the Phoenix is the symbol of death, rebirth, the passing of day to night, as well as the passing of the seasons. Of all the Ma'ip gods, Bennu is the most animal-like. She can be brutal and savage in combat and is instinctively a hunter. Her sense of self-preservation is overwhelming, to the point that Bennu will let innocent characters die if there is a genuine risk of severe injury or death to her. This selfishness is evident in her attitude toward her fellow gods and doing what is right. Bennu will often try to weasel out of commitments, dangerous situations and activities that do have any reward for her.

The Phoenix hates Set and his minions mainly because they molested her adopted people, the *Phoenixi.* Set and his pals have killed hundreds of Phoenixi in magic experiments to recreate/capture their incredible regenerative and fire powers. This often means using their blood in magic potions or their body parts in other ways. Inevitably, the experiment fails and the subject is killed. One time, Set became so infuriated by his minions' failures that he slaughtered 1100 Phoenixi in anger. This has earned him Bennu's eternal scorn.

Otherwise, Bennu, like her Phoenixi, tries to stay out of the affairs of gods and men, unless there's something in it for her, even if that something is revenge. Much to Bennu's chagrin, she is basically a good creature who feels obligated to help her fellow gods and those in need.

Real Name: Bennu Helio

Alignment: Unprincipled (selfish/good)

Size: 20 feet (6 m) tall as a bird or humanoid.

Description: Her natural form is that of a great, predatory bird, but she can also take the form of a beautiful woman clad in a gown of feathers or adorned with feathered wings.

Attributes: I.Q.: 17, M.E.: 20, M.A.: 20, P.S.: 30, P.P.: 26, P.E.: 30, P.B.: 28, Spd.: 44 (30 mph/48 km) running or 132 flying (90 mph/148 km).

Natural A.R.: 10

Hit points: 8,700

S.D.C.: 5,300

P.P.E.: 1,800

Horror/Awe Factor: 16

Experience Levels: 20th level Mind Mage and 10th level Diabolist.

Natural abilities: Keen hawk-like vision enabling her to see up to three miles (4.8 km) away. Nightvision 1200 feet (366 m), see the invisible, impervious to fire and heat (no damage), magically understands all languages, breathe without air, teleport 94%, dimensional teleport 94%, metamorphosis: animal and humanoid, fly, and she can summon 1D4 lesser fire or air elementals. Bennu the Phoenix also recuperates lost hit points and S.D.C. at a natural rate of 100 points an hour! Drugs and poisons never inflict more than half damage and their effects last half as long as normal.

Deific Powers: Bennu has the full range of power over her followers, and can perform all prototypical deific powers at regular cost, in addition to the following:

Instant Restoration: Partial: Instantly regenerates *half* her lost hit points and *half* her lost S.D.C., plus healing or regenerating appendages and internal organs. **Cost to Bennu:** 100 P.P.E.



Involuntary Immortality/Resurrection (Special): Her greatest power is that of self-healing, self-regeneration, and self-resurrection. No matter what happens to her body, whether it is scattered in pieces, or totally vaporized, Bennu can never die. Even after being blasted into atoms, she will still be magically reborn, and totally regenerated, reappearing in Ma'ip within 2D4 days after her death. **Cost to Bennu:** Free. The power is innate, and is triggered automatically.

Priest/Healing Powers: None

Magic Powers: All Diabolist symbols, wards, and circles at 10th level proficiency. Opponents must roll a 14 or higher to save vs her magic.

Psionic Powers: 3,000 I.S.P., 20th level proficiency. All sensitive and physical abilities, plus bio-manipulation, empathic transmission, hypnotic suggestion, mind bolt, mind bond, super telekinesis, psi-sword, P.P.E. shield, group mind block, and mind block auto-defense.

Skills of Note: Basic and advanced math, astronomy, navigation, singing and all Espionage and Wilderness skills, all at 98%.

Attacks Per Melee Round: Eight physical or psionic.

Special Bonuses (in addition to attribute bonuses): +4 on initiative, +4 to strike, parry and dodge, +4 to pull punch, +8 to save vs horror factor, and +2 on all other saving throws.

Favorite Weapons: None, never uses weapons.

Armor: None.

Alliances & Allies: The Phoenixi, Isis and the Gods of Light.

Enemies: Primarily Set and Anubis. She tends to view most evil supernatural creatures as potential enemies, but is more tolerant of them than many gods.

Vulnerabilities and Weaknesses: Weapons of pure iron and rune weapons do double damage.

Obliviousness. Bennu would simply rather not know about a lot of things. As she sees it, ignorance is bliss and if she doesn't know about trouble she won't feel compelled to get involved. For that reason she keeps to herself and tries to ignore trouble.

Technology: Bennu is essentially indifferent to most technology, unless it concerns psionics in some way.

Rifts® Earth: She would just as soon avoid it (way too much trouble). M.D.C.: 14,000.

Minions: The Phoenixi.

Phoenixi R.C.C.

Legends suggest that the Phoenixi (pronounced phee-nick-zee) are the offspring of Bennu the Phoenix, but they are more likely creatures of magic spawned in some other realm or world. If anything, they are cousins to the fire elementals.

In the wars between the gods, Phoenixi generally try to remain neutral and act as mediators and heralds for the warring sides, or just plain avoid the mess entirely. Those who do get involved will usually join the side championed by Bennu (whom the Phoenixi regard as their All-mother). Even those that remain ostensibly impartial will favor Bennu's alliances and opinions. Bennu encourages the attitude of neutrality among the Phoenixi to avert their slaughter by evil forces.

The Phoenixi who do get involved in wars between the gods, prefer to take noncombative positions as healers, advisors, heralds, etc. However, they will always defend themselves and fight if the need arises. Some have even become warriors of renown.

Known as the Children of Bennu, or Fire Birds, they are large, humanoid bird-like beings with human looking arms, legs, and body shape. The entire body is covered with tiny red and golden feathers — wings are flaming red. The head resembles that of a stork or crane with two long, golden feathers as a crest. The crest can be raised or lowered to indicate danger and a readiness for combat. Most Phoenixi have a high regard for life and an incredible curiosity about other people and places. They enjoy travel, exploration and love to observe and study other people. Having discovered the secrets of dimensional travel, they have visited countless worlds.

Alignment: Any, but 40% are unprincipled, 20% are scrupulous, and 40% are some other alignment.

Attributes: The number of six-sided dice rolled is as designated. I.Q. 2D6+8, M.E. 4D6, M.A. 4D6, P.S. 4D6+2, P.P. 3D6, P.E. 3D6+12, P.B. 4D6, Spd. 4D6 running or flight 3D4×10. A supernatural creature of magic.

Size: 10 to 14 feet (3 to 4.3 m) tall.

Weight: 400 to 700 pounds (180 to 315 kg).

Natural A.R.: 12

Average Hit Points: 2D6×10, plus P.E. attribute number.

Average S.D.C.: 4D6×10

Average P.P.E.: 3D4×100 and add ten points per each additional level of experience.

Horror/Awe Factor: 10. They tend to inspire awe and a little bit of fear because of their physical size, aloofness and inhuman appearance. Add a +3 bonus when the Phoenixi bursts into magic flame.

Natural Abilities: Impervious to fire and heat (even magic and mega-damage fire), breathe without air, have keen vision (like a hawk), nightvision 200 feet (61 m), see the invisible, heals ten times faster than humans and are resistant to drugs and diseases (see P.E.). They tend to communicate telepathically but can also speak.

Burst into Flame (Special): The ability to burst into flames is an impressive and frightening power; add +3 to horror factor when aflame. The magic fire gives the character an additional 30 physical S.D.C. per level of experience, and adds 2D6 damage to all hand to hand attacks. The flames are magical, and only burn what the Phoenixi wants to burn, so the surrounding area does not catch on fire and innocents, even if held by them, are unscathed. While engulfed in this mystic fire the bird people can unleash a bolt of fire that does 4D6 damage, range 100 feet (3 meters), counts as one additional attack per melee round.

Instant Bio-Regeneration (Special): These bird people can be on death's door one moment, suffering massive damage, and suddenly be 100% healthy and refreshed — no scars, no stiffness, nor fatigue. Missing limbs, eyes, and internal organs are regenerated in that same instant. This power can also be used to stave off starvation, dehydration and fatigue, enabling the creatures to go for 1D6×10 days without food, water or sleep. Total regeneration and restoration can be performed once every 12 hours.

Combat: Four physical attacks per melee (+1 fire blast when ablaze) or four by psionics, or two by magic.

Bonuses (in addition to attribute bonuses): +2 to initiative, +2 to dodge in flight, +20% to save vs coma/death, +2 to save vs all foreign chemicals (poisons, drugs, etc.).

Magic: The Phoenixi know all fire elemental spells, plus mystic portal, dimensional portal and close Rift.

Psionics: Telepathy, pyrokinesis, and all healing and physical psionics.

I.S.P.: 1D4×100 and gets ten points per each additional level of experience.

Skills: Basic and advanced math (+30%), astronomy (+10%), land navigation (+20%), navigation (+20%), wilderness survival (+10%), intelligence (+10%), reads and speaks Dragonese (+20%), speaks Gobblely (20%), hand to hand: expert, plus select three W.P.s, select four scholar, technical/noble skills and two communications & performing art or rogue/thief skills, along with five secondary skills and one additional language. Use the psi-mystic/warlock experience table. Average NPC experience: 1D4+3.

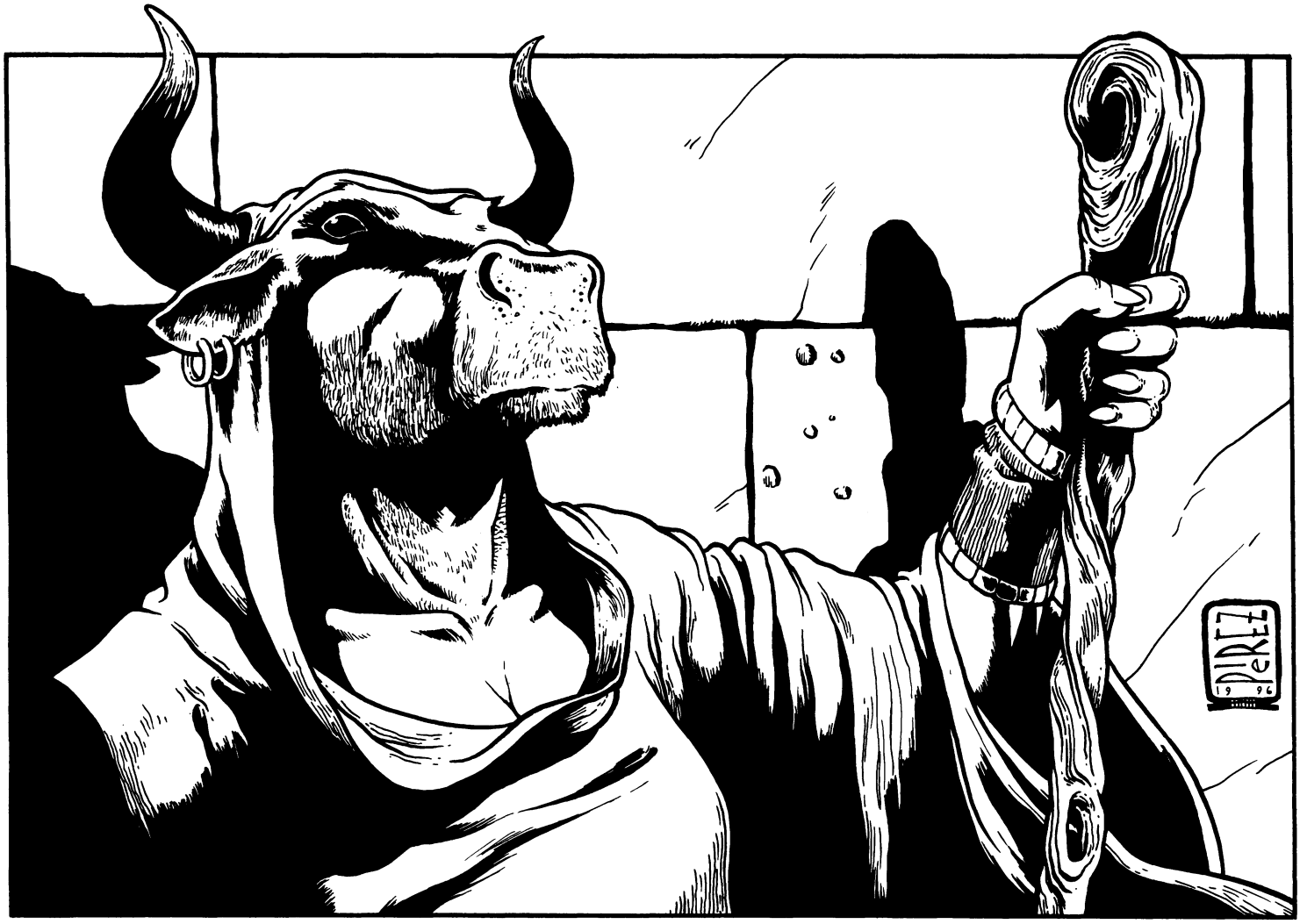
Average Life Span: 900 years.

Habitat: Prefer forests, wildernesses and places where they can fly and enjoy nature. On the Ma'ip realm, they choose to live in privacy, and have settled in very remote areas.

Technology: Most Phoenixi have little interest or use for technology.

Note: No Phoenixi, even the worst renegade, will ever directly oppose or harm Bennu. With the Game Master's permission, Phoenixi can be available as an Optional R.C.C.

Rifts® Note: Mega-damage creatures on Rifts Earth with 1D6×10 M.D.C. plus their fire does mega-damage too.



Apis the Sacred Cow

Apis is the symbol of restoration, growth and fertility. She is the patroness of druids, healers and clergy. She is very empathic in nature and communicates through empathy and telepathy. Apis is fond of mortals and often assists them during times of trouble. She is extremely compassionate and motherly, especially toward children, the elderly and the sick.

Real Name: Apis
Alignment: Scrupulous good
Size: 18 feet (5.5 meters) tall.

Description: She appears as a large, cow-headed woman in a flowing white gown, with a gentle disposition. She also frequently disguises herself as a hoofed animal.

Attributes: I.Q.: 15, M.E.: 25, M.A.: 20, P.S.: 36, P.P.: 21, P.E.: 25, P.B.: 18, Spd.: 77 (53 mph/85 km) running.

Natural A.R.: 11

Hit points: 4700

S.D.C.: 6,400

P.P.E.: 1,600

Horror/Awe Factor: 15

Experience Levels: 15th level earth Warlock and 13th level Psi-Healer.

Natural abilities: Astral travel at will, keen vision, nightvision 200 feet (61 m), see the invisible, knows all languages, teleport 90%, dimensional teleport 50%, metamorphosis: animal (usually a hoofed animal), and metamorphosis: humanoid. Bio-regeneration (1D4×100 points of damage per minute and can regrow a new limb within 48 hours).

Deific Powers: Apis has the full range of power over her followers, and can perform all prototypical deific powers at regular cost.

Priest/Healing Powers: Exorcism 81%, turn dead 44% (affecting 1D6×10 dead at a time), remove curse 74%, healing touch (restores 4D6 S.D.C or hit points and can be performed twice per melee round).

Magic Powers: All earth elemental spell levels, and all 1st through 3rd air and water elemental spells. Opponents must roll a 15 or higher to save vs any of Isis' magic.

Make magic herbs and potions (Special). Apis can make numerous magic herbs, teas or potions, and may also share some of that knowledge with her followers.

Psionic Powers: 1,700 I.S.P. All Psionic Healing and Sensitive abilities, plus group mind block, and mind block auto-defense.

Skills of Note: Basic math, astronomy, land navigation, herbology, cook, swim, pilot sail and row boats, horsemanship: knight, and all Medical and Wilderness skills, all at 98%.

Attacks Per Melee Round: Six physical or psionic, or two by magic.

Special Bonuses (in addition to attribute bonuses): +2 on initiative, +2 to strike, +4 to parry and dodge, +3 to pull punch, +5 to save vs horror factor, +2 on all other saving throws, and is 80% to evoke feelings of intimidation or trust and 65% to charm or impress.

Favorite Weapons: Apis can use just about any type of weapon, but she prefers blunt weapons. Tends to rely on her natural, psionic, and magic powers.

Armor: None.

Alliances & Allies: She is more interested in mortals than in her fellow gods. While she has a good relationship with the others in the Pantheon of Ra, she has her own viewpoints and opinions.

Enemies: She is the enemy of Set, Anubis, Apepi, the jinn and all unnatural and destructive forces.

Vulnerabilities and Weaknesses: Rune magic and magic fire inflict double damage.

Motherly. Kind and compassionate, she is more interested in helping those in need than in avenging wrongs (a trait that most gods lack).

Technology: Apis feels that technology is inherently wrong and destructive to nature. She will never use it, preferring to rely on her own formidable abilities and magic.

Minions: None.

Rifts® Earth: An abhorrent place that she would find deeply disturbing. However, her heart would go out to the innocents who are victimized. M.D.C.: 9,000.

Pantheon of Taut

The Gods of Darkness

Set, Lord of Darkness
Anubis, Lord of the dead
Apepi the Immortal
Amon the Hidden One
Anhur, the slayer of enemies
Ammit the Beast
Bes the Depraved

Set, Lord of Darkness

In my dream I found myself walking the streets of a dark city, surrounded by throngs of shadowy folk, some of whom I knew to be dead, and others as alive as gods. There was a great palace, and a wolf-headed figure was looking down, but I knew that I should not stare, so I looked back down, and around me.

At every doorway I was welcomed and given a glimpse inside, and each glimpse revealed some delight, including treasures, women, halls of sport or gambling, or entertainments. Then a woman beckoned, and I looked inside at the most fabulous banquet I had ever seen. As I smelled succulent meat, I looked past the smiling maids, and saw that in the center of the room there was a great fire, over which there was a man, bound and turning on a spit. I suddenly glimpsed his face, the face of my employer, the face of the man I hated most in all the world, screaming in pain and terror.

I awoke.

— Stories of Neter-Khertet, Sermons of Set, The Book of Ma'at

In the underworld realm of *Neter-Khertet*, Set lives in a towering palace, overlooking the City of Neter-Zher. When his followers dream, they often find themselves in Neter-Zher, walking its streets, tasting its strange and twisted pleasures, and finding (just before waking) an open doorway leading to their most twisted fantasies.

Constantly interfering in the affairs of mortals of the Palladium World, Set is an active force of evil who uses the weaknesses of lesser beings. With his treacherous tongue he will egg mortals into doing stupid, cruel or murderous deeds. He will appeal to anger, hatred and sorrow, in an attempt to inflame violence and vengeful deeds, spurring those who are enraged to extremes of murder and atrocities. Then, of course, Set will point at the crime he himself encouraged, and criticize mortals for their evil, describing them as unfit and vile, and telling the other gods that the Palladium World deserves no mercy.

Set is considered the ultimate god of evil, darkness and the sworn enemy of gods and men. He symbolizes destruction, deceit, and betrayal. It was Set who committed the great crime that changed Ma'ip forever. Before, the land of the sun, and the land of the underworld, were simply two sides of the same coin, and both were righteous. No longer. Set destroyed the balance and the peace.

Set killed his brother Osiris and then rendered the corpse into fourteen pieces, and scattered those pieces across the world. Working some dark magic, The Lawgiver cannot be resurrected unless all the magical body parts are gathered in one place, something Set makes certain never happens. The murder of his brother has also made him the patron of fratricide (those who would kill one's brother).

Set and members of his pantheon, Anubis, Bes, Apepi, Amon, Anhur, and Ammit, along with their demonic allies, actively engage in battle with the Gods of Light. He mingles freely with demons, evil supernatural beings, and all those who are at once profane and powerful.

Real Name: Set Typhon-Tanis
Alignment: Diabolic evil.
Size: 25 feet (7.6 meters) tall.

Description: Set appears as a giant humanoid with the head of a hyena, or sometimes the head of a wolf, the muzzle being pointed and the ears high and square. When in humanoid form, Set is pale-skinned, red-haired and green-eyed (an aberration among the dark complexions of the people of Ma'ip).

Attributes: I.Q.: 23, M.E.: 29, M.A.: 25, P.S.: 37, P.P.: 30, P.E.: 31, P.B.: 24, Spd.: 27 (18 1/2 mph, 29.7 km).

Natural A.R.: 12

Hit points: 10,150

S.D.C.: 8,850

P.P.E.: 6,900

Horror/Awe Factor: 17

Experience Levels: 25th level Wizard, 18th level Summoner, 12th level Warlock (fire and air), and 10th level Mind Mage.

Natural abilities: Astral travel at will, nightvision 200 feet (61 meters), see the invisible, turn invisible at will (no time limit), knows all languages, teleport 98%, dimensional teleport 92%, metamorphosis:

animal, metamorphosis: humanoid, metamorphosis: supernatural, impervious to heat, cold, and fire, and summon *any* sub-demons (3D6x10), lesser demons (4D6), or greater demons (2D4), from the realm of Hades. Bio-regenerates 1D6x100 points of damage per minute and can regrow a new limb overnight.

Deific Powers: Set has the full range of power over his followers, and can perform all prototypical deific powers at regular cost, as well as the following special powers:

Control Weather: Local: This deific power costs Set, as a god of thunder and storm, only 100 P.P.E.

Deific Resurrection: Cost to Set is one-third normal.

Death Sprite (Special): A form of powerful destructive energy, imbued with a minimal intelligence, but also filled with hate. The so-called sprite attacks whoever and whatever is closest to it (always appears in front of Set and goes off in a fury in whatever direction he points to). The sprite attacks at the savage rate of 10 attacks per melee round, doing 2D6 damage per each strike to living things, and triple damage to supernatural or deific entities. However, they don't know the difference between animate and inanimate objects, so if, for example, a chair is closer than a warrior, it will attack the chair (against inanimate objects they only do half damage). After four melee rounds (one minute) the Death Sprite will burn itself away in furious frustration, giving off 1D4x10 damage to all within a 20 foot (6 m) diameter. **Cost to Set:** 150 P.P.E. and Token Body Investment, for the first one, and 75 P.P.E. for each additional death sprite summoned at the same time (six maximum).

Whisper Evil Thought: Allows Set to whisper some evil idea into the heads of a multitude of mortals. For example, "Changelings! There are evil changelings nearby. Kill them, before they kill you." and similar. Delivered not just to Set's worshippers, but to any mortals he desires. The range can be a village, a region, a city, or an entire nation. While Set can't specify, for example, that only Elves will hear the message, he can speak it just in the Elven tongue, so others will not understand (he can also speak it deifically, so that all will understand). It is important to note that this is just an evil *thought* it is not a hypnotic suggestion nor a charm, so it does *not* compel the person to act on it; the thought is just there for a moment. Whether a character responds to it is up to his/her alignment and state of mind. **Cost to Set:** 15 P.P.E.

Priest/Healing Powers: Exorcism 80%, turn dead 90% (affecting 3D6x100 dead at a time), animate/control 2D6x100 dead 97%, healing touch (restores 3D6 S.D.C or hit points and can be used without limit).

Magic Powers: All Wizard spells, including Spells of Legend, as well as all fire and air elemental spells. Set also knows all symbols, wards, curses, circles of protection and summoning, plus the power circles: domination, command, force, pain and teleport. Note: Opponents must roll an 18 or higher to save vs magic.

Psionic Powers: 2,950 I.S.P., with all physical and sensitive abilities, plus pyrokinesis, psi-sword, P.P.E. shield, and mind block auto-defense. 10th level proficiency.

Skills of Note: Basic and advanced math, navigation, intelligence, surveillance, interrogation, escape artist, disguise, all lores, and horsemanship: knight, all at 98%. Plus all Rogue skills at 75%.

Attacks Per Melee Round: Eight physical or psionic, or four magic.

Special Bonuses (in addition to attribute bonuses): +4 on initiative, +3 to strike, +1 to parry and dodge, triple damage from behind (back stabbing), +6 to save vs psionic attack, impervious to possession and all forms of mind control, impervious to horror factor, and +2 on all saving throws.

Favorite Weapons: Set seldom uses any weapons other than his personal rune weapons, preferring to use his magic, psionics, and supernatural abilities.

1. The Black Rod of the Four Winds: A greatest rune weapon, indestructible, shaped as an ebony rod, topped by the symbol of the Ankh, it is Set's symbol of rank and authority. When parted from his staff, Set can summon it back to him no matter where it is, even from other dimensions — it teleports to him.

The rod has an I.Q. of 15, is diabolic, and keeps in constant telepathic contact with Set. If any creature of good alignment touches it, the staff inflicts 1D6x100 points of damage, and will continue to do so each melee it is held.

Spell Magic: It can cast each spell as often as six times each, per 24 hour period. Call lightning, wind rush, summon storm, fear, extinguish fires, and *create supernatural darkness.* Spell strength of the rod is equal to a 15th level sorcerer. The supernatural darkness created by the



sword will extend 1,000 feet/305 meters in radius, is unnatural and frightening, with a Horror Factor of 10. Those with normal, human vision cannot see through the darkness while those with superior vision, nightvision and/or optical enhancement systems can only see 25% of their normal range. Duration of the darkness is up to Set and can last as long as 8 hours. Damage: In combat the rod does 3D4x10 damage, double damage against demons and deevils.

2. The Impaler: A great rune sword, also in a telepathic link with Set, it is diabolic as well, and has an I.Q. of 9. Indestructible, and black in color, if any creature of good alignment touches it, it inflicts 6D6 points of damage (3D6x10 to supernatural creatures or other gods), and will continue to do so each melee it is held.

In combat it inflicts 1D6x10 damage, but it will also attempt to drink the souls of those it impales (A Soul Drinker, see **Palladium Fantasy RPG, 2nd Edition**, page 252).

The Impaler's most unusual features are the four appendages that resemble spiked fingers. These can be used by the wielder to spike victims, or can be shot out from the weapon, with +2 to strike, to impale an opponent (firing at one or two per melee round). Damage from the spikes is 1D4x10 each.

The weapon can also become animated (Spd. 12), using the finger-like spikes to crawl along the floor and up walls like a spider (climb skill is 80%). It can hop, run or drop from a height to impale an opponent. Likewise, it can grab, hold and carry small items. On its own the sword can do two combat, or four non-combat actions per melee round.

Armor: Black and silver chain and plate, A.R. 19, S.D.C. 3,000.

Alliances & Allies: Set is on reasonably good terms with many of the other Gods of Darkness, and he often helps by offering suggestions and observations. He is closest to Anubis, Bes and Apepi (the latter two are often at his side), and he thinks of Anubis as his son and trusted ally. For many years he has been conspiring with Andras, Marquis of Hades, working on a long-term plan to depose Modeus (although he often socializes with Modeus, and *pretends* a great friendship). Set is extremely social and politically minded, with many unlikely and terrible liaisons. He also has regular dealings with Vald-Tegor, the Lord of the Undead.

Enemies: All the Gods of Light.

Vulnerabilities: Holy weapons, weapons made from silver and some rune weapons, cause double damage.

Vexation. Set does not do well in the face of delay and even worse in the face of failure. He will strike out, and if he cannot harm his enemies, he will harm the friends or worshippers of his enemies.

Technology: Although not personally partial to high-tech weaponry and equipment, Set realizes the potential for destruction of these devices and has encouraged his followers in their use.

Rifts® Earth: Set has agreed to help the Gargoyle Empire of Europe in their battle against Triax and the New German Republic. Through his main disciple in Egypt, Pharaoh Rama-Set, and his influence with Lord Splynncryth, Set has provided the gargoyles (and others) with strategic information, suggestions, weapons (both magic and conventional) and supernatural allies and mercenaries. He finds this struggle extremely interesting and sees the battle, with his assistance, escalating to new levels of intensity.

Set and his pantheon are worshipped by the majority of the non-humans in the Phoenix Empire, all of whom will obey his commands without hesitation. Pharaoh Rama-Set is his most trusted and dedicated ally. In addition, Set is growing increasingly popular among the non-humans of the Mediterranean and among the Gargoyle Empire (he has even considered usurping the reins of power from this growing Empire and lead them to conquer the NGR and surrounding human strongholds). He has also made some recent acquaintances with individuals among the Federation of Magic. Becomes a mega-damage being on Rifts Earth with M.D.C.: 16,850.

Minions: Set has vast numbers of minions, both in Ma'ip, as well as on Hades. Typically, he can summon individual greater demons, such as Baal-Rogs or Raksasha, or modest numbers (2D6) of lesser demons (or 2D6+1 Tautons).

Gargoyles, Gargoyle Lords and Gargoyle Mages: One of the few gods who has a major presence among the Gargoyles', Set is worshipped in the far west of the Gargoyles northern continent (in the geographical equivalent of the Land of the Damned). The Gargoyles in the region do not follow any of the Demon Lords, and view Set as their primary deity. Set can summon them, in virtually any quantity, whenever he likes.

The Jinn: Among Set's favorite minions are the Jinn, also from Hades. He can summon them at any time (2D4 in number), to be used in combat, as servants, or to deliver messages. Another thing that Set likes to do is send Jinn to those mortals that he most wants to corrupt. Arranging for the Jinn to be "released" (actually, it's all a set-up), he delights in seeing how the prospect of a wish will create greed and avarice. Even better, since the Jinn are experts at corrupting the intentions of a wish, Set enjoys the disappointment and frustration that result. See the Fantasy RPG, 2nd Edition, for more detail on the Jinn.

Tautons: The ancient enemy of the Ramen are the Tautons (pronounced "taw-tuns"). They are a race of powerful, giant humanoids with crocodile-like heads and scorpion-like tails. While they have fought fiercely to eliminate their hated rivals, the Ramen, their reckless combat was destined for failure.

Tautons R.C.C.

Set has allowed the Tautons to believe that they have lost his favor. This has worked wonderfully well (from Set's point of view), since it has made them bitter and more cruel than ever. When they are occasionally called upon, especially for combat, these brutal creatures feel they have something to prove and fight like relentless madmen. They are merciless and cruel in the extreme, especially toward the Ramen, Priests of Light, and all Gods of Light whom they feel are responsible for their fate.

The depths of hatred that brews within the Tautons borders on obsession. They crave to destroy their most hated of enemies as well as any gods who dare to stand with their enemies. Consequently, they will gladly work with any dark force and plot to draw the Ramen and the Gods of Light into battle. Once the forces of good are embroiled in the conflict, the Tautons will strike at them from the shadows, using hit and run tactics. Set and the other dark gods will find their initiative amusing and allow the Tautons a free hand in pursuing their enemies. **Note:** As odd as it may seem, the crocodile god, Sebek, will have nothing to do with these creatures. Tautons is pronounced: taw-tuns.

Alignment: Mainly diabolic, miscreant evil, or anarchist. While there are a few unprincipled and good tautons, they are considered aberrations and outcasts by the others.

Attributes: The number of six-sided dice rolled is as designated. I.Q. 3D6, M.E. 3D6, M.A. 3D6, P.S. 6D6+6, P.P. 4D6, P.E. 5D6, P.B. 2D4, Spd. 6D6. Considered to be a supernatural being.

Size: 11 feet (3.35 m) tall.

Weight: 600 to 900 pounds (270 to 405 kg).

Natural A.R.: 15

Average Hit Points: 3D6x10, plus P.E. attribute number.

Average S.D.C.: 3D6x10 +100

Average P.P.E.: 1D4x100 and add 10 points per each additional level of experience.

Horror Factor: 12

R.C.C. Skills: Basic math (+10%), read and speak Dragonese (+20%), speak Gobblely and two other languages of choice (+20%), hand to hand: expert, prowl (+10%), track humanoids (+20%), track animals (+10%), intelligence (+10%), interrogation (+10%), wilderness survival (+20%), plus select two skills from each of the following categories: Espionage, Military, Physical, Rogue, all at +5%, and four W.P.s. Also select five secondary skills.

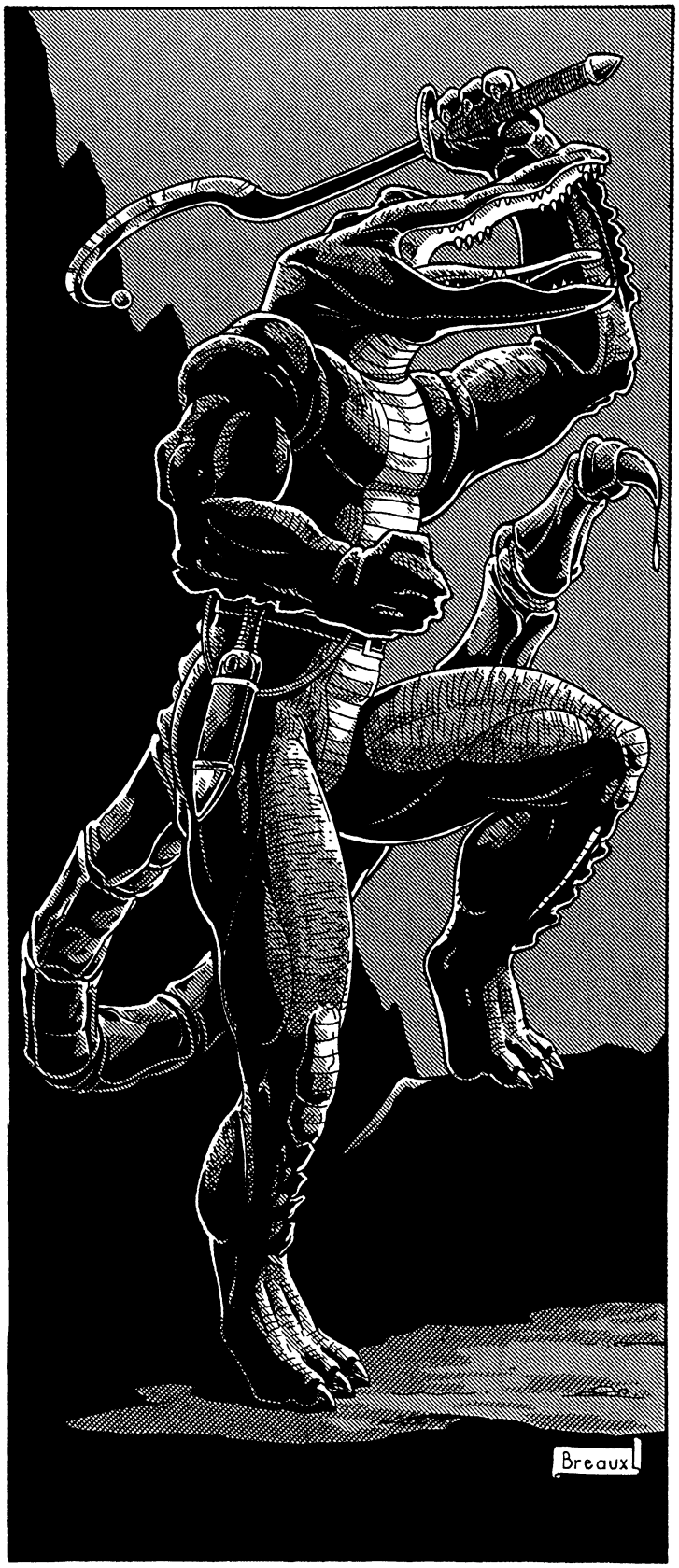
Natural Abilities: Nightvision 70 feet (21 m), see the invisible, resistant to heat, fire and cold (takes half damage), metamorphosis into

large poisonous snake, swim 98%, hold breath for 3D4 minutes, see well even in murky water, and heal twice as fast as humans.

O.C.C.s Available to Tautons: Effectively mercenary fighters.

Combat: Six physical attacks per melee or two by magic.

Stinging Scorpion Tail (Special): Adds one melee attack per round and inflicts 1D6x10 damage from the sting, as well as injecting poison venom into the victim. The poison causes 6D6 damage per melee round to supernatural or deific creatures, or 1D6x100 damage to humanoids and other mortals! The poison lasts in the system for 2D4 melee rounds, inflicting damage each melee. A successful save vs poison means the character suffers a mere 30% of the damage.



Bonuses (in addition to attribute bonuses): +3 to initiative, +1 on all saving throws, impervious to poisons and +2 to save vs drugs/poison, +8 to save vs horror factor.

Magic: All Tautons are knowledgeable in Wizard magic. Tautons begin with seven spells selected from levels 1-4. At second level, three more spells are selected. At levels four, seven, nine, twelve and fifteen, select three additional spells from levels 1-9.

Psionics: None

Average Life Span: 200+ years.

Habitat: Prefer arid land, deserts and forests with a body of water nearby, but may be found anywhere. A few thousand are located near the City of Set.

Technology: Tautons like all types of weapons, including those that use modern technology.

Note: With the Game Master's permission, Tautons can be available as an Optional R.C.C.

Rifts Note: A mega-damage creature on Rifts Earth with 1D4x100 M.D.C. and inflicts M.D. from physical combat.

Anubis

Lord of the Dead

We are Cynopolis. We are the City of the Dead. Living Emperors, so mighty in their Western Empire, are often worshipped as unto gods. In Cynopolis there are no gods, save Dark Anubis. When their funeral barge passes across the Sea of Scarlet Waters, they leave all godhood behind, whether as a worshipped, or as worshipper. In this place the Emperors, Pontiffs, and all the great ones of the world are at rest. We, known as the Jackals, the Priests of Anubis, are guardians of their glorious tombs, or of their humble graves. We are the keepers of the dead. We are the servants of Anubis. We are Cynopolis.

—The Chapter of the Dead, The Book of Ma'at

In his throne in Neter-Thah, the City of Anubis, in the underworld known as Neter-Khertet, Anubis sits in judgement of the souls of the dead. For millennia, Anubis has been known on the Palladium World, where he has always been a major deity, and where his funerary city, Cynopolis, the ancient burial place of emperors and kings, pontiffs and saints, has been a stronghold for his worshippers.

Anubis Lord of the Dead, is the symbol of death, transition, and the fear of the unknown. The son of Osiris and Nephthys, he played an instrumental part in his father's death at the hands of Set. As his reward, Anubis now sits at Set's left hand actively opposing the Gods of Light.

Cold-hearted, cunning and ruthless when opposed, Anubis is also calculating in victory. He is said to be eternally loyal to Set. Of course, there was a time when he was said to be eternally loyal to Osiris.

Real Name: Anupi
Alignment: Aberrant evil
Size: 20 feet (6 meters) tall

Description: A jackal-headed humanoid with a muscular human body.

Attributes: I.Q.: 20, M.E.: 24, M.A.: 22, P.S.: 40, P.P.: 22, P.E.: 25, P.B.: 10, Spd.: 44 (30 mph/48 km).

Natural A.R.: 12

Hit points: 8,900

S.D.C.: 7,300

P.P.E.: 3,800

Horror/Awe Factor: 17


Breaux

Experience Level: 20th level Summoner, 15th level Necromancer and 8th level Diabolist.

Natural abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will (no time limit), knows all languages, teleport 96%, dimensional teleport 86%, metamorphosis into an animal or humanoid, metamorphosis: supernatural, resistant to heat, cold, and fire (all do half damage), and summon/command 3D4 Alu demons. Bio-regeneration of 3D6x10 points of damage per minute and can regrow a new limb overnight.

Deific Powers: Anubis has the full range of power over his followers, and can perform all prototypical deific powers at regular cost, as well as the following special powers:

Pall of the Dead: Invoked against an area, whether it be a room, a building, a village, or a nation, this power creates a creeping darkness, accompanied by a grayish fog, that weakens the light of the sun, and increases the level of fear of all who lay within (-4 on all saves vs horror factor). Light, unless it is magical in origin, cannot relieve the gloom. Vampires and other undead will find such a place perfectly comfortable. **Cost to Anubis:** 520 P.P.E. for the first day, and 30 P.P.E. for each additional day.

Parcel of Mystery (Special): Brings into being, anywhere within the sight of Anubis, or of any follower, a small parcel, wrapped in plain paper and tied with ordinary string. If Anubis likes, he may also bring into being a note or label with whatever message he might like to impart (an address, "do not open until the feast of the dead," etc.). Those who can sense magic, or P.P.E., will detect a very large source of power within the parcel, something equivalent to a greater rune weapon, or more than 200 P.P.E. As long as the package is not tampered with, it may persist indefinitely. However, when the string is cut or untied, or if any of the paper is torn, then the package will instantly open, releasing its deadly contents of destructive energy on the opener. The victim takes several kinds of damage simultaneously! First, the energy reduces hit points and S.D.C. by half, the character suffers a phobia (roll or pick mysterious packages), then the package itself dissolves into a deadly brew of contact poisons, which do 3D6 points of damage every round until it is washed off with holy water. Saving throw is 16 or better (half damage and no phobia). **Cost to Anubis:** 300 P.P.E.

Priest/Healing Powers: Exorcism 95%, turn dead 98% (affecting 4D6x100 dead at a time), animate/control 2D6x100 dead 97%, healing touch (restores 3D6 S.D.C or hit points and can used without limit).

Magic Powers: All Necromancy spells and abilities, all Wizard spells, and all Spells of Legend. All powers of the Diabolist.

Psionic Powers: 1,450 I.S.P., has all Physical Psionic abilities, plus telepathy, object read, presence sense, hydrokinesis, mind bolt, psi-shield, psi-swords, and mind block auto-defense.

Skills of Note: Basic and advanced math, sign language, public speaking, holistic medicine, brewing, some knowledge of alchemy, skin & prepare animal hides, preserve food, cook, dance, intelligence, land navigation, wilderness survival, swim, and horsemanship: knight, and all Rogue skills at 98%.

Attacks Per Melee Round: Seven physical or psionic, or three magic.

Special Bonuses (in addition to attribute bonuses): +5 on initiative, +3 to strike, parry and dodge, +5 to pull punch, +3 to roll with impact, triple damage from behind (back stabbing), +8 to save vs all types of magic, impervious to horror factor, and +2 on all other saving throws.

Favorite Weapons: Can use any type of weapon but prefers to use the Sword of Anubis, magic, psionics, or his supernatural abilities.

The Sword of Anubis: A greatest rune sword, grey and indestructible, that inflicts incredible amounts of damage and drinks the blood of those who fall prey to it. It is diabolic, I.Q. 14, and in telepathic link with Anubis. If any creature of good alignment touches it, the sword inflicts 1D4x100 points of damage, and will continue to do so each melee it is held. It can cast the following spells as often as six times each, per day: Circle of flame, fire ball, agony, blind, mute, and negate magic. Spell strength is equal to a 10th level sorcerer.

In combat, the sword does 2D4x10 damage to mortals and 2D4x100 to supernatural creatures and gods, as well as drinking both the souls and blood of its victims.

Armor: Blue chain and plate, A.R. 18, S.D.C. 2,000.

Alliances & Allies: Anubis has many of the same acquaintances and connections as Set, but is on much less favorable terms with them. Of those within his Pantheon, he is closest to Set and Bes. He is also on friendly terms with Vald-Tegor, Lord of the Undead, and speaks with him frequently about philosophical matters relating to Necromancy and vampires. Another god who interests Anubis is Pith, the Snake God of the Southern Pantheon, if only because that religion seems to be on the verge of a total breakdown.

Most secret of all his dealings are those with Charun, the Demon Lord of Hades. What these two may be cooking up remains, for the moment, unknown.

Enemies: Anubus prefers to have only one kind of enemy, those who are dead. Until then, everything is open to negotiation.

Vulnerabilities and Weaknesses: Holy weapons, weapons made from silver, and some rune weapons cause double damage.

Arrogant. Anubis is cunning, but one of his downfalls is underestimating lesser beings such as the mortals of the Palladium World.

Technology: Anubis generally ranges from indifferent (at best) to suspicious (at worst) regarding technology.

Rifts® Earth: Anubis has heard all about the place from Set, but finds no reason to go there. M.D.C.: 17,450.

Minions: His favorite pawns include Banshees, Grave Ghouls, Nightmares, Hell Hounds, Magots and Worms of Taut. His favorite associates include Dimensional Ghouls, Spider Demons, and Night Owls.

Mummies: Anubis has many different kinds of Mummies, some with quite extraordinary powers. He can summon as many as he likes, according to their abilities, or simply in quantity (up to 500).

Alu Demons: As part of his arrangement with Charun, Demon Lord, he has the service of a great number of Alu the Demons. He can summon 3D4 of them at any time, without limit.

Apepi the Immortal

The Dragon God of Taut

Apepi is the personification of evil and serves only Set. It is forever indebted to the Lord of Darkness, because he saved the serpent monster from near death and restored him to health. The vile serpent then agreed to a pact of lifelong servitude in exchange for *immortality*! This was accomplished by drinking a legendary magic potion (most practitioners swear that such a potion is the fabrication of myth and has never existed — legend has it that Set has two more vials of the potion). If the potion is mere fiction, then there is no explanation for Apepi's supernatural powers of restoration, regeneration and rebirth. Only the legendary Phoenix (and the ancient deity known as the Juggernaut) possesses a similar power.

Again, according to legend, the magic potion that has given the serpent immortality has also driven it insane, and that the curse has prevented Set from drinking one of the potions himself.

Apepi is a vicious and vindictive winged serpent, a previously unknown species of dragon who enjoys torturing and killing more than anything. His immortality has made the monster incredibly arrogant and reckless to begin with, take ever more ridiculous chances and risks, killing himself off again and again.

Apepi remembers every being who has ever caused any of his temporary deaths and seeks revenge whenever it is possible. The creature

has also learned to enjoy pain and will frequently allow itself to suffer indescribable agony to illustrate that it can endure anything! Apepi is completely loyal to Set, obeys the letter of his instructions and will fight to the death to protect him. If Set should ever be slain, Apepi believes that he will spend all eternity, if necessary, to find and slay those responsible. Actually, it is Set who controls this monster's insatiable blood lust, keeping him from even worse abuses. If Set dies, then Apepi will be released into the Megaverse® to engage in an endless campaign of death and destruction.

It is interesting to note that Apepi has little loyalty to any of the other gods, and even dislikes Anubis. The only god that Apepi considers to be a friend, other than Set, is Bes. Strangely, the monster respects and likes Thoth.

Real Name: Apepi Apophis, aka. Apepi the Indestructible and the Immortal One.

Alignment: Diabolic evil

Size: 30 feet (9 meters) long and 12 feet (3.6 meters) tall

Description: A winged serpent with large wings, two arms, razor sharp claws and a slashing tail.

Attributes: I.Q.: 11, M.E.: 14, M.A.: 19, P.S.: 58, P.P.: 29, P.E.: 24, P.B.: 5, Spd.: 44 (30 mph/48 km).

Natural A.R.: 17

Hit points: 6,500

S.D.C.: 5,000

P.P.E.: 1,200

Horror/Awe Factor: 17

Experience Levels: 13th level Wizard and 8th level Warlock.

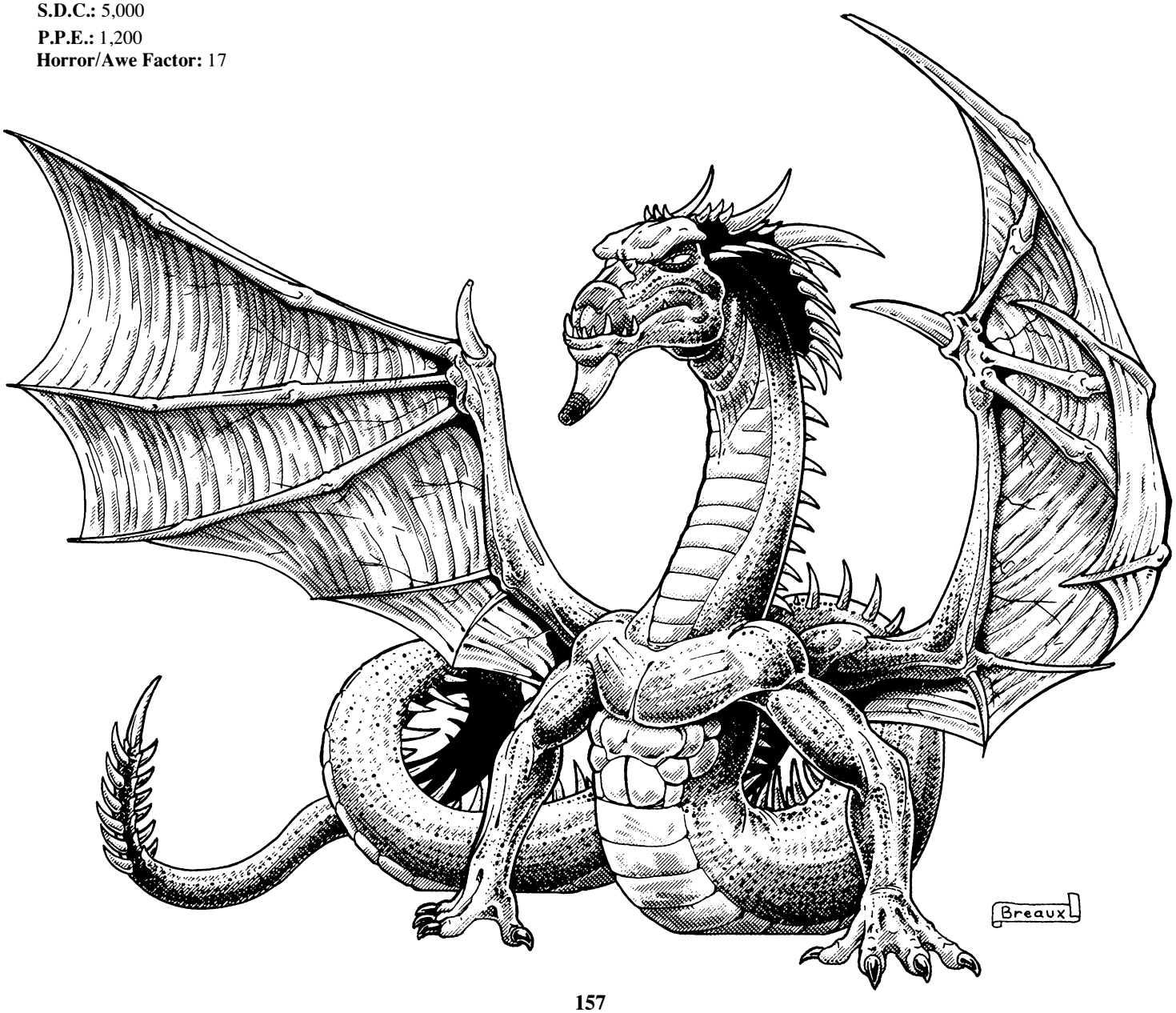
Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will (no time limit), knows all languages, teleport 89%, dimensional teleport 31%, fly (spd 66: 45 mph/72 km), resistant to heat, cold, and fire (all do half damage). **Note:** Has all the powers and abilities of an elder dragon. His powers of bio-regeneration are phenomenal: 2D4x100 points of damage per minute, limbs are regenerated within 1D4x10 minutes.

Deific Powers: Apepi has the full range of power over his followers, and can perform all prototypical deific powers, but at *double* the standard cost, including the following:

Involuntary Immortality/Resurrection. Apepi's greatest power is that of self-healing, self-regeneration, and self-resurrection. No matter what happens to his body, whether it is scattered in pieces, or totally vaporized, Apepi can never die. Even after being blasted into atoms, he will still be magically reborn, and totally regenerated, reappearing in Ma'ip within 48 hours of his death. **Cost to Apepi:** Free. The power is innate, and is triggered automatically.

Priest/Healing Powers: Exorcism 18% and turn dead 57% (affecting 1D6x10 dead at a time).

Magic Powers: All air and water elemental spells, and all 1st through 6th level Wizard spells.



Psionic Powers: 480 I.S.P., and has all Physical Psionic abilities, plus empathy, telepathy, presence sense, sixth sense, electrokinesis, hydrokinesis, telekinesis (super) and mind bolt.

Skills of Note: Palming, pick lock and streetwise, all at 70%.

Attacks Per Melee Round: Eight physical.

Special Bonuses (in addition to attribute bonuses): +6 on initiative, +8 to strike, +10 to parry and dodge, +3 to save vs psionic attack, +6 to save vs all types of magic, and +6 to save vs poison and drugs.

Favorite Weapons: None! Prefers to use brute strength, magic, psionics, and his supernatural abilities.

Armor: None

Alliances & Allies: Apepi's true alliance lies only with Set. Bes and Thoth are the only other gods he considers to be his friends.

Enemies: He loathes Ra, The God of Light because he has died at Ra's hands many times. Apepi is also a sworn enemy of all Gods of Light and creatures of good alignment. Any enemy of Set is an enemy of Apepi.

Vulnerabilities and Weaknesses: Holy weapons, weapons made from silver, and some rune weapons inflict **triple** damage.

Technology & Notes: Apepi scorns the use of technology and will never use it.

Minions: None per se, but likes Tautons and the Worms of Taut.

Rifts® Earth: It holds no real interest for Apepi. M.D.C.: 10,000.

Apepi also likes Pharaoh Rama-Set and would gladly work with, help or defend him.

Amon the Hidden One

Oh, Amon, you know that I am deformed. You know that they mock me in the streets and in the taverns. I would hide, as you have hidden, Amon. I would have vengeance, as you have had vengeance. Give me strength, Amon. I give you offerings, for only you know my pain.

Death to my enemies, and to those who mock me, and all honor to Amon.

—The Chapter of the Dead, The Book of Ma'at

Amon the Hidden One symbolizes fear, horror, and discord. She is the patroness of bitterness, vengeance and all that is ugly. She is a friend of monsters and is one of the most popular gods among ugly non-humans.

According to some, Amon the Hidden One was once the most beautiful of the Gods of Light. She was consumed by jealously when her advances were publicly rebuffed by Osiris and she became a laughing stock among her fellow gods. In a fit of anger she betrayed Osiris to Set and Anubis. It was her treachery that led to a war among the Gods of Light and Darkness, and ultimately, the destruction of Osiris. In the ensuing conflict, she was accidentally disfigured by a powerful, but unstable combination of magic by Thoth. Her disfigurement is permanent and cannot be altered even by the gods. The trauma drove Amon mad.

There are those who would dispute this story. Some say that Amon disfigured herself in attempting to deal with some dark gods that could not be controlled. Others complain that all these stories seem to say that Amon's ugliness is her own fault, which is an evil thing to say, since her followers are usually ugly through no fault of their own. Still, no one can deny that Amon is now the most hideous of gods.

She believes that she is so hideous that she cannot walk among gods, men or even in the light of day. She hides among the dead and the monstrous, plotting her revenge against Thoth and the other gods of light. Her emotional and physical pain has made her incredibly cruel and evil. She loves to hurt and torment all attractive creatures of all races, but especially gods of light, angels, titans, elves, and dragons. Her favorite tactic is to capture and disfigure characters and then let them live so that they may suffer as she has.

Clearly, Amon the Hidden One is a very bitter and twisted individual.

Real Name: Ammon-Ra

Alignment: Aberrant evil.

Size: 19 feet (5.9 meters) tall.

Description: She appears as a hag with a terribly disfigured face, looking as if it were melted wax. All of her skin is blotchy and covered with boils and sores.

Attributes: I.Q.: 19, M.E.: 11, M.A.: 20, P.S.: 30, P.P.: 23, P.E.: 25, P.B.: 2, Spd.: 44 (30 mph/48 km) running.

Natural A.R.: 8

Hit points: 7,400

S.D.C.: 7,500

P.P.E.: 1,900

Horror/Awe Factor: 19

Experience Level: 17th level Warlock (fire) and 15th level Diabolist.

Natural abilities: Fly (spd. 88: 60 mph/96 km), nightvision 200 feet (61 m), see the invisible, turn invisible at will (no time limit), knows all languages, teleport 91%, dimensional teleport 47%, impervious to heat and fire, and summon 1D6x100 rodents (mice, rats or bats). Bio-regeneration of 1D4x100 points of damage per minute and can regrow a new limb overnight.

Deific Powers: Amon has the full range of power over her followers, and can perform all prototypical deific powers at regular cost, as well as the following special power:

Deific Self-Loathing: Amon can expel (vomit) a destructive flame once per melee round as an additional attack. The damage from this god-like flame is 1D4x10, and she can spit it up to 100 feet (30.5 m) with great accuracy (+3 to strike, but no other bonuses apply). **Cost to Amon:** Zero.

Priest/Healing Powers: Exorcism 86%, turn dead 92% (affecting 1D4x100 dead at a time), animate/control 4D4 dead 92%, healing touch (restores 3D6 S.D.C or hit points and can used without limit), and resurrection 44%.

Magic Powers: All fire elemental spells, and all 1st through 5th level air and earth elemental spells. Also knows runes, wards and circles.

Psionic Powers: 1,250 I.S.P., has all Psychic Sensitive abilities, plus Bio-Manipulation, Empathic Transmission, Hypnotic Suggestion, and Pyrokinesis.

Skills of Note: Basic and advanced math, cook, dance, sing, play the flute (very macabre and eerie tunes), intelligence, navigation, wilderness survival, swim, and horsemanship: knight, all at 98%, plus disguise, escape, pick locks, locate secret compartments, interrogation, use poison, and all Medical skills at 78%.

Attacks Per Melee Round: Seven physical or psionic, or two by magic.

Special Bonuses (in addition to attribute bonuses): +4 on initiative, +3 to strike, +2 to parry and dodge, triple damage from behind (back stabbing), +6 to save vs horror factor, +2 on all other saving throws.

Favorite Weapons: Amon The Hidden One will use any type of magic weapon.

1. Blood Fellow: An indestructible, dark red, lesser rune dagger that Amon uses for torture. It is always at her side. It has an I.Q. of 16, a telepathic link with its master, and is diabolic. If any creature of good alignment touches it, the dagger inflicts 2D6 S.D.C. (or 3D6 M.D. to mega-damage beings) points of damage, and will continue to do so each melee it is held.

This nasty weapon can vary the amount of damage it inflicts in increments of 1D6 up to a maximum of 5D6 damage to mortal beings, and then it can pour on the power, and do from 1D6x10 to 5D6x10 to

supernatural or magical beings. The blade is not only a drinker of souls but also drinks the blood of its victims.

2. The Enslaver: A magical device that looks more like a stylistic statue of an insect than a weapon. It can activate any of the following spells or psionic abilities. Can cast any spells as often as three times each, per 24 hours: Trance, compulsion, dominance, fear, and mask of deceit. Psionic powers of the weapon include 220 I.S.P. and it can perform empathy, telepathy, sense evil, sense magic, see the invisible, sixth sense, bio-manipulation, empathic transmission, hypnotic suggestion, mentally possess others, mind bolt, mind bond, mind wipe, mind block auto-defense, psi-shield and psi-sword.

Armor: None

Vulnerabilities and Weaknesses: Holy weapons, weapons made from silver, and some rune weapons cause double damage.

Technology: Amon considers all technology to be an abomination and will destroy it whenever possible. Her followers are forbidden to use anything high-tech under pain of severe punishment.

Alliances & Allies: The Hidden One tends to keep to herself and follows her own agenda. However, from time to time she will be drawn into the affairs of gods, especially when it involves hurting the Gods of Light or handsome creatures. Her favorite among the gods is Anhur. Her only friend is the Demon Lord Mantus, King of the Dead, whose forlorn misery strikes a chord in her. She has also visited, from time to time, with Tark, the Spider God.

Enemies: She resents Set and Anubis because she holds them responsible for her fate. While she has caused the two some trouble and often defies them, she has never tried to physically hurt them.

Minions: Amon has created an army of deformed and monstrous minions. She can also use her magic and dimensional travel power to visit other dimensions and elicit, connive, or force help from other supernatural beings. Her favorite supernatural pawns include elementals and gorgons.

Rifts® Earth: Hating technology, this is a place that she finds repulsive. M.D.C.: 11,473.

Anhur

The Slayer of Enemies

Anhur is the master warrior of the Pantheon of Taut. An excellent strategist, a master of all weapons, and skilled in the martial arts, the lion-headed god also has the strength and courage of a lion and loves physical contests. He serves Set as a military advisor, commander in chief and assassin, hence his nickname, the "Slayer of Enemies."

For the most part, Anhur is a free agent who does as he pleases. He is respected by the Gods of Light, who understand that Anhur acts as he does out of loyalty, and that he has a certain nobility of character. This respect allows him to associate freely with many races, human and inhuman, good and evil.

The warrior god has his own code of ethics and shows respect and courtesy to warriors who exhibit great courage, nobility and honor. These individuals he treats with mercy, respect, compassion and even friendship. Cowards, back stabbers and those without honor are viewed with contempt and suffer his wrath, abuse and torture. To those who worship the Gods of Taut, Anhur is the symbol of cunning, ambition, strength of will, and magic. He is the patron of mercenaries, assassins, and Diabolists.

Real Name: Anher Thinis, aka The Slayer of Enemies.
Alignment: Aberrant evil.
Size: 18 feet (5.5 meters) tall.

Description: Appears as a giant, bronze-skinned humanoid with the head of an African lion.

Attributes: I.Q.: 22, M.E.: 24, M.A.: 24, P.S.: 51, P.P.: 28, P.E.: 30, P.B.: 20, Spd.: 88 (60 mph/96.5 km).

Natural A.R.: 13

Hit points: 5,470

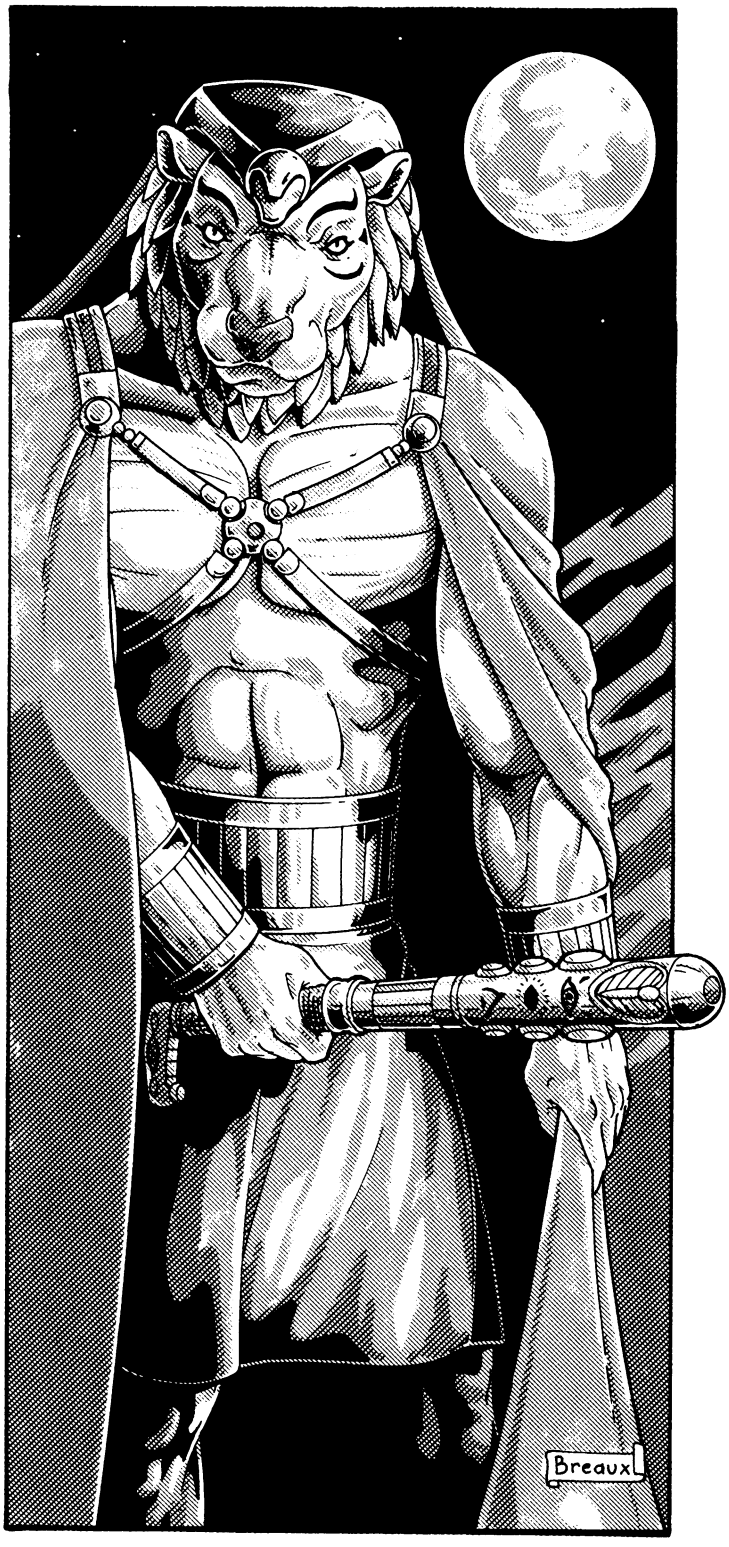
S.D.C.: 6,200

P.P.E.: 1,250

Horror/Awe Factor: 16

Experience Levels: 15th level knight, 9th level Diabolist, and 4th level Long Bowman.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will (no time limit), knows all languages, teleport 94%,



dimensional teleport 53%, fly (75 mph/120 km), never fatigues, seldom sleeps, is always alert, and can bio-regenerate 5D6x10 points of damage per minute and is able to regrow a new limb overnight.

Deific Powers: Anhur has the full range of power over his followers and can perform all prototypical deific powers at regular cost.

Priest/Healing Powers: Exorcism 61%, turn dead 69% (affecting 3D6x10 dead at a time), remove curse 64%, remove deific curse 34%, resurrection 33%, and healing touch (restores 3D6 S.D.C or hit points and can be used without limit).

Magic Powers: Knows the Wizard spells, dispel magic barrier, negate magic, metamorphosis: human, speed of the snail, circles of protection, wards, mystic portal, anti-magic cloud, close Rift, dimensional portal and teleport: superior. Diabolist knowledge is limited to magic symbols, reading runes, and basic knowledge about wards. Anhur rarely makes or uses wards, instead he concentrates on magic circles: he knows half of the power circles and all protection circles, but none of the summoning circles.

Psionic Powers: None.

Skills of Note: All Weapon Proficiencies (W.P.) and all Military skills at 98%, plus track humanoids, escape artist, climb, swim, juggling, dance, intelligence, and all wilderness skills at 87%.

Attacks Per Melee Round: Ten physical or two via magic.

Special Bonuses (in addition to attribute bonuses): +7 on initiative, +2 to strike in hand to hand, +4 to strike using any bow weapon, +5 to parry and dodge, +9 to pull punch, +10 to save vs horror factor, +2 on all other saving throws, 80% to evoke feelings of intimidation or trust, and 50% to charm and impress.

Favorite Weapons: Expert in all weapons. He also relies on his magic, and supernatural abilities.

The Scepter of Bedevilment: An indestructible Greatest Rune Weapon. This black mace-like rod with twin dragon heads and tiny wings is one of Anhur's most powerful and prized weapons, and in constant telepathic link. It has an I.Q. of 9, and an aberrant alignment, so it will inflict 1D4x10 points of damage on any creature of good alignment who touches it, continuing every melee round until released. When parted from the scepter, Anhur can summon it back to him no matter where it is, even from other dimensions —it teleports to him.

In combat the scepter inflicts 2D4x10 damage, but it can also hover, fly, and attack with a will of its own (3 attacks per melee round, +4 to strike and parry, and +2 on initiative).

Armor: Golden plate armor, A.R. 17, S.D.C. 3000.

Alliances: Anhur pretty much does as he pleases. He is friends with several ancient dragons, including the Dragon God Styphon and the Dragon God Zandragal of the Dragonwright Pantheon. He also knows several powerful warriors and practitioners of magic including the Joker of Palladium.

Enemies: Anhur has many enemies throughout the Megaverse; too many to enumerate. They include the Gods of Light and Gods of Darkness not associated with the Nile gods.

Vulnerabilities and Weaknesses: Holy weapons, weapons made from silver, and some rune weapons inflict double damage. Magic cold also does double damage.

Technology: Having seen and used technological weapons, Anhur is very enthusiastic!

Minions: Anhur keeps armies the way another god might keep an armory. He collects warriors and officers, beasts and demons, from everywhere, and then organizes and equips them for battle. Their officers, often Demon Raksasha or Baal-Rogs, are always Anhur's trusted minions, and he can summon them at any time.

Ramen. Although the vast majority of the Ramen are the minions of Ra, Anhur has over 10,000 Ramen under his command. They are among his favorite minions.

Of those who follow Anhur, there is a belief that lion-headed Anhur, once a god of light and an ally of Ra's, is their progenitor. Many foster the hope that Anhur will someday return to the cause of good and lead his people. As a result, many Ramen respect Anhur (even those still with Ra), and many have come to Anhur's camp.

Anhur, who is noble in his own way, has repeatedly denied any kinship with the Ramen. However, despite his protests, the fact remains that on numerous occasions, Anhur has gone to great lengths, even opposing his allies, to protect or defend Ramen champions. Anhur's motivations under these circumstances was a matter of respect for courage, strength, nobility and honor in great warriors rather than any feeling of kinship.

Rifts® Note: Anhur's recent return to Earth is the first time he's been back in over 5000 years. He finds the conflict between the Gargoyle Empire of Europe against the human forces of Triax and the New German Republic intriguing. He is toying with the notion of secretly helping the humans, since Set and others are actively assisting the monster races. Anhur has always liked humans and admires their courageous spirit and lust for life. Besides, it might be fun playing a game of wit and strategy against Set and the others.

Anhur doesn't like Pharaoh Rama-Set and tries to have as little to do with him as possible. He is only an acquaintance of Lord Splynncryth and hasn't developed any feelings about him one way or the other, except that the Splugorth is cunning and would make a deadly foe. In regards to the Four Horsemen, Anhur's appreciation for the struggle of life makes them his natural enemies. It is possible that Anhur will join the fight against them but only late in the drama, after two or more have found each other — otherwise it is not a worthy challenge. Anhur is a mega-damage creature on Rifts Earth with 10,000 M.D.C.

Ammit the Beast

Ammit the Beast is a nightmare monster who assists and protects Anubis, slaying and devouring his enemies and eating the dead. Ammit is the patron of assassins and predators and the symbol of despair, lycanthropy and werebeasts. On the Palladium World, Ammit has very few worshippers and is known mostly because of his association with the Pantheon of Taut.

Real Name: Ammiti-nupi
Alignment: Miscreant evil
Size: 28 feet (8.5 meters) long, and 10 feet (3 meters) tall.

Description: Giant monster, with the head of a crocodile, the front quarters of a lion, and the hind quarters of a hippopotamus.

Attributes: I.Q.: 12, M.E.: 24, M.A.: 7, P.S.: 40, P.P.: 22, P.E.: 26, P.B.: 3, Spd.: 66 (45 mph/72 km).

Natural A.R.: 15

Hit points: 3,500

S.D.C.: 3,000

P.P.E.: 1,100

Horror/Awe Factor: 16

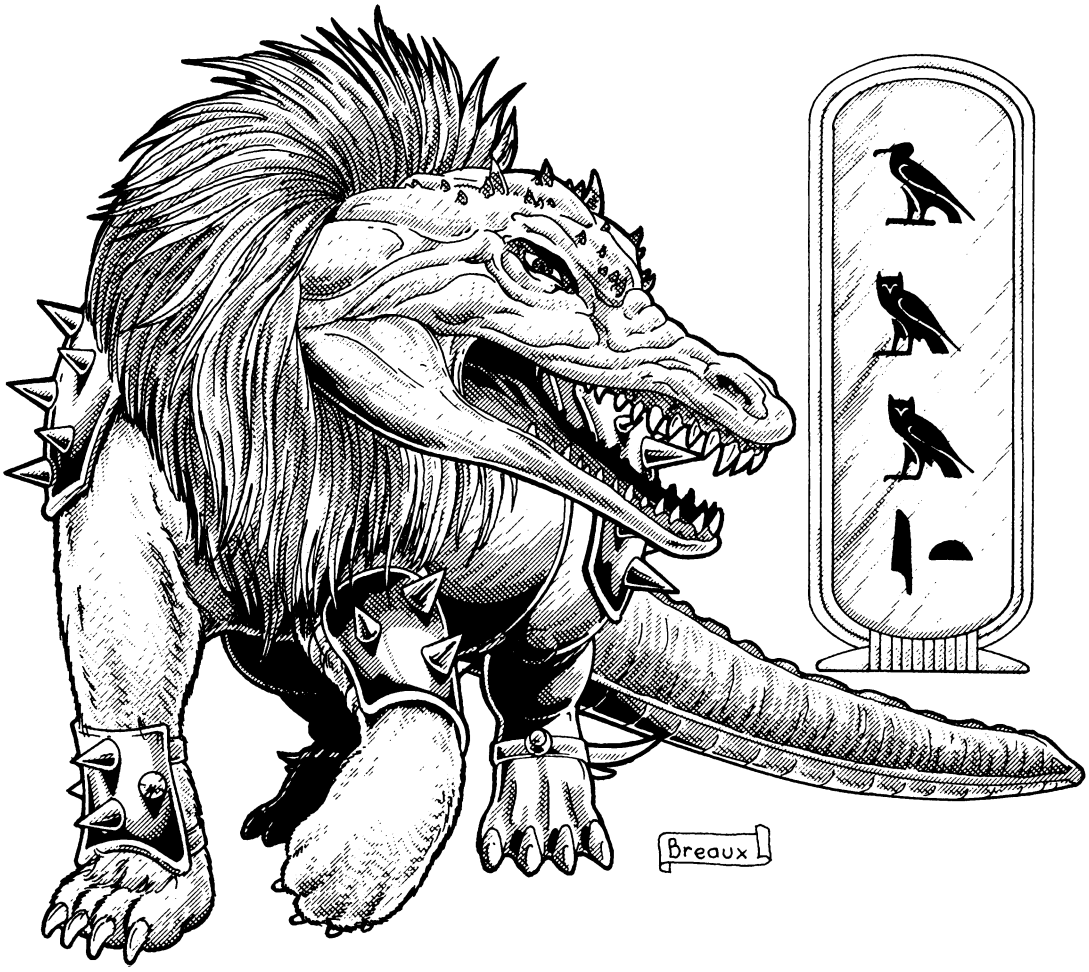
Experience Level: 10th level Merc. and 4th level Necromancer.

Natural abilities: Nightvision 1000 feet (305 m), see the invisible, turn invisible at will (no time limit), knows all languages, teleport 91%, dimensional teleport 78%, metamorphosis: animal, metamorphosis: humanoid, metamorphosis: supernatural, resistant to heat, cold, and fire (all do half damage), and bio-regenerate 3D6x10 points of damage per minute and can regrow a new limb overnight.

Deific Powers: Ammit has the full range of power over his followers, and can perform all prototypical deific powers at *double* the standard cost.

Priest/Healing Powers: None.

Magic Powers: All Necromancy spells and abilities. Necromancy magic is equal to a 4th level spell caster.



Psionic Powers: 750 I.S.P., 10th level proficiency, with all physical psionic abilities, plus telepathy and electrokinesis.

Skills of Note: Basic math, biology, climb, swim, fish, hunt, track humanoids, track animals, skin & prepare animal hides, preserve food, cook, dance, detect ambush, detect concealment, intelligence, land navigation, and wilderness survival, all at 88%.

Attacks Per Melee Round: Eight physical or psionic attacks or two by magic.

Special Bonuses (in addition to attribute bonuses): +5 on initiative, +4 to strike, parry, and dodge, triple damage from behind (back stabbing), +1 to save vs all types of magic, and impervious to horror factor.

Favorite Weapons: Relies entirely on magic, psionics, and his supernatural abilities.

Armor: None

Alliances & Allies: He is completely loyal and subservient to Anubis. As such, he will respect Anubis' alliances with any race or being. Long ago, in the realm of Hades, Ammit started an association with the Demon Lord Abdul-Ra. Since then he has become very interested in the frustrated love affair between Abdul-Ra, and the imprisoned Deevil, Lady Rhada, and has figured out a way to profit from the whole situation. First, he has convinced Abdul-Ra that he will somehow be able to help, if only he has Abdul-Ra's support, especially in terms of arranging transportation to and from Dyval, the realm of the Deevil Lords. Between the two, they worked out a way for Ammit to sneak into the dire forest surrounding Rhada's Citadel/Prison (if Abdul-Ra were to attempt this, he would be instantly discovered, but Ammit is an unexpected intruder).

Once on Dyval, through this roundabout route, Ammit has found the main advantage to the whole situation. Since the Fenry Wolves, devoted to Rhada, were left leaderless with her imprisonment, it was easy to convince them that they must now help Ammit rescue their mistress. This has worked splendidly, so that there are now thousands of powerful Fenry willing to follow Ammit. He has not been so foolish as to summon any from Dyval (although he could, easily), because he doesn't wish to reveal himself, but he is gradually gathering information and discovering many of the secret weaknesses of the Deevil Lords.

Enemies: None to speak of. Although he opposes the Gods of Light, he doesn't have any need to hate them.

Vulnerabilities: Holy weapons, weapons made from silver, and some rune weapons cause double damage.

Cocky. Ammit tends to greatly underestimate mortals, and is often surprised by their unexpected capacity for cleverness and violence. He may have also underestimated the difficulty of rescuing Rhada.

Technology: Ammit has no strong feelings regarding technology. Although he prefers not to use it, relying instead on his own abilities.

Minions: He mainly associates with beings summoned and used by Anubis. His favorite and most trusted minions are werebeasts. Recently, he has returned from Dyval with a few Fenry Wolves, who he has installed in a secret place.

Rifts® Earth: Unknown to Ammit. M.D.C.: 5,000.

Bes the Depraved

Bes the depraved is a disciple of evil, often associated with Set. He is a hideous, bearded dwarf with a crown of feathers, who delights in torture and cannibalism.

The story of Bes is a sad one, for at one time Bes fought alongside Ra and the other Gods of Light. Something inside eventually snapped, and Bes gave in to a darker side, and then to insanity. Recruited by Set, Bes has joined the Pantheon of the Gods of Darkness and is usually associated with their deeds.

Once the symbol of love, gaiety and feasting, Bes now symbolizes murder, gluttony and cannibalism.

Real Name: Bes-shuvin

Alignment: Diabolic evil

Size: 5 feet (1.5 meters) tall in colossal realms, a little over 3 feet tall in epic realms, and well under 2 feet tall in heroic realms or on the Palladium World.

Description: A golden skinned dwarf, typically dressed in Egyptian garb with a headdress made of feathers. He always appears as short, no matter what realm he appears in.

Attributes: I.Q.: 17, M.E.: 24, M.A.: 24, P.S.: 41, P.P.: 24, P.E.: 27, P.B.: 6, Spd.: 33 (22 1/2 mph/36 km).

Natural A.R.: 11

Hit points: 3,900

S.D.C.: 3,700

P.P.E.: 1,800

Horror/Awe Factor: 16

Experience Levels: 12th level Warlock (earth) and 9th level Psy-Mystic.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will (no time limit), knows all languages, teleport 93%, dimensional teleport 77%, never fatigues, metamorphosis: animal (commonly into toad or snake or rat), metamorphosis: humanoid, and can bio-regenerate 2D6x100 points of damage per minute and able to regrow a new limb overnight.

Deific Powers: Bes has the full range of power over his followers, and can perform all prototypical deific powers at regular cost.

Priest/Healing Powers: Exorcism 40%, turn dead 69% (affecting 3D6x10 dead at a time), remove curse 44%, remove deific curse 20%, resurrection 32%, and healing touch (restores 2D6 S.D.C or hit points and can be used without limit).

Magic Powers: All earth elemental spells and the following Wizard spell magic: blinding flash, globe of daylight, befuddle, fear, carpet of adhesion, magic net, domination, energy disruption, call lightning, mask of deceit, agony, life drain, negate magic, luck curse, mute, summon & control canines, chameleon, mystic alarm, and fuel flame. Opponents must roll a 14 or higher to save vs spell magic.

Psionic Powers: 950 I.S.P., and has all physical psionic abilities, plus mentally possess others, mind bond and mind wipe.

Skills of Note: Basic and advanced math, navigation, pick locks, pick pockets, dance, play the guitar and flute, horsemanship: knight, all at 91%.

Attacks Per Melee Round: Seven physical or psionic or two by magic.

Special Bonuses (in addition to attribute bonuses): +6 on initiative, +3 to strike, +4 to parry and dodge, +5 to pull punch, +2 to save vs all types of magic, +9 to save vs horror factor, and 80% to evoke feelings of intimidation or trust.

Favorite Weapons: Rune daggers. He mostly relies on his magic, psionics, and supernatural abilities.

Mee & Fea: Bes has a pair of twin daggers, Mee and Fea, each are indestructible, silver, greatest rune weapons. Both daggers have incredibly strong, diabolic personalities that sometimes even Bes cannot control, which adds to the carnage (he seldom minds). While **Mee**, I.Q. 10, is sadistic and hates women and children, and is most often used as an implement of torture, **Fea**, I.Q. 13, is a paranoid schizophrenic with delusions of grandeur, trusting no one (including Bes and Mee). Since both are telepathically linked to Bes, the noise in the god's head is sometimes overwhelming.

If any creature of good alignment touches either dagger, it inflicts 1D4x10 points of damage, and will continue to do so each melee it is held. In combat, either one inflicts 1D6x10 damage.

Both have small bat wings, making them animated weapons that return when thrown and can also hover, fly, and attack on their own, with three attacks per melee round, +4 to strike and parry, and +2 on initiative.

Fea is also a pyromaniac able to cause spontaneous combustion, circle of flame, wall of flame, or fire ball at will (can use any one power every two melee rounds).

Armor: Seldom wears any, but has used human types of armor in the past.

Allies and Alliances: Set, Amon and the Gods of Darkness (including those in the Pantheon of Taut). Bes seems to have only one friend, the Demon Lord Kubera-Loe. The two often visit each other, quarreling bitterly, but are still drawn to the company of the other.

Enemies: The forces of good.

Vulnerabilities and Weaknesses: Holy weapons, weapons made from silver, and some rune weapons all inflict double damage. He is also vulnerable to magic that generates cold attacks.

Insanities: Bes is downright demented, engaging in psychotic murder and sadistic, and has obsessions with cannibalism and danger (he takes needless risks), as well as a phobia that results in him being terrified of Osiris and of Osiris' petrified body parts (he is convinced that Osiris will be revived).

Technology: Bes is enamored with technology, especially equipment that can inflict pain (torture) and spy on people.

Minions: Among his favorite and most trusted minions are the Manticore, Chimera, Spectre, Boogie-Men and Loogaroo. His associates include powerful werebeasts, evil dwarves of all kind, and ancient, evil sphinxes and dragons.

Rifts® Earth: Quick to realize the potential of technology, Bes has been accumulating various high-tech devices from Earth, often received as part of his payment from Set for various services. M.D.C.: 6,000.

The Minor Pantheon of Ma'ip

"Father of us all, give us leave to drive out Upuat, the wolf-headed one, for he causes such trouble in the realm of my Anubis and I."

Thus did Nephthys, goddess of the dead, wife and sister to Osiris, mother of Anubis, did implore the great Ra. For years Ra was vexed, for in those days he was smitten with a secret love, a goddess of a far land, and he did not want to turn his attention back to his own kingdom. Eventually, tired of his daughter's constant entreaties, he finally gave his assent, and allowed that if Upuat could be found, then he would leave it up to Nephtys to administer punishment, but that he washed his hands of all of it, and that he would turn his eyes from the Underworld entirely, and that he wished to hear no more of the matter until Nepthys could return and tell him that it was all complete.

So Nephthys turned from the golden one, and smiled, happy that she had finally gained the power that she had so long sought.

Indeed, Nephthys was too satisfied. She did not see how her son Anubis looked at Set, and how the two of them did nod in secret agreement. And when she saw that Anubis was pleased, well, she thought that he was pleased for her.

Neither did she think anything amiss when Anubis announced that the hunting party was ready. So impressed she was, that her son had managed to assemble such mighty ones as Anhur, Bes, Ammit, and even Apepi, the dragon, that she did not even ask what had become of her gatekeeper and bodyguard, Sekhir. Eager to set out, before Upuat might have a chance to escape, she took the lead, and allowed all the others at her back.



Save for the mention of Nephthys as helpmate to Isis, when it was time to embalm the murdered Osiris, she is never again mentioned in the ancient chronicles.

— Underworld Tales, The Book of Ma'at

It is clear that many more gods of this pantheon have been worshipped on the Palladium World. In some eras, it may be that some of these "missing" deities may even have been dominant over such luminaries as Set or Isis. In most cases, temples, statues, monuments, and the written works survive, and some of these gods still have rare hidden cults, or lone parsons (priests who are devout worshippers, but who have not received any powers from their gods).

Their names include Anat, Bast, Geb, Khnum, Meshkent, Nephthys (who is mentioned in the passage above), Sebek (see next entry), Sekhir, Seshat, Upuat (also mentioned above), along with thousands of others.

Sebek

Sebek, the Crocodile God is a selfish troublemaker. If anything, he can be considered a god of chaos or mischief, siding with good and evil forces as they best benefit him. He is an agent of anarchy who seems always to have his paws in something. This god is probably at his most dangerous when he is bored, because he will go looking for trouble and if he can't find any, he'll make some. He always has an eye out for a good scheme.

Sebek has little regard for any gods, good or evil, and has a complete disdain for authority and power, unless it is his. The crocodile god can be incredibly cunning but he is equally vindictive, petty and childish. He is happiest when things are going his way. As an ally he is completely unpredictable. The real reasons behind any alliance are strictly his own, despite anything he might claim to the contrary. Nine out of ten times, if Sebek wants in on something, especially something that costs him, you can bet that he expects some great reward or advantage (for him) to arise out of his involvement. Similarly, it could mean that it's all a trick and the crocodile god really plans on betraying his ally. Then again, he may be sincere and helpful. Unfortunately, when things go wrong or he loses interest, Sebek and his forces will disappear without a word of notice or a bit of regret.

The Crocodile-headed god was once a member of the Pantheon of Taut, but has fallen from grace among the Gods of Darkness. Unfortunately for Sebek, the Gods of Light want nothing to do with him either.

Real Name: Sebek Arimi
Alignment: Anarchist with leanings toward evil.
Size: 18 feet (5.5 meters) tall

Description: Humanoid body with the head of a crocodile — grey skin with some green highlights, and yellow eyes.

Attributes: I.Q.: 20, M.E.: 19, M.A.: 19, P.S.: 40, P.P.: 18, P.E.: 28, P.B.: 10, Spd.: 33 (22 1/2 mph/36 km — double swimming).

Natural A.R.: 14

Hit points: 3,400

S.D.C.: 3,070

P.P.E.: 930

Horror/Awe Factor: 15

Experience Levels: 15th level Thief and 10th level Wizard.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, knows all languages, metamorphosis: animal or humanoid (usually into crocodile or crocodillian), teleport 94%, dimensional teleport 83%, swim 98%, never fatigues, seldom sleeps, is always alert, summon and command and control 1D4x100 crocodiles, and can bio-regenerate 1D4x100 points of damage per minute and able to regrow a new limb within a week.

Deific Powers: Sebek has the full range of power over his followers (although he has very few followers anywhere, and almost none on the Palladium World), and can perform all prototypical deific powers at **double the standard cost.**

Priest/Healing Powers: Exorcism 50%, turn dead 50% (affecting 1D6x10 dead at a time), remove magic curse 34%, resurrection 10%, and healing touch (restores 2D6 S.D.C or hit points and can be used without limit).

Magic Powers: All 1st through 6th level Wizard spells.

Psionic Powers: 220 I.S.P., with telepathy, mind block, and the super psi-powers of hypnotic suggestion, mind wipe and mentally possess others.

Skills of Note: Escape, forgery, land navigation, navigation, astronomy, operate boats or ships, and all rogue skills, all at 98%.

Attacks Per Melee Round: Seven physical or psionic, or two magic.

Special Bonuses (in addition to attribute bonuses): +4 on initiative, +4 to strike and parry, +5 to dodge, +8 to save vs horror factor, and +3 to all other saving throws.

Favorite Weapons: Sebek loves magic items but he can and will use anything.

The Scepter of the Serpent: This black, mace-like rod is an indestructible greatest rune weapon, and one of Sebek's most prized possessions. It is anarchist, with an I.Q. of 14, and does 6D6 damage to anyone of good alignment who touches it, and will continue to do so for as long as it is held.

In combat, as a club, the scepter inflicts 1D6x10 damage, as well as drinks the souls of its victims. The twin Crocodile Heads located at the top of the scepter can breathe magic fire. Damage is 1D6x10, with a range of 1,000 feet (305 m).

Part of the reason that Sebek is so fond of the scepter is that it is always in telepathic communication, and he can summon it back to him, no matter where it is, even from other realms and dimensions. Considering the number of times that it has been stolen or taken from Sebek, that's a major feature.

Armor: None.

Alliances: Despised by all the gods of Ma'ip, Sebek has no allies among his own kind. However, oddly enough, he has made friends with Lista, one of the gods of the Pantheon of Rurga.

Enemies: The Gods of Darkness, especially those in the pantheon of Taut, dislike Sebek immensely. The Gods of Light try to avoid and ignore him. Several gods in other pantheons also dislike him because he's caused them trouble as well.

Vulnerabilities: Holy weapons, magic fire, weapons made from silver, and some rune weapons inflict double damage.

Technology: Sebek finds it fascinating.

Minions: His only completely loyal minions are a race known as the crocodillians (fundamentally, intelligent crocodiles with 3D4x10 H.P. and 3D4x10 S.D.C.; 2D6+4 I.Q.). However, he is protective of them, so it is unlikely that he would waste their lives by trying to use them in combat against other gods. He has worked with demons, men of magic, and just about anybody who can help him achieve his goals.

Rifts® Earth: It would seem like a great opportunity, and possibly a lot of fun as well! **M.D.C.**: 6,470.



The Northern Gods

The colossal realm of Odguard has a terrible beauty. It is as if all the hardships were magnified, so that the rain, wind, and lightning were angry enough to kill. The land is always changing, as mountains of ice push further south every year, the volcanos explode with more violence every year, shoving themselves northward ever higher and larger, as the battle between the cliffs and the sea gets ever more furious. Meanwhile, the Northern Gods are themselves battered, as giants of three races, mean-spirited trolls, and dwarves, tunneling like maggots, all press inward on their lands. A fierce land, Odguard, but not a boring one.

The Northern Religion

... keep your blades sharp, and your larder well filled. The day of armageddon, of ragnarok, of ca'espua is coming upon us. Soon the gods will be at war, as their many enemies will unite. You will not be spared. As worshippers of Od, you must be destroyed as well. Prepare your arrows for the coming giants, your spears for the trolls, your traps for the dragons, and your axes for those who would come from below. If our faith is to survive its burning fate, you must be ready. The great battle is coming to us all...

— The Book of Od

It never came. The Northern Religion was never attacked. When war finally gripped the lands of the great northeast, there was no attack on the religion. How could there be, when the humans of the Eastern Territory, and the Wolfen in the north, both worshipped the same gods?

For thousands of years the Northern Pantheon was one of the Palladium World's dominant religions, second only to the Church of Light and Dark. In those days, the faith of Od was headed by a hierarchy of hundreds of Chancellors, conducted by thousands of priests and served by millions of followers. Alas, all that is no more. The last Great Congress, once a yearly event, was last held twelve years ago. While the temples aren't exactly falling apart, and while worship in some little villages is as it has always been, it's obvious that the Northern Religion, as an organized religion, is falling apart.

Once extremely popular among people of the entire northern hemisphere, including humans, Wolfen, Ogres, and the other sub-human races in that region, its popularity is in sharp decline.

Major Deities: Od, Epim, Locknar and Hoknar.

Alignments: Any, but tend towards good/selfish.

Pantheon: Od, Epim, Locknar, Hoknar, Heim, Belimar, Wolvenar, Algor, and Hel.

Organization: No formal structure remains. Each priest is independent and answers to no one but the gods and their followers. Where once there were trials and ordeals in order to become accepted, now the priests are desperate enough to take just about anyone who walks in the door. Never much of a religion for restricting the followers (it was always assumed that making small offerings to other gods was a polite thing to do), they have seen much of their congregation slip away.

Typical Followers: Among humans, mostly the elderly, there are still warriors and adventurers who find inspiration with the Northern Gods. A number of Wolfen also still cling to the old gods, although many are converting to the Gods of Light & Dark.

Holy Book: *Od's Book* is more of a book of poetry, a collection of bards' tales than of religious instruction or gospel. Stories are told about each of the gods, but the stories never seem to agree whether it is Od or Belimar who lost an eye, or whether it was Epim or Hel who seduced the lame Troll King, or whether it is Locknar, or Hoknar, or Wolvenar, who would choke the world-serpent, and die of its poison in the final cataclysmic battle. Also, the whole mood of the Book of Od is dark and depressing, since we are told that no god, much less a mortal, can escape the fate decreed by the evil Na'runs.

Wealth: The religion is actually very well off financially. Expenses are low, as they have always been (partly because it is traditional to have nothing but wooden temples). The main source of wealth would be land, since the Northern Religion holds title to huge estates throughout the Eastern Territories and the Northern Empire. For a variety of reasons, the price of land has gone up a hundredfold in the last ten years, so it would be possible to raise millions if some were sold. Some of the younger priests are arguing for a "reform" that would involve selling some of the land, and using the money to start paying their priests some kind of salary or stipend (currently, all priests are expected to make their own way, or to live off informal donations).

Customs: Followers are expected to follow the old Northern Religion's "Rules of Hospitality." Designed for an earlier age, when clan warfare was the norm, and when murder was a standard political move, the Rules allowed for fellow worshippers of the Northern Gods to visit each other in relative safety. These days the Rules mean that guests are entitled to safety, and certain rights (remember, being stranded outside during a blizzard in the northern winter could be fatal).

Priests of the Northern Gods

Prayer Exclusive to Priests of the Northern Religion

Chant of the Berserker. Berserkers are frenzied warriors who go into battle without armor, charging and striking at the enemy as maddened fiends. On the verge of a battle, the priest gathers together all who wish to become berserkers, and the chant begins. As the followers chant, they will find that all nervous apprehension and fear drain away, to be replaced by a new feeling: rage! As the time nears for battle, and as the chant reaches its conclusion, the newly-formed berserkers *strip off all their armor*, toss away anything else that might encumber them (belts, backpacks, pouches, scabbards, etc.), and take their naked weapons in hand. Then, as the priest ends the chant, the berserkers scream out their rage and charge the enemy, completely unable to restrain themselves from an all-out, total attack!

Berserkers receive the following combat benefits: two extra actions per melee round, +6 to strike, +8 to damage, +2 to parry or dodge and +6 save vs psionics, magic or poison. In addition, the berserker has an extra 44 points of S.D.C. (don't forget, however, that the character can wear *no* armor of any kind).

It is impossible for a berserker to pull a punch, or to yield, or even to run away. The fight will continue until the berserker has been killed, or until all the fighting stops. It is possible that a character, once he has lost more than half his hit points, can choose to drop out of the berserker state (since that means losing all the bonuses, and ending up without armor in the middle of the battle, stopping the rage might not be a good thing). Finally, if the priest is killed, knocked unconscious, is teleported away, or voluntarily dispels the Chant, then all participants stop being berserkers instantly.

Success Ratio: 12% at level one, +6% per additional level.

Miracle Exclusive to Priests of the Northern Gods

Miracle of Anathematize. The Priest places his or her open palm against the forehead of a worshipper, calls upon the miracle, and banishes the person from the religion forever. This isn't just a ritual. The banished one is *permanently marked by the anathematize*! The "Mark of Anathema" appears on the middle of the forehead as a bright red circle, raised up a little as if it were a welt or a burn. It will never heal, and will always remain red and slightly raised. While it is possible to cover up the anathema with a headband, or with makeup, the mark can *never be removed*. Since everyone in the Northern Religion knows what this mark means, and the Rules of Hospitality don't apply to these outcasts, life for those anathematized becomes very difficult.

Duration: Permanent. Cost: 30 P.P.E.

Note: In years gone by, as a service to the authorities, the priests of the Northern Religion would brand criminals, either on the left cheek for thieves, or on the right cheek for murderers, using the same miracle.

The Northern Gods

Od	Heim
Epim	Belimar
Locknar	Wolvenar
Hoknar	Hel (see Deevil Lords)

Od

The seven dragons, known as Alowezzez, Chararik, Fraggiesh, Natachaldas, Ragnach, Rignamar, and Unyag, mightiest of all, gathered themselves outside the house of Od, safe in the invisibility they gained from having sipped from the Drum Pool. They whispered to each other, each finishing the other's thought, in the ways of dragons.

He sleeps ... sleeps, but we do not ... know if it is... dangerous? What matters danger when ... seven of us! He ... doomed he is, as the message from the ... cursed, wicked ... Na'runs! ... we cannot trust ... Na'runs are evil! ... but what difference ... Od sleeps, and is ... helpless, so we should attack! ... Attack! ... Kill him! ... Attack ... Now ...

In their way, they agreed, and all seven dragons turned to the house, and poured their hellfire upon it, and it ignited. Od's house was burning furiously, and the dragons watched silently as someone inside seemed to stir. There was a furious yelling, and a thumping around. Obviously Od was trapped. Still the dragons waited.

Suddenly, the timbers in the ceiling groaned, and were pushed upward. Something inside was growing, expanding, becoming huge.

Shifting ... using his ... taking on another ... larger form, maybe a form that ... against fire, he would ... Od is clever ...

And then the roof broke open, and a dragon's head came out, followed by a dragon's neck, and dragon's body.

Dragon! Dragon ... Od has ... to a dragon form ... Clever, is our enemy ... resistant ... He must ... Die! Od must ... We are seven, he is ... Attack! Attack! Kill him ...

The seven dragons leaped and clawed, pushing the shape-shifter back into the inferno. One took hold of the neck, another an arm, and a third ripped apart a wing, while all the rest clawed and tore, dragon claws rending dragon scale.

Look! Od is ... is dead, and ... how can it still ... in dragon form ... should have changed ... Od is... Was! Was ... Powerful, was Od ... and flavorful ... eating this form ... Why not? Od was ... Eat! Eat!

Tearing away great chunks, the dragons feasted on the body until nothing but dragon bones remained. Bloated, the dragons stretched themselves, and some fell to sleeping. Only Unyag, seemed unaffected, and he started to dig through the burning remains, as if searching for something.

At this, first one, and then another dragon stirred, their greed awakened.

What ... treasure? Are you ... know that Od kept ... Treasure.

Then Unyag grasped hold of something, and the other six, barely able to move, twisted their long necks around to see. The great clawed hand of Unyag took hold of an object, and held it aloft.

What ... this thing, we have seen ... sword, it is, Od's ... Not to touch! It ... The Dragon Slayer! Dangerous! No!



And it was too late. Od changed back from his disguise as Unyag, holding the great sword of Ghundeg. The dragons, bloated and with all their hellfire spent, watched as first Chararik, and then Natachaldas were slain, their heads separated from their bodies.

You have helped me kill Unyag, placed her in my form, and I have killed those two of you who attacked my followers, said Od. Tell me, why I should not kill you as well?

Pact ... No choice ... will be bound, by Od's ... This, we swear ... Oath! Oath! Oath! Oath of binding! ... to Od!

— The Book of Od

Od is the all father, the symbol of wisdom, strength, justice, and the creator of men. He is a great and mighty warrior, yet cunning in magic. In the realm of Odguard, he is known as the binder of dragons, for while the strong can kill a dragon, only the most clever can defeat and bind one.

Husband to Epim, and father of Locknar and Hoknar, Od is also a patron of noble husbands and fathers.

Real Name: Od'Eanwll Brggson

Alignment: Scrupulous (good)

Size: 22 feet (7 meters) tall.

Description: A powerful, aged man, but still with flowing red hair, beard and moustache. He is always seen in his famous black plate armor.

Attributes: I.Q.: 32, M.E.: 37, M.A.: 29, P.S.: 31, P.P.: 26, P.E.: 31, P.B.: 15, Spd.: 27 (18 1/2 mph/29.7 km).

Natural A.R.: 11, or 17 in armor (S.D.C. 9,000).

Hit points: 23,805

S.D.C.: 18,600

P.P.E.: 2,750

Horror/Awe Factor: 16

Experience Levels: 25th level wizard and 23rd level mercenary warrior.

Natural abilities: Astral travel, nightvision (as if in full daylight; two miles/3.2 km), see the invisible, turn invisible at will, immune to cold, heat or fire (no damage), bio-regeneration 2D4×10 S.D.C./hit points per minute, knows all languages, teleport 98%, dimensional teleport 97%, sense the location of ley lines 95%, sense/recognize enchantment/magic 85%, metamorphosis: animal, metamorphosis: humanoid, and metamorphosis: supernatural (unlimited).

Deific Powers: Od has the full range of power over his followers, and can perform all prototypical deific powers at regular cost, as well as the following special powers:

Metamorphosis: Dragon. Od can change himself, not only into a dragon (as per the 15th level spell), but into a particular dragon. This impersonation is complete in every way; voice, verbal inflection, mannerisms, aura, etc., down to the most minute detail. Even the dragon's own mother would mistake the metamorphed Od as her hatchling! So perfect is Od's metamorphosis that he can actually access the dragon's lair and even fool any means of magic detection, alarm or attack! There is only a 1% chance of detection by the real dragon's closest friends, relatives and servants, and even by other gods have only a 01-15% chance of realizing this is not the genuine article! **Cost to Od:** 750 P.P.E., plus Token Body Investment. Turning into "Joe Average" dragon does not cost any body investment and requires only 500 P.P.E.

Priest/Healing Powers: Exorcism 80%, remove curse 84%, healing touch (3-18), resurrection 86%, and turn dead 90%.

Magic Powers: Knows Wizard spells, including all Spells of Legend (including dozens not known to those on the Palladium World).

Psionic Powers: 310 I.S.P. Master psionic, although limited to all healing psionics, mind block, see aura, sense magic, spontaneous combustion, teleport object, object read, sense dimensional anomaly and telemechanics.

Skills of Note: Basic math, dance, disguise, forgery, impersonate voices & impersonation, ventriloquism, brewing, lore: dragons, demons and monsters, and all Communications, Military and Wilderness skills at 98%. Plus all Rogue skills at 60%.

Attacks Per Melee Round: Ten physical or psionic attacks or seven magic.

Special Bonuses (in addition to attribute bonuses): +4 on initiative, +4 to strike, +3 to parry and dodge, +4 to pull punch, +10 to save vs horror factor, +2 on all other saving throws, and 93% to charm or impress.

Favorite Weapons: He has dozens of weapons, of all types, for dragon slaying, as well as a selection of most other kinds of weapons. Still, he would prefer trickery to combat.

Ghundeg. A dragon slaying claymore, forged of rune magic. Does 2D6×10 damage to everyone except dragons, which take 4D6×100 damage. Can shoot out either a fire ball (1D6×10 damage), or ice ball (1D4×10 damage), twice per melee round.

Armor: Od's Black Plate Armor (sometimes call the Xatemass), A.R. 19, S.D.C. 9,000, impervious to any kind of dragon breath (which means it is impervious to fire, cold, etc.). Regenerates 2D6×10 S.D.C. every melee round.

Alliances & Allies: Od is so cagey, so slippery, that all who know him know better than to form an alliance with him. Still, every time he has needed allies in the past, he has found a way to persuade them.

Enemies: Dragons of every kind are Od's primary foes. While he prefers to see them bound, he is perfectly willing to kill, especially those dragons who kill his followers and countrymen.

Vulnerabilities and Weaknesses: Magic, rune weapons, and any damage inflicted by a Palladin, or a Priest of Light, does full damage.

Curse of the Na'runs. Od will die from "that which never harms, but kills, that which never sins, but is sinned against."

Male Chauvinist. He never takes women seriously, will not speak to them as equals, and is generally insulting (although he always means well, but says things like, "Oh, sorry, being a woman, you wouldn't know anything about ..."). While he doesn't see how this fits in with his Na'run curse, his wife certainly does!

Fertile Females. Od can't help it, he is attracted to just about anyone who looks like they are ready to carry a baby. Since this is "wrong," and unfair to his wife, Epim, he only does it about once a decade. Then he catches hell for it!

Technology: If it looks useful for dealing with dragons, he'll give it a shot.

Minions: Od has thousands of powerful dragons bound in one way or another. Most of them would gladly trade their services for just a tiny bit of freedom.

Vallisque-Tan. Od's one-time apprentice, who has become his partner in all affairs of magic, is now his closest friend (see illustration). The two spend an enormous amount of time together (to the annoyance of Epim), either obsessively working, or "sampling" different kinds of brew. Vallisque-Tan is from another world of worshippers, but was talented enough as a youngster to dimensionally teleport himself into one of Epim's runic constructions. These days he is a Wizard, Warlock, Summoner and Mind Mage of astonishing power and ability. Were he to wish it, he could become a god himself, but he prefers the more comfortable position of being Od's best buddy.

Treatment of Worshipers: One of those gods who almost never checks his followers. He might look through their eyes once every year or two. And, since he has followers on nearly a thousand worlds, there are some that he has missed for dozens, or even hundreds of years.

Rifts® Earth: Since dragons seem to be flocking there, Od won't be far behind. M.D.C: 42,000.

Epim

Epim is the All Mother, symbol of truth, devotion, nature, the earth and the moon. She is the patron of druids, warlocks, healers and motherhood.

When she is not taking care of Od's household (perhaps she should also be goddess of working mothers?), she engages in the study of experimental rune magic. She has harnessed the pure power of runes to such a degree that she can bring them into existence, pure and floating in air, by her thoughts alone. While most do not think of her as one of the powerful ones in Odguard (in fact, she prefers to stay in the background, and to be thought of as "just Od's wife"), she probably has control of more power than anyone in Odguard.

Still, she is also a mother. Of her two sons, neither is satisfied. Locknar, because he has lost his only daughter (Hel). Hoknar, because he has never found his true place in the world.

Real Name: Epim Ymrrsdotter

Alignment: Principled

Size: 18 feet (6 meters)

Description: An incredibly beautiful, mature woman with long braids of silver hair.

Attributes: I.Q.: 21, M.E.: 26, M.A.: 25, P.S.: 37, P.P.: 20, P.E.: 30, P.B.: 31, Spd.: 22 (15 mph/24 km).

Natural A.R.: 11

Hit points: 7,800

S.D.C.: 6,900

P.P.E.: 3,300

Horror/Awe Factor: 12

Experience Levels: 23rd level Rune Mage, 14th level Diabolist and 10th level Wizard.

Natural abilities: Astral travel, nightvision (as if in full daylight; see for one mile/2.6 km), see the invisible, turn invisible at will, cold resistant (half damage), knows all languages, bio-regeneration of 6D6 S.D.C./hit points per minute, teleport 94%, dimensional teleport 79%, sense the location of ley lines 85%, sense/recognize enchantment/magic 73%, metamorphosis: animal, and metamorphosis: humanoid.

Deific Powers: Epim has the full range of power over her followers, and can perform all prototypical deific powers at regular cost, as well as the following special powers:

Heal the Land (Special): Can be invoked on something as small as a field, or on an entire nation. All the soil, sand, and other stuff of the earth is mystically enriched and fertilized, and all seeds (dead seeds come back to life, even if they have been dormant for 1,000 years), seedlings and sprouts are given a burst of healing, rejuvenating energy. In addition, the next two weeks will be a period of good rainfall, with the affected area receiving at least two hours of gentle rain every day. The result is that the area will blossom with life (although it may not happen until the following spring/growing season). For the next three years, crops will yield 50% more than normal. If left unmolested, forests will take root, and within ten years, the affected land will seem like an eden. **Cost to Epim:** 1000 P.P.E.

Rewind Fate. Epim can turn back the clock of the universe, rewinding back as much as five full minutes, and then change what happened. Only she (and the Na'runs) are aware of the invocation of this power, and only she knows what happened in the missing minutes (to everyone else it will seem as if she just has a hunch that worked out well). This is how she changed her fate, as it was given to her by the Na'runs. **Cost to Epim.** 1800 P.P.E. and Severe Body Investment. **Note:** While she can play back the same time, trying to correct things more than once, the toll on her body can be extreme.

Priest/Healing Powers: Exorcism 90%, remove curse 80%, remove deific curse 68%, healing touch (4D6), resurrection 90%, and turn 3D4×10 dead 90%.

Magic Powers: All Diabolist magic powers, including all wards. All 1st through 9th level Wizard spells. In addition, Epim knows the great secrets of rune magic. She reveals none of it, and she is very circumspect about any practice she might attempt. So far she has discovered that some of the rune magic can simulate deific powers, which has convinced her further to keep things secret and to avoid the practice of rune magic (actually, her good alignment would stop her from using most rune magic because it requires condemning a life essence to eternal captivity).

Psionic Powers: None.

Skills of Note: All Domestic, Medical and Wilderness skills, plus horsemanship: knight, and card shark (she loves playing cards, especially gambling games, and she rarely loses), all at 98%.

Attacks Per Melee Round: Six physical skills or four magic.

Special Bonuses (in addition to attribute bonuses): +2 on initiative, +3 to pull punch, +2 to parry/dodge, +6 to save vs horror factor, +4 on all saving throws and 99% to charm or impress.

Favorite Weapons: She will use whatever is available.

Armor: None

Alliances & Allies: She is totally devoted to her children and even her wayward grandchild, Hel, who she watches over in the realm of Dyval. As for Od, she figures the old coot can take care of himself. She also has an odd fondness for Od's various mistresses and casual lovers (he has a tendency to wander from the marital bed, so to speak). Epim sympathizes with the poor girls who have put up with him, and often brings them into her house (especially when they are pregnant with another of Od's children), enjoying the scorn and abuse that they usually bring down on him when they see what kind of husband he is.



Enemies: The Na'runs, those creepy women from another realm, who have the power to predict the destiny of gods and mortals, are her hated enemy. Using her great power, she has managed to twist her own curse so that her death will coincide with the destruction of all the Na'runs.

Vulnerabilities and Weaknesses: She takes normal damage from most weapons, but things that usually do special or double damage to supernatural creatures or gods, do only normal damage to Epim.

Curse of the Na'runs. Epim will die when "all things end, all worlds fade, when this omen rings true, ours will too."

Od. The man drives her crazy! She loves him, but she can't help but hate him, and she has caused him some pretty serious damage in the past.

Technology: She will find it interesting, but not interesting enough for her to take any time to study it.

Minions: She rarely summons various beings to do her bidding, since she would rather do most things herself, working through her mystic rune tools and other mystic arts and cunning.

The Aujarine. A race of supernatural winged maidens, who are warriors, and of principled alignment. Gorgeous (P.B. 4D6+10), agile in combat (P.P. 3D6+15, P.S. 2D6+15), and utterly devoted to victory. They keep no men, but will occasionally find a champion among the ranks of those on the battlefield who will be invited home for a month or two of "pleasure." Epim gets along well with them and summons them when she has need of a celestial or mortal army.

Rifts® Earth: In all probability, she would find it a crowded and horrible place. M.D.C.: 17,500.

Locknar

Locknar, eldest son of Od and Epim, god of mischief and deceit, symbol of selfishness, arrogance, chaos and trickery, is the cleverest of gods. He is the patron of the cunning, thieves and pranksters. In addition, he is adored by the Faerie Folk, who will recognize him as a kindred spirit and loved one on any world or realm.

As clever and cunning as they come, Locknar was not clever enough to prevent his greatest heartache. Since the moment she was born, his daughter, Hel, born of his wife, the giantess Angrboda, was the true magic in his life. Angrboda simply could not compete with the love and friendship that these two felt for each other, and left when Hel became a teenager.

After Angrboda's departure back to the Bailjeim (the name for the fire giants in Odguard), Hel and Locknar became, effectively, partners in crime.

Locknar's mischief, which had died down with the birth of his daughter, returned when he saw that Hel was equally mischievous, and cunning. The two set about making everybody else miserable. Everyone from Od to the king of the trolls, to Hoknar (over and over and over again!), to the gods of other realms (there are some in Ma'ip who are still scratching their heads over some unexpected events), and even the Na'runs were victims to new and bizarrely twisted stunts.

Unfortunately, when they pulled their little trick on the Na'runs, they went a bit too far. The Na'runs, seeking vengeance, managed to find Hel and trick her (by pretending to be Locknar, pretending to be the Na'runs, pretending to be Locknar, pretending to be the Na'runs, if you can follow that), and then gave her their curse.

Hel changed. It was clear that she was no longer the girl she once was. Assuming that Hel merely wanted greater challenges, Locknar started showing her some of his more elaborate, long-term plans, one of which involved an old enemy of the realm of Odguard, the realm of Dyval. When she showed an interest and started spending time there, even staying over with the Deevil Lord Sahtalus, Locknar thought that perhaps everything would turn out wonderfully.



When she announced her upcoming marriage to Sahtalus, Locknar could not believe it. He thought she was pulling an epic prank, and he helped her inform Od and the others, laughing to himself all the time.

It was not until Hel told Locknar of the curse of the Na'runs that he realized the truth (by the way, Hel has never revealed to anyone the words of her curse).

Locknar has been devastated ever since.

Where once he was banned from Od's manor, no one sees the need to keep him out anymore. His father, Od, comes over and broods with him, but that doesn't really help (although they are now closer than they have ever been before). Even the bickering between Locknar and Hoknar, which used to be incredibly violent and vindictive, are now little more than spats.

Certainly Locknar still has the capacity for evil and trickery. Yet, he also is equally capable of being valiant and noble. It's just that the light has gone out of him.

Real Name: Locknar Odsson

Alignment: Anarchist (selfish)

Size: 20 ft (6 m).

Description: A tall, lean, handsome man, with dark eyes and long black hair.

Attributes: I.Q.: 39, M.E.: 34, M.A.: 33, P.S.: 28, P.P.: 29, P.E.: 26, P.B.: 30, Spd.: 27 (18 1/2 mph 29.7 km).

Natural A.R.: 10, or 15 in armor (S.D.C. 2,200)

Hit points: 16,300

S.D.C.: 8,200

P.P.E.: 7,400

Horror/Awe Factor: 13

Experience Levels: 17th level Mind Mage, 13th level Warlock (air and fire), 10th level Diabolist, and 7th level Prestidigitator.

Natural abilities: Astral travel, nightvision (as if in full daylight; one mile/1.6 km), see the invisible, turn invisible at will, bio-regeneration of 1D6×10 S.D.C./hit points per minute, knows all languages, teleport 96%, dimensional teleport 87%, sense the location of ley lines, sense/recognize enchantment/magic, sense/control elementals, metamorphosis: animal, metamorphosis: humanoid, and metamorphosis: supernatural.

Deific Powers: Locknar has the full range of power over his followers, and can perform all prototypical deific powers at regular cost, as well as the following special powers:

Alter Primal Manifestation. As the prototypical deific power. **Cost to Locknar:** 550 P.P.E., plus Severe Body Investment.

Give Creature Multiple Legs. One of the strangest of the deific powers, it does something deceptively simple: doubling the number of legs/limbs on a creature. Once the victimized creature gets used to the new state, they find that there are some great advantages to having so many limbs. For example, when Locknar pulled this on Od, changing Od's horse so that it would have eight legs instead of four, it turned out that the beast could run faster than anything ever seen in Odguard (multiplies the creature's Spd. by 10). Locknar got a laugh out of seeing Od astride a stumbling horse that didn't know which leg was which, but a day later, when the thing's true speed was discovered, the last laugh was on Locknar. Even more interesting, it seems that mating the double-limbed creature with an ordinary animal of the same species, results in a totally new race. In the case of the horse, its offspring turned out to have *six* legs, were blazingly fast (5 times Spd.), and were supernatural to boot. Even a hundred generations later, the six-legged horses are still breeding true (and everyone in Odguard rides them). **Cost to Locknar:** 1000 P.P.E.

Priest/Healing Powers: Exorcism 90%, remove curse 89%, remove deific curse, animate/control dead 73%, curse 71%, healing touch (2D6), resurrection 64%, bio-regeneration (3D6).

Magic Powers: All air and fire elemental spells, all 1st through 5th level Wizard spells, plus animate object, swim as a fish: superior, words of truth, agony, dispel magic barriers, invisibility: superior, second sight, commune with sphinx, mute, control & enslave entity, and anti-magic cloud. Also knows all power words, runes, symbols, and wards.

Psionic Powers: 2,100 I.S.P., all physical and healing psionics, plus meditation, see aura, sixth sense, sense dimensional anomaly, total recall, empathic transmission, hypnotic suggestion, insert memory, mind bond, psi-sword, and telemechanics.

Skills of Note: All Communication skills, plus jesting, juggling, forgery, locate secret compartments/doors, brewing, rope works, intelligence, surveillance, palming, and pick pockets, all at 96%.

Attacks Per Melee Round: Five physical or psionic or three magic.

Special Bonuses (in addition to attribute bonuses): +3 on initiative, +4 to strike, +2 to parry and dodge, +6 to pull punch, +7 to save vs horror factor, +3 on all other saving throws, and 93% to charm or impress.

Favorite Weapons: Locknar prefers daggers, but he can use most any weapon. His favorites are a set of four black rune daggers, all indestructible, made by Belimar:

Ruruga: 1D4×10 damage, returns when thrown.

Tasber: Strikes as lightning bolt when thrown, 1D6×10 damage.

Itemba 3D6 damage, and does double damage to undead, deevils, demons and gods.

Lockni: 2D6 damage, detects enchantment and magic and prevents the holder from being affected by any magic charms or mesmerism.

Armor: Crimson chain and scale mail, A.R. 14, S.D.C. 2,000, is magic, lightweight, and noiseless.

Alliances & Allies: At one time Locknar was friends, intimate and allied with the Deevil Lords, almost as if he were part of their family. However, since the marriage of her daughter Hel, to Sahtalus, he has no stomach for Dyval, or for any of its inhabitants. He has even dismissed those greater deevils who were his trusted minions.

Enemies: It would be an overstatement to say that everyone in Odguard either hates him or lusts for revenge. His mother loves him.

Vulnerabilities and Weaknesses: Rune weapons and magic do normal damage.

Curse of the Na'runs. Locknar will "find comfort in his brother's arms when he breathes his last, when the numbness reaches his heart, when the veil is lifted from his eyes, as his eyes close in death."

Hel. His daughter's destiny haunts him constantly. He blames himself for leading someone so young against such powerful foes ("I couldn't have waited a few years? There weren't enough small tricks?").

Technology: He has already mastered most of it, to the extent of studying quantum physics and related mathematics and cosmology, at three different high-tech worlds.

Minions: None. All have been recently dismissed, save for some household items that still retain their animator magic.

Rifts® Earth: If he weren't so gloomy ... M.D.C.: 24,000.

Hoknar

My son, I present to you my second son, said mighty Od, to the hosts assembled.

Would that he be a little less fiery than the first one, came a voice, to which there was much laughter, and then another voice said, yes, let this one be not another Locknar.

What's wrong with another Locknar, came Locknar's childish voice, I think another Locknar would be quite nice.

And all roared with laughter, and all filled their cups and drank to Od's new son.

*What are you doing with **my** son, came a voice from the back of the room.*

And there stood Epim, tall and proud and regal, but still white and shaking from the rigors of birth, her gown stained with drops of blood.

Wife, wife, said Od, he is beautiful! You have made me a son.

*I asked, what are you doing with **my** son? You have yet to answer me. And, I might add, I gave you a son last time, so this one ...*



There was a hush, and all saw that Od was growing red with anger.

This one, said Epim, according to our agreement, is ***my*** *son.*

I would name my own son, said Od.

No, not this one. This one is mine to name. If you name him you will do it wrongly.

I will not.

Od, husband, give me my son.

What say you, my warriors, do I not have the right to name my own son?, to which there was loud agreement, but not universal, and many, including Od's right-hand, Vallisque-Tan, and even Belimar, tried to reach Od's side so that they might dissuade him from continuing. But the press of those around Od was too great.

Across the room, seeing what was about to happen, tears streamed down the face of Epim, and some tried to raise their voices against Od, but it was too late.

My son, bellowed Od, I do name you Hoknar.

There was silence, save that the child started to cough, and then cried aloud.

You have erred, said Epim quietly, you have named him wrongly.

Wife, said Od, softly, surely you can name the next one?

I have born you two sons, said Epim, and I will never bear you another.

And she never did.

— The Book of Od

Hoknar blames his mother for the whole thing. As he said to his brother, if she hadn't brought it up, I wouldn't have to go through life being called "Wrongly-Named" all the time (to which Locknar responded, "Stupid, it had nothing to do with Epim. It was Od's fault.") Still, Hoknar has always had trouble getting along with his mother.

Yet he is still wrongly named.

What his name should have been, or what difference it might have made in his life, is totally unknown. However, it seems that Od, Epim, and the other wise ones of Odguard, all know that Hoknar is wrongly named, and that his destiny is twisted.

Which may explain why so many of his victories are hollow.

Where his father can emerge from a battle with dragons, or any other force, with few lost on either side, and with the enemy in chains, Hoknar's battles, far too often, end in wholesale slaughter, with the loss of many of his own, and virtually all of the enemy.

Where his brother can talk, wheedle, persuade, and avoid battle altogether, gaining shining victories from the use of troops and the movement of his vocal cords alone, Hoknar seems destined to find every peace broken, and himself at odds with even those he would befriend.

He is young as yet. It may be that he is just missing some piece, some part of himself ...

Hoknar is god of thunder and lightning, symbol of war, triumph, strength at arms, and honor. He is the patron of knights, palladins, soldiers and noble warriors. Trained to battle the giants of Odguard, there are none who can stand against him. No matter what his name, he is still full of life and vigor, still worshipped on almost a thousand worlds, and still proud.

Real Name: Hoknar Odsson

Alignment: Scrupulous

Size: 20 ft (6 m).

Description: A tall, muscular youth with short gold hair, and a determined expression.

Attributes: I.Q.: 18, M.E.: 22, M.A.: 24, P.S.: 32, P.P.: 30, P.E.: 30, P.B.: 30, Spd.: 33 (22.5 mph/36 km).

Natural A.R.: 11; 17 in armor (S.D.C. 3,000)

Hit points: 14,300

S.D.C.: 9,400

P.P.E.: 1,300

Horror/Awe Factor: 11

Experience Levels: 20th level Palladin and 8th level Warlock (air).

Natural abilities: Nightvision (as if in full daylight; one mile/1.6 km), see the invisible, turn invisible at will, immune to damage from fire and cold, bio-regeneration 4D6 per melee round, never fatigues, seldom sleeps, is always alert, knows all languages, teleport 78%, dimensional teleport 53%, sense the location of ley lines 65%, sense/control elementals 70%, metamorphosis: animal (he has spent a lot of time as a huge black bear), metamorphosis: humanoid, and metamorphosis: supernatural.

Deific Powers: Hoknar has the full range of power over his followers, and can perform all prototypical deific powers at regular cost, in addition to the following:

Bio-Regeneration: Deific. As the prototypical deific power. **Cost to Hoknar:** 100 P.P.E.

Control Weather: Local. As the prototypical deific power. **Cost to Hoknar:** 50 P.P.E.

Call Lightning. The equivalent of an 8th level Warlock, only it costs Hoknar zero P.P.E.! Can be cast as often as five times per melee round; each lightning strike counts as one of his melee attacks/actions.

Priest/Healing Powers: Exorcism 40%, remove curse 30%, remove deific curse 18%, healing touch (2D6), resurrection 32%, and turn 1D4×10 dead 60%.

Magic Powers: All air elemental spells, levels 1-8.

Psionic Powers: None.

Skills of Note: All Military and Wilderness skills at 94%.

Attacks Per Melee Round: Ten physical, or five physical and five lightning, or one by magic and two physical.

Special Bonuses (in addition to attribute bonuses): +5 on initiative, +4 to strike, parry and dodge, +5 to pull punch, +11 to save vs horror factor, +1 on all other saving throws, and 78% to charm or impress.

Favorite Weapons: Axe, sword or spear.

Axe of glory: Battle axe does 6D6 damage or strikes as lightning bold when thrown, doing 1D6×10; returns to thrower and is indestructible (rune axe).

Shield of power: This large, indestructible, silver shield reflects all non-magical energy (fire, lightning, etc.), back toward its source. Magical energy is not perfectly reflected, so half is reflected, and half is absorbed by the shield as damage. S.D.C. 1,300, and regenerates 2D6×10 every melee round.

Armor: Gold splint armor, A.R. 15, S.D.C. 3,000.

Vulnerabilities and Weaknesses: Takes normal damage from rune weapons and magic.

Words of the Na'runs. In a weird twist, or so it seems, the Na'runs did not curse Hoknar. What they said was, "Death must name that which death can take, death must have a name, and a name you have not."

Alliances & Allies: While he dislikes his brother, Locknar, he doesn't really view him as an enemy, but as an unpleasant ally. Prefers the company of other warriors.

Enemies: Hates the gods of darkness, especially Deevils.

Technology: Sure, why not? Hoknar is willing to try any kind of weapon.

Minions: He has armies, and champions all over Odguard, and on many of the worlds where he is worshipped.

Rifts® Earth: Perhaps this is the place where Hoknar can finally find himself, and figure out what his problem is. M.D.C.: 26,000.

Heim



Heim is the goddess of the hunt, a spirit of the forest, and symbol of both solitude and fertility. She is the patron of rangers, druids, warlocks, and huntsmen.

Her favorite followers, however, are the humble woodcutters. Not lumberjacks, for whom she has disdain, but the peasants who gather fallen branches and timber, cut it, and carry it upon their backs. She likes to look through their eyes when they take a rest in the forest, and feel the cool pleasure of the woods around them. She protects them and occasionally provides them with small favors (for Heim, a favor is not providing money, but giving a worshipper a glimpse of forest beauty).

She spends most of her time alone, travelling or hunting. She has huts, here and there, and a few treehouses, but she doesn't mind sleeping on the ground most of the time.

There is a reason why she spends so much time alone. Heim has been crushed by another case of Hoknar saying absolutely the wrong thing, at the wrong time. They were at a party, and the two of them took a walk in the woods. She had used her deific power to reduce her size, so they could walk, hand in hand. When the time seemed right, she turned to him, hoping that he would kiss her. Just kiss her...

And Hoknar started in on one of his little lectures. He told Heim that she should never expect to find an honorable man, like himself, if she kept dressing "like a tramp," and spending all her time in the forest, and acting as a warrior. No, he said, men expected a woman who could keep the hearth and do the things that women are supposed to do.

Unfortunately, Heim behaved like Heim. They parted ways, she said goodbye, and she pretended it didn't happen. Had she yelled at him for being *stupid* (duh!), or broken down in tears, she might have discovered that Hoknar was simply repeating the little speech he had heard from his father the night before. Also, she might have found that Hoknar, not being the most perceptive of Odguard (which isn't saying a lot, they're a pretty brutish bunch), hadn't picked up on the romantic overtures. In fact, Hoknar *hates* the kind of women who hang around hearths (he's got a major "thing" on his mother's minions, the Aujarine, warriors all).

It probably wouldn't have worked out all that well anyway...

Real Name: Heim'nara Ygllgssdotter

Alignment: unprincipled (selfish)

Size: 58 feet (17.6 m) tall.

Description: A beautiful young woman with short brown hair and a somewhat forlorn expression (who also happens to be a giant). She wears comfortable armor, colored green and brown so she can blend in with the trees.

Attributes: I.Q.: 21, M.E.: 26, M.A.: 22, P.S.: 36, P.P.: 30, P.E.: 28, P.B.: 22, Spd.: 33 (22½ mph/36 km).

Natural A.R.: 12, or 14 with armor (S.D.C. 2,500)

Hit points: 9,330

S.D.C.: 8,500

P.P.E.: 1,250

Horror/Awe Factor: 14

Experience Levels: 13th level Ranger, 11th level Long Bowman and 10th level Warlock (earth).

Natural abilities: Sharp long-range vision, nightvision (as if in full daylight; one mile/1.6 km), see the invisible, turn invisible at will, fire and cold resistant (half damage), bio-regeneration 1D6×10 S.D.C./hit points per minute, knows all languages, never fatigues, seldom sleeps, is always alert, teleport 82%, dimensional teleport 61%, sense the location of ley lines 79%, metamorphosis: animal (she spends time as an over-sized cougar), and metamorphosis: humanoid.

Deific Powers: Heim has the full range of power over her followers, and can perform all prototypical deific powers at regular cost, as well as the following special powers:

Banish: As the prototypical deific power. **Cost to Heim:** 120 P.P.E.

Control Tectonics. As the prototypical deific power. **Cost to Heim:** 650 P.P.E.

Transmutation. As the prototypical deific power. **Cost to Heim:** 250 P.P.E.

Priest/Healing Powers: Exorcism 43%, remove curse 60%, remove deific curse 29%, turn 1D6×10 dead 55%, healing touch (3D6), and resurrection 42%.

Magic Powers: All earth elemental spells, plus color water, create fog, sense direction underwater, walk the waves, change current, fog of fear, circle of rain, impervious to ocean depths, and communicate with sea creatures.

Psionic Powers: None.

Skills of Note: All Wilderness and Military skills, plus track humanoids, all at 98%.

Attacks Per Melee Round: Nine physical or two magic.

Special Bonuses (in addition to attribute bonuses): +6 on initiative, +3 to strike and parry, +5 to dodge, +8 to pull punch, +9 to save vs horror factor, +1 on all other saving throws, and 90% to charm or impress.

Favorite Weapons: Short sword, spear, sling and short bow (her giant bow, operated with her P.S., does supernatural damage: 2D4×10).

Thunder mace: Does 6D6×100 damage and creates an enormous clap of thunder each time it strikes. Everyone in a 15 foot (4.6 m) radius must roll to save against temporary deafness (which lasts for 2D6 melee rounds) with a 12 or higher.

Armor: Gold and Green magical, A.R. 14, S.D.C. 2,500.

Alliances & Allies: She is loyal to Epim, but feels remote from her. For company she goes to visit Belimar. Otherwise, she doesn't deal with anyone.

Enemies: None per se.

Vulnerabilities and Weaknesses: Anything that can damage supernatural beings can damage Heim, but she takes double damage only from rune weapons, or items specifically designed to do damage to giants.

Curse of the Na'runs. Heim must beware of "that which makes its possessor good, for one who is in want, and equal in the eyes of the virtuous."

Technology: She distrusts technology, because she feels people are not wise enough to use it properly.

Minions: None

Rifts® Earth: It is not a place to which she would readily return. M.D.C.: 18,000.

Belimar the Dwarf

Belimar stood at the opening to the great cave, his magic light making the rock shine blue around him. As he waited, huge shapes appeared around him.

Giants!

There was nothing that could be done. Belimar waited, hoping that his light was not an offense to the fire giants. When it seemed that a dozen or more had gathered, one spoke.

Tiny one, do you come from Hoknar?

No, Brother Giant, I know Hoknar, but I do not come from him.

That is good, for we are forsworn against Hoknar, who has killed many of us. Do you come from Od? Or Locknar? Or Epim?

Brother Giant, I come from none of them. I come to you as Belimar, dwarf, and mage. I seek something within this cave.

A dwarf? One of those that lives, like maggots, burrowing in the body of the frost giant? If you are of those dwarves, we are enemies forsworn.



Brother Giant. I am not of those dwarves, but I would advise you not to insult them again.

See, then, Brother Dwarf, that I am ten times your height, am I not?

Brother Giant, I am sure that you are more than ten times my height. You are tall, even for a giant.

Brother Dwarf, know that I am but one of a hundred of others, each as tall as I. Why should I not insult such wee folk as you?

Can you see me well?

Brother Dwarf, with your strange light I do see you exceedingly well.

Then watch.

And Belimar removed his left eye, and showed it to the fire giants, and all that he asked for was given to him.

— The Book of Od

As a god, Belimar is the symbol of strength and rune magic, as well as the patron of weaponsmiths, mercenaries and Diabolists.

However, mighty as Belimar might be as a god, it pales compared to what he has accomplished as a mage. He has become a rune smith, perhaps the only remaining rune smith in all creation.

Belimar can make rune weapons and devices of all kinds. One of his finest creations is the runic eye he has installed in his left eye socket. With this mystic device he is able to examine the underlying structure of the universe, and to find out even more of the runic secrets that both define how the universe works, and reflect the inner workings of the universe.

On the other hand, it may be that it is his meddling that seems to be bringing the doom foretold by the Na'runs upon them all.

Real Name: Belimar Trnksson

Alignment: Anarchist (was unprincipled).

Size: 8 feet (2.4 m) tall in colossal form (the equivalent of someone less than 3 feet (0.9 m) tall on the Palladium World).

Description: A stout, powerful dwarf with a great white beard. One of his eyes is always covered.

Attributes: I.Q.: 41, M.E.: 36, M.A.: 20, P.S.: 35, P.P.: 27, P.E.: 35, P.B.: 19, Spd.: 22.

Attribute Notes: Although his I.Q. is extraordinary, Belimar can be quite stupid about many things. He focuses his brain on his particular problems and never really pays attention to the rest of the world.

Natural A.R.: 10; or 18 by armor (S.D.C. 5,000)

Hit points: 3,900

S.D.C.: 4,750

P.P.E.: 5,500

Horror/Awe Factor: 14

Experience Levels: 20th level Rune Smith and 15th level Diabolist.

Natural abilities: Astral travel, nightvision (as if in full daylight; one mile/1.6 km), see aura, see the infrared and ultra-violet spectrums of light with rune eye, see the invisible, turn invisible at will, fire and cold resistant (half damage), bio-regeneration of 6D6 S.D.C./hit points per melee round, knows all languages, never fatigues, seldom sleeps, is always alert, teleport 99%, dimensional teleport 98%, sense the location of ley lines 90%, sense/recognize enchantment/magic 93%, metamorphosis: animal, and metamorphosis: humanoid.

Deific Powers: Belimar has the full range of power over his followers, and can perform all prototypical deific powers at regular cost, as well as the following special powers:

Consume P.P.E. As the prototypical deific power. **Cost to Belimar:** 20 P.P.E.

Forge Lightbringer Rune Weapon of Light. Belimar can create a Lightbringer to his own specifications. For details, see Palladium RPG, 2nd edition, page 252. **Cost to Belimar:** 1,500 P.P.E., plus Severe Body Investment.

Priest/Healing Powers: Turn dead 50%, remove curse 97%, remove deific curse 88%, and resurrection 20%.

Magic Powers: Runes and rune magic, all Wizard spells, all Diabolist abilities, and all fire elemental spells.

Psionics: None

Skills of Note: All Science and Medical skills at 98% each.

Attacks Per Melee Round: Five physical or three magic.

Special Bonuses (in addition to attribute bonuses): +3 to strike, +4 to parry, +6 to dodge, +4 to pull punch, +10 to save vs horror factor, and 79% to charm or impress.

Favorite Weapons: Dozens of rune weapons. He'd rather use one of the new ones he hasn't tried yet. Can use any other weapon types.

Armor: Bronze plate and chain, inscribed with runes, A.R. 18, S.D.C. 500, and impervious to fire and cold.

Alliances & Allies: He stands with Od, but he is even more loyal to Epim. He is related to neither, but comes from a race of dwarves from a far-off world.

Enemies: Where once he hated Locknar with a burning passion, he now hates Locknar more coldly.

Vulnerabilities and Weaknesses: Rune weapons do double damage.

Curse of the Na'runs. Belimar will die of "vain glory, that you see not what is in front of your right eye, and that if you were to open one eye and shut the other, which you will not, then your death would not be such a useless thing."

Heim. Belimar has a crush on the giant huntress, but he keeps it to himself.

Technology: Interesting toys, but even Rifts Earth technology seems primitive and unwieldy to Belimar. It is unlikely that he will spend much time with it. However, he is likely to become fascinated with the Splugorth's version of Bio-Wizardry, as well as Techno-Wizardry (a primitive form of rune magic? A weak variation?).

Minions: None; he summons creatures only to perform specific tasks.

Rifts® Earth: From Belimar's point of view, Rifts Earth is a highly unstable place. He would feel safer walking around the inside of an active volcano. M.D.C.: 8,500.

Wolvenar

In the dead of winter, when the days were cut short, a wolf pack strolled out of the forest, and walked up to, and then into, the manor of Od. There was much confusion and grabbing of weapons, for the wolves of Odguard have been known to take two-legged game from time to time, when more succulent meals were unavailable.

Yet the wolves did not attack. One, obviously a female, separated from the rest of the group, with a huge black cub dangling from her mouth. It walked up to Epim and laid the pup at her feet.

Then all the wolves, with serene calm, turned around, filed out, and disappeared into the forest.

Though covered in black fur, it was no wolf. It was a giant, wolf-like humanoid! And the amount of milk he drank that winter was a thing of legend. In ten summers it stopped growing, at a strange point halfway between the height of Od, and the height of the giants. By this point it was obvious that Wolvenar was a god.

Wolvenar is that oddity of oddities, a freshly created god. It is theorized that the rise of the Wolfen Empire, even though it may be on such a minor world as the Palladium World, may have been enough to bring a wolf god into being.

Among the gods of Odguard there is a great deal of discussion about Wolvenar. They speculate that he could be the bastard child of either Od or Locknar, both gods who have put children into odd beasts before. While neither Od nor Locknar deny the possibility, neither of them have taken Wolvenar as an adopted son. Others claim that Wolvenar has something to do with the Fenry Wolves of Dyval, or the Alu on Hades. Ultimately, Wolvenar is an enigma.

Meanwhile, the young god is trying to find out as much as he can about who he is and what he can do. He spends his time learning, as



well as looking out through his followers (mostly Wolfen, Kankoran and some Coyles), taking measure of the new Wolfen Empire. Wolvenar has the confidence and idealism of youth. He has proven to be a courageous warrior and friend to Od and his pantheon, although the northern god tends to watch him with a touch of suspicion and concern.

Real Name: Ianate Wolvenar Kol

Alignment: Principled (good)

Size: 42 feet (13 meters) tall.

Description: A classic Wolfen, only he's giant and god-like. His fur is black and his eyes are bright green.

Attributes: I.Q.: 23, M.E.: 21, M.A.: 25, P.S.: 47, P.P.: 27, P.E.: 40, P.B.: 24, Spd.: 44 (30 mph/48 km) running indefinitely, but can run for a short spurt of 10 minutes at 88 (60 mph/96 km).

Natural A.R.: 13

Hit points: 7,500

S.D.C.: 8,000

P.P.E.: 1,600

Horror/Awe Factor: 16

Experience Levels: 12th level Soldier and 2nd level Wizard.

Natural abilities: Nightvision (3000 feet/910 m), track by smell 86% (+10% to follow a blood scent), recognize a familiar scent (including people/gods) 84%, see the invisible, keen hearing, fire and cold resistant (half damage), bio-regeneration 6D6 S.D.C./hit points per minute, knows all languages, never fatigues, seldom sleeps, is always alert, teleport 42%, dimensional teleport 21%, sense the location of ley lines 54%, metamorphosis: animal (usually a wolf, bear or badger) and metamorphosis: humanoid (usually a Wolfen, Kankoran, human or Algor giant). In giant, god form, he can also leap 300 feet (91.5 m) high and 600 feet (183 m) lengthwise. In humanoid or animal guise he can leap 30 feet (9 m) high from a standing position and 100 feet (30.5 m) lengthwise with just a short running start.

Deific Powers: Wolvenar has the full range of power over his followers, and can perform all prototypical deific powers at regular cost, as well as the following special powers:

Create Deific Portal. As the prototypical deific power. **Cost to Wolvenar:** 250 P.P.E., plus Token Body Investment.

Destroy Deific Portal. As the prototypical deific power. **Cost to Wolvenar:** 350 P.P.E.

Priest/Healing Powers: Exorcism 50%, remove curse 29%, remove deific curse 10%, turn dead, curse, healing touch (2D6), and resurrection 44%.

Magic Powers: All first level spells plus chameleon, float in air, sense traps, repel animals, tongues, and fly as the eagle.

Psionic Powers: 680 I.S.P., and possesses all psionic sensitive abilities, along with telekinetic punch, telekinetic leap, and alter aura.

Skills of Note: All Military and Wilderness skills at 83%, plus horsemanship: knight, climb, swim, dance, sing, fish, art, breed dogs, and lore: demons and monsters, all at 60%.

Attacks Per Melee Round: Eight physical or psionic attacks or one by magic. Wolvenar is still growing and learning, and is likely to get another two physical attacks per melee and another magic attack within the next thousand years.

Special Bonuses (in addition to attribute bonuses): +3 on initiative, +3 to strike, +5 to parry and dodge, +5 to pull punch, +5 to save vs horror factor, and 90% to charm or impress.

Favorite Weapons: Prefers swords. **Note:** Belimar has promised to provide Wolvenar with magic weapons and armor, probably rune weapons.

Armor: Currently he has a suit of magical partial plate armor, but he is looking for something better. A.R. 14, 480 S.D.C.

Alliances & Allies: Heim is the only one of the Northern Gods who he would call an ally, or friend. It's not that he dislikes the others, but more a matter of feeling like the junior apprentice around them. Heim treats him not like an equal (which he's not) but as a friend. A real friend. The others still aren't sure what to make of him.

Enemies: While he has not had time to develop anything like a proper enemy, he and Frssvrr the Troll, a monster who has defeated both Locknar and Heim, seem to be circling each other, in anticipation of a major battle. Generally, any enemies of the Northern Pantheon are enemies of his. He's also taken a disliking to Deevils, who have taunted him ("Od's lapdog," "whelp of Loknar," etc.) and have tested his mettle in tentative combat on more than a few occasions. They too, don't know quite what to make of him, or how dangerous he might just be.

Wolvenar, disguised as a canine mortal, has also made several Wolfen and human friends in an effort to learn more about both species. He sees this as particularly important with the ever increasing tension and hostilities between the two races, and the fact that so many canine people are looking to him for help or guidance.

Worshipers: Greatly beloved by the Wolfen of the Northern Wilderness of the Palladium World. Even some Bearmen, Coyles and humans (mainly woodsmen and rangers) pray to him. However, most "civilized" humans regard Wolvenar as strictly a Wolfen god and a monster to be destroyed.

Vulnerabilities and Weaknesses: Rune weapons do double damage! Other types of magic weapons and spells do normal damage.

Fear of Fate. So far, Wolvenar has avoided the Na'runs, and has not heard his fate. He fears that whatever they tell him will close off his options in life, and destroy his freedom. This is not a casual fear, but something that can send Wolvenar fleeing in a blind panic, away from any oracle that confronts him.

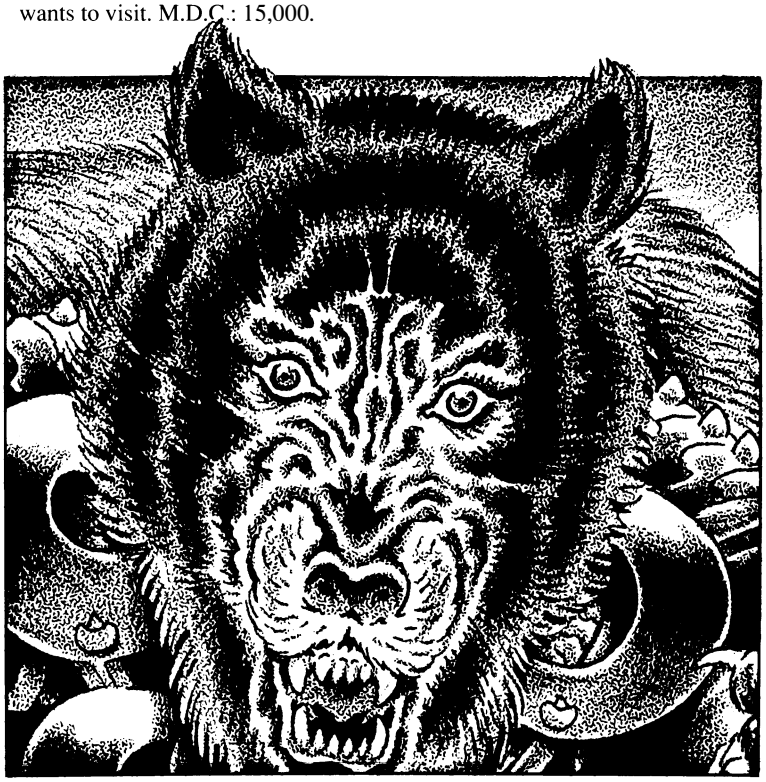
Technology: From what he has seen, technology smells very bad. It is unlikely that he will ever adopt it, approve of it, or even accept it in his presence.

Manifestations: Of all the Northern Gods, Wolvenar has taken a real interest in the Palladium World. He has formed his secondary manifestation among the Wolfen Empire, and is enjoying the process of walking among them.

Treatment of Worshipers and Priests: Attentive but cautious. After all, he's new to being a god and new to the Palladium World.

Minions: None as yet.

Rifts® Earth: From what he has heard from Od, it is not a place he wants to visit. M.D.C.: 15,000.



The Southern Gods

Also known as the Jungle Gods and Gods of Sloth

Yin-Sloth the Terrible	Michla-Da, the Monkey Goddess
Ippotomi, Water Goddess	Pith, the Snake God
Lopnel the Warrior	Tark, the Spider Goddess

It is said that when the Old Ones fell to the enchanted slumber of the ancient heroes, that Yin-Sloth the Terrible, Ippotomi, Pith, and Tark were among the first gods to appear on the Palladium World. They were soon joined by Lopnel and Michla-Da. All were violent primordial gods, not particularly different from the Old Ones in that regard. Even the gentle and caring Ippotomi who protected and nurtured mortals, represented the bottomless depths of the oceans, sea monsters and raging storms. Savagery and raw power were what the people had always known so these gods were accepted and reigned for several thousand years. They were worshipped by primitive, often savage, people in the jungles of the south and the wilderness of the west.

As culture and civilization spread, first among the Elves and then among others, the violent gods fell from favor. Gentler, kinder, and more cerebral gods were preferred. It was probably Ippotomi's nurturing nature and concern for lesser beings that made her one of the most popular of the Southern Gods from the very beginning and has kept her so to this very day. When the pantheons of Rurga, Dragonwright, and the Gods of Light and Dark appeared, people abandoned the fierce Jungle Gods in droves. Today, except for Ippotomi and Lopnel, the other Southern Gods are relegated to worship by cultists and tribes from a handful of monster races. They reign supreme only in the hearts and minds of the Tezcat cannibals of the Yin-Sloth Jungles.

Hunagat

Yin-Sloth, Ippotomi, Pith, and Tark live in a heroic realm of jungles called *Hunagat*, that mirrors the Palladium World. It is a vicious place, filled with fierce animals and unnatural monsters, including many of the castaway creations of these Jungle gods. Each deity lives in their own temple city, attended by thousands of minions and lesser servants. Yin-Sloth's city, a nameless place, is completely overgrown with plants and mutant fungus, and is thick with monstrous slime creatures. Ippotomi lives in Ca'Umet, a city half submerged, attended by hordes of animal-headed servants. Tark lives in a single huge tower, known as V'ssll, a place filled with spiders, webs and the bones of sacrifices.

Gonarak, Pith's vast temple city, appears as if it were an ordinary city of the Palladium World, surrounded by farms, filled with shops and marketplaces, and populated by a full range of humanoids. It is only in the palace of the goddess, where Pith himself lives, and in the vast crypts underneath, that one may find his supernatural attendants, the serpent people.

Michla-Da and Lopnel, once residents of Hunagat, are long departed. Michla-Da, the Monkey Goddess, was banished, her temple city destroyed, and her minions are now the slaves of Pith. On the other hand, the temple city of Lopnel still exists, and is still inhabited by vast numbers of servants and attendants, but has been abandoned by the god as he is in the process of creating a new realm.

The Church of the Seven Waters

One of the older faiths, this church and its gods have fallen from popularity (not that they were all that big to begin with) and continue to slip into obscurity. Of all the southern jungle gods, Ippotomi is the most widely worshipped, mainly by sailors, pirates and other seafarers. She is recognized as a benevolent goddess believed to protect all seafarers and aquatic humanoids. The Church enjoys its greatest popularity in the deep south in the Land of the South Winds, Timiro Kingdom, and Floenry Islands, and to a lesser degree, the Eastern Territory, but also has temples in the Western Empire and elsewhere. Numerous shrines (rarely maintained by anybody and covered in vines) also dot the Yin-Sloth Jungles and the occasional pirate port.

Main God: Ippotomi

Alignments of Worshippers: Any

Pantheon: Ippotomi is always the chief deity but may include Algor and any other sea gods and water spirits. Pith and Lopnel are usually included in the pantheon of the Church of the Seven Waters, but always as secondary gods associated with Ippotomi. Michla-Da, the Monkey God, is sometimes included as a secondary god that only causes Ippotomi, and those she protects, trouble through her mischief.

Organization: The Church of the Seven Waters is a polytheistic religion that is open to new followers, without any restrictions. All races are welcome and worshippers and priests are allowed to pray to, and even make sacrifices to other gods.

Except for a few large churches and elaborate temples in the Land of the South Winds and the Timiro Kingdom, most temples are small and modest, containing one or two priests and a few apprentices to a handful of acolytes (and no priest) who serve as caretakers. There is little formal structure beyond the relationships that the priests of each temple have with each other.

Typical Followers: Sailors, fishermen, pirates and others who depend upon the sea, as well as some Tezcat and many Lizard men.

Symbols and Icons: The hippopotamus.

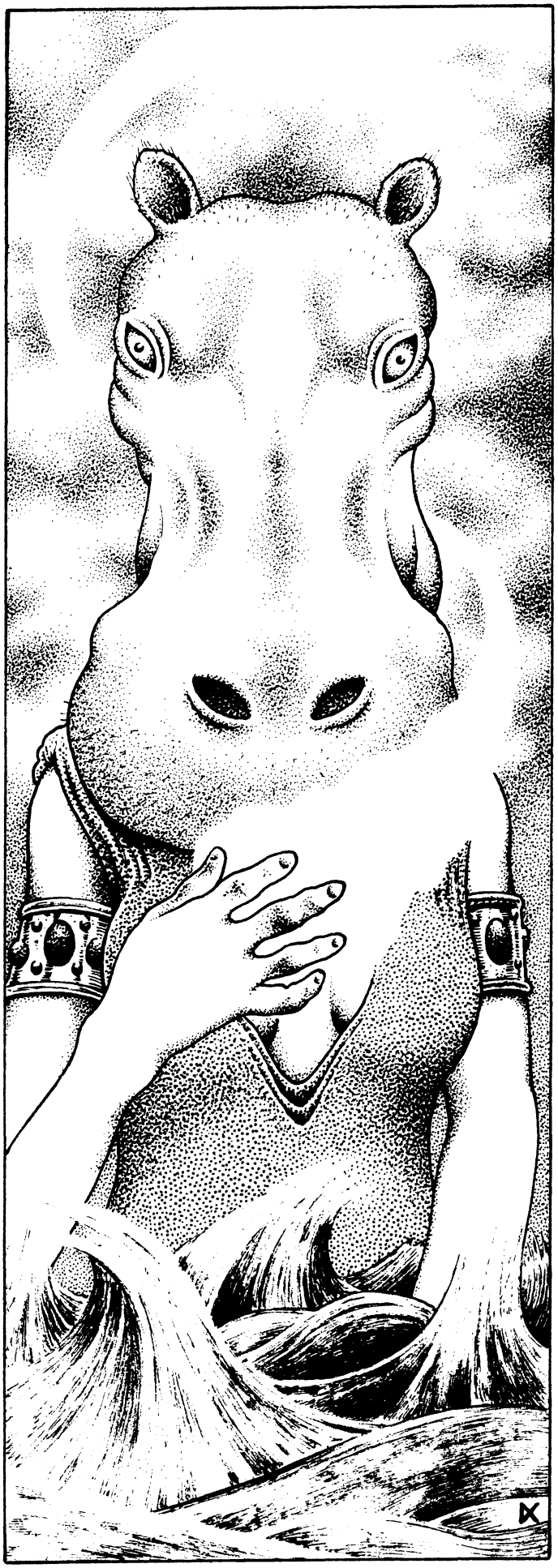
Common Rites and Sacrifices: Newborn babies, especially those of sailors and fishermen, are often given the "Blessing of Baptism." During the hurricane and monsoon season in the South, large sharks are captured, sacrificed in Ippotomi's name and their teeth removed as a symbol of removing the teeth and deadly force of tropical storms.

Ippotomi

Ippotomi is an ancient sea goddess who is the symbol of storm, wind, sea and women. At first glance, she may seem out of place in a pantheon of such beings as Yin-Sloth the Terrible, Michla-Da the Betrayer, Pith the Assassin and the other violent Southern Gods. By comparison, Ippotomi is compassionate and a healer. She helps and protects the innocent from storms and other dangers, sometimes even from Yin-Sloth and the other gods in her pantheon. As one might imagine, for Ippotomi to stand up to Yin-Sloth, she must be strong. An elemental force of nature, she commands the oceans and seas, and uses her watery nature to adapt and soothe situations rather than respond heatedly. Like the powerful hippopotamus, she is thick skinned, so even irreverence and insults do not affect her like they do the volatile and vengeful Yin-Sloth, Pith and Michla-Da. Ippotomi lets such things roll off her back, ignoring foolishness and words said in the heat of the moment. Unlike the others, the sea goddess is comparatively calm, understanding and forgiving.

As a rule, Ippotomi likes to look before she leaps, always trying to weigh all the issues and consequences of a particular action before moving forward. This even-tempered thinker has had a calming effect on the rest of the pantheon, particularly Yin-Sloth, who often rages at her for being too slow to take action and sometimes for being an obstacle to his plans. Ippotomi takes his tirades with her usual calm tolerance and waits until he's done raving (which can be quite awhile) before she responds. Surprisingly, Yin-Sloth genuinely appreciates her abilities and never holds a grudge against her (quite possibly the only being where such can be said).

Even when Ippotomi openly defies Yin-Sloth, the monster will stay his hand and eventually forgive her. This is in part, because Ippotomi never tries to usurp his power, hurt or belittle him. Any stand she'll take against Yin-Sloth will be to protect another or be made with the best interests of the pantheon in mind. Ippotomi's actions against Yin-Sloth or



any other gods in the pantheon, are always defensive, never offensive. The Sea Goddess simply stands her ground and won't budge. She is willing to fight for what she believes in and her fellow gods know it.

While some of the gods and enemies outside the pantheon would like to eliminate her, they know that they'll have to face the wrath of both Lopnel and Yin-Sloth, neither one a pleasant proposition. On the other hand, to call Lopnel or Yin-Sloth a friend is a stretch. Lopnel is the "official" warrior in the group, so if anything happens to any of the gods of the Pantheon, it is his "job" to avenge them — besides, it's a good excuse for a fight, perhaps massacring an entire church and battling another god. Yin-Sloth will seek vengeance against those who would dare to strike at him through the other gods of *his* pantheon.

Real Name: Ipposo Mii Avlw

Alignment: Unprincipled

Size: 20 feet (6 m) tall.

Description: A giant maiden with milky white skin, translucent blue eyes and the huge head of a hippopotamus. She never wears armor, but is usually seen wearing gold and gem studded armlets. According to legend, if Ippotomi *lends* a seafarer one of her armlets, no harm from the sea shall befall him.

Attributes: I.Q.: 22, M.E.: 30, M.A.: 23, P.S.: 50, P.P.: 21, P.E.: 24, P.B.: 15, Spd.: 14 on dry land, 88 (60 mph/96 km) in or underwater.

Natural A.R.: 14

Hit points: 8,400

S.D.C.: 9,000

P.P.E.: 2,500

Horror/Awe Factor: 15

Experience Levels: 15th level air and water Warlock, and healer.

Natural abilities: Astral travel 94%, breathe without air/underwater (without limit), impervious to cold and underwater pressure (can dive any ocean depth/walk the ocean floor, etc.), impervious to poison and toxins, swim 98%, nightvision (sees as if in full daylight, even in total darkness; range one mile/1.6 km), see the invisible, turn invisible at will (no time limit), knows all languages, never fatigues, seldom sleeps, is always alert, bio-regenerates 1D6x10 per melee round without P.P.E. cost, teleport 67%, dimensional teleport 71%, sense the location of water 98%, sense the location of ley lines 83%, sense/recognize enchantment/magic 75%, sense/control elementals 98%, limited metamorphosis (either a hippopotamus or a young, human maiden), summon 1D4 lesser air or water elementals, or one ice elemental twice per day (she is very sensitive to the plight of elementals, so she rarely keeps them long and tries to not endanger their lives).

Deific Powers: Ippotomi has the full range of powers over her followers, and can perform all prototypical deific powers at the regular cost, with the following exceptions.

Control Weather: Local. Cost to Ippotomi: 100 P.P.E.

Control the Sea. Ippotomi can take charge of an entire ocean! In other words, *all* the water surrounding the main land mass of the Palladium World to manipulate as she sees fit. She can raise or lower the level of the water, reverse the tides, create channels, drain basins, etc. **Cost to Ippotomi:** 1,000 P.P.E. initially, plus 300 P.P.E. per hour if it goes on for longer than the first half hour.

Priest/Healing Powers: Exorcism 89%, turn dead 75%, remove curse 53% (19% for deific curses), curse 80%, healing touch (4D6), resurrection 82%.

Magic Powers: All air and water elemental magic spells! Opponents must roll a 16 or higher to save vs Ippotomi's magic.

Psionic Powers: 210 I.S.P., all healing and sensitive psionics, plus hydrokinesis, electrokinesis, empathic transmission and invisible haze.

Skills of Note: All Naval/Sailor and Wilderness skills plus basic math, astronomy & navigation at 98%. All Medical skills at 60%.

Attacks Per Melee Round: Six in physical or psionic combat or two by magic.

Special Bonuses (in addition to attribute bonuses): +6 on initiative, +2 to strike, +1 to parry and dodge, +5 to pull punch, +12 to save vs horror factor.

Favorite Weapons: Rarely uses any weapon, relies on her magic, psionics and natural abilities.

Armor: None

Alliances & Allies: Ippotomi is the most respected and liked member of the Jungle pantheon by other gods. She has fought at the side of other gods of light, and is known to air and water warlocks, as well as sailors. However, her association to this archaic, dark religion and its bloodthirsty gods limits her acceptability among gods and men.

Enemies: Ippotomi has inherited many enemies from the other members of her pantheon, including clashes with Aco and the Juggernaut, Kirgi, Tolmet and deevils. She's also had a few duels with Algor over control of the Southern Oceans.

Vulnerabilities and Weaknesses: Fire based magic and flaming magic weapons to double damage, but lightning and electricity does half. Mage, psionics, silver weapons and rune weapons all do their normal damage. Ordinary weapons do half damage.

Guilt by association. The sea goddess' membership in a pantheon of violent, vindictive, evil monsters has branded her as undesirable among most other gods. Humans and other civilized people of the Palladium World, although more receptive to Ippotomi than the others in her pantheon, prefer the more "enlightened" gods of Light & Dark, Rurga, and even the Northern Gods.

Rage. Ippotomi is not without her own moments and has been known to call forth terrible storms and deadly seas when pushed to anger. Fortunately, her rage burns out quickly and is usually replaced with remorse and an effort to help or comfort survivors.

Resignation. Ippotomi has resigned herself to her fate with the Jungle Gods. Right or wrong, she stands by her pantheon, hoping that she can help temper their wicked natures and protect at least some from their terrible wrath. In the end, whatever fate has in store for the Southern Gods, Ippotomi is likely to share in it.

Technology: Has heard of it, but has no interest in it.

Manifestations or Avatars: None.

Minions: She has been known to summon elementals in the past, and is worshipped by the Tezcats and Lizard men, but seems to have no servants or helpers currently.

Treatment of Worshipers, Priests and Organizations: She takes care of her priests, and often protects seafarers. She'd like to see her church grow, but realizes that is not likely.

Holy Artifacts: 1. The Armlets of Ippotomi: A pair of enchanted jewelry that she always wears. Occasionally, she will lend special people (sailor, fisherman, champion of light) one of her armlets, beseeching him or her to wear it and never take it off until she returns for it. If the person does as the god has bid, the character is under Ippotomi's protection and is instilled with the following: Cannot drown; swim like the fish, breathe without air (indefinitely), impervious to the ocean depths, float on water (indefinite), can drink sea water (instantly turns to fresh the moment it is swallowed), impervious to poison/toxins in water, find sustenance in seaweed (equal nourishment to a full meal), no dangerous storms will threaten the vessel on which he is travelling, and no sea predator will attack him, including sea serpents and sharks. Perhaps, most important of all, Ippotomi, connected to the character via the other matching armlet, will always know precisely where he is and whether or not he is in serious danger.

Note that if the person disobeys Ippotomi or discards her armlet and her help, he will invoke the ire of the sea goddess. The character's trip will be filled with rough seas and dangerous storms. According to legend, those who rebuke Ippotomi's blessings and go out to sea, never return.

2. The headdress of Ippotomi: According to legend, Ippotomi, Pith, Tark, and Lopnel commissioned a great mage or another god (some say Thoth) to create *four mystic headdresses* to help mortals combat the minions of the insanely evil god, Yin-Sloth the Terrible. Yin-Sloth found this amusing and had his own headdress made in the shape of a crocodile and presented it to his high priest. These fabled headdresses have *disappeared* (Yin-Sloth's doing?), and haven't been seen in over 7000 years. Most scholars and fortune seekers don't believe they ever existed.

The headdress of Ippotomi is shaped like the head of a hippopotamus and provides the following: Great P.E. equal to 22, +4 to save vs poison and disease, +1 to save vs magic, +14% save vs coma, swim 98%, breathe underwater *indefinitely*, and impervious to magic fumes, mists, and clouds. The wearer is empowered with the healing touch up to four times per 24 hour period (restores 4D6 hit points and 2D6 S.D.C.). It also adds 30 hit points to the wearer. Usable by those of a good alignment, including unprincipled. The headdress has an A.R. 18, S.D.C. 900 and regenerates 20 S.D.C. every minute. At some time in its history, the curse of "Stink" has been placed upon it.

Realms of Influence: Ippotomi is worshipped on the Palladium World and has a strong presence on a couple of others, all primitive places.

Rifts® Notes: She and her fellow gods don't know anything about Rifts Earth, which is good because the other members of her pantheon would love the conflict and struggle there, and only serve to make matters worse. M.D.C.: 11,500; magic and mega-damage weapons do full damage.

Lopnel

And the Red God did bellow his frustration, and tears ran down from his eyes in torrents.

"Are there no more to take up the challenge? I am wounded and tired, surely you can defeat me. Come. Come show me your rage. Smite me down for I am your enemy. Come!"

But none came, for there were none left to fight. And when one of his lieutenants came to console the Red God, the god cleaved him in two and wept. The tears were not for the senseless murder of his lieutenant, nor for the multitude that laid dead and dying before him, but because the battle was ended, and now was a time for peace.

— Tristine Chronicles

The Sect of the Red God

Main Gods: Lopnel, God of War and Vengeance.

Alignments: Any, but tends to attract anarchists.

Pantheon: May include the other Southern Gods of Sloth as well as other warrior gods.

Organization: An old religion kept alive largely by the Tezcat of the Yin-Sloth Jungles and the monster races of the jungles, Baal-gor Wasteland and Old Kingdom. Some Kobold and human assassins and mercenaries also worship the Red God. Typically polytheistic, allowing the worship of other gods, but some sects are monotheistic, worshipping only Lopnel, excluding even the other Jungle Gods of Sloth.

Symbols: A hungry maw filled with fanged teeth, a serpent's cold-blooded eye and a twisted smiling face (resembles a stylized monkey) all strung together (see the design on Lopnel's armor, around his neck).

Followers: The god is most popular with career soldiers/mercenaries and militant fanatics who champion some cause through bloodshed and violence or promote war. Most popular among nonhumans, especially certain tribes of Orcs, Kobolds, Ogres, and Gigantes. The Red God has been forever abandoned by the Dwarven race.

Holy Places: Small shrines and temples are scattered throughout the Yin-Sloth Jungles, Baal-gor Wasteland, and Old Kingdom.

Note: There are a few native warrior tribes of the Yin-Sloth Jungles who worship him exclusively and are very aggressive/militaristic. Lopnel is also popular along the seacoast of the Western Empire as the Red



God is said to live at the bottom of the *Sea of Scarlet Waters* (not true). Clergy wear red robes, head bands, and carry large red banners with the sign of the hawk.

Lopnel the Red God

Lopnel, the Red God, symbolizes war, warriors, and conflict, but should also symbolize unreasoning excess. Lopnel is a zealot who lives by extremes. If somebody insults your honor, you don't just beat the fellow to a pulp, you kill him and his family, and maybe even sack his village. If a priest of a rival god/church molests or kills one of yours, you burn the church down, kill all the priests and perhaps slaughter the entire congregation. If the gods declare war as a result, so be it.

Lopnel is not an evil god, but he loves conflict and war. He is also a hot-head, quick to solve problems with his fists or sword. Problems that cannot be resolved so quickly easily frustrate him to no end. While the god would like to think of himself as a dashing palladin, he is not. Rather, he is a bloodthirsty monster given to bragging, fighting and wholesale slaughter. His rage can be murderous and his vengeance unrelenting. He loves to fight not for justice, power, or even glory, but for the sake of the battle. It is the exhilaration of combat that consumes him. While winning is best, it really doesn't matter as long as one fights a good fight. In fact, Lopnel usually loses sight of the reason for the battle, giving himself completely over to the fury of combat. When the battle is over, win or lose, Lopnel always feels let down and depressed, not because of the death and carnage, but because the battle is done and now he must wait for the next one.

Although once a resident of Hunagat, along with Yin-Sloth and the other Southern Gods, Lopnel is now in the midst of building a new heroic realm. Lopnel calls his creation Daka, and he is shaping it into a land of constant war, with wolfen lands to the north, human lands to the west, Kobold lands to the east, and a horde of Trolls to the south. Lopnel appreciates sorcerers and magic, but finds true value only in the heart of the warrior. He travels the Megaverse in search of war and meets many warriors, but has few that can be counted as friends.

Real Name: Trinist Bly Lopnel

Alignment: Anarchist.

Size: 18 feet (5.5 meters) tall.

Description: Appears as a human looking, robust giant with bronze skin, long red hair, beard, mustache and dark, blood red eyes. **Attributes:** I.Q.: 22, M.E.: 19, M.A.: 19, P.S.: 52, P.P.: 26, P.E.: 28, P.B.: 10, Spd.: 88 (60 mph/96.5 km).

Natural A.R.: 10; 17 in plate armor (S.D.C. 3000).

Hit points: 4,750

S.D.C.: 5,420

P.P.E.: 1,150

Horror/Awe Factor: 15

Experience Levels: 15th level mercenary warrior and 8th level Earth Warlock.

Natural Abilities: Nightvision 2000 feet (610 m), see the invisible, knows all languages, teleport 89%, dimensional teleport 53%, never fatigues, seldom sleeps, is always alert, and can bio-regenerate 2D6x10 points of damage per melee round and is able to regrow a new limb within a week.

Deific Powers: Lopnel has the full range of power over his followers and can perform all prototypical deific powers at *double* their regular cost.

Priest/Healing Powers: None; he is a warrior not a healer.

Magic Powers: Knows all Earth Warlock spells from levels 1-8.

Psionic Powers: None.

Skills of Note: All Weapon Proficiencies (W.P.) and all Military skills at 98%, plus track humanoids, climb, swim, juggling, dance, intelligence, and all wilderness skills at 82%.

Attacks Per Melee Round: Nine physical or two via magic.

Special Bonuses (in addition to attribute bonuses): +7 on initiative, +3 to strike, +5 to parry and dodge, +6 to pull punch, +12 to save vs horror factor, +1 on all other saving throws, 55% to evoke feelings of intimidation or trust.

Favorite Weapons: Expert in all weapons. He also relies on his magic, and supernatural abilities.

1. Blood Drinker, the Axe: An indestructible Greatest Rune Weapon. This white bladed axe is a vampire that magically drinks the blood of those it slays (which are many). It is Lopnel's most powerful and prized weapon, and in constant telepathic link with him. It has an I.Q. of 20 and is of an aberrant alignment (it thinks of it and Lopnel as partners in war and merry bloodletting). The axe inflicts 1D4x10 points of damage on creatures of good alignment who try to use it, continuing every melee round until released. When parted from Lopnel, *it* can teleport back to him no matter where it or he is, even from other dimensions.

In combat, the axe inflicts 1D4x10 damage to mortal creatures, but 3D4x10 damage to demons, deevils, dragons, gods and other supernatural beings and creatures of magic. Additionally, it inflicts 1D4x1000 points of damage to Alien Intelligences (it is rumored that a lesser Vampire Intelligence is bound inside the blade)!

2. Bushwacker, the Dagger: A Great Rune dagger with a crimson handle and hilt, and a grey blade. It can be turned invisible upon command, returns when thrown, has an I.Q. of 17 and an anarchist alignment. The dagger does 4D6 damage and can cast six spells per day from the following: blind, mute, armor of Ithan, fire ball, fly and energy disruption.

Armor: Ornate, bronze, plate armor with red trim and highlights; A.R. 17, S.D.C. 3000.

Alliances: Lopnel pretty much does as he pleases. If somebody doesn't like it, he's ready to fight about it. He only backs down to Yin-Sloth because he fears him (the tentacled beast has defeated Lopnel in combat on three occasions, once even killing him — the Red God was reincorporated through the efforts of Ippotomi and worshippers). Lopnel has found some measure of acceptance and camaraderie among the demon hordes of Hades, especially among the Gargoyles and Gallu Bulls, however he hates the Raksashas and the jinn (the feeling is mutual).

Enemies: Lopnel has made enemies throughout the Megaverse; far too many to enumerate, among both good and evil. His brazen and confrontational attitude has made him unwanted just about everywhere. Most of the other warrior gods consider him a bully and a maniac. Within his own pantheon he considers Pith a worthy but treacherous ally, Ippotomi a complacent weakling and Tark a self-serving opportunist, while Michla-Da the Monkey God is vermin to be tortured and killed. Lopnel hates Yin-Sloth most of all, because he knows he can't best him in combat (something he'd never admit in combat). For these and other reasons, the Red God is off building his own realm, away from the Jungle Gods.

Vulnerabilities and Weaknesses: Angels, holy weapons and weapons made from silver inflict double damage. Rune weapons, psionics, magic and normal weapons all inflict their normal damage. Yes, Lopnel is vulnerable to normal weapons.

Technology: Sounds like a bad idea to him. How can one enjoy combat and the spray of an opponent's blood from long-range?

Rifts® Notes: Doesn't know anything about Rifts Earth, which is good because Lopnel would only add to the chaos and death count.

Minions: These days, Lopnel is usually accompanied by 1D4+1 gargoyles. A gargoyle lord named Ishantal is his current lieutenant.

Treatment of Worshipers, Priests and Organizations: The Red God ignores his priests unless their prayers and pleas have something to do with war or violence, or if they are being harassed by a rival sect (then he takes the stance that *nobody* messes with *his* "chosen and beloved" people).

Holy Artifacts:

1. The headdress of Lopnel: According to legend, Lopnel, Ippotomi, Pith, and Tark commissioned a great mage or another god (some say Thoth) to create *four mystic headdresses* to help mortals combat the minions of the insanely evil god, Yin-Sloth the Terrible. These fabled headdresses have *disappeared* (Yin-Sloth's doing?), and haven't been seen in over 7000 years. Most scholars and fortune seekers don't believe they ever existed.

The headdress of Lopnel, the Red God, is in the shape of a golden hawk's head with crimson jeweled eyes. It provides the wearer with *supernatural strength* equal to P.S. 20, +5 to damage. Recognize weapon quality 90%, bio-regeneration (1D6 hit points every two melees), and can cast a total of three spells per day: Wind Rush, Call Lightning or the Armor of Ithan; any combination is possible and the same spell may be repeated. Equal to a 4th level wizard. Adds 40 hit points to the wearer. Usable by *any* alignment! Indestructible, but has the curse of "Rags."

Pith, the Snake God

Pith is another ancient jungle god whose popularity has slipped to virtually nonexistent except in the Southern Lands. The Lizard Men of the Yin-Sloth Jungle, worship him as the Great Snake, where he is still regarded as the symbol of death, murder, suicide, assassination and darkness. In the Land of the South Winds, Pith is worshipped by a death cult of master assassins. This cult has secret temples and hide-aways in virtually every major city of the Land of the South Winds, with a few branches in the Western Empire and one in Timiro. Various nonhuman tribes, clans, gangs and cultures also worship Pith along with other gods of Death and mayhem. The worship of Pith is also found in *The Southern Religion of Sloth, The Church of the Seven Waters*, and among a variety of *Death Cults.*

Pith appears as a giant water serpent with the head and upper body of a human and the lower body of a snake. He appreciates cunning and treachery and embraces death with a dispassionate eye. Unlike the impetuous and freewheeling Lopnel, Pith does not encourage killing for the sake of killing, but even if the reason is revenge, that is good enough (Pith is big on revenge). He is a cold and calculating hunter and killer, as well as an expert manipulator and spy. He recognizes and appreciates these aspects in others and finds humans to be very willing apprentices in the arts of treachery and murder.

The snake god finds Ippotomi to be the most stimulating and pleasant member of the Jungle pantheon and he visits her regularly to engage in philosophical discussion and general conversation. However, he doesn't really consider her a friend and finds her to be weak, too forgiving and merciful. He regards Lopnel with disguised contempt, pretending to be an ally, but secretly looks at him as a murderous buffoon devoid of any finesse or self-control. Pith prefers to associate with fellow Lords of Death, Set and Anubus. In fact, the three often engage in plots and adventures together.

Real Name: Kraa Pith

Alignment: Miscreant evil.

Size: Stands 10-20 feet (3-6 m) tall and is 50 feet (15.2 m) long.

Description: A monstrous looking god with the upper torso of a human, fanged mouth and clawed hands, with the lower body of a massive snake.

Attributes: I.Q.: 20, M.E.: 24, M.A.: 20, P.S.: 40, P.P.: 23, P.E.: 24, P.B.: 8, Spd.: 22 (15 mph/24 km) slithering, but 44 (30 mph/48 km) in the water.

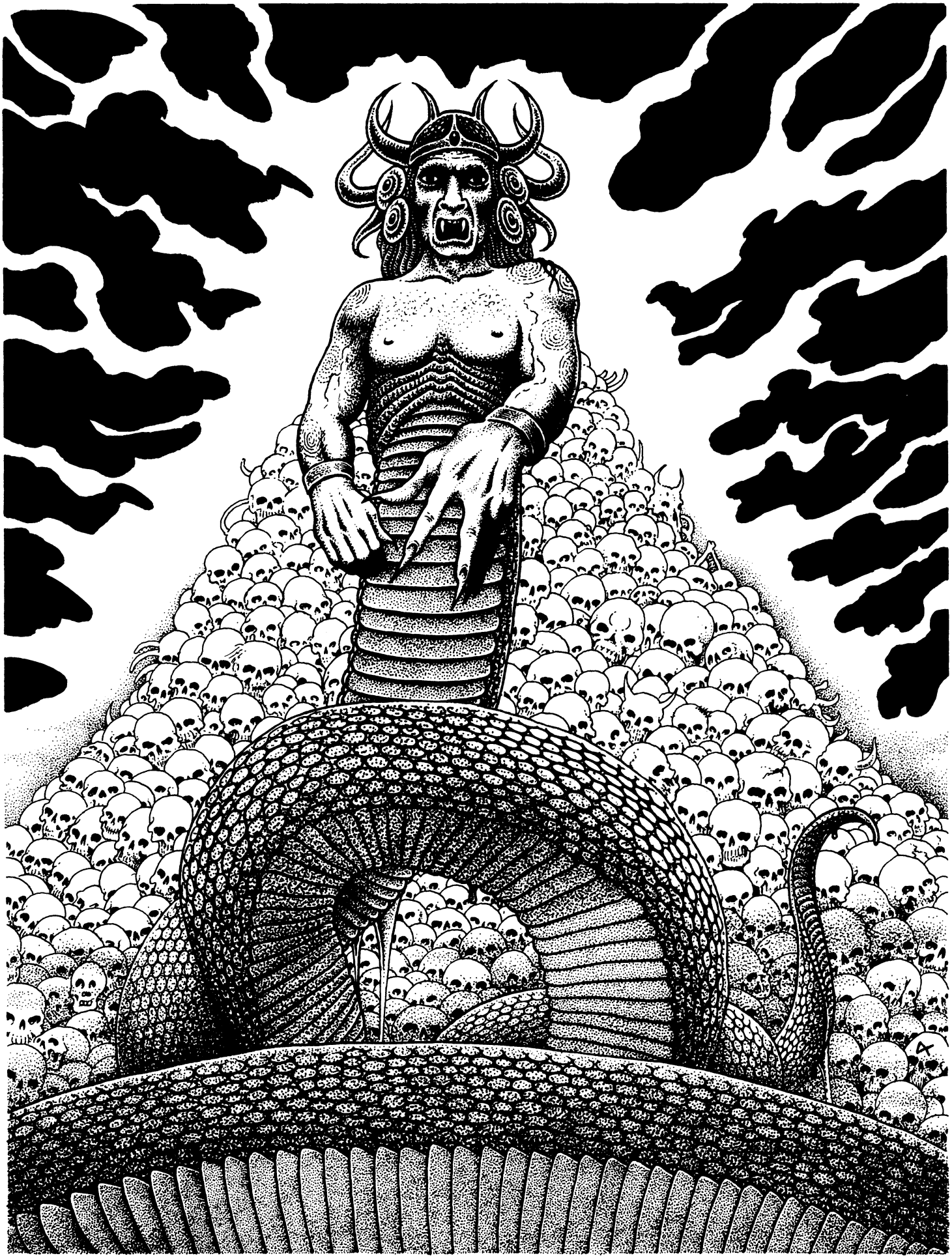
Natural A.R.: 13

Hit points: 6,800

S.D.C.: 5,100

P.P.E.: 2,050

Horror/Awe Factor: 16



Experience Level: 20th level assassin, 10th level Air and Water Warlock.

Natural abilities: Nightvision 2000 feet (610 m), see the invisible, see the infrared, turn invisible at will (no time limit), track by smell 89% (+8% for tracking blood scent), recognize scent 83%. Keen sense of taste with a 90% likelihood of recognizing the taste of any substance, including poison, and identify the ingredients of foods and drinks from just the tiniest taste. Knows all languages, teleport 96%, dimensional teleport 82%, limited metamorphosis (snakes, a vulture or human only), resistant to heat, cold, and fire (all do half damage), impervious to poisons, toxins and drugs, and summon/command 1D4+2 Worms of Taut (usually the smaller varieties; Tri-Fang, Fire Worms, and Tomb Worms are his favorites). Bio-regeneration of 2D4×10 points of damage per minute and can regrow a new limb or a piece of his tail within 48 hours.

Lethal Bite (Special): A bite from Pith's fanged mouth does the same damage as his supernatural P.S. based punch.

Nails of Venom (Special): Pith's fingernails are sharp as daggers; add 2D6 to his normal damage when using his claws to rake, cut or stab.

He can also release a deadly poison at will. A strike from the poisonous fingernails/claws will inflict his opponent with poison. A 14 or higher is needed to save. A failed save means the person suffers not only claw damage but 1D4×10 damage from poison for 1D4 melee rounds and loses half his attacks and combat bonuses while the poison ravages his body. The poison is so potent that even supernatural beings and creatures of magic will suffer 1D4×10 from the initial poison attack (no subsequent melee damage) and feel its effects in their system: -1 on all combat actions and lose one melee attack for one melee round. A successful save vs poison means no poison damage, but the character loses one melee action fighting the pain and resisting its effects. Roll damage and saving throw for each poison claw attack; damage is cumulative.

Spit Attack (Special): The Snake can spit a gob of foul smelling saliva up to 60 feet (18.3 m; no bonus to strike applies). He usually aims for the eyes (must be a called shot). If the spit strikes one or both of the eyes, the victim will be panicked, loses one melee action and is -2 on all combat moves until the spittle is wiped from his face. According to legend, Pith's spit is like acid, but this is a fallacy that the cunning god likes to take advantage of.

Prehensile Tail & Coil Attack (Special): The lower body of Pith is that of a giant, fully articulated snake. Thus, he can use the tail to strike (same damage as a punch), grab or hold something, or use it to encoil an opponent to either hold him captive, or to crush to death. Like a boa, Pith can *constrict* the muscles in his tail to crush the life out of a person. Damage from each constriction is the same as a punch (automatically penetrates any armor protection) and each constriction move counts as one of the god's melee attacks/actions. A combined P.S. of 45 is needed to the coils loosen and get free.

Deific Powers: Pith has the full range of power over his followers, and can perform all prototypical deific powers at regular cost, as well as the following special powers:

Bio-Regeneration: Deific: Pith's cost: 100 P.P.E.

Bio-Regeneration: Primal Deific: 600 P.P.E.

Summon Serpents (Special): Pith can magically cause as many as 1D6×100 snakes (anything he wants, in any combination) to appear out of thin air. If he's just trying to frighten people or cause a commotion, all or most of the snakes will be nonpoisonous. If he's out for revenge, they'll all be poisonous. Pith's cost: 100 P.P.E.

Priest/Healing Powers: Exorcism 95%, turn dead 95% (affecting 3D6×100 dead at a time), animate/control 2D4×100 dead 95%.

Magic Powers: All Necromancy spells and abilities, all Wizard spells, and all Spells of Legend. All powers of the Diabolist.

Psionic Powers: 1,450 I.S.P., has all Physical Psionic abilities, plus telepathy, object read, presence sense, hydrokinesis, mind bolt, psi-shield, psi-sword, and mind block auto-defense.

Skills of Note: Basic and advanced math, sign language, public speaking, holistic medicine, brewing, some knowledge of alchemy, skin & prepare animal hides, preserve food, cook, dance, intelligence, land navigation, wilderness survival, swim, and horsemanship: knight, and all Rogue skills at 98%.

Attacks Per Melee Round: Seven physical or psionic, or three magic.

Special Bonuses (in addition to attribute bonuses): +5 on initiative, +3 to strike, +2 to parry, +6 to dodge by bobbing and weaving his coiled body. In the case of Pith, his movements are so fast and natural that the dodging action is the same as a parry and does *not* use up one of his melee attacks. +10 to pull punch, +3 to roll with impact, triple damage from behind (back stabbing), +2 to save vs all types of magic, impervious to horror factor, and +2 on all other saving throws.

Favorite Weapons: Can use any type of weapon but prefers to use his magic, psionics, or natural abilities.

Armor: None

Alliances & Allies: To some degree, the gods of the Southern Pantheon stick together and most can usually be counted on for some level of support. Pith's greatest allies are Set and Anubis. He is also on good terms with most other death gods and uses the Worms of Taut.

Enemies: Like his buddy, Anubus, Pith prefers to have only one kind of enemy, those who are dead. Until then, everything is open to negotiation, although one better talk fast because when Pith is angry his vengeance is usually swift and deadly. He hates Michla-Da, the Monkey Goddess, and would love to do her in slowly. She feels the same about Pith.

Vulnerabilities and Weaknesses: Holy weapons, weapons made from silver, dragon slayers, and some rune weapons cause double damage.

Arrogant. Pith is cunning, but one of his downfalls is underestimating lesser beings such as the mortals of the Palladium World.

Technology: Has no use for it; prefers to rely on his own powers.

Rifts® Notes: Pith has heard about it from Set and Anubis, but finds no reason to go there. M.D.C.: 17,450.

Minions: His favorites are the Worms of Taut and humanoid pawns.

Treatment of Worshipers, Priests and Organizations: The Snake God watches casually, but intercedes only when something catches his attention. The only exceptions are assassins who kill in his name. These murderers offer a short prayer to Pith just before they slay their victims. The P.P.E. of every person killed and offered to Pith in this manner goes directly to the Snake God. This extra P.P.E. can be used to bolster his own sagging energy or enjoyed as a delectable treat. These "honored" assassins get special attention and occasionally, special favors from the god. Pith makes this known and his priests encourage the practice, pointing out that those who do so win his favor, and the favor of a god is a wonderful thing. Consequently, even coincidental good fortune is viewed as a blessing from Pith — sometimes it is.

Holy Artifacts: 1. The headdress of Pith: According to legend, Pith, Lopnel, Ippotomi, and Tark commissioned a great mage or another god (some say Thoth) to create *four mystic headdresses* to help mortals combat the minions of the insanely evil god, Yin-Sloth the Terrible. These fabled headdresses have *disappeared* (Yin-Sloth's doing?), and haven't been seen in over 7000 years. Most scholars and fortune seekers don't believe they ever existed.

The headdress of Pith is in the shape of a cobra's head. It instills great physical prowess in the wearer, equal to a P.P. of 20, +3 to strike, parry and dodge. Prowl bonus of +20%. Can summon and/or command 1D6×10 snakes. Impervious to all poisons and toxins, including faerie food. Keen sense of taste (90% likelihood of recognizing the taste of any organic substance, including poison, and identify the ingredients of foods and drinks). Adds 20 hit points to the wearer. Usable only by anarchist or evil alignments, all others will feel as if their head is being crushed and must take it off within four melees or pass out (no real

damage). Nearly indestructible; A.R.: 18, S.D.C.: 700 and regenerates 20 S.D.C. every minute. No *known* curses.

Venon Injector: This isn't so much a holy artifact as a special device that Pith teaches his priests, who in turn help to build and instruct assassins who worship Pith and *kill in his name.*

This odd device is designed to sit in the roof of the mouth, held in place between the back upper teeth. Coiled inside the mouth, it can only be triggered when the mouth is fully open, and when the user catches the release with the tip of the tongue and pulls down. When this is done, the injector fires a tiny poison tipped dart (lethal or nonlethal substance). Range: 12 feet (3.6 m). Usually made of copper or silver, they are extremely light.

Wearers are able to drink normally, but will have to exercise extreme care in eating, generally consuming only tiny morsels, one at a time. Anyone not familiar with the device will find that speech is impaired, but that a few days of practice will eliminate this problem.

Michla-Da

Michla-Da, the treacherous Monkey Goddess, was once a resident of Hunagat, and part of the Jungle Pantheon. However, Michla-Da, has been forever banished, her temple city destroyed, and her minions are now the slaves of Pith. Actually, she barely escaped with her life and Pith, Lopnel and Yin-Sloth have all vowed to destroy her if she ever shows her face again!

If ever there was a creature born of chaos, it is Michla-Da. The Monkey Goddess seem to thrive on it, and when things are quiet, creates it. Michla-Da is the symbol for chaos, treachery and deceit. She likes to engage in all kinds of games and plots that cause trouble for mortals and gods alike, but to call her a goddess of mischief is to put too blunt a point. She is an active agent of anarchy and change through *destruction.* While she likes to pull pranks, gags, tricks and create confusion, even her simplest, presumably harmless pranks are likely to be mean spirited and hurt more than one person on one level or another. Other escapades are usually much more dangerous and destructive. She hates authority and likes to tear it down. In fact, she likes to tear down, discredit or destroy anything that is loved, respected or powerful. It was such shenanigans and betrayal of the Southern Pantheon that has gotten her thrown out. Even Ippotomi can find nothing positive to say about this hateful god.

Now on her own, Michla-Da is spoiling to make trouble. One of her favorite games is to cause dissension, cruelty and civil war among humanoids, often targeting churches. Now that she's been so rudely and unfairly (in her eyes) treated by her old comrades, the

Church of the Seven Waters, the Cults of Yin-Sloth and any other organization that reveres and worships any of the Southern Gods, are her main targets.

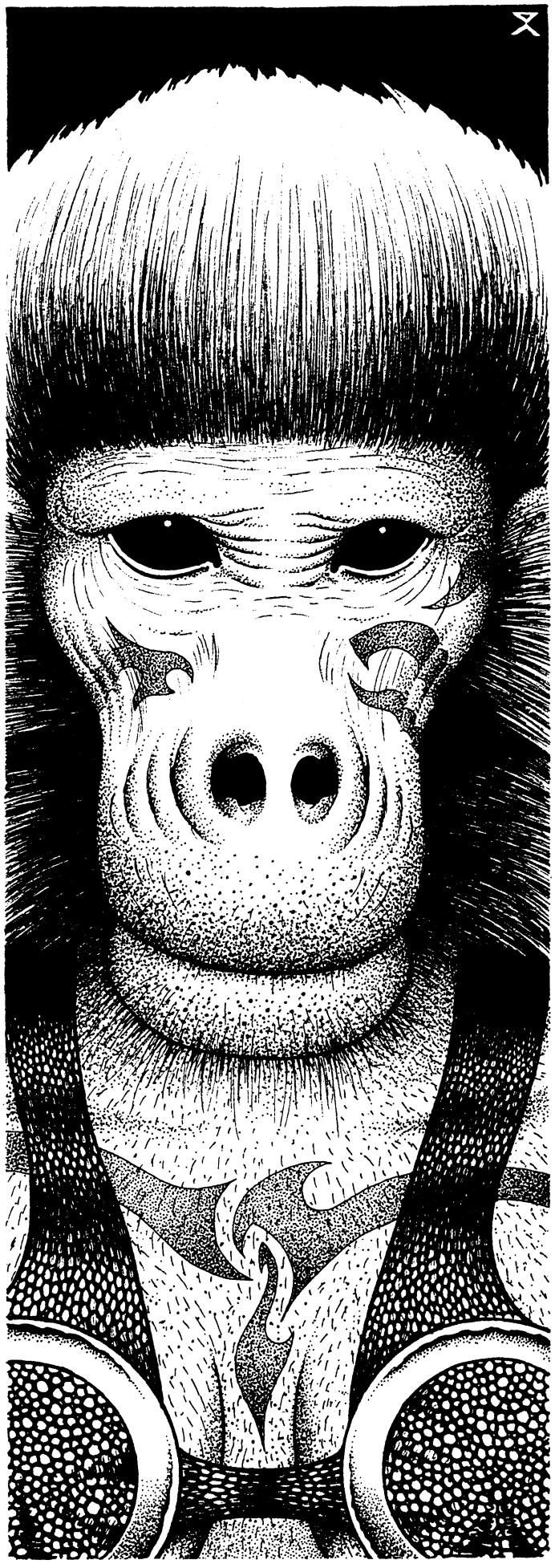
The consummate trickster finds it amusing that she is sometimes confused with the Demon Lord Mictla, the Cruel, and takes full advantage of it whenever and however she can. Which, of course, has earned her the enmity of that being as well. Since Mictla is such a bad sport, the Monkey God has recently sought alliances with some of the lesser deevils. Michla-Da will associate and team-up with just about anybody if she thinks it will serve her purposes, or who offer intriguing plots to cause trouble or pain. She is always attracted to clever schemes and con-jobs.

Real Name: Michladaes-shruvvn

Alignment: Diabolic (evil)

Size: 20 feet (6 m) tall in colossal realms, around 9 feet (3 m) tall in epic realms, and around 5 feet (1.5 m) tall in heroic realms or on the Palladium World.

Description: A white and grey furred, monkey-like creature with ominous black eyes. The lower body is more of a cross between a human and a monkey, complete with a long prehensile tail. Strange tattoos



cover her natural body. She always appears as short, no matter what realm she appears in.

Attributes: I.Q.: 17, M.E.: 24, M.A.: 14, P.S.: 28, P.P.: 24, P.E.: 21, P.B.: 6, Spd.: 33 (22.5 mph/36 km), double swinging through the trees of a jungle.

Natural A.R.: 11

Hit points: 3,500

S.D.C.: 2,700

P.P.E.: 899

Horror/Awe Factor: 14

Experience Levels: 13th Thief/Trickster/Con-Artist and 7th level Wizard.

Natural Abilities: Nightvision 2000 feet (610 m), see the invisible, chameleon at will (same as spell but no P.P.E. cost, or time limit), knows all languages, leap 20 feet (6 m) straight up or 60 feet (18.3 m) lengthwise at human size, prehensile tail, teleport 87%, dimensional teleport 57%, never fatigues, limited metamorphosis (monkey and goblin, only), and can bio-regenerate 2D6×10 points of damage per minute and able to grow a new limb within 48 hours.

Deific Powers: Michla-Da has the full range of power over her followers (few as they may be), and can perform all prototypical deific powers at *double* regular cost.

Priest/Healing Powers: Exorcism 40% and turn dead 69% (affecting 1D6×10 dead at a time).

Magic Powers: All Wizard magic from levels one and two, plus fingers of the wind, sense traps, see wards, fool's gold, horrific illusion, apparition, magic pigeon, calling, charm, escape, mend cloth, repel animals, blind, carpet of adhesion, magic net. Opponents must roll a 14 or higher to save vs spell magic.

Psionic Powers: 125 I.S.P., and has all physical psionic abilities, plus mentally possess others, hypnotic suggestion, insert memory, and mind wipe.

Skills of Note: All Rogue and Wilderness skills, plus basic and advanced math, sing, dance, climb, swim and acrobatics, all at 90%.

Attacks Per Melee Round: Six physical or psionic attacks or two by magic. Michla-Da's prehensile tail gives her an advantage when climbing and fighting, and can be used to ensnare, entangle, trip and strangle opponents!

Special Bonuses (in addition to attribute bonuses): +6 on initiative, +2 to strike, +1 to parry, +3 to dodge, +4 to pull punch, +2 to save vs all types of magic, +10 to save vs horror factor.

Favorite Weapons: Magical anything, but usually doesn't keep any one item for more than a few years before using it in a scheme or losing it gambling.

Armor: Seldom wears any, but has used human types of armor in the past.

Allies and Alliances: Currently courting deevils, but will associate with anybody for awhile, before she betrays them or gets them so angry that they can't stand to have her around.

Enemies: Too many to count. Currently, the Southern Jungle Gods are on the top of Michla-Da's shit list, so is Mictla.

Vulnerabilities and Weaknesses: Holy weapons, weapons made from silver, angels, and all rune weapons inflict double damage. Magic that generates cold or ice also inflicts double damage. Other magic and psionics do normal damage.

Unbridled Arrogance. Michla-Da thinks she's much smarter and cunning than she really is, which gets her into all kinds of trouble. She also treats most other beings, including other gods, with obvious contempt.

Fast talker. Michla-Da is confident she can talk her way out of any predicament, which just isn't true (case in point, her banishment from the pantheon of Southern gods, but since she's alive to tell the tale, she scores it as a victory on her part).

Twisting the truth. The Monkey Goddess has a strange way of constantly twisting the facts and truth to fit "her" reality. Denial, your name is Michla-Da.

Technology: Can be very amusing and offers some interesting possibilities but Michla-Da regards it with less importance than magic.

Minions: The occasional lesser deevil, thieves and humanoid pawns.

Rifts® Earth: Has never heard of it and doesn't care. M.D.C.: 6,000.

Tark

The Sect of the Spider Goddess

Main Gods: Tark

Alignments: Tends toward evil or selfish.

Pantheon: Tark, Ippotomi, Pith, Yin-Sloth and Lopnel.

Organization: A growing religion, the Priests of Tark are starting to tell their worshippers that they must come to Tark soon, since there is trouble among the gods. While open to new followers, lately they have tried to put up some barriers in order to keep out riff-raff, and attract wealthier and more prosperous followers. More and more, they are emphasizing that Tark is the *one true god*, the one god who needs offerings, and the one god to whom there must be sacrifice. One big change is that humanoid sacrifice, while not banned entirely, has been drastically curtailed, and is either conducted in secret, or with victims approved by local governments (criminals, volunteers, etc.).

Symbol: The outline of an eight-legged spider is used everywhere. It is carved on temples, printed on books, used as a charm or decoration, and embossed on the weapons of followers everywhere. While not required, most priests of Tark have the symbol as a prominent tattoo, and high priests and church protectors (assassins) have large black spiders tattooed on their chests.

Followers: Tark the Spider Goddess is an ancient jungle goddess of the Sloth Pantheon whose popularity once rivaled Yin-Sloth, but has long since faded away. However, it may be growing in worshippers as it seems more and more spider worshipping cults crop up with increasing frequency. Tark is especially popular among Kobolds, Goblins and even Dwarves. Most common in the Old Kingdom, Yin-Sloth Jungles, and the Land of the South Winds, yet sects have been discovered deep in the Northern Wilderness as well.

Tark's Temples. All Temples of Tark are sanctuaries for spiders of all kinds. For some reason spiders, even those who naturally prey on one another, do not eat each other in a Temple of Tark. The priests raise all kinds of spiders at the temples, and many of the offerings of the worshippers are foods that can be consumed by spiders (meat, living or dead insects, and even small quantities of a devout one's blood—a very significant sacrifice). In addition to raising guardian spiders (see below), all kinds of helpful, insect-eating spiders are raised in quantity (often the Priests will give jars containing baby spiders to worshippers). They also raise crickets to feed to the spiders.

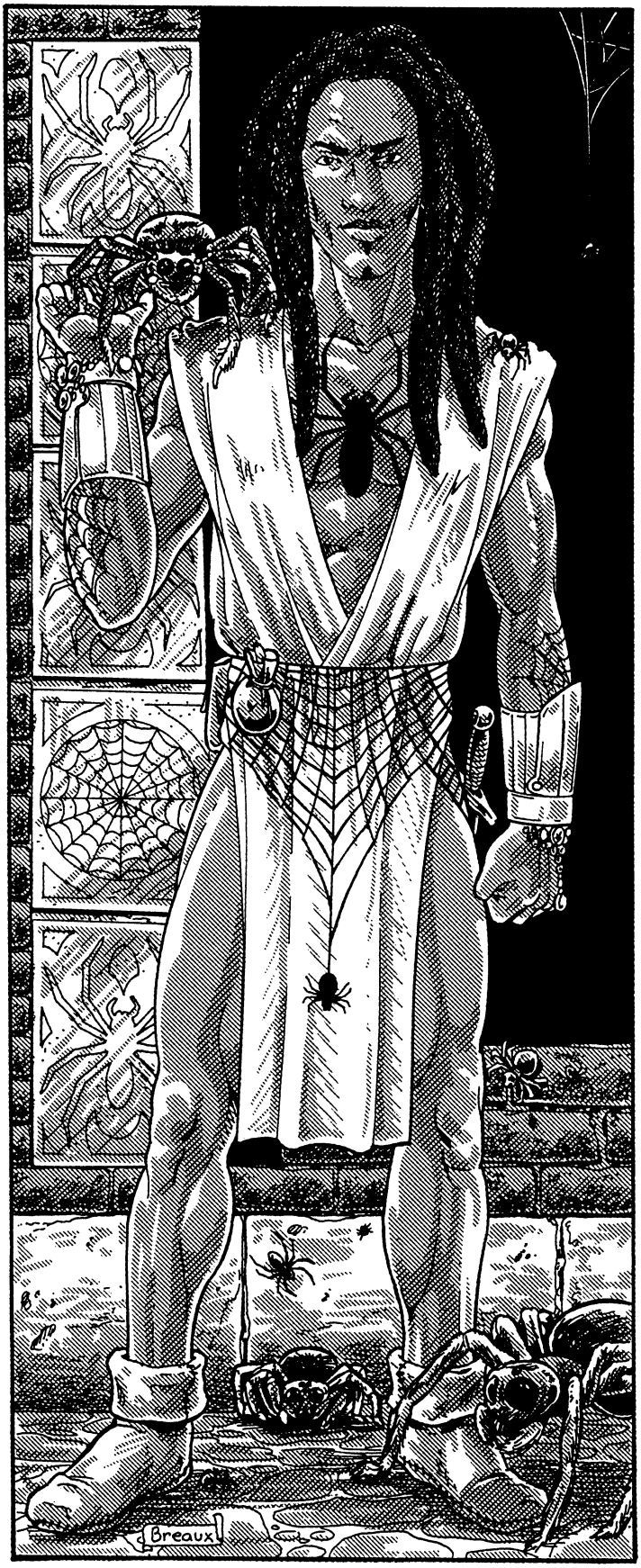
Humanoid predators can also frequently find sanctuary at a temple of Tark, particularly followers who engage in theft and murder, and other refugees from the law — at least this was true of the old Tark temples.

Guardian Spiders

The priests of Tark can raise, train and command spiders, like most people train a dog! Guardian spiders are typically giant spiders trained to serve as watchdogs/protectors of a particular person, shrine, temple, or location. **Note:** See **Monsters & Animals, 2nd Ed.,** for more details about spiders and other animals.

Tark's Priests

Tark's Priests of Light: While almost all Priests of Tark, traditionally, have been Priests of Darkness, the new direction that the religion is taking is starting to bring in Priests of Light as well. While this *adjustment* is smart, and should ultimately work to Tark's best interest, it has caused a bit of a division within the church, between Priests of Light and Priests of Dark. For one, there is a deep resentment by the Dark priests that they are being forced out. Secondly, there is currently intense rivalry between the two factions. This has led to brawls, blackmail and even murder.



Special Priestly Powers

Powers, prayers and miracles are available to both the Priests of Light and Priests of Dark.

Affinity to Spiders: All Priests of Tark have an affinity to spiders of all kinds. They are *never* frightened by spiders, even those of monstrous sizes, and always treat them as if they were valued and loved pets ("Aw, and how is little freckles doing today? Have we eaten our our nice little chickens? Gooood spider!"). In return, most spiders will never attack the Priests of Tark, and will be fairly cooperative if they are carefully lifted, moved, or shifted around. **Note:** Scorpions are not part of the dominion of the spider god, nor do Priests of Tark have any power over scorpions, or over any insects.

Immunity to Spider Venom: All Priests of Tark, during their initiation, go through a process of becoming immune to spider venom (just as apprentice beekeepers have to go through a process of being stung every day, for a few weeks, until they can be stung dozens of times without real damage). Not only are the priests of Tark immune to spider bites, but they are also +3 to save vs any poison and +1 to save vs drugs or toxic fumes.

Tark's Holy Lotion: Created from a secret formula, known only to the Priests of Tark, this lotion is designed to keep spider webbing from sticking. It can be spread on hands, skin, leather and other smooth objects, but not on hair, wool or cotton cloth, or other rough surfaces (this is why many Priests of Tark shave themselves bald, or wear leather caps).

Spider Familiars: *All* Priests of Tark are granted a spider familiar, usually a small, tarantula type (about eight inches across) that rides on the shoulder and hides in the priest's robes or pocket. The creature functions like any other familiar except that its spider nature and ability to spin webs, climb walls, prowl 80%, etc., makes it a fantastic spy!

This supernatural minion has an I.Q. 1D6+4, P.S. 4, P.P. 10, Spd 8, hit points of eight, S.D.C. 1D6, one attack per melee round and gains powers as the Priest goes up in levels:

1st level: Has poisonous bite that does 1D4 damage and itches.
2nd level: +1D6 S.D.C. to both the priest and the familiar.
3rd level: +1D4 to speed.
4th level: Add +4 to venom lethality.
5th level: Can spin web that can be used to bind prisoners, tie things, etc.; two S.D.C. points per strand.
6th level: One additional attack per melee round.
7th level: Add +4 to venom, +1D6 S.D.C.
8th level: Chameleon same as spell; equal to 5th level.
9th level: Add +2 to strike and +1D4 to lethality of venom.
10th level: Can cast elemental magic, pick one Earth spell and one air spell from levels 1-3. Subsequent spells are also selected from levels 1-3. All spells are cast with the potency of a 2nd level warlock and never increase in power or experience.
11th level: Add one Earth elemental spell.
12th level: Add one Air elemental spell.
13th level: Add one Earth elemental spell.
14th level: Add one Air elemental spell.
15th level: Add one Earth elemental spell.

Prayers Exclusive to Priests of Tark

Prayer of Spider Communion. The priest speaks with a spider, any kind of spider, and gives it a specific set of instructions. The spider cannot answer back, but it will do as it is told. Instructions should not involve anything too complicated, or anything that would take more than eight hours to complete. Typical instructions have to do with making specific webs or lines, guarding an area, or taking a small object somewhere.



Note: While an ordinary spider could never recognize an individual through a spoken instruction, it can be "introduced" to a person or an animal, which it will then be able to identify later. While not absolutely necessary, it is traditional to feed the spider some small morsel (a bug, a small piece of meat) as a signal that the communication is complete. Success Ratio: 16% at level one, +4% per additional level of experience.

Prayer of Spider Summoning. The Priest calls spiders of a particular kind. The spiders do not arrive immediately, but will travel in their normal fashion, and carefully. The number of spiders who arrive depend on the area; only those spiders who could travel to the priest in less than an hour will even attempt the journey; typically 2D6×50. If giant spiders are requested, only 2D4 very large spiders, such as the Giant Timber Spider, will come. Success Ratio: 10% at level one, +5% per additional level of experience.

Prayer of Venom Negation. Cast on a sufferer who has received any kind of poison venom (not just from spiders), this neutralizes the venom. Note that any damage (lost hit points, etc.) will have to be healed in some other way. Success Ratio: 22% at level one, +8% per additional level of experience.

Miracles Exclusive to Priests of Tark

Miracle of Mass Spider Control. This one kind of miracle, which is in great demand all over the Palladium World, has spread the news that the worship of Tark is truly beneficial. Basically, with the use of spiders, the Priest of Tark have become the Palladium World's foremost insect controllers.

At any location, the priest can attract sufficient numbers of spiders to control virtually any kind of insects. In a home or palace, they can arrange for web-spinners who will eliminate flies and mosquitoes. In A farmer's field or orchard, they can install hunting spiders who will root out burrowing insects, egg-laying insects, ravenous larvae, or any other kind of destructive insect pest. In barns, they can control fleas and other insects that infest animals. In warehouses, they can eliminate those pests who eat the stored food. The list could go on forever. Since there is really no other way of dealing with insects (except for monstrously expensive spell-casting), the Priests of Tark have a captive market, and it's one that has embraced them. If it were just a matter of money, they would already be fabulously wealthy, but the priest are after worshippers; consequently, the priests will usually offer a huge cash discount if their client will offer prayers to Tark and spread the word of his good works. They will even forgo cash payment entirely if one or more people (can be the clients, servants or slaves, they don't care) *convert* to Tark!

Once the Miracle is cast, it generally works for about four weeks. The Priests are very honest about saying that it is a *temporary* solution, but each time a Priest duplicates the same Miracle of Mass Spider Control in the same place, the cost is half.

Cost: 50 P.P.E.; cash fees vary from 100 gold for home to a 1000 or more for a field of crops or a castle.

Miracle of Spider Climbing. An individual who receives this miracle will find that their hands and feet can stick to any surface at will, and they can climb up a sheer wall, or even along a ceiling, like a spider.

Duration: One hour per level of experience. Cost: 25 P.P.E. for one individual, 100 P.P.E. for a group of up to eight characters.

Tark the Spider Goddess

Tark is the symbol of greed, deceit, cunning, and trickery. She is the patroness of thieves and has been popular among Kobolds and Goblins for thousands of years. She hates Yin-Sloth who crushed her first church of worshippers out of jealousy and plans on destroying him

when she becomes powerful enough. Concentrating on expanding worshippers and gaining wealth and power. She appears as a giant spider-like deity.

Real Name: Tark

Alignment: Anarchist

Size: 16 feet (4.8 m)

Description: A monstrous, spider-like deity with two mouths, stabbing pincers, a long glowing abdomen and eight spindly but strong legs.

Attributes: I.Q.: 21, M.E.: 26, M.A.: 23, P.S.: 40, P.P.: 23, P.E.: 26, P.B.: 6, Spd.: 88 (60 mph/96 km) running.

Natural A.R.: 15

Hit points: 3,800

S.D.C.: 3,200

P.P.E.: 1,800

Horror/Awe Factor: 16

Experience Levels: 12th level Wizard, 6th level Diabolist, and amateur thief.

Natural Abilities: Nightvision 2000 feet (610 m), see the invisible, see the infrared and ultraviolet spectrums of light, turn invisible at will (no time limit), track by scent 80% (+10% if tracking blood scent), track by sight 65%, leap 100 feet (30.5 m) high or 200 feet (61 m) long, swim 60%, breathe without air, knows all languages, teleport 86%, dimensional teleport 23%, never fatigues, limited metamorphosis: animal (spider of any type or size, or any ugly humanoid), summon up to a 1D6×100 small spiders or 1D4×10 giant spiders; impervious to poison, bio-regenerate 1D6×100 points of damage per minute and able to grow a new limb overnight.

Deific Powers: Tark has the full range of power over her followers, and can perform all prototypical deific powers at regular cost.

Priest/Healing Powers: Exorcism 60%, turn dead 67% (affecting 4D6×10 dead at a time), remove curse 55%, remove deific curse 25%, resurrection 59%, and healing touch (restores 2D6 S.D.C or hit points and can be used without limit).

Magic Powers: All Wizard spells from levels 1-6, plus carpet of adhesion, magic net, constrain beings, agony, life drain, negate magic, dispel magic barrier, and dimensional portal. Opponents must roll a 15 or higher to save vs spell magic.

Psionic Powers: 250 I.S.P., and has all sensitive abilities, plus empathic transmission.

Skills of Note: All Rogue skills at 75%, all Wilderness skills at 90%, plus basic and advanced math, astronomy, and navigation at 98%.

Attacks Per Melee Round: Seven physical or psionic or two by magic. Bite does 1D6×10 damage!

Special Bonuses (in addition to attribute bonuses): +6 on initiative, +2 to strike, +4 to parry and dodge, +8 to pull punch, +2 to save vs all types of magic, impervious to horror factor.

Favorite Weapons: None, relies on her magic, psionics, supernatural abilities and cunning.

Armor: None; see natural A.R.

Allies and Alliances: Will consider any god, demon, supernatural being, mortal or anybody who can help advance her cause or fulfil her needs. She is currently plotting against Yin-Sloth with Mormo of the Demon Lords.

Enemies: The forces of good, and hates Yin-Sloth and Michla-Da.

Vulnerabilities and Weaknesses: Holy weapons, weapons made from silver, and some rune weapons, all inflict double damage. Ordinary weapons do half damage; all others do normal damage.

Technology: Will consider anything, so technology may have its uses, especially in the hands of her most devoted worshippers.

Minions: Spiders of all kinds, and the occasional Worm of Taut, lesser demons, and many humanoid worshippers and pawns.

Rifts® Earth: Knows nothing about it. M.D.C.: 7,000.

Holy Artifacts: The headdress of Tark: According to legend, Tark, Pith, Lopnel, and Ippotomi commissioned a great mage or another god (some say Thoth) to create *four mystic headdresses.* These fabled headdresses have *disappeared* (Yin-Sloth's doing?), and haven't been seen in over 7000 years. Most scholars and fortune seekers don't believe they ever existed.

The headdress of Tark, the Spider Goddess is shaped like a giant spider with its legs encircling the head and face. It enhances physical prowess equal to P.P. 17, +1 to strike, parry and dodge, and +30% to climb. It also provides nightvision 120 ft (36 m), turn 4D6 dead 01-60% chance per try, and adds 20 hit points to the wearer. Can cast a total of six spells daily: Tongues, chameleon, ventriloquism, mask of deceit and magic net; any combination is possible and the same spell may be repeated. Equal to a 3rd level proficiency. The headdress has an A.R. 18, S.D.C. 900 and regenerates 20 S.D.C. every minute. No *known* curses. It can be used by any alignment!

Yin-Sloth

Yin-Sloth the Terrible is the symbol of evil, corruption, destruction, and treachery. He is the patron of all that is ugly, hate filled, and subhuman. He hates all of humankind, limiting his followers to the non-human races, particularly Ogres, Trolls, and Goblins. The rituals are cruel and require numerous "human" sacrifices and the devouring of one's enemies.

In combat, Yin-Sloth is nearly invincible. Not so much because he is capable of defeating his opponents, or that his attacks are so fearsome, but due to the way he will attempt to immerse his enemies, especially those who assail his mind, or are rash enough to physically grapple with him, with the warped and monstrous contents of his mind.

Yin-Sloth is the dominant god of the Southern Religion, mostly through power and intimidation (some other gods of the pantheon might make the claim that he is simply the stupidest, and the easiest to manipulate). Yin-Sloth is a primal force of pent up and unrelenting anger, cruelty and wickedness. He uses fear and intimidation as his weapons and kills those who challenge him. He lives by the edict, "might makes right," and since he is the mightiest, he is always right. Only the gentle and stubborn Ippotomi can get away with her particular brand of defiance.

The Cult of Yin-Sloth the Terrible is a large cult dedicated to the destruction of humankind and the perpetuation of evil. It is believed that they seek to awaken the Old Ones. The cult is strongest at Dragon's Gate in the Yin-Sloth Jungles and has recently established a small cult following in the Land of the South Winds. They are heavily into torture, depravity, and human sacrifice.

Real Name: Yi'anath'na

Alignment: Diabolic (crazed!)

Size: 25 feet (7.6 m). Gigantic, whether on the Palladium World, or in his warped deific realm, Yin-Sloth's size never changes, and neither he, nor any other deity is capable of making him appear in any other way, or in changing his size.

Description: A slime covered monster with eight powerful tentacles, five legs, each with heavy claws, and the head of an ogre.

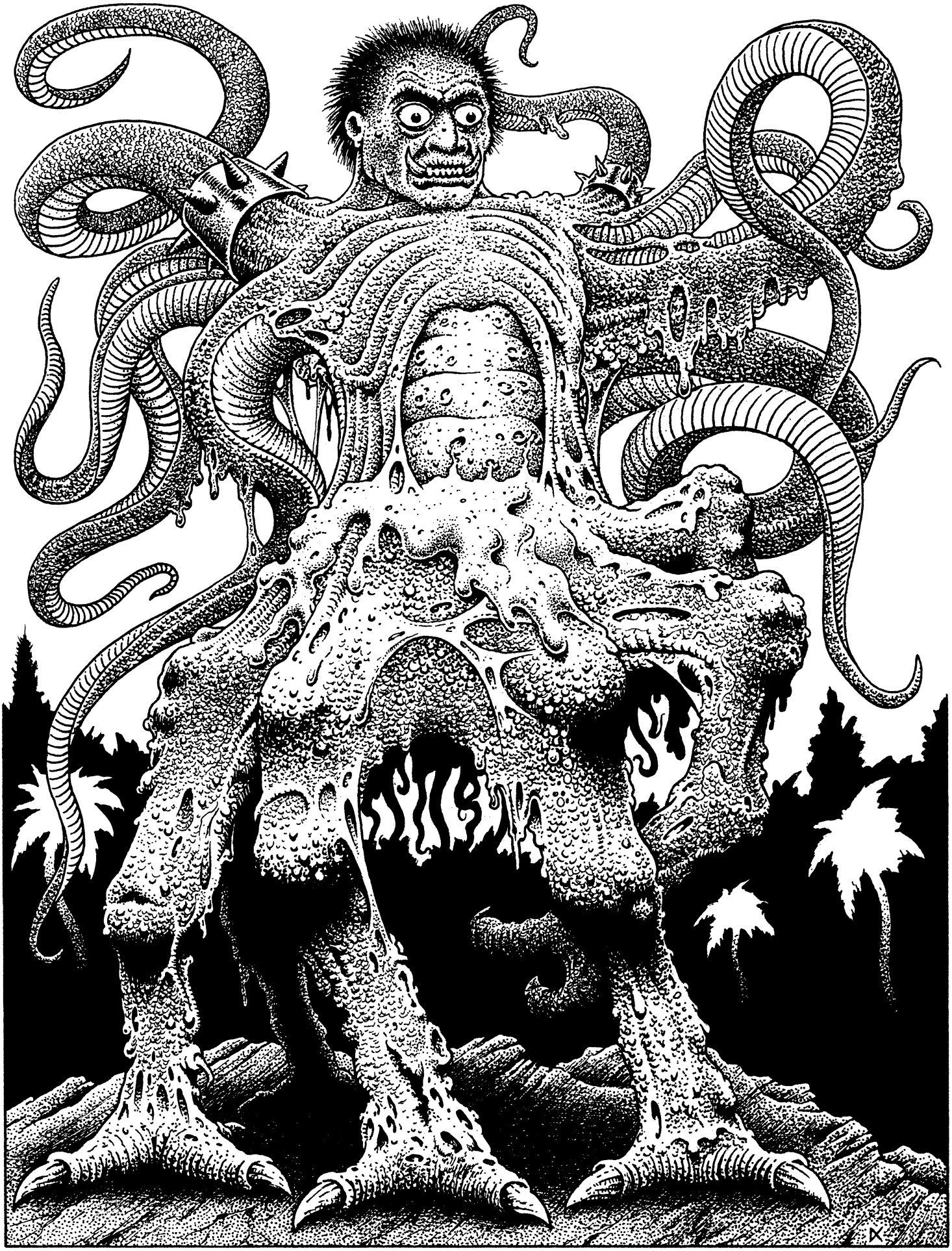
Attributes: I.Q.: 10, M.E.: 28, M.A.: 11, P.S.: 56, P.P.: 21, P.E.: 35, P.B.: 3, Spd.: 88 (60 mph/96.5 km).

Attribute Notes: I.Q.: Although Yin-Sloth is usually rather dimwitted, compared to most gods, and given to emotional outbursts and rages that can last weeks, he is perfectly capable of performing intellectual feats, and is extremely cunning and resourceful when he has to be.

Natural A.R.: 18

Hit points: 13,600

S.D.C.: 12,000



P.P.E.: 2,850

Horror Factor: 18

Experience Levels: A primal force of energy that makes him the equivalent of a 12th level Warlock and an 8th level Wizard; and wild thing!

Natural abilities: Nightvision 200 feet (61 m), see the invisible,

turn invisible at will (no time limit), knows all languages, track 73% (+10% if tracking blood scent), never fatigues, seldom sleeps, is always alert, impervious to poison, impervious to heat and fire, teleport 98%, dimensional teleport 42% and can summon 100 to 600 rodents. Bio-regeneration of 1D6×100 points of damage per minute and can grow a new limb overnight.

Deific Powers: Yin-Sloth has the full range of power over his followers, and can perform all prototypical deific powers at regular cost. However, he can perform the following at *half* the regular cost: Bio-regeneration: deific, create minion, forge holy weapon, and weapon-wright.

Priest/Healing Powers: Exorcism 88%, turn 2D4×100 dead 80%, curse 80%, remove curse 32%, healing touch (restores 2D6 S.D.C. or hit points, can be used without limit), resurrection 22%, and animate/command 6D6 dead 90%.

Magic Powers: Recognizes all symbols, wards, and circles; all four types of elemental magic from levels 1-6, and all wizard spell magic levels 1-6 plus havoc, banishment, summon shadow beast, create zombie, create golem, transformation, dimensional portal and sanctuary.

Psionic Powers: I.S.P. 173, 8th level proficiency, all physical abilities, plus telepathy, object read, presence sense, hydrokinesis, mind bolt, psi-shield, psi-sword, and mind block auto-defense.

Skills of Note: Dance, sing, climb, swim, interrogate, and all lores at 94%, plus all Wilderness and Rogue skills at 80%

Attacks Per Melee Round: Ten physical or psionic attacks or two by magic. Can fight two opponents at the same time without dividing his attention or reducing bonuses (five attacks per opponent).

Vulnerabilities and Weaknesses: Holy weapons, weapons made from silver, and some rune weapons all inflict double damage. Ordinary weapons do half damage; all others do normal damage.

Madness. That Yin-Sloth is insane is a matter of common knowledge. What is not so well known is that it is fairly easy to drive Yin-Sloth into a madness that will prevent him from doing much of anything rational for quite a long time. High strung, paranoid, and sadistic.

Rage. Yin-Sloth is given to rages that cloud his judgement —all he wants to do is, "crush, kill, destroy!" A typical rage will last for hours, but they can also last for weeks. During these periods, the monster lashes out verbally and physically at everybody around him, physically and/or mentally abuses his loyal minions and even kill scores of them. Lopnel was killed once during one such rage. Only Ippotomi is spared physical assault, but Yin-Sloth tears her up verbally.

Stupidity. Yin-Sloth is not stupid, but he reacts to everything on such an emotional and immediate basis that his snap judgements and reckless actions often make him look foolish and sometimes cost him dearly.

Special Bonuses (in addition to attribute bonuses): +6 on initiative, +3 to strike, +5 to parry and dodge, +8 to pull punch, +2 to save vs all types of magic, impervious to save vs horror factor.

Favorite Weapons: Rarely uses any himself, preferring to rely on his magic, psionics, and supernatural abilities.

Armor: None; see natural A.R. and hit points.

Allies and Alliances: Doesn't trust anybody expect Ippotomi, not even his fellow gods in the pantheon, but will occasionally join forces with other evil beings.

Enemies: The forces of good, and anybody who crosses him (like Michla-Da) or gets in his way.

Technology: Has no use for it.

Rifts® Earth: Knows nothing about it, which is good because it is his kind of place. M.D.C.: 24,000.

Holy Artifacts: The headdress of Yin-Sloth the Terrible is in the shape of a crocodile head made of discolored jade (blotchy grey and green). This headdress was originally given to one of the evil God's Priests of Darkness. Rumors have placed it in the Western Empire, numerous locations in the Yin-Sloth Jungles and the Land of the Damned — it is likely to have been lost thousands of years ago.It instills the wearer with the power to turn 6D6 dead, animate and command 2D4 dead, summon and command 1D4×100 rodents (in both cases, as long as the headdress is worn, they are under his control), see the invisible and cast a total of three spells per day: Tongues, wind rush, miasma, fog of fear, or fire ball; any combination is possible and the same spell may be repeated. Equal to 6th level proficiency. It also adds 30 hit points to the wearer.

The crocodile headdress can only be used by *nonhumans* of selfish or evil alignments. Good characters and humans who try the headdress on will take 2D6 points of damage and suffer severe headaches and nausea for the next eight hours. If the helmet is not removed, the person will hallucinate that he is being transformed into Yin-Sloth. The delusion is so horribly real that the character will scream uncontrollably and run around in unreasoning terror before collapsing a few minutes later. The character will remain unconscious for 6D6 minutes and will be terrified of even the most harmless followers of Yin-Sloth; equal to a Horror Factor of 14; priest H.F. 16 and Yin-Sloth an H.F. of 20!

The curse of glowing eyes will affect anybody who has worn the headdress for over one week.

It hasn't been seen in a thousand years.

The Deevil Lords

By Erick Wujcik
Inspired by characters and writing by Kevin Siembieda

The Realm of Dyval

The epic realm of the Deevil Lords is called Dyval, and it is dimensionally linked to the Palladium World, as well as to a dozen other mortal worlds. Dyval is covered in forest, with small oceans, and large lakes. Each Deevil Lord lives in a citadel and controls a vast territory, but the vast majority of the realm is uncontrolled and even unknown, filled not only with Deevils, Imps and Devilkins, but with dozens of other Deevil races and creatures.

Deevil Worship

... and so, after the Old Ones, it came to pass that the followers of Dee'vag, worshipping the strange symbol of the cracked opal, held in thrall by the Deevil Lords Sahtalus, Leviathan and Diabolus, summoning forth Fiends and Harpies, Wraiths and Horrors, did come out of the south. In numbers uncounted they conquered all the bright kingdoms of man and Elf, all the proud underground realms of Dwarf and Kobold. No land was secure, since their followers appeared everywhere, and in blind devotion wrecked and dismantled every weapon and defense, opened every gate and door, and revealed all who hid or fled.

After ten years of conquest, other gods, other pantheons, seemed as nothing, since only those who heeded Dee'vag were victorious.

On the shores of the Sea of Scarlet Waters, at the southern wall of the Western Empire, the army of Dee'vag grew, sent foragers out, raided, and gathered strength. Whole cities of the Western Empire were sacked, not in conquest, but simply as a way to provision the host of Dee'vag, and to gain new sacrifices. Like the stars in the sky, their bon-

fires were everywhere, uncountable in number. Two hundred miles away, in the Island of Phi, watchers trembled, seeing the southwest horizon glowing all night, as if a new sun were about to rise.

Then the raids stopped, but the nightly sacrifices continued. Thousands upon thousands continued to be sacrificed, as the Dark Priests of Dee'vag scorched the earth, drew lightning across the sky, and made mountains out of the waters, simply demonstrating their vast power. For ten days the Western Empire waited, its armies disintegrating as turncoats to Dee'vag fought with loyalists, and as Cities burned and rioted at the hands of frightened citizens demanding immediate surrender.

And then it came to nothing.

Survivors describe night after night of miracles and nightmares. They described how the gods of Dee'vag themselves appeared and asked for more, and more, and more blood to be shed. How Sahtalus would point out the priests who were wavering in their faith. How Diabolus would personally lead purges, first persecuting elves, decrying them as traitors, then gnomes, naming them as betrayers, then dwarves and orcs and trolls and ogres and hob-goblins, and in the end saying that there were changelings everywhere, and that the army must purge itself, to root out the impure. And most destructive of all, many of those who went mad, describe how Leviathan appeared, urging that those who were truly, truly faithful, would sacrifice themselves, kill themselves, at that very moment, giving over their souls to her.

What was it all for? Why did the Cult of Dee'vag, whose cracked opal symbol became known worldwide, against which no other god, no other faith, could endure, disappear utterly and completely?

Perhaps it can be explained with the simple fact that Sahtalus now reigns supreme among the Deevilkin, and that Dyval, once feared as lord of all Deevils, is no more, existing only as a title that Sahtalus has conferred upon himself.

Dee'vag, which could have ruled the world, and been a source of power for eons, was simply a tool. To be used, and then discarded.

— Tristine Chronicles

Offering power, without any niggling rules about behaving or obeying the law, cults of Deevil worship are found everywhere on the Palladium World.

If it were not for the abuse of the Deevils themselves, Deevil worship could have been a major religion, rather than just a scattering of disjointed cults. Since the Deevil Lords receive so much power from the inhabitants of Dyval, and from their other domains, there seems to be no need to "conserve" any followers they gain. Also, since Sahtalus well remembers using the power of the Palladium World to gain his own seat of power, he may himself be sabotaging the religion.

What is described here is Deevil worship as it is found on the Palladium World. Other worlds have their own forms of worship, and on at least two blighted planets, the worship of the Dyval has become the major religion and the official faith of most mortal royals.

Major Deity: Sahtalus

Alignments of Worshippers: Mostly evil.

Pantheon: Sahtalus, Hel, Mephisto, Nickodeamus, Leviathan, Rhada and Diabolus.

Organization: Currently there is no unified religious organization and no church hierarchy with any authority. Each Priest of Darkness attempts to create his own circle of worshippers with ambitions of establishing a temple. Most keep their worship secret and recruit followers very carefully. Once indoctrinated into Deevil worship, worshippers are forbidden, upon pain of torture, from praying to any other gods. Only in certain ruined cities of the Western Empire are there any temples with more than a couple of hundred followers.

Worshippers: Although there are small numbers of Deevil worshippers in most human communities, Kobolds, Goblins, Hob-goblins, and Orcs are often converted to Deevil worship (ironically, often by human priests).

Special Deific Powers of the Deevil Lords

These are deific powers available *exclusively* to Deevil Lords. While some Demon Lords are required to pay double the usual number of P.P.E. for the prototypical deific powers, the five deific powers listed here are available for the standard cost.

Agonize Follower. Sends agonizing pain down as a lesson to the worshippers. It works like the Wizard spell, *agony* (see **Palladium Fantasy RPG, 2nd Edition**, page 200). **Cost:** Free, if used on a single worshipper, or 50 P.P.E. per 1000 Deevil worshippers simultaneously.

Bestow Warped Prophecy. All Deevils are capable of conferring this power on their worshippers. It comes in the form of an "oracular vision," where the follower suddenly sees some event that will take place in the future. However, this is a warped prophecy, an elaborate lie displayed as if it were a godlike vision of things to come. Deevils will use it to manipulate their followers into taking particular courses of action, or to turn them against friends and allies. For example, the vision might show the character asleep, with a friend stealthily stealing something. Of course, occasionally, the Deevil might guess right, and show something that actually does come true, but that will be mere coincidence or a set-up. **Cost:** 10 P.P.E.

Corrupt Holy Water. Instantly boils away holy water, leaving a vile, smelly, black stain in its place. Personally, the Deevil Lords can affect any and all holy water within 30 feet (9 m). If cast through a follower, it will only work on the holy water that the follower can see, with the same range limitation. Arch Fiends and Deevil Wraiths can also do Corrupt Holy Water. **Cost:** 20 P.P.E.

Fragment Self. The Deevil Lord can sever a piece of its life essence, forming a duplicate self in another dimension, world or realm. All fragments are still part of the Deevil Lord, and are not independent minds or spirits. Witches, priests or Summoners who believe that they "possess" a Deevil Lord are really getting one of these fragments. Most Deevil Lords are limited to being able to control eight fragments of themselves. **Cost:** 125 P.P.E. per fragment.

Plague All Followers. To show real displeasure, Deevils will inflict their followers with a magical ailment, just like the Wizard spell, *sickness* (see **Palladium Fantasy RPG, 2nd Edition**, page 205). This magic can be made to affect an individual or specific group to *all* the worshippers of the Deevil, but it can be removed selectively, from individuals, groups, or all at once. **Cost:** 100 P.P.E.

The Deevil Lords

Sahtalus, the Supreme Lord Dyval
Hel, Lady Dyval
Mephisto
Nickodeamus
Leviathan
Rhada
Diabolus

Sahtalus

The Supreme Lord Dyval

To worshippers, Sahtalus is the symbol of temptation, lust, and betrayal. Which is fine with Sahtalus, and may have represented what he used to be, before he became the Supreme Lord Dyval, but he has little time anymore for temptation and lust (always time for betrayal, however).

As the ruler of the realm of the Dyval, Sahtalus is constantly busy, constantly organizing things, constantly looking in on the other worlds where the Deevils have an interest. Most of all, he is constantly busy watching his back, and making sure that one of the other Deevil Lords isn't about to put him out of his job.

Alignments: Miscreant (evil)

Size: 20 feet (6 m) tall.



Description: Very handsome, aristocratic nobleman with black hair and beard, red skin, small horns, sparkling dark eyes, tail, and standing erect on legs that end in cloven feet. Of course, this is but one appearance among many, and it is said that Sahtalus may not exist at all, but that Sahtalus is but a *nom d'mauvais* of a craftier Deevil.

Attributes: I.Q.: 21, M.E.: 26, M.A.: 25, P.S.: 37, P.P.: 20, P.E.: 30, P.B.: 10, Spd.: 27 (18.5 mph/29.7 km).

Natural A.R.: 15

Hit points: 7,600

S.D.C.: 9,600

P.P.E.: 10,490

Horror Factor: 15

Skills of Note: Literate in all current languages, including Dragonese and Elven 98%, plus track humanoids 70% and all Rogue skills at 80%.

Experience Levels: 20th level Alchemist, 15th level Wizard, 10th level Summoner, 7th level Diabolist and amateur assassin.

Natural abilities: Astral travel, fly (75 mph/120 km), nightvision 400 feet (122 m), see the invisible, turn invisible, impervious to fire and cold, metamorphosis (any), fly 50 mph, bio-regeneration 2D4×10 S.D.C./hit points per melee round, summon and control as many as 6D6 Deevils of any kind (at a moment's notice, can summon and command entire armies of thousands with a few hours of preparation; favorite minions are Wraiths, Beasts and Pandemoniums), magically knows all languages, animate & control 3D4×100 of the newly dead, and dimensional teleport 75%.

Natural Vulnerabilities and Weaknesses: The touch of pure iron is the only thing that can harm Sahtalus. He is unique among the Deevil Lords in that he has made himself immune to all other things that can harm him.

Arrogance. Although he tries to remember that others have fallen from his exalted position, his contempt for his underlings is gradually reducing his opinion of all his potential enemies.

Overreaching Ambition. In attempting to extend the influence of Dyval in so many other realms, he may be weakening the realm's ability to defend itself. For example, although the competition of the Demons of Hades should be no problem to the Dyval, the Deevils are distracted by too many other worlds.

Deific/Demonic Powers: Sahtalus has the full range of power over his followers, and can perform all prototypical deific powers at the standard cost. Also:

Greater Metamorphosis: Deity: Sahtalus has the rare ability of taking on the form of *any* of the deities that he knows. While he does not gain their powers or innate abilities, his imitation is good enough to fool the god's lay followers (01-99% will not recognize the deception), priests of that god (01-75% are fooled), but there is an even chance the god's own minions will fall for it (01-45%), while trying to put one over on the other gods is pretty unlikely (only 01-15%). Cost to Sahtalus: 125 P.P.E.

Magic Powers: All 1st through 11th level Wizard spells; all circles of power, wards, and knows all magic symbols.

Psionic Powers: 700 I.S.P. Possesses all sensitive and physical powers, plus detect psionics, mind bolt, telekinesis (super), telekinetic force field, and P.P.E. shield. All equal to 20th level in power.

Attacks Per Melee Round: Eight in physical combat or psionic attacks or three by magic.

Special Bonuses (in addition to attribute bonuses): +2 on initiative, +4 to strike, +2 to parry and dodge, +6 to pull punch, impervious to possession, +12 to save vs horror factor, +3 on all other saving throws, and 98% to charm or impress.

Favorite Weapons: He prefers not to use weapons in combat, relying on his other powers, and occasionally rebuking someone with a "scratch" (claws do 6D6+40 damage). However, he has a number of arcane weapons, including rune weapons, that he will use if he feels he is in serious danger.

Alliances & Allies: Hel, his wife, is his greatest ally. He feels that all others must be kept in line by force.

Enemies: Certainly the Gods of Light and Dyval's ancient rivals, the Demon hosts, but he is more concerned about traitors who might be lurking in his own ranks, so he counts the other Deevil Lords among his enemies.

Rifts® Notes: Fundamentally unchanged. Not particularly interested in technology, although he will use whatever is expedient in getting his way. M.D.C.: 18,000 and is impervious to normal weapons. Magic and mega-damage weapons do full damage.

Minions: While Sahtalus has minions and spies among all the Lesser and Greater Deevils (and most fear and obey him), he pays particularly close attention to the following three types:

Wraiths. Arguably the finest spies available anywhere, Sahtalus has arrived at an exclusive deal with the five Lords of Wraith. Each is a natural leader among the Wraiths, and each has dominion over a different area of Dyval. While there may be a number of wraiths working for other Deevil Lords (or for outsiders), all the wraiths are **officially** committed to working only for Sahtalus. Thousands await his summons, and he freely sends them to places like the Palladium World, where they are to be his eyes and ears. For more details on Wraiths, see **Palladium Fantasy RPG, 2nd Edition**, page 332.

Beasts, The Bodyguards of Dyval. Most Deevil Lords prefer to use Beasts as bodyguards and warriors. Sahtalus has taken advantage of this situation by *insisting* that a number of beasts be assigned to each of the Deevil Lords. Of course, each and every Beast has been hand-picked by Sahtalus, and is loyal to him alone. Effectively, Sahtalus has forced his own spies (and potentially, his own assassins) directly into the households of each of his subordinates. Sahtalus also uses beasts to frighten and intimidate the lower ranking Deevils. For more details on Beasts, see **Palladium Fantasy RPG, 2nd Edition,** page 332-333.

Pandemoniums. A very rare type of Deevil used exclusively by Sahtalus.

Pandemoniums

The Lord of Dyval makes a concerted effort to keep all other Deevil Lords away from his private cache of Pandemoniums. These Deevils appear as attractive humanoids, usually the opposite sex of whoever might be their next victim. Sahtalus has dispatched dozens of them to the Palladium World, instructing them to become the lovers of important nobles, clergymen, or others of influence. Very often the Pandemoniums become *invaluable* to their human consorts, not only because of their gorgeous appearance, but because they are the only ones who can soothe their lovers' nightmares (nightmares, of course, inflicted by the Pandemoniums).

Pandemonium, Greater Demon

Alignment: 85% aberrant, 5% miscreant, 5% diabolic, 5% anarchist.
Attributes: I.Q. 2D6+8, M.A. 3D6+10, M.E. 3D6+10, P.S. 5D6+5, P.P. 3D6+8, P.E. 5D6+10, P.B. 2D6+20, Spd 4D6+20 running; cannot fly.

Size: 10 to 12 feet tall, and weigh around 400 pounds (90 kg), but they can reduce themselves by half to fit in on the Palladium World.

Natural A.R.: 12

Hit Points: 2D4×10+64 plus P.E. attribute number.

S.D.C.: P.E. ×8

Average P.P.E.: P.E. ×12

Horror Factor: 14

Average Level of Experience: 1D6+1; use the experience table for the Mind Mage.

Natural Abilities: Nightvision 120 feet (36.6 m), fly, see the invisible, turn invisible at will, metamorphosis: humanoid, dimensional teleport 74% +2% per level of experience, impervious to poison, impervious to normal fire and cold (magic fire and cold does half damage), bio-regeneration 3D6 S.D.C./hit points once per melee round, and magically knows all languages.

Gaze of Mesmerism (Special): All victims of the gaze of the Pandemonium lose their sense of reality as their world melts away, to be replaced by a twisted, terror-filled hell. Once in the gaze, victims do not recognize friend or foe (65%), and often fall to the ground sobbing or racked by fear (50%). The monster can manipulate specific images on each victim, inflicting more and more horrors as they get closer and closer to the victim's worst personal fears and nightmares. Saving Throw: 14 or higher vs magic. Penalties: Victims who fail to save are -6 on initiative, all combat bonuses and attacks per melee are reduced by half and all skills are -60%! The horror lasts until the Pandemonium releases the victim, or until five minutes after the Pandemonium leaves the area. Possible Insanity: Roll to save vs insanity (12 or higher). A failed roll means a permanent insanity; roll on random insanity table on page 26 of the RPG.

Combat: Five physical or psionic attacks per melee or two magic.

Damage: Remember, all Deevils have supernatural P.S.; claws do 2D6 damage each +P.S. damage, or by weapon, or gaze.

Bonuses (in addition to attribute bonuses): +1 on initiative, +2 to strike, parry and dodge, +4 to pull punch, +2 on all magic saving throws, and +10 to save vs horror factor.

Magic: None.

Psionics: 500 I.S.P. Possesses all sensitive and physical powers, plus detect psionics, mind bolt, P.P.E. shield and eight of choice from the super psionic category!

Notes: Prefer to use weapons and armor. Can use humanoid weapons and armor when on the Palladium World.

Rifts® Note: A mega-damage creature on Rifts Earth with hit points and S.D.C. combined for total M.D.C. Impervious to normal weapons, but mega-damage weapons, magic and psionics do full damage. Weapons made from the Millennium Tree do triple damage. The Pandemonium loves vibro-blades and techno-wizard devices.

Hel, Lady Dyval

Once a goddess of the Pantheon of the Northern Gods, and the daughter of the trickster god, *Loknar*, Hel is now the wife of Sahtalus, and Lady of Dyval. She is considered to be the symbol of darkness.

Influenced at an early age by her mother, the giantess Angrboda, Hel has always known her place among the Northern Gods would be uncomfortable. There were too many prophecies of her tragic doom, and too many of the bards of Odguard were composing epic ballads describing her as a pawn and a victim of the fates. Seeing that Sahtalus, Lord of Dyval, lusted after her, she decided that marriage to him would sever her former destiny and allow her to carve out a new life for herself.

Also, she enjoys the freedom and pleasure of all the evil duties that she is expected to execute as a Deevil Lord. While she has higher ambitions than simply to be the wife of the ruler of Dyval, she is biding her time, and learning everything she can about the inner workings of the Deevil realm.

Even though she is married to Sahtalus, and shares part of his home, she spends most of her time in her own citadel, a place fitted for her comforts, and surrounded by thick woods.

Real Name: Hel Angrbodasdotter
Alignment: Miscreant (evil)
Size: 16 feet (4.8 m) tall.

Description: Perfect features, scarlet hair, and blazing green eyes. Hel has the look of a goddess about her in everything that she does. With one exception, she looks just as she looked back in Odguard. In keeping with her new surroundings she now sports a pair of huge, demonic wings.

Attributes: I.Q.: 21, M.E.: 24, M.A.: 29, P.S.: 33, P.P.: 27, P.E.: 31, P.B.: 25, Spd.: 44 (30 mph/48 km).

Natural A.R.: 14

Hit points: 1,980

S.D.C.: 3,350

P.P.E.: 4,900

Horror/Awe Factor: 10



Skills of Note: All wilderness skills and all naval skills at 90%, plus horsemanship: knight and exotic animals 98%.

Experience Levels: 17th level Knight and 9th level Diabolist.

Natural abilities: Astral travel, nightvision 200 feet (61 m), see aura, see the invisible, turn invisible, breathe underwater (without limit), fire and cold resistant (half damage), fly 90 mph (144 km), bio-regeneration 3D6 S.D.C./hit points per melee round, knows all languages, metamorphosis: humanoid, metamorphosis: animal, teleport 94%, dimensional teleport 82%, and sense/recognize enchantment and magic items 78%.

Natural Vulnerabilities and Weaknesses: Unlike the others of the Dyval, she is *not* vulnerable to pure iron, nor to silver, and holy water just makes her giggle. Only magical weapons, magic powers and psionics can damage her.

Deific/Demonic Powers: Hel has the full range of power over her followers, and can perform all prototypical deific powers at the standard cost.

Clerical abilities: (while on the Palladium World) Turn 100-400 dead 86%, animate/command 100-400 dead 86%, exorcism 60%, curse 50%, remove curse 50%, healing touch (2-12), resurrection 65%, summon 3D6 minions 75% (see below), summon 2D4 greater minions 75% (see below), and dimensional teleport 80%.

Magic Knowledge: All Diabolist magic powers. All 1st through 5th level Wizard spells, plus flame, fire ball, energy disruption and call lightning.

Psionic Powers: 640 I.S.P. Possesses all sensitive and physical powers, plus mind bolt, telekinetic force field, and P.P.E. shield. All equal to 17th level in power.

Attacks Per Melee Round: Nine in physical combat or psionics, or two by magic.

Special Bonuses (in addition to attribute bonuses): +4 on initiative, +2 to strike and parry, +6 to pull punch, +6 to save vs horror factor and +3 on all other saving throws.

Favorite Weapons: Swords, hammers, axes, and other hand to hand combat weapons.

Armor: She wears a variety of different kinds, but usually something with an A.R. 17 and S.D.C. 1,200.

Alliances & Allies: She can count on her husband Sahtalus, if only because she is the one person in all of Dyval who is unlikely to stab him in the back (not that she wouldn't if the time were right, but he doesn't know that). Having forsaken Odguard, and her former Pantheon of the Northern Gods, she is distrusted by most of her relatives and the Gods of Light.

Enemies: She knows that her place in Dyval has brought on resentment from all the other Deevil Lords, and so she is careful enough to think of them as enemies. She is aware that the Northern Gods consider her a dangerous traitor, but also knows that Loknar will do everything in his power to defend and protect her from their wrath. She believes that as long as she is not involved directly in any clash between the Northern Gods and Dyval, they will leave her be. For the most part, this is true, but her involvement in actions against any allied Gods of Light or mortal champions of good (which is inevitable), could also get her into trouble.

Rifts® Notes: She would do well in that place, especially when it came to mixing combat with magic. M.D.C.: 9,000.

Minions: Surrounded by guardians, especially Deevil Beasts selected by her husband, she knows that none of them are really loyal to her and would betray her to her husband in an instant. The only minions that she can count on are the ones she brought with her from Odguard, including her trio of fire giant maids and her dragon, Nidhogg.

The Bailjeim Giants. Tuellywa, Tysoa and Vinza are all fire giants from the realm of Odguard and distant relatives of Hel's mother. They serve Hel loyally, but are more than servants, they are also her friends and confidants. All three are red-haired, green-eyed, and covered with

masses of freckles. Each has her own lesser rune weapon and magic armor (A.R. 16, S.D.C. 800) and all are skilled 7th level Warlocks (all fire). See **Monsters & Animals, 2nd Edition**, pages 90-91, for details on the Nimro Fire Giant, a similar race of fire giants (just add 2D4×10 to hit points).

The Dragon, Nidhogg

Hel's childhood pet, Nidhogg has grown from a cute little dragon lizard of unknown origin, into one of the most hideous dragon monsters ever seen. A true dragon, in full adulthood, it is a magical creature, and has all the attributes and powers of a fire dragon, but is larger, heavier, uglier, and has thicker armor. Even by the standards of Hades, Nidhogg is a horrible menace. It now lives in *Nastrond*, a lake that borders Hel's favorite citadel.

Alignment: Miscreant (hungry)
Attributes: I.Q. 9, M.A. 11, M.E. 22, P.S. 43, P.P. 22, P.E. 41, P.B. 7, Spd 44 (30 mph/48 km running; unlike true fire dragons it has no wings and does not fly). Supernatural P.S.
Size: 164 feet (50 km) long.

Weight: 200 tons

Natural A.R.: 18

Hit Points: 5,893

S.D.C.: 3,810

P.P.E.: 501

Horror Factor: 18

Natural Abilities: Does not speak, but can understand all languages, nightvision 200 ft (61 m), excellent color vision, see the invisible, turn invisible at will, bio-regeneration 1D4×10 S.D.C./hit points per minute, impervious to fire (does no damage; even magic fires and M.D. plasma energy do no damage!), teleport self 53%, dimensional teleport 42%, all other dimensional powers, magic spells and knowledge common to most "true" dragons.

Exude Poisonous Vapors (Special): Nidhogg constantly "sweats" a miasmic vapor that is highly toxic. Getting within 30 feet (9 m) of the dragon monster, it becomes necessary to save vs non-lethal poison (16 or higher), or end up paralyzed for 1D6 melee rounds. The longer Nidhogg stays in an area, the worse the effect of his vapor, so those who visit his swamp lair have a -4 to save, will be paralyzed for double the amount of time, and will also take 1D6 damage, direct to hit points.

Attacks per Melee: Seven

Bonuses: +3 on initiative, +4 to strike, +3 to parry and dodge, +7 to pull punch, +7 to roll with impact, +10 to save vs horror factor, and +4 on all other saving throws.

Damage: Each claw attack does 8D6+22 P.S. damage. Rather than bite, Nidhogg will attempt to engulf his opponents in his mouth (successful strike means the character is totally inside), and then regurgitate his acidic stomach juices up into his mouth, which then does 1D6×10 damage to both the character and the character's armor and possessions.

Magic: None.

Psionics: None.

Rifts® Note: Has never been there, and doesn't care, but will follow Hel anywhere she asks.

Mephisto the Deceiver

Mephisto, the symbol for illusions and deception, has been secretly plotting to take the seat of power from Sahtalus. He is waiting patiently for the right moment, all the while gathering more and more of the Deevil races to his side.

In terms of his personality, Mephisto suffers from delusions of grandeur and has a serious case of megalomania. He considers mortals to be toys and pawns to be used for his gain or amusement.



His citadel is more of a prison than a palace, since he has taken the job of imprisoning, interrogating, and torturing all the demon captives that have been taken in Dyval's long conflict with Hades. Also in his cells are a number of humans (Mephisto hates humans, and likes to have a few around to torment), bound lesser Elementals, and even some

"thing" that is rumored to be a captive angel. All throughout the citadel are Deevil Serpents, his personal servants and jailers.

Alignment: Miscreant (evil)
Size: 16 feet (4.8 m) tall.

Description: Handsome, dark skinned human with sharp, pointed teeth, long, black fly-away hair, wild eyes, and a devious grin.

Attributes: I.Q. 23, M.A. 28, M.E. 24, P.S. 23, P.P. 24, P.E. 23, P.B. 21, Spd 66 (45 mph/72 km).

Natural A.R.: 14

Hit points: 6,539

S.D.C.: 4,860

P.P.E.: 3,600

Horror Factor: 14

Skills of Note: Interrogation techniques, surveillance, palming, card shark, streetwise and all espionage skills at 92%.

Experience Levels: 16th level Wizard, 10th level Summoner, and 10th level Assassin.

Natural Abilities: Nightvision 120 feet, fire and cold resistant (half damage), bio-regeneration 1D6×10 S.D.C//hit point per melee round, metamorphosis: animal (favorite shapes are raven, black cat, spider, or scorpion), metamorphosis: humanoid, knows all languages, see the invisible, turn invisible at will, impervious to poisons/toxins/drugs, does not breathe air, resistant to fire and cold (does half damage), teleport self 96% and dimensional teleportation 80%.

Natural Vulnerabilities and Weaknesses: Weapons made of pure iron do triple damage, and he can also be harmed by holy weapons, rune weapons and magic of all kinds. Psionics also do normal damage.

Power Hungry. Mephisto is blinded by his lust for power. He doesn't even realize how obvious he is about it, and how his unrelenting campaign to subvert Sahtalus and to take over Dyval, has become plain to everyone.

Megalomaniac. He believes that he is the only fit ruler of the universe, and that all other gods are incompetents and idiots.

Deific/Demonic Powers: Mephisto has the full range of power over his followers, and can perform all prototypical deific powers at the standard cost.

Magic Knowledge: All 1st through 12th level Wizard spells. Also a Summoner and knows all magic symbols, runes, and all summoning and protection circles, plus the following power circles: All seeing, dimensional Rift, healing, insanity, knowledge, passion, power and power matrix.

Psionic Powers: A Master Psionic with 2,000 I.S.P. Possesses *all* psionic abilities, including all super psionics. All equal to 16th level in power.

Attacks Per Melee Round: Nine physical.

Special Bonuses (in addition to attribute bonuses): +3 on initiative, +2 to strike, parry and dodge, +10 to pull punch, impervious to horror factor and possession, and 94% to charm or impress.

Favorite Weapons: *Juris:* A two-handed mace from a long-lost realm where magic and technology were fused together, it is able to discharge lightning as it impacts on a target, doing 5D6×10 damage (limited to six lightning strikes per day), in addition to impact damage of 5D6.

Alliances & Allies: In trying to arrange for alliances against Sahtalus, he has made too many offers and too many promises. Most deities don't trust anything that Mephisto has to say.

Enemies: He hates all the Gods of Light, along with most other gods of good alignment, but his hate for Sahtalus shines above everything else.

Rifts® Earth: Mephisto would love to go there! However, he would be disturbed to hear that an Alien Intelligence is currently *masquerading* as Mephisto on Rifts® Earth. M.D.C.: 12,000.

Minions: In his campaign to weaken Sahtalus, Mephisto has been working hard to arrange for a number of powerful allies on Dyval.

Deevil Serpents. Mephisto is the master of this entire race of Deevils and he uses them as his spies and agents in many places. At any time, Mephisto can summon 5D6 to his side. See **Palladium Fantasy RPG, 2nd Edition**, page 332, for stats on the Serpents.

Deevil Arch Fiends. Entire armies of Arch Fiends are organized and at Mephisto's command. Several of the Fiend generals can usually be found in his citadel planning for eventual moves against Sahtalus and his forces. See **Palladium RPG, 2nd Edition**, page 331.

Nickodeamis

The symbol of corruption on Dyval, Nickodeamis likes to play the fool and to pretend that all he cares about are pretty things. In reality, he is a shrewd manipulator and has been preparing to eliminate Sahtalus ever since Hel entered Dyval.

His citadel, overlooking a beautiful lake and surrounded by lush forests, is crammed with millions of odd possessions, and treasure consisting of jewels, jewelry and huge amounts of coins (he is particularly fond of Old Kingdom dragon coins, and has hundreds of them in perfect condition), all looked after by a teeming throng of Imps.

Names: Nickodeamis, "Old Nick," Nicholas Deevil, Nicandius
Alignment: Anarchist (selfish)
Size: 12 feet (3.6 m) tall.

Description: A merry, roly-poly old man with a great grey beard and twinkling blue eyes. He likes to dress lavishly and surrounds himself with fine things.

Attributes: I.Q.: 27, M.E.: 27, M.A.: 36, P.S.: 30, P.P.: 24, P.E.: 34, P.B.: 18, Spd.: 21

Natural A.R.: 12

Hit points: 3,400

S.D.C.: 7,000

P.P.E.: 4,200

Horror Factor: 9

Skills of Note: Basic and advanced math, land and sea navigation, escape artist, brewing, gemology, dance and all rogue skills all at 98% proficiency.

Experience Levels: 20th level Thief and 10th level Wizard.

Natural abilities: Astral travel 96%, nightvision 200 feet (61 m), see the invisible, turn invisible at will (no time limit), knows all languages, teleport self 96%, dimensional teleport 93%, metamorphosis: animal, metamorphosis: humanoid, impervious to heat, cold, and fire (no damage; magic cold and fire do half damage), bio-regeneration 4D6 S.D.C./hit points per melee round, sense the location of ley lines 90%, sense/recognize enchantment/magic 90%, animate and control 2D6 times 20 recently dead, summon unlimited numbers of Deevil Devilkin.

Natural Vulnerabilities and Weaknesses: Pure iron and rune weapons do triple damage, a fact he likes to keep to himself. Holy weapons do double damage, and holy water burns like acid (a splash from a single vial does 6D6 damage). Magic and psionics do normal damage.

Greed. Whatever he has, he wants to keep, and whatever he hasn't got, especially if it is valuable, rare, or has any sort of magical power, he wants.

Deific/Demonic Powers: Nickodeamis has the full range of power over his followers and can perform all prototypical deific powers at double the standard cost.

Magic Knowledge: All 1st through 10th level Wizard spells, plus anti-magic cloud, amulet, sanctum, restoration, and metamorphosis: dragon.

Psionic Powers: 830 I.S.P. Possesses all physical psionic powers, plus bio-manipulation (the evil eye), catatonic strike, cause insanity, in-



sert memory, mentally possess others and psi-sword. All are equal to 20th level.

Attacks Per Melee Round: Six physical or psionic attacks or two by magic.

Special Bonuses (in addition to attribute bonuses): +2 on initiative, +2 to strike, +3 to parry and dodge, +8 to pull punch, +10 to save vs horror factor, and +4 on all other saving throws.

Favorite Weapons: None; he would much prefer to fight with magic.

Alliances & Allies: While he gets along tolerably well with most other Deevil Lords, he would consider none of them to be an ally, since each is simply trying to bribe Old Nick into a supporting position.

Nickodeamus has also been watching with interest the activities of the Rat God, Kirgi, who has recruited certain Greater Deevils into his pantheon. On the one hand, Nickodeamus appreciates the Rat's efforts and has tried to help keep Kirgi's activities hidden. On the other hand, he has also subverted at least one of the Greater Deevils, so that he will have an inside agent should the religion continue to grow and prosper (he suspects that when Cardinal d'Fingal dies, Kirgism will fade back into obscurity).

Enemies: He hates the Northern Gods, especially Od, Loknar and Belimar, all of whom have bested him in battle, and tricked him out of things that he wanted. He was delighted when Hel came into Dyval, because he knew how much it would hurt his old enemies, but he loathes Hel also. He also dislikes the Demon Hordes of Hades, but would *use* them to his own ends if he could.

Worshippers/Followers: On several of the realms connected to Dyval, Nickodeamus has managed to insert himself as a minor god associated with children, giving presents, and of the winter solstice (although he has yet to succeed in doing so on the Palladium World), and he uses those followers both to gain information and to prepare for a more insidious infiltration of their worlds.

Rifts® Earth: He might find it interesting, but competition among other supernatural powers is currently too strong to interest him much in anything on Rifts Earth. The only exception might be great magic items or incredible valuables. M.D.C.: 9,500.

Minions:

Deevil Beasts. At least half of the Beast bodyguards assigned to him (and all supposedly completely loyal to Sahtalus) have been subverted, and are now loyal to Nickodeamus.

Devilkins. Whole armies of these Deevils have been organized secretly and await Old Nick's orders. One of the reasons for his interest in magical weapons and armor is that he has been equipping an "elite" guard of Devilkins.

Imps. The patron of the Imps, Nickodeamus surrounds himself with them, lets them infest his citadel, and makes the effort needed to keep track of the complicated politics of the Imp nobility.

Leviathan

A giantess, goddess warrior, powerful and cruel, Leviathan is the mistress of the Dire-Harpies, and is the symbol of revenge. She is thoroughly and completely unpleasant.

Rather than say something stereotyped, and describing Leviathan's hate of Rhada because she is jealous of Rhada's beauty (which is true, but ...) or that Leviathan doesn't get along with women at all, it's more accurate to say that Leviathan pretty much hates *everybody*. So, getting back to this jealousy thing, Leviathan is a beautiful goddess, especially compared to most mortals, but she insists on comparing herself to the god-like beauty of Hel and Rhada, and so finds herself lacking and consumed with hatred.

In her citadel, an ugly monolith of red rock that sits out in the rocky barrens of Dyval's least attractive real estate, Leviathan likes to surround herself with her favorite minions: the Deevil Gorgons, Dire-Harpies, and ordinary Harpies taking the place of songbirds. Everyday she takes a different walk through her maze-like citadel, trying to lose the Deevil Beast bodyguards assigned to her (lap dogs of Sahtalus), and plots another way of getting her revenge on him and all she hates most (a rather lengthy list).

Alignment: Diabolic (evil)
Size: 28 feet (8.5 m) tall.

Description: Built for power, her shoulders and hips are broad, and she has more muscle and more flesh than the wispy girls that so many men are attracted to. Blond and blue-eyed, she wears clothing that never seems quite right on her frame.

Attributes: I.Q.: 19, M.E.: 24, M.A.: 18, P.S.: 45, P.P.: 32, P.E.: 30, P.B.: 19, Spd.: 33 (22.5 mph/36 km).

Natural A.R.: 12

Hit points: 3,950

S.D.C.: 4,400

P.P.E.: 1,300

Horror/Awe Factor: 14

Experience Levels: 20th level Assassin, 12th level Warlock, and amateur Thief.

Natural Abilities: Nightvision 90 feet, impervious to fire (no damage), bio-regeneration of 6D6 S.D.C./hit points per melee round, knows all languages, see the invisible, turn invisible at will (no time limit), never fatigues, seldom sleeps, is always alert, teleport 88%, dimensional teleport 72%, metamorphosis: humanoid, impervious to heat, cold, and fire, and sense/recognize enchantment/magic 73%.

Natural Vulnerabilities and Weaknesses: Pure iron, silver, rune weapons and magic all do their full damage.

Jealousy. Beautiful, compared to most mortals, she insists on comparing herself to the god-like beauty of Hel and Rhada, and so finds

herself consumed with jealousy of them and all creatures who are more beautiful, including Elves, dragons and angels. This also means she spends a great amount of time in escapades to make them suffer and likes to mutilate and disfigure them, leaving them to live as ugly creatures. This hatred also entices her to strike out at beautiful enemies when she should be concentrating on other, more dangerous ones.

Nasty Streak. Regardless of her alignment, or her temper, it's a fact that Leviathan is just plain nasty. She is cruel in word, thought and deed, and never gives a thought to anyone else's situation but her own.

Deific/Demonic Powers: Leviathan has the full range of powers over her followers and can perform all prototypical deific powers at double the standard cost.

Magic Knowledge: Possesses all 1st through 6th level Earth Elemental spells, and can speak to all Elemental beings; 80% chance of seeing even an invisible Elemental, or sensing its presence within 1000 feet (305 m).

Psionic Powers: None.

Attacks Per Melee Round: Ten physical or two by magic.

Special Bonuses (in addition to attribute bonuses): +3 on initiative, +2 to strike, +1 to parry and dodge, +5 to pull punch, +10 to save vs horror factor, +1 on all magic saving throws, and inflicts triple damage on back stabbing or surprise attacks.

Favorite Weapons: *1. Namangh.* Long-handled war hammer (see illustration) that has five different demons (from Hades) bound into it. Makes an unearthly scream when thrown, such that all who hear it have to save vs horror factor 16, and failing the save means the character is frozen in place for 1D6 melee rounds (can still defend, parry, etc., but can't move from that spot and will not initiate attacks). The hammer will strike as many as five times, all on the same victim, before returning to Leviathan (each strike counts as two of hers). Namangh is +5 to strike, capable of parrying blows against itself, or dodging attempts to catch it, both at +12, and does 2D4×10 damage (no P.S. bonus).

2. Fourdua. Leviathan's short sword (it's actually 7 feet long, so it's just short in Leviathan's hands) has a supernaturally sharp blade and is indestructible. No bonus to strike, but it does 4D6+6 damage, along with the P.S. bonus.

Armor: *Black Armor of Leviathan.* Its magic causes anyone touching it, other than Leviathan herself, to receive a magical shock (electric, but affects supernatural/deific beings as well) that does 4D6+10 damage; A.R.: 17, S.D.C.: 3,000. Confers: +5 protection vs wards and +10 protection vs magical circles. The wearer is also impervious to possession and +5 to save vs mind control.

Alliances & Allies: None. Her temper, her sharp tongue and her prejudices (she doesn't like women, she doesn't like men, she doesn't like humans, she doesn't like Elves, etc.), keeps her from having a relationship other than those where she is in charge.

Enemies: Leviathan hungers for the chance to get even with every god she has ever met. High on her hate list are Hel (after all, Leviathan herself should be Lady Dyval, not that bitch of an outsider) and Rhada (she has always been envious of Rhada).

Rifts® Earth: A good place for Leviathan. Maybe she could get out some of her aggressions if she visited for awhile. M.D.C.: 9,000.

Minions: Leviathan has organized both the Dire-Harpies, and the Gorgons, so that they follow her every order, plus she is worshipped by many ordinary Harpies. She can summon 6D6 Dire-Harpies in Dyval, and 3D6 if she is on the Palladium World. Gorgons are her main bodyguards (she ignores the Deevil Beasts, and makes sure that they are always outnumbered by at least four to one by Dire-Harpies), and she can summon 1D4×10 on Dyval, and 3D4 on the Palladium World. **Note:** Each Dire-Harpy can in turn, summon ordinary Harpies.



Rhada

An outcast among the other Deevil Lords, Rhada has done two unforgivable things.

First, she has fallen in love. Among the Deevil, who find it hard to believe that one of their own would do something so foolish, so stupid, so ... *human*, the idea is ludicrous.

Second, it is the object of her affections that has shaken the Deevil Lords to the marrow. Rhada, one of the select of Dyval, is in love with (it chokes them to have to say it), in love with *Abdul-Ra, the Demon Lord of Hades*! One of the most hated of their enemies!!

Long ago, Rhada and Abdul-Ra hated each other and fought in countless bloody battles. Then, some centuries ago, Rhada managed a coup; she captured the Lord Abdul-Ra and imprisoned him in her Citadel. At the time the Deevil Lords were jubilant, since it seemed that the power of the Demon Lords was finally, fatally cracked, and that it would only be a matter of time before they could dominate, or at least corrupt, all of Hades.

After gathering their armies and preparing for another major assault, they went to Rhada's citadel so they might all have the pleasure of interrogating the prisoner.

Abdul-Ra was gone. Rhada's story of the escape was proven false by her Beast bodyguards. When they heard the reason for his release, that Rhada had decided that she loved Abdul-Ra (not from her lips, this was something they discovered through more arcane means), it was decided that she must be imprisoned, at least until they could decide what to do about the situation.

That was over two hundred years ago.

Always held in mystical chains (created by Diabolus in one of his more clearheaded moments), and constantly monitored by at least one Deevil Lord at all times, there seems no way for Rhada to escape.

Rhada is still bound, still monitored, and there is still no consensus among the Deevil Lords as to what should be done with her. Until then, she is a prisoner in her own citadel, surrounded by the dire woods where her minions, the Fenry, howl in protest and stand ever vigil. Her jailor these days is Mephisto, and hundreds of his Deevil Serpents fill her citadel.

Alignment: Aberrant (evil)
Size: 14 feet (4.2 m) tall.

Description: With ivory skin, long silver hair, and eyes of the palest shade of brown, she is striking and desirable to all.

Attributes: I.Q.: 23, M.E.: 22, M.A.: 26, P.S.: 40, P.P.: 28, P.E.: 25, P.B.: 30, Spd.: 38 (26 mph/57.6 km).

Natural A.R.: 12

Hit points: 4,829

S.D.C.: 4,300

P.P.E.: 2,200

Horror/Awe Factor: 11

Experience Levels: 20th level Mercenary and 10th Wizard.

Skills of Note: Track humanoids 60%, prowl 50%, plus land navigation, math, dance, juggling, paired weapons, and all military skills at 98%.

Natural abilities: Nightvision 200 feet 61 m), see the invisible, turn invisible at will, breathe underwater (without limit), fire, heat and cold resistant (half damage), bio-regeneration 1D4×10 per melee round, knows all languages, metamorphosis: humanoid, teleport 86%, dimensional teleport 70%, sense/recognize enchantment and magic items 55%, and summon 2D4 Fenry.

Natural Vulnerabilities and Weaknesses: Pure iron, silver, and rune weapons all do double damage! Magic and psionics do normal damage.

Love of Abdul-Ra. Obviously the most foolish thing she has ever done is to fall in love with Abdul-Ra. She doesn't even know if he returns her affections and there is no way to find out.



Desire to Escape. She will cooperate with just about any plan if it promises her escape. While she would prefer not to do anything that would seriously hurt Dyval or her fellow Lords, she is desperate to escape. Once she has escaped, she may seek her beloved or simply go into hiding. Regardless, Rhada will not raise her hand against her fellow Deevils except to defend herself. If Abdul-Ra cruelly or callously rebuffs her affections, she will become his immortal enemy, and all of Hades better beware! Gentle rejection will send her into hiding until she can learn to live with the foolishness and shame of letting him escape, but still she will not be able to take any action to destroy or torture him, although she will be able to combat the other lords and minions of Hades.

Deific/Demonic Powers: Rhada's connection with her followers has been severed (gradually, the number of her worshippers grows fewer), and she is prevented from invoking any deific powers while imprisoned. Were she free, she would have the full range of power over her followers, and could perform all prototypical deific abilities at double the standard cost.

Magic Knowledge: When free, Rhada can cast all Wizard spells from levels 1-7 at 10th level of proficiency; again, her mystical restraints and imprisonment prevent her from performing any magic.

Psionic Powers: I.S.P. 112; abilities are limited to mind block, empathy, lust for life, suppress fear, object read, see aura and sense magic.

Attacks Per Melee Round: Eleven physical or psionic, or three magic.

Special Bonuses (in addition to attribute bonuses): +7 on initiative, +3 to strike, +2 to parry, +8 to pull punch, +8 to save vs horror factor, and 98% to charm or impress.

Favorite Weapons: She is familiar with all battlefield weapons, including heavy siege equipment, but she prefers wielding a long blade.

Armor: Before being a imprisoned she wore a magical cloak of protection: A.R. 15, S.D.C. 2,150.

Alliances & Allies: Almost all of the Deevil Lords have turned away from her. *Mephisto* comes to see her often, whispering against Sahtalus and promising that he will free her if she will stand with him against the Lord of Dyval. She doesn't believe him, but she plays along, gathering information and enjoying the occasional break in the routine. *Hel* has also been to see her, but it is clear that they do not like each other (although Hel thinks it stupid to keep Rhada chained up, because she is convinced that Rhada would tire of the Demon Lord in just a week or two). Rhada hopes that Abdul-Ra is her friend, but she has no way of knowing. Her *Fenry* are the only Deevils who have remained loyal to her and suffer the insults and abuse of other Deevils for remaining so.

Enemies: Leviathan, who occasionally drops by to taunt her, is her greatest enemy.

Worshippers/Followers: While she can no longer contact them, she did manage to speak to a few of her priests before her restraints were made quite so effective in nullifying her powers. As the tale of Rhada's imprisonment has spread, the number of her worshippers has dropped by 80%.

Rifts® Earth: Rhada understands Techno-Wizard devices, especially weapons, very well, and would be an outstanding warrior and leader in a place with massive suits of power armor. M.D.C.: 9,000.

Minions: The Fenry, the demon wolves of Dyval, are Rhada's only comfort. The Fenry have been her special minions forever, they have stayed loyal, and hundreds of them pass by her citadel at all times. Though threatened and chased away by the Deevil Lords and their minions, they return again and again, constantly seeking an opportunity to rescue her. For details on the Fenry, see the **Palladium Fantasy RPG, 2nd Edition**, page 328.

Diabolus

Diabolus is a twisted, hunchbacked troll. He is most definitely insane, enjoying the company of dead things above all others. He is also extremely cruel, unpredictable, and dangerous.

However, he is not as insane as others sometimes think. In his moments of lucidity, he takes careful note of how the realm of the Lords of Dyval is arranged, and he thinks that he might be able to reorganize things more to his liking. He also thinks about Rhada, and what it might take to make her love him, instead of that god-boy of a Demon Lord.

Living in a vast citadel, half underwater and half covered in strange funguses, attended by dozens of Horrors, he is surrounded by the results of his various experiments, all of which are still living, even if they are not quite complete in terms of the body parts they need.

Alignment: Diabolic

Size: 13 feet (3.9 m) tall.

Description: A twisted, hunchbacked troll with an insane glint in his eyes.

Attributes: I.Q.: 37, M.E.: 24, M.A.: 25, P.S.: 37, P.P.: 20, P.E.: 27, P.B.: 10, Spd.: 27 (18.5 mph/29.7 km).

Attribute Notes: Although Diabolus has an I.Q. of 37, his brains are usually so scrambled he seems more like a fool than a genius. Still, sometimes it does all come together in his head, and he gets a clear picture of the solution to some hard problem.

Natural A.R.: 13

Hit points: 9,800

S.D.C.: 6,400

P.P.E.: 1,950

Horror Factor: 16

Skills of Note: Basic and advanced mathematics, and all medical and science skills, all at 97%.

Experience Levels: 20th level Summoner and 12th level Necromancer.

Natural abilities: Breathe underwater (without limit), nightvision 200 feet (61 m), see the invisible, turn invisible at will (no time limit), knows all languages, never fatigues, seldom sleeps, is always alert, teleport 49%, dimensional teleport 32%, metamorphosis (any shape) at will, impervious to heat, cold, and fire, bio-regeneration 1D4×10 S.D.C./hit points per melee round, sense the location of ley lines (90%), sense/recognize enchantment/magic 90%, and sense Elementals 70%. Diabolus can summon 4D6 Horrors any time he likes, no matter where he is or what dimension he is visiting.

Natural Vulnerabilities and Weaknesses: Pure iron does triple damage, and silver does double damage, but he is unaffected by most other weapons, and rune weapons only do ordinary damage for some reason.

Perpetually Lost. Diabolus never seems to know where he is, or what he was in the midst of doing. Of all the Deevil Lords, he is the one most likely to end up on the Palladium World (probably by accident).

Insanities: Jekyll and Hyde syndrome (becomes a very focused, vindictive, bloodthirsty monster when made extremely angry or when one of his experiments is ruined), hates music and musicians, sadistic, and has a growing obsession with making Rhada fall in love with him.

Deific/Demonic Powers: Diabolus has the full range of powers over his followers and can perform all prototypical deific powers, but at double the standard cost.

Magic Knowledge: All symbols, summoning and protection circles, and the power circle of domination/control, death, pain, command, and teleportation, all at twentieth level proficiency. Also knows all Necro-Magic and related wizard spells (see **High Seas, 2nd Ed.**).

Psionic Powers: 1,110 I.S.P. Powers are limited to all healing abilities plus death trance, empathy, meditation, mind block, presence sense, telepathy and psi-sword. All equal to 12th level proficiency.



Attacks Per Melee Round: Four physical or psionic attacks, or two by magic.

Special Bonuses (in addition to attribute bonuses): +2 to strike, +1 to parry and dodge, +3 to pull punch, impervious to horror factor and possession, +5 to save vs mind control and +2 on all other saving throws.

Alliances & Allies: Except for his experiments and the occasional temporary alliance (usually connected to an experiment), he has no relationships with any other deities or powers of note.

Enemies: In the twisted mind of Diabolus, Sahtalus is the great enemy. Sometimes Diabolus remembers the former Lord of Dyval, and weeps and promises that there is a time of vengeance coming. He also hates all demons, particularly Abul-Ra who has stolen the affection of Rhada away from him (even though he never had her affection to begin with).

Rifts® Earth: Who knows, it's such a crazy place, Diabolus might visit and enjoy it. He'd love to hook up with Gene-Splicers. M.D.C.: 17,000.

Minions: The Horrors (see **Palladium Fantasy RPG, 2nd Edition**, page 331-332) are his henchmen, servants and keepers. They work continually at trying to maintain his citadel (there are underwater creatures who are literally digging out the foundations and threatening to collapse the whole structure), making repairs, removing the more annoying mutations and unwanted dead (Diabolus has an entire dungeon level filled with the corpses and skeletons of dead creatures, mortal and superhuman) and generally trying to keep it suitable for company. **Note:** While a dozen Beasts, on the instructions of Sahtalus, are supposed to be guarding/keeping an eye on Diabolus, they frequently lose all trace of him as he wanders around the water-filled corridors of his maze-like citadel, and occasionally pops into other dimensions.

The Demon Lords

The Demon Lords of Hades

Modeus, Lord of Hades
Andras, Marquis of Hades
Rabdos the Strangler
Kubera-Loe
Mictla the Devourer
Succor-Bemoth
Charun
Abdul-Ra
Belphegor
Four demon Beetles
Mantus
Mania
Murmur
Mormo
Abrasax

The Realm of Hades

Hades is an ancient realm, home to the Demon Lords and all their minions. A warped refection of the Palladium World, Hades is one of the Heroic Realms. Which is not to say that the inhabitants of Hades are heroes — they are anything but heroes — rather that the size of people and things in the realm of Hades is the same as the size of things in the Palladium World.

The geography of Hades and the Palladium World have each changed in different ways in the 100,000 years or so since Hades was created, but there are some similarities (it is rumored that the entire world of Hades was the result of some magical experiment performed at the close of the Age of Chaos).

The big difference between the Palladium World and its hellish twin is that the elements of water and fire have been reversed. Where the major ocean of the Palladium World is made of water, the "ocean" of Hades is a great sea of flames and molten rock. To find water on Hades, you need to look at the places where you would expect to find volcanoes in the Palladium World. And, since the water eventually finds its way to the ocean, some of the most spectacular scenes on Hades are those places where the water comes in contact with the flaming lava.

Another significant difference between the two worlds is the way that the land mass has been separated into two continents; north, ruled by the Gargoyles and their kin, and south, where the Demon Lords hold sway. A third subcontinent, where the Western Empire would be, is a refuge for annoying demons not wanted anywhere else.

In terms of climate, Hades is hot just about everywhere but for the middle of some of the volcanic lakes. The real variety comes in the form of humidity. Since the water is constantly being turned into steam by contact with the fiery oceans, some areas are like a sulphurous steambath, while others are relatively dry and clear. Since that is what most demons prefer, it should come as no surprise that the southern continent, ruled by the Demon Lords, is the driest of the three land masses.

Demon Worship

Aside from the many other problems that the religion of Demon Worship has encountered (purges, persecution, competition from Deevil Worship, competition from other evil gods), they have also seen a huge falling out between the *witches*, who form a major gateway into the world, and Priests of Darkness, who despise and resent the witches for their (from the priests' point of view) "easy road to power."

This bickering has severed an already mortally wounded religion. In all probability, Demon Worship will continue to be obscure and poorly organized for years to come.

Major Deity: Modeus, Lord of Hades

Alignments of Worshippers: Evil and selfish.

Pantheon: Modeus, Andras, Rabdos, Kubera-Loe, Mictla, Succor-Bemoth, Charun, Abdul-Ra, Belphegor, Four Demon Beetles, Mantus, Mania. Murmur, Mormo and Abrasax

Organization: Those Priests of Darkness devoted to Demon Worship are few and far between, and are generally found only in the most remote locations (although, as might be expected, there are rumors of some major cults of Demon Worship in the Western Empire). Fragmented and without any good way of attracting followers, the Demon Lords, at least lately, seem to be putting most of their efforts into allying themselves with other gods in the hope that they can become part of a pantheon where there is at least a chance of a large following.

Worshippers: Kobolds, Goblins, Hob-Goblins, Orcs, and Ogres are frequent practitioners of Demon Worship.

Historical Note: Over thousands of years there have been many attempts by various Demon Lords to start up religions on the Palladium World. None have been spectacularly successful (especially compared to what the Deevil Lords have managed to do from time to time), but there is still a legacy of Demon Worship in many parts of the world. Small cults still exist, dedicated to one or another of the Demon Lords, and even a handful who continue to worship long-departed Gargoyle Lords (it has been over 50,000 years since the Gargoyles attempted to convert humanoid followers). One can still find old temples, artifacts, and various mystical scraps of parchment relating to demons, all of which contain their own hazards and are best left alone.

Demon Lord Worship on Hades

There is a place where the Demon Lords are worshipped almost exclusively. Namely in the Demon Lords' realm of Hades. To some extent, the various lesser demons are all worshippers (they have little choice but to worship their masters), but the real strength for the Demon Lords comes from the Gargoyles. The worship of the Gargoyles, where the faithful number in the hundreds of millions, provides more than enough power. So long as the Gargoyles continue to worship them, the Demon Lords can be complacent about the decline of worshippers on the Palladium World.

Deific Powers of the Demon Lords

Nearly all of the Demon Lords must pay *double* to invoke prototypical deific powers. Only Modeus, Andras and Abrasax can pay the standard rate.

However, the Demon Lords have figured out a way to cheat the system. All other deities must pay for the more powerful prototypical deific power with body investments torn out of their own bodies, from a lesser degree (Token), to a greater degree (Severe), or to a degree that is completely self-sacrificial (Consumed or Annihilated).

Due to the experiments of *Succor-Bemoth*, it was discovered that by sacrificing the most powerful of the greater demons, the Demon Lords could invoke the deific powers without paying the "Body" price.

1. The Demon Lord must still pay the full P.P.E. cost from his own reserve.

2. For those Demon Lords who must pay *double* the usual cost, the usual rules of increasing Body Investment still apply (i.e.: if the cost is to be doubled, then a Severe Body Investment becomes a Consumed Body Investment).

3. It makes no difference how many hit points or S.D.C. that the Demon Lord may have lost, so long as the demon sacrifices are used, there is no cost to the Demon Lord.

4. The sacrificial greater demons *must be in perfect condition*! In other words, none of the sacrifices must be missing even so much as a single point of S.D.C., or a single hit point.

5. When two or more greater demons are required, the greater demons must be of exactly the same type. So, for example, when paying for a Severe Body Investment, either two Jinn or two Magots can be sacrificed, but not one Jinn and one Magot.

6. Greater Demons sacrificed in the pursuit of prototypical deific powers are *completely and utterly consumed* with no possibility of resurrection! For this reason, the Demon Lords have kept the knowledge of this practice from reaching their underlings. While it *might* be possible to coerce Greater Demons, it's a lot easier to simply lie to them, directing them to *lend* their full power to their master's invocation. **Note:** It seems that some of the Raksasha have discovered something about this whole thing. They don't like it, and they are currently complaining to Abdul-Ra. Of course, the Raksasha could care less if Baal-Rogs, Jinn or Magots are sacrificed, they just want the sacrifice of Raksasha to stop.

7. The separate costs involved are as follows:

Token Body Investment Substitution. Can be invoked by using:
2 Baal-Rogs, or
1 Demon Locust, Jinn, Magot or Raksasha

Severe Body Investment Substitution. Can be invoked by using:
3 Baal-Rogs, or
2 Jinn or Magots, or
1 Demon Locust or Raksasha

Consumed Body Investment Substitution. Can be invoked by using:
4 Baal-Rogs,
3 Jinn or Magots,
2 Raksasha, or
1 Demon Locust

Annihilated Body Investment Substitution. Can be invoked by using either:
5 Baal-Rogs,
4 Jinn or Magots,
3 Raksasha, or
2 Demon Locusts

Modeus, Lord of Hades

The High Lord Modeus, symbol of darkness, is the harsh and brutal ruler of Hades. However, he is also the most brilliant Demon Lord to rule Hades in 10,000 years. An excellent administrator, a clever planner, a good tactician, and able to exhibit all the cunning, guile and treachery needed to keep his position.

Arrogant, in the full height of his power, he has spent centuries planning for ways of dealing with his bitter enemies, the Deevil Lords, and believes that he finally has the consensus of all the other Demon Lords. A consensus necessary to start preparations for war.

Part of Modeus' great confidence has to do with the fact that he personally controls the Demon Locusts, the most powerful of all the various greater demons of Hades. From his fortified palace deep in the heart of Demon Locust country (corresponding to the Land of the South Winds on the Palladium World), Modeus can look out at the Demon Locusts in all their millions, and feel secure in the knowledge that none can oppose him.

Alignment: Aberrant (evil)

Size: 25 feet (7.6 m) tall.

Description: Appears as a handsome red haired man with dark eyes and a bronze complexion.

Attributes: I.Q.: 25, M.E.: 30, M.A.: 29, P.S.: 54, P.P.: 24, P.E.: 26, P.B.: 20, Spd.: 70

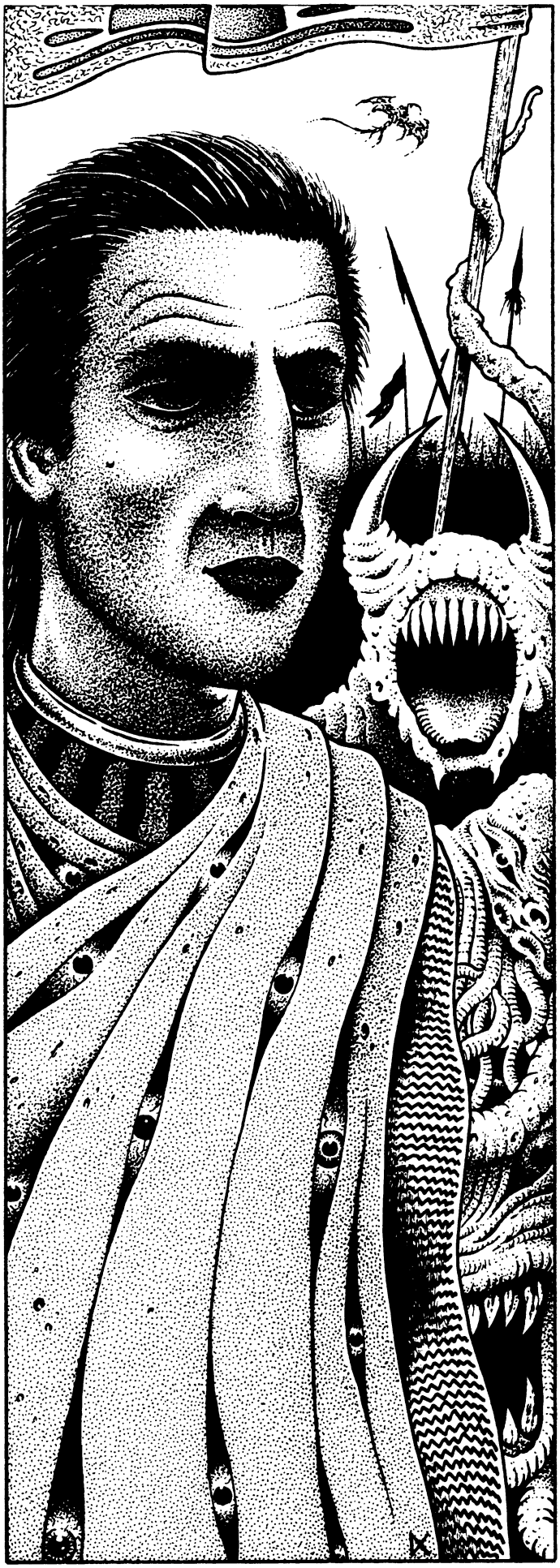
A.R.: 14

Hit points: 7,525

S.D.C.: 6,400

P.P.E.: 7,000

Horror Factor: 16



Skills of Note: Interrogation techniques, surveillance, and all Rogue skills, each at 98%.

Experience Levels: 17th level Wizard and 15th level Diabolist.

Natural abilities: Bio-regeneration (1D6×10 per minute, and complete regeneration of limbs), nightvision 600 feet (183 m), see the invisible, turn invisible at will, impervious to fire and cold (no damage), impervious to poisons/toxins/drugs, does not breathe air, teleport 94%, dimensional teleport 88%, metamorphosis: animal, and metamorphosis: humanoid.

Natural Vulnerabilities and Weaknesses: Sunlight reduces his resistance, allowing him to be hurt by ordinary weapons. Rune weapons, holy weapons and holy water always do double damage.

Arrogance. He has been so sure that all the other Demon Lords are with him in his campaign against the Deevil Lords that he fails to see their plots against him.

Deific/Demonic Powers: Modeus has the full range of power over his followers, and can perform all prototypical deific powers at the standard cost.

Magic Knowledge: All Wizard spells, and all wards, circles of power and symbols.

Psionic Powers: None.

Attacks Per Melee Round: Five physical attacks or three by magic.

Special Bonuses (in addition to attribute bonuses): +2 on initiative, +4 to strike, +5 to parry or dodge, +10 to save vs horror factor, +3 on all saving throws, and 96% to instill trust/intimidation.

Favorite Weapons: He will use whatever is at hand.

Armor: None.

Alliances & Allies: He is secure in the knowledge that Mictla, Belphegor and Abrasax are his three most powerful supporters, and Andras, his right hand and major ally (of course, he is wrong on three out of four counts, since only Mictla is really loyal).

Enemies: The Deevil Lords.

Rifts® Earth: Unless he could see some advantage to be gained over the Deevil Lords, he would not waste any time in that place. M.D.C.: 14,000.

Minions: Especially the Demon Locusts (summon 5D6), but he can also summon *any* of the sub-demons, lesser demons or greater demons.

Andras

Marquis of Hades

Andras is the symbol of strength, fear, and hate. Sitting at the right hand of Modeus, Andras is in the position of trusted second in command of all of Hades. In his personal region of Hades, on the extreme eastern end of the southern continent, Andras commands the heartland of the Baal-Rogs, the massive shock troops of Hades.

However, Andras is also the snake in Modeus' belly, for he is scheming with Set, Lord of the Gods of Darkness, and with secret allies among the other Demon Lords to usurp the throne. Andras is waiting for his turn at the top seat, for his chance to command all of Hades. As he sees it, the folly of attempting a war with the Deevil Lords is exactly the catalyst that is needed for the destruction of Modeus.

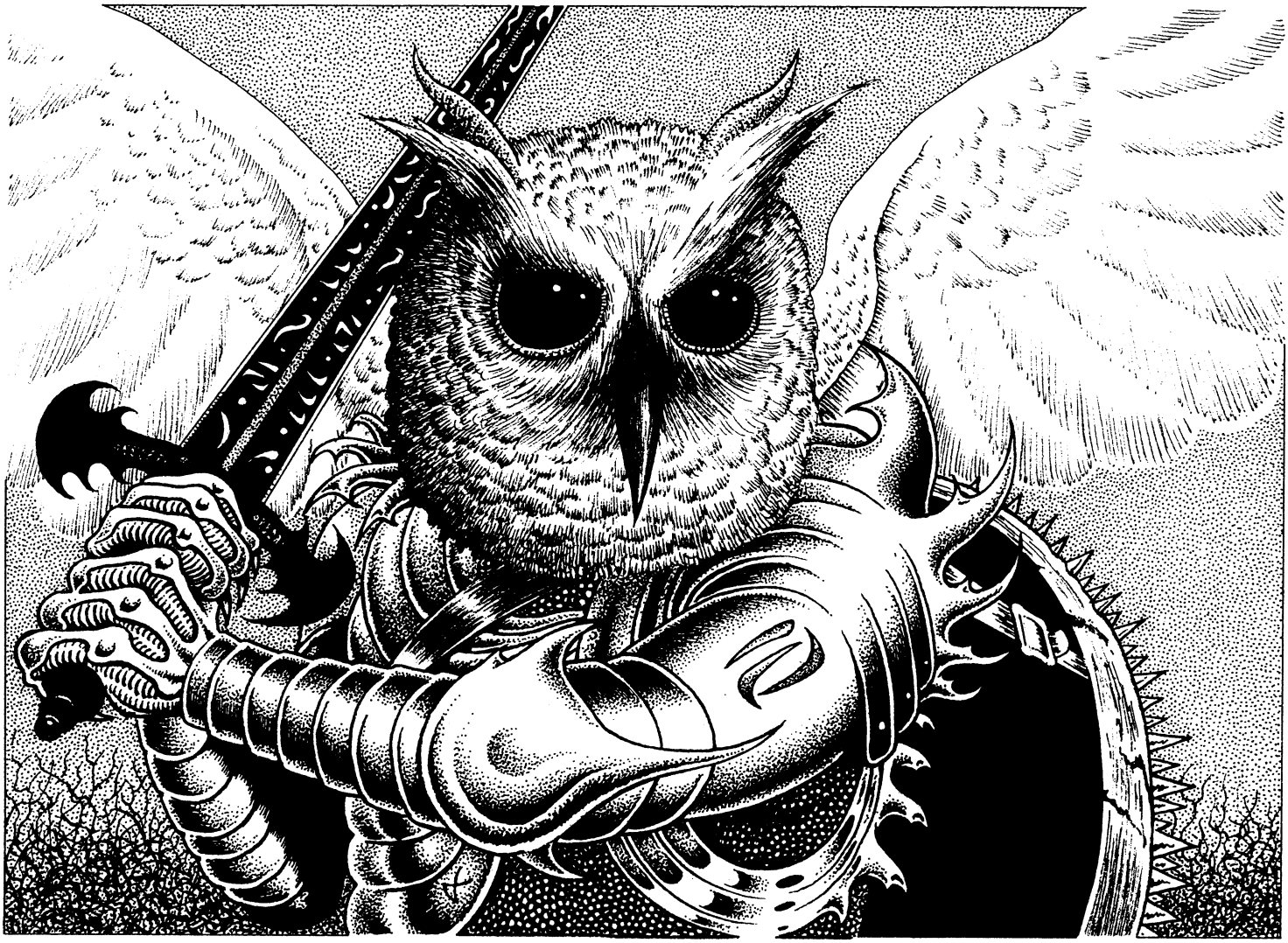
Riding his monstrous black wolf and brandishing his ebony rune sword as he reviews his troops, he fills Modeus with confidence. All the while his talks with Set grow ever more productive.

Alignment: Aberrant (evil)

Size: 22 feet (6.7 m) tall.

Description: An owl-headed demon with feather wings.

Attributes: I.Q.: 32, M.E.: 30, M.A.: 35, P.S.: 30, P.P.: 30, P.E.: 30, P.B.: 14, Spd.: 27 (18 1/2 mph/29.7 km) running; 88 (60 mph/96 km) flying.



Natural A.R.: 12

Hit points: 2,700

S.D.C.: 6,000

P.P.E.: 3,100

Horror Factor: 15

Skills of Note: Horsemanship: Exotic 99%.

Experience Levels: 20th level Warlock and 15th level Mind Mage.

Natural abilities: Nightvision 200 feet, turn invisible, see the invisible, fly, impervious to fire and cold (no damage), bio-regenerates 2D4×10 S.D.C./hit points per minute, teleport 90%, and dimensional teleport 80%.

Natural Vulnerabilities and Weaknesses: Holy weapons and holy water do double damage. Rune weapons, magic, psionics, and ice or cold-based attacks do full damage.

Overwhelming Ambition. He has hidden it well, but his need to rule over all others is finally coming out. Of course, having Set whispering in his ear doesn't help anyone keep a sense of balance about things.

Deific/Demonic Powers: Andras has the full range of power over his followers, and can perform all prototypical deific powers at the standard cost.

Magic Knowledge: All elemental spells, including air, fire, earth and water.

Psionic Powers: 331 I.S.P., with all physical, sensitive and super psionic abilities.

Attacks Per Melee Round: Six physical or psionic attacks, or two by magic.

Special Bonuses (in addition to attribute bonuses): +3 on initiative, +3 to strike, parry or dodge, +6 to pull punch, impervious to horror factor, +3 on all saving throws, and 79% to charm or impress.

Favorite Weapons: He is most comfortable with a sword.

Kai-ken, the Rune Sword of Andras. This is an indestructible greater rune sword of aberrant alignment and I.Q. 15. It inflicts 3D6×10 damage on anyone but Andras, or Mar-Loo, who attempts to touch it! The sword has *all* physical psionics (including telekinesis, so it can move itself around) and 120 I.S.P. In combat with mortals the sword does 6D6 damage, against supernatural creatures 2D6×10, and 2D6×100 against gods, Demon Lords or Deevil Lords.

Armor: Magic steel and plate mail, A.R. 18 and S.D.C. 1,900.

Alliances & Allies: For the moment, he can count on Modeus to support him in everything. Set seems to be coming to his side. Andras also has secret allies in Murmur, Abrasax and Kubera-Loe.

Enemies: While he hates the Deevil Lords, he would rather not fight them as second in command, but as leader.

Rifts® Earth: Currently has no interest in it; M.D.C.: 8,700.

Minions: Andras considers the entire race of Baal-Rogs to be his minions, and he can summon 2D6×10 at any time. He can also summon *any* other lesser demons (6D6).

Mar-Loo the Black Wolf. The steed and long-time battle companion to Andras. Mar-Loo is diabolic, cunning and vicious. He is 36 feet (11 m) long, with six attacks per melee round, A.R. of 11, 1,200 hit points, 980 S.D.C., I.Q. 12. and Spd. 28. His bite does 4D6×10, and he is +5 on initiative, +7 to strike, +10 to dodge, and +3 on all saving throws. Track 80%, prowl 63% and with a wolf's keen senses of hear-

ing and smell. Mar-Loo dislikes Andras' honorable nature, but respects his might. It is just possible that Mar-Loo may consider betraying him, if the circumstances were right.

Rabdos the Strangler

Symbol of treachery and god of assassins. Having no domain of her own, she lives with Modeus, occupying a palace in the shadow of his castle. She spends much of her time travelling, both in Hades, and also on the Palladium World.

Whereas most of the Demon Lords lust after followers, Rabdos has found that small cults dedicated to her keep springing up all over the Palladium World. She also has worshippers among the Gargoyles, a fact that she takes care to conceal from Modeus. Recently, she was shocked to find herself being worshipped at a shrine featuring a picture of herself and Panath (of the Pantheon of Rurga), showing the two of them in carnal bliss. Since she has never met Panath, she has determined that she will need to do some investigating.

Rabdos is the personal assassin of Modeus, as well as for Hades in general. She is a passionate woman, who indulges in many pleasures, including those of a sexual nature. However, she enjoys torturing almost as much as lovemaking. In short, Rabdos is at the same time pleasant, deadly, unpredictable, and quite insane.

Alignment: Diabolic

Size: 20 feet (6 m)

Description: Tall, thin woman with a pale complexion and ruby lips.

Attributes: I.Q.: 24, M.E.: 22, M.A.: 30, P.S.: 28, P.P.: 30, P.E.: 27, P.B.: 33, Spd.: 27 (18.5 mph/29.7 km).

Natural A.R.: 10

Hit points: 3,500

S.D.C.: 3,900

P.P.E.: 1,600

Horror Factor: None. Part of her skill as an assassin is to be able to pass unnoticed.

Skills of Note: All Espionage, Military and Rogue/thief skills at 98%, plus Horsemanship: general.

Experience Levels: 25th level Assassin.

Natural abilities: Nightvision 120 feet (36.5 m), see the invisible, metamorphosis: humanoid, teleport 90%, dimensional teleport 66%, impervious to poison, and bio-regenerate 6D6 per melee round.

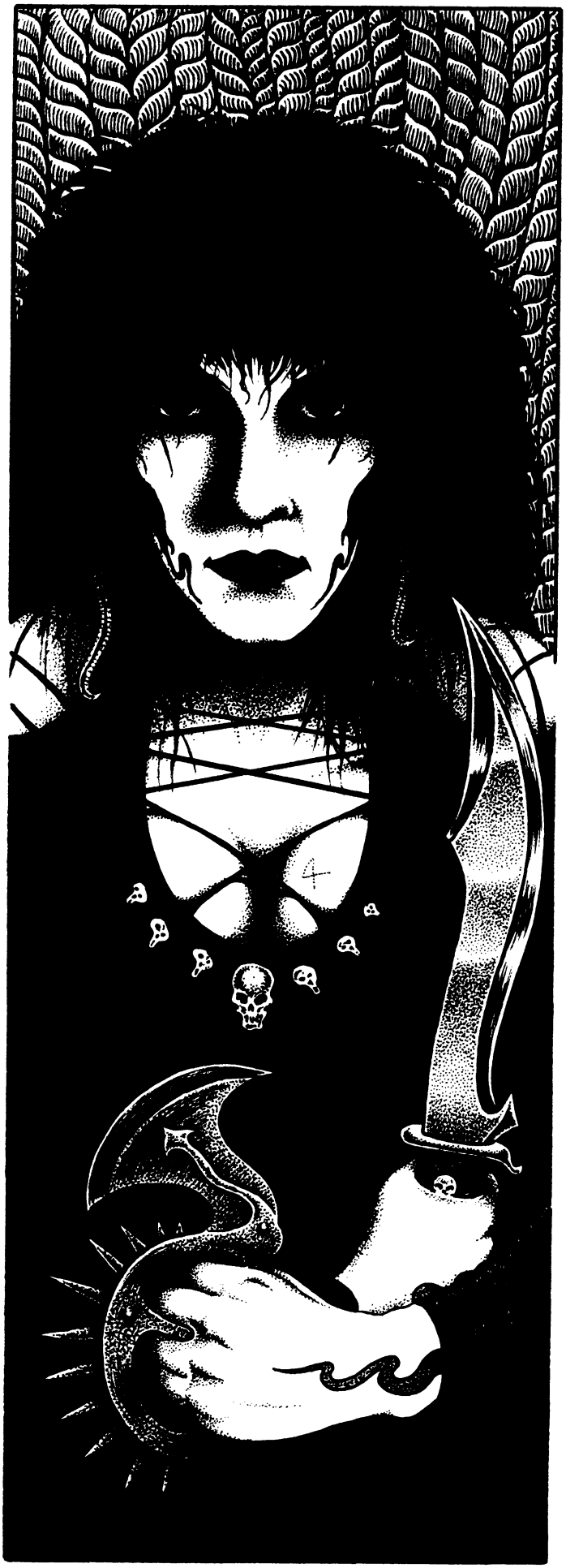
Natural Vulnerabilities and Weaknesses: Holy weapons, holy water, and rune weapons all cause double damage, as do attacks from angels. She is affected by both sunlight and/or cold, both of which cause her to become weak and jittery (reduce attacks and bonuses by half).

Insanity. Rabdos is quite deceptively *sane*. Those who meet her are amazed that such a level-headed, attractive, and well-spoken woman would be one of the Demon Lords, and a ruler of Hades. None of these traits are put on or pretend. She is genuinely pleasant. However, she is also insane. She finds herself drawn to sadism, necrophilia, and nymphomania, all as compulsions, and she must occasionally vent even stranger perversions. She deals with this simply by thinking of herself as two people, the good Rabdos, and the bad Rabdos, and she has decided that there is no point in the good Rabdos getting upset about the horrible things done by the bad Rabdos.

Deific/Demonic Powers: Rabdos has the full range of power over her followers, and can invoke all prototypical deific powers at double the standard cost.

Magic Knowledge: All 1st and 2nd level Wizard spells, which are cast at 6th level expertise.

Psionic Powers: None.



Attacks Per Melee Round: Ten physical.

Special Bonuses (in addition to attribute bonuses): +6 on initiative, +5 to strike, +6 to parry or dodge, +10 to pull punch, impervious to horror factor, +1 on all saving throws, death blow on natural 18, 19 or 20, and 93% to charm or impress.

Favorite Weapons: While she is expert in daggers of all kinds, strangling cords, and other things, her real pleasure is to kill with either her *bare hands*, or with harmless objects that would never be taken for deadly weapons (hairpin, knitting needle, scarf, etc.).

Armor: None

Alliances & Allies: She has a quite uncharacteristic friendship with the goddess Tolmet, and the two of them go off together frequently.

Enemies: Andras is her most hated enemy. On two occasions Andras has escaped from "accidents" that were arranged by Rabdos (on the second occasion it was Rabdos herself who rescued him). These have not been serious attempts at murder, but only her way of judging what kinds of secret defenses Andras may have arranged for himself.

Rifts® Earth: M.D.C.: 7,500.

Minions: None.

Kubera-Loe

Symbol of wealth and envy, and patron of thieves, Kubera-Loe is clever, cunning, tricky, and deadly. It is interesting that he has managed to keep himself out of all the various plots being hatched around Hades. Then again, he has always used others as his pawns, so he may be particularly sensitive to playing the role himself.

His estate is small, and austere. From Kubera-Loe's point of view, that makes it easier to defend. Inside, locked away from prying eyes, are the vast treasures that Kubera-Loe has stolen over the years. Not only from mortals on the Palladium World, but also from his fellow Demon Lords. Obviously, he takes pains to make sure that none of this is ever discovered.

Alignment: Miscreant (evil)

Size: 6 feet (1.8 m) tall.

Description: An attractive older man with wavy white hair and a trimmed beard.

Attributes: I.Q.: 21, M.E.: 26, M.A.: 25, P.S.: 37, P.P.: 20, P.E.: 28, P.B.: 10, Spd.: 33 (22.5 mph/36 km).

Natural A.R.: 10

Hit points: 3,590

S.D.C.: 4,000

P.P.E.: 2,050

Horror Factor: 10

Skills of Note: All rogue skills at 87%, plus dance 90%, forgery 90%, rope works 90%, track humanoids 65%, ventriloquism 84%, and imitate voices/impersonate 81%.

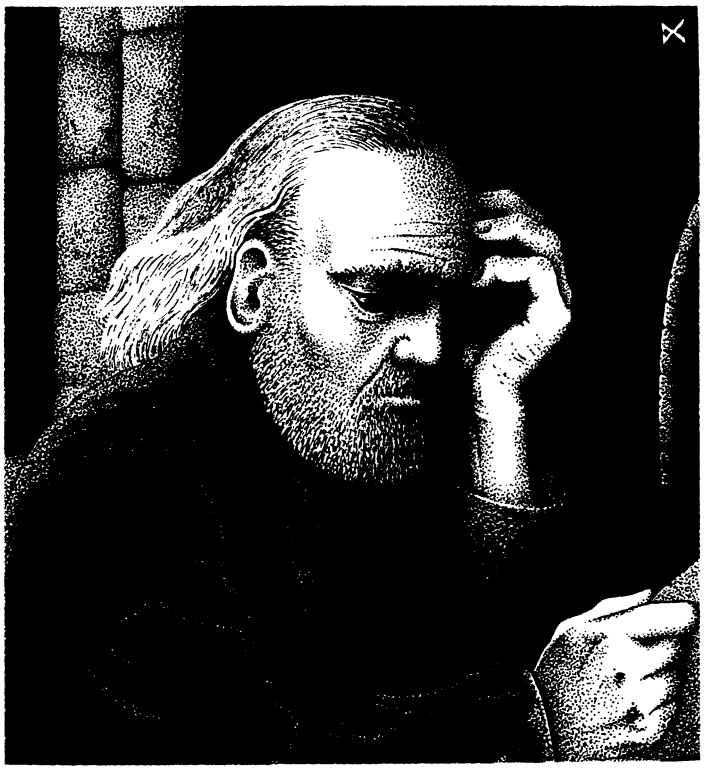
Experience Levels: 20th level thief and 8th level Mind Mage.

Natural abilities: Nightvision 300 feet (91.5 m), see the invisible, turn invisible, fly (Spd. 44), can make women do his will (a sort of super charm spell; standard saving throw), bio-regenerate 6D6 S.D.C./hit points per melee round, teleport 90%, and dimensional teleport 52%,

Natural Vulnerabilities and Weaknesses: Holy weapons and holy water do double damage, as do angels. Magic, psionics, and rune weapons do normal damage.

Secrets. He has an obsession with secrets that vies with his obsession for valuables. However, he is even more keen to discover what kind of secrets others have. In fact, it's possible that the real reason for his thievery is the snooping, and that the stealing justifies it in his own mind.

Deific/Demonic Powers: Kubera-Loe has the full range of power over his followers, and can perform all prototypical deific powers at double the standard cost.



Magic Knowledge: None.

Psionic Powers: 175 I.S.P., with all the psionic sensitive abilities, plus invisible haze, and P.P.E. shield.

Attacks Per Melee Round: Six physical.

Special Bonuses (in addition to attribute bonuses): +3 on initiative, +4 to strike, parry or dodge, +3 to pull punch, +7 to save vs horror factor, and +2 on all saving throws.

Favorite Weapons: Bladed.

Armor: None.

Alliances & Allies: He has this strange relationship with Bes, of the Pantheon of Taut. The two seem to enjoy each other's company.

Enemies: Deevil Lords and Pith.

Rifts® Earth: It would be an interesting challenge. **M.D.C.**: 8,000.

Minions: Kubera-Loe is very particular about who he brings near. Two Baal-Rogs are guards at his home, and he has a select few gargoyle servants.

Mictla the Devourer

The symbol of gluttony and greed, it is well known in Hades that Mictla is always busy. She constantly eats, devouring all living things. Often she will play with her food, enjoying the sensations that the victims cause when they find that they can't pull themselves off her adhesive tongue, or the way they try to escape when they find themselves in her mouth, or how they struggle and scramble and try so desperately not to fall down her open throat.

Her territory is all underground, with caverns half filled with a mucous-like substance. There are trap doors overhead, so that food may come down from above.

Alignment: Miscreant (evil)

Size: 52 feet (15.8 m) tall, and 136 feet (41.4 m) long.

Description: A dark-skinned sprawling mass, with tiny black eyes, smooth tentacles of every possible size and length, a massive mouth, and a huge, flattened, textured tongue.

Attributes: I.Q.: 17, M.E.: 30, M.A.: 20, P.S.: 50, P.P.: 22, P.E.: 38,



P.B.: 2, Spd.: 18, although the tongue itself, which can be extended as long as the body, has Spd. 80 (55 mph/88 km)!

Natural A.R.: 14

Hit points: 7,370

S.D.C.: 9,400

P.P.E.: 1,900

Horror Factor: 19

Skills of Note: None.

Natural abilities: Nightvision 200 feet, bio-regeneration 2D6×10 per minute and can regenerate her tongue within 1D6 hours, impervious to fire and cold (no damage), teleport 66%, and dimensional teleport 24%.

Natural Vulnerabilities and Weaknesses: Takes triple damage from holy water, holy weapons and angels! A vial of holy water inflicts 1D4×10 damage, a gallon 3D6×10.

Deific/Demonic Powers: Mictla has the full range of power over her followers, and can perform all prototypical deific powers at *double* the standard cost.

Magic Knowledge: None

Psionic Powers: 230 I.S.P., with all physical psionics plus presence sense, see aura, sense magic, sense evil and advanced trance state.

Attacks Per Melee Round: Eight physical attacks (four with tongue and four with tentacles), or eight via psionics.

Tentacles: Same as supernatural P.S. punch.

Tongue Slap: Normal supernatural P.S. punch damage.

Being Chewed (once inside the maw): 3D4×100 per melee round.

Special Bonuses (in addition to attribute bonuses): +5 to strike with tongue, +3 to strike with tentacles, any natural roll to strike of 18, 19, or 20, or any roll to strike of 20 or better, indicates the victim is thrown into its maw.

Favorite Weapons: None

Armor: None

Alliances & Allies: She is a true ally to Modeus. Her only other friend is Belphegor.

Enemies: Deevil Lords, forces of good.

Rifts® Earth: Mmm, Mmmm, good. M.D.C.: 18,000.

Minions: None

Succor-Bemoth

The symbol of jealousy, lord of the Magots, Succor-Bemoth's domain is on the third continent of Hades (corresponding to the Western Empire on the Palladium World), the place of banishment for the worst of the wild and uncontrollable demons. From his fortified compound he watches herds of Magots rampage across the landscape and enjoys the spectacle of other maddened demons racing around and ripping away at each other.

It was Succor-Bemoth who first discovered that greater demons could be substituted for the loss of bodily manifestation associated with the more impressive deific powers. Since that time, Succor-Bemoth has experimented, and has shared his knowledge with the other Demon Lords, but is still an outcast.

Alignment: Diabolic

Size: 20 feet (6 m) tall.

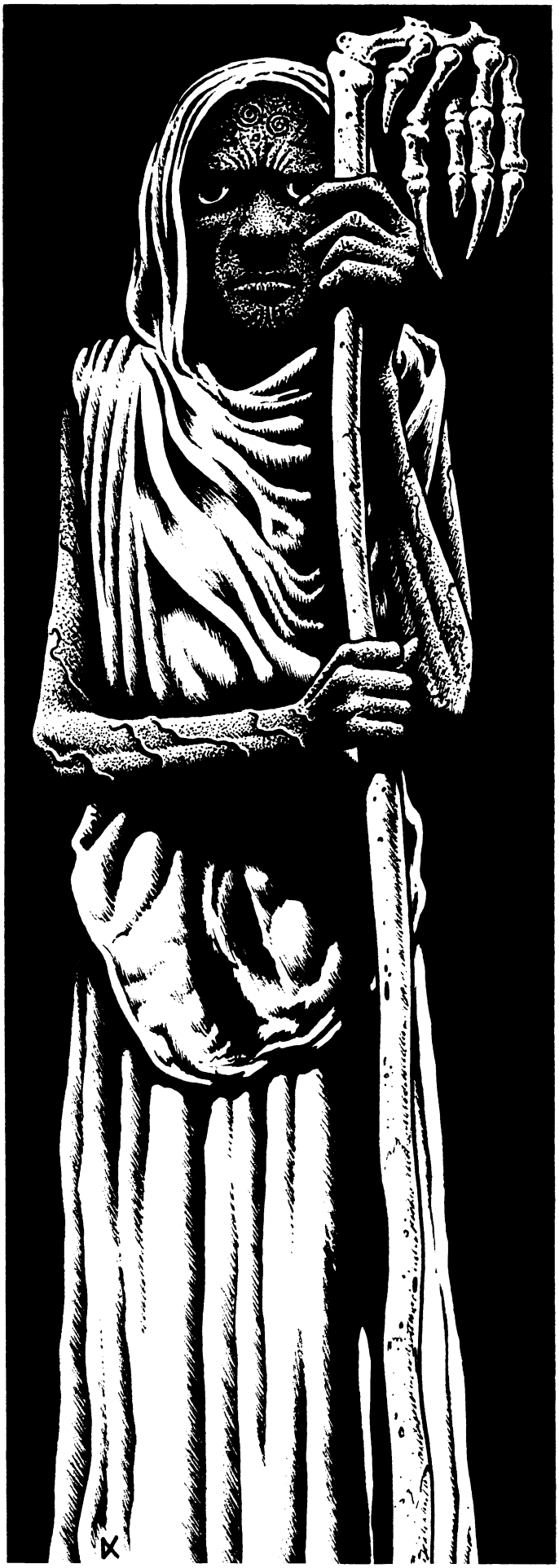
Description: Tall, thin, almost skeletal, black man with large sad eyes. He wears a hooded robe, with a belt of small skulls.

Attributes: I.Q.: 26, M.E.: 30, M.A.: 20, P.S.: 27, P.P.: 19, P.E.: 20, P.B.: 6, Spd.: 40 (27 mph/43 km).

Natural A.R.: 12

Hit points: 1,800

S.D.C.: 3,100



P.P.E.: 1,400

Horror Factor: 14

Skills of Note: All Wilderness and Science skills at 98%.

Experience Levels: 16th level Wizard.

Natural abilities: Bio-regeneration of 1D6×10 per minute, and complete regeneration of limbs within 48 hours, nightvision 600 feet (183 meters), see the invisible, turn invisible at will, impervious to fire and cold (no damage), teleport 90%, dimensional teleport 81%, metamorphosis: animal, humanoid and supernatural.

Natural Vulnerabilities and Weaknesses: Holy weapons and holy water do double damage, as do angels! A vial of holy water inflicts 4D6 damage, a gallon 2D4×10.

Psychotic Jealousy. Succor-Bemoth can become jealous of anything that catches his fancy, from possessions to knowledge to people and power. The problem is when he becomes jealous, he tries to capture it (whatever) for himself. If he can't have it, then he tries to destroy it or whoever it is who has what he wants. In fact, he's a "glass that is half empty kind" of guy about everything and delights in pointing out peoples' mistakes and misfortunes — often using peoples' insecurities and self-consciousness against them (suggests things that are hurtful to others and/or themselves).

Deific/Demonic Powers: Succor-Bemoth has the full range of power over his followers, and can perform all prototypical deific powers at double the standard cost.

Magic Knowledge: All 1st through 11th level Wizard spells.

Psionic Powers: None.

Attacks Per Melee Round: Six physical or two by magic.

Special Bonuses (in addition to attribute bonuses): +2 on initiative, +2 to strike, +3 to parry or dodge, +10 to save vs horror factor, does double damage from behind, impervious to mind control, and +3 on all saving throws.

Favorite Weapons: Bone Flail that is +4 to strike, and does 1D6×10 against mortals, 2D6×10 against supernatural creatures and demons, and 2D6×100 against gods.

Armor: None

Alliances & Allies: He is a major supporter of the faction headed by Charun, and has pledged that his Magots will be ready to fight, if and when necessary. Friendship/alliance with Vald-Tegor, part of Charun's clique

Enemies: Those of good alignment.

Rifts® Earth: The prospect of seeing even more exotic monsters would definitely attract him. M.D.C.: 5,000.

Minions: Aside from the Magots (he can summon 3D6×10), Succor-Bemoth can summon any other type of greater demon (2D4).

Charun the Cruel

The symbol of ambition and obsession. The only one of the Demon Lords to base himself on the northern continent of Hades, he has been subverting the gargoyle and gurgoyle masses, preparing them for a time when they will switch away from worshipping Modeus.

Another major component of Charun's plot has been to gain as many significant minions as possible. Currently, he commands the vast majority of the Alu and the Lasae. Even better, he has recently been approached by the leaders of the jinn, who have heard rumors that their people are being sacrificed in order to invoke deific powers for the Demon Lords, and he has promised them protection, if they will join his rebellion (by the way, Charun is one of those who has sacrificed jinn for powers).

One of the rumors that Charun has attempted to stop, but which keeps popping up, is that he is the bastard son of Sahtalus. He denies this vehemently, but there is that resemblance...



Alignment: diabolic (megalomaniac)

Size: 16 feet

Description: A muscular, black-skinned half humanoid, half animal giant with flaming eyes and savage aspect. The tusks of a brute and the massive leather wings only add to his terrible visage,

Attributes: I.Q.: 22, M.E.: 23, M.A.: 26, P.S.: 35, P.P.: 32, P.E.: 30, P.B.: 5, Spd.: 27 (18½ mph/ 29.7 km) running; 88 (60 mph/96 km) flying.

Natural A.R.: 13

Hit points: 4,100

S.D.C.: 3,850

P.P.E.: 2,290

Horror Factor: 16

Skills of Note: All rogue/thief skills at 97%.

Experience Levels: 19th level Summoner and 8th level Mind Mage.

Natural abilities: Nightvision 120 feet, see the invisible, turn invisible, fly, impervious to fire and cold (no damage), bio-regeneration of 1D6×10 per minute, teleport 85%, dimensional teleport 59%, metamorphosis: humanoid and metamorphosis: supernatural.

Natural Vulnerabilities and Weaknesses: Holy weapons and holy water do double damage, but he also takes damage from cold, ice and water.

Passion. It may be that his obsession for Mania got him into this plot in the first place. Even while he is making time with Mania, he is already thinking about Tolmet, another female he covets desperately.

Deific/Demonic Powers: Charun has the full range of power over his followers, and can perform all prototypical deific powers at double the standard cost.

Magic Knowledge: Knows all symbols, all wards, and all circles of protection. Also circles of power for domination/control, command, pain and power leech.

Psionic Powers: 500 I.S.P., with all Psionic Physical and Sensitive abilities, plus Cause Insanity, Hypnotic Suggestion, Induce Nightmares, Insert Memory, Mentally Possess Others, and Psi-Sword.

Attacks Per Melee Round: Five physical or psionic, or two magic.

Claws: 3D6×100 damage, plus bonuses per strike, or 2D4×200, plus bonuses for Power Punch.

Special Bonuses (in addition to attribute bonuses): +3 to strike, parry, or dodge, +4 damage, +3 on all saving throws and 99% to charm or impress.

Favorite Weapons: Many, most of them magical.

Armor: None.

Alliances & Allies: Among his strongest allies is Mania, his mistress, and Anubis, of the Pantheon of Taut.

Enemies: He torments Mantus endlessly, not only to please Mania, but also to please himself. He is the object of the bitter hatred of Tolmet, but is obsessed with her, and would someday (when he tires of Mania, he thinks) take her for himself.

Rifts® Earth: It would be his pleasure to spend time there. **M.D.C.**: 9,000.

Minions: Alu and Lasae (can summon 4D6 of either), and recently the Jinn (summon 2D4). He has hundreds of Gargoyle Lords as well (summon 2D6×10).

Abdul-Ra

Symbol of deception and cunning, Abdul-Ra has become involved in a very strange affair. While he was a captive on Dyval, Rhada, a leader of the Deevils, fell in love with him. At the time, looking at an imprisonment that would be either boring or hideously painful, it seemed best to return her affections as enthusiastically as possible. Which must have worked, because Rhada freed him, and then became herself imprisoned by the Deevil Lords.

All of this has been rather confusing for Abdul-Ra. He is not sure if he is "in love," or not. Certainly the Lady Rhada was beautiful and desirable, and pleasant company. He might love her.

Still, it is obvious that the situation has some advantages.

First, as long as she is in love with him, and believes that he reciprocates, she will be turned against the rest of the Deevil Lords (a good thing, since it splits their ranks).

Second, Rhada is a powerful opponent, who would make an even more powerful ally. When he thinks of that, it occurs to Abdul-Ra that it might be that he *does* love the Deevil goddess.

If he were to try to reach her, or if any other Demon Lord were to enter Dyval, discovery would be inevitable. Fortunately, Ammit, of the Pantheon of Taut, an old friend, has agreed to be a go-between. There have been no messages communicated as yet, but it is getting easier and easier for Ammit to travel to Rhada's prison, since her minions, the Fenry, are cooperating.

Alignment: Aberrant (evil)

Size: 6 feet (1.8 m) tall.

Description: A very regal, suave and sophisticated humanoid with a feline head. He wears fine clothing with clean lines.

Attributes: I.Q.: 21, M.E.: 26, M.A.: 25, P.S.: 37, P.P.: 21, P.E.: 28, P.B.: 14, Spd.: 27 (18.5 mph/29.7 km).

Natural A.R.: 12

Hit points: 3,900

S.D.C.: 3,800

P.P.E.: 1,990

Horror Factor: 15

Skills of Note: All Rogue, Science, Military and Wilderness skills, plus dance, play the lute, public speaking, and gemology at 96%.

Experience Levels: 20th level Mind Mage and 10th level Summoner.

Natural abilities: Nightvision 200 feet (61.5 m), see the invisible, turn invisible at will, metamorphosis: mist, metamorphosis: animal, metamorphosis: humanoid, metamorphosis: supernatural, fire and cold resistant (half damage), bio-regeneration of 2D6×10 per minute, teleport 89%, and dimensional teleport 63%.

Natural Vulnerabilities and Weaknesses: Double damage from silver or rune weapons.

Deific/Demonic Powers: Abdul-Ra has the full range of power over his followers, and can perform all prototypical deific powers at double the standard cost.

Magic Knowledge: Knowledge of symbols, all protection, summoning and power circles. Abdul-Ra is also experimenting with a circle of summoning for deities (highly experimental). In addition, Abdul-Ra also knows all first level spells.

Psionic Powers: 850 I.S.P., and knows all super psionics, as well as all physical and sensitive abilities.

Attacks Per Melee Round: Seven physical or psionic attacks or two by magic.

Special Bonuses (in addition to attribute bonuses): +2 on initiative, +3 to strike, +5 to parry and dodge, and 99% to charm or impress.

Favorite Weapons: Will use any.

Armor: Varies.



Alliances & Allies: Ammit the Beast, of the Pantheon of Taut. The Deevil goddess Rhada is in love with him.

Enemies: His great enemies were the Deevil Lords, but he is uncertain as to how he will proceed.

Rifts® Earth: Unknown. M.D.C.: 7,900.

Minions: Abdul-Ra is lord of the Raksasha, all of whom consider him to be their natural leader (can summon 5D6 at any time and raise an army in a few days). On their behalf he has notified all the other Demon Lords that they are *not* to use any Raksasha as sacrifices for gaining deific power.

Random, Valet of Abdul-Ra. This 10th level mercenary fighter is completely faithful to Abdul-Ra and has often risked his life for his master. Random is human and considered a pet by the Raksasha. He is very much insane, usually acting quite silly and erratic (but is clever and dangerous). Random's insanities include an affective disorder of being disgusted by sticky slime, a need to be dominated, a neurosis that will not allow him to tell the truth, and a phobia about dogs (having heard about Rhada's citadel, surrounded by Fenry Wolves, he has already decided that he does not like her). I.Q. 10. Wears full plate armor (magic: weightless and noiseless, A.R. 17, S.D.C. 400), he has 79 hit points, 45 S.D.C., and five attacks per melee. Random's weapon is a magic long sword (indestructible) that does 3D6+14 damage. Also has a ring of invisibility (20 minutes, three times daily).

Belphegor of the Sulfur Pits

Belphagor is the symbol of lust and rules over one of the vast underground chambers of Hades, a place filled with horrible chemicals and reeking of sulfur, in a location that corresponds (at least geographically) to the Kingdom of Timiro. Belphegor delights in ripping apart living creatures and devouring them.

Other than that little pleasure, and occasional conversations with Mictla (they have much in common), he stays out of the tangled affairs of the other Demon Lords, and tries to create as much havoc as possible among mortals.

Alignment: Diabolic (evil)

Size: 24 feet (7.3 m) tall.

Description: A huge monster with a gaping mouth and phallic tongue.

Attributes: I.Q.: 7, M.E.: 12, M.A.: 7, P.S.: 48, P.P.: 20, P.E.: 26, P.B.: 3, Spd.: 22 (15 mph/24 km).

Natural A.R.: 13

Hit points: 9,120

S.D.C.: 12,000

P.P.E.: 2,300

Horror Factor: 17

Skills of Note: None other than land navigation 92%.

Experience Levels: 6th level Fire Warlock.

Natural abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will, impervious to fire (no damage), poisonous breath (range 30 feet, does 1D4×10 damage, saving throw: standard vs spell magic), bio-regeneration of 2D4×10 per minute, and dimensional teleport 43%.

Natural Vulnerabilities and Weaknesses: Takes double damage from cold of any kind. Also can be damaged by holy weapons, silver and rune weapons and attacks from angels, all of which do double damage. In addition, ordinary weapons also do their normal damage, although barely noticeable to the monster.



Deific/Demonic Powers: Belphegor has the full range of power over his followers, and can perform all prototypical deific powers at *double* the standard cost.

Magic Knowledge: All fire elemental spells from levels 1-2.

Psionic Powers: 160 I.S.P., with all psionic sensitive abilities.

Attacks Per Melee Round: Eight physical or psionic attacks or two by magic.

Special Bonuses (in addition to attribute bonuses): +2 on initiative, +3 to strike, +5 to parry or dodge, impervious to poison, and +2 on all saving throws.

Favorite Weapons: Usually uses his own strange body, but he could wield a weapon if he wanted.

Armor: None

Alliances & Allies: His only real ally is Mictla, although Modeus seems to think that he and Belphegor are close allies (they are not).

Enemies: None, other than various forces for good.

Rifts® Earth: As an opportunity for mayhem, this would be irresistible to Belphegor. M.D.C.: 24,000.

Minions: None. However, he can summon 1D6+2 Gallu Bulls, or 1D4 Magots.

The Four Demon Beetles

Phoe the Fire Beetle, Kra the Stone Beetle, Ti the Fear Beetle and Dra of the Green Mold are four beetles identical in appearance, but each wielding a different transformational attack, all with the intent of creating trouble and despair. Not only do the Four Demon Beetles torment the denizens of Hades, but they are always eager to find new worlds, and new life forms, upon which they can inflict their mayhem.

The demon beetles are said to be immortal and regenerate even from ashes within 72 hours. However, if burnt and ground into dust, or mangled to pulp and magically sealed in a jar filled with holy water, they will remain trapped in limbo until released.

Real Names: Phoe'Anxth, Kmm'Anxth, Ti'Anxth, and Dra'Anxth

Alignment: Diabolic (evil)

Size: 12 inches long (0.3 m).

Description: Four identical beetles. They look like common pests, only bigger than most bugs in the Palladium World.

Attributes: I.Q.: 11, M.E.: 16, M.A.: 11, P.S.: 16, P.P.: 20, P.E.: 20, P.B.: 5, Spd.: 18 running or 66 flying (45 mph/72 km).

Natural A.R.: 15

Hit points: 277 each

S.D.C.: 400 each

P.P.E.: 1,000

Horror Factor: 12

Skills of Note: None.

Natural abilities: Nightvision 120 feet (37 meters, can see in total darkness), see the invisible, turn invisible, bio-regeneration of 1D6 points every melee round, teleport 91%, dimensional teleport 74%, fly, knows all languages, telepathy (120 feet/37 meters; the means by which they can talk to others).

Deific Powers: None

Natural Vulnerabilities and Weaknesses: Sunlight does 2D6 damage per melee round. Rune weapons and anything that affects supernatural creatures will do standard damage.

Number of attacks: Special for each one, see below.

Special Bonuses (in addition to attribute bonuses): All are +1 on initiative, +2 to strike, +6 to dodge, +5 on all saving throws.

Psionics: None

Magic: None

Attacks Per Melee Round: One each.



Favorite Weapons: None

Armor: None

Alliances & Allies: None

Enemies: Everyone, including most Demon Lords, would like to see the little bugs crushed.

Power Over Worshippers/Followers: There are short-lived cults that worship the Demon Beetles, but they rarely survive after experiencing a visit.

Rifts® Earth: While the Demon Beetles wouldn't care, there are plenty of other beings who would chip in for a one-way ticket. M.D.C.: 500 each.

Minions: None

Transforming Attacks

Attacks per Melee: One by biting or, in the case of Kra, an eye beam.

Saving Throw: 15 or higher.

Duration: This is a temporary transformation, lasting 1D4 hours. While in demon form, all victims are I.Q. 4, Spd. 24, A.R. 12, while their hit points stay the same.

1. Phoe, the Fire Beetle: Transforming Attack: The bite of Phoe transforms victims into a strange fire demon who usually runs off, burning everything in his path. The original memory of that person is completely surpassed by the feeble-minded demon he has become. As a demon, the person is not evil but an insane pyromaniac who will attempt to run wild, setting everything ablaze. Demons created by Phoe will burn down an entire countryside unless stopped. The transformed ones will attack people only if necessary for self-defense (if attacked). Although it will set fire to a building full of people, it is not really trying to kill anyone, just "making pretty fire".

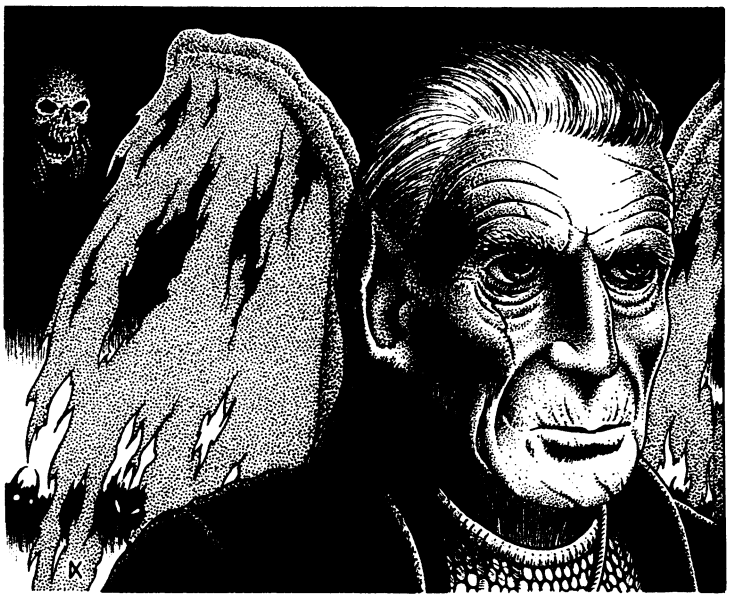
Fire Demon Transformation: The physical form is that of a ten foot (3 meter) tall, flaming red humanoid. The fire demon shoots fire (like a flamethrower) from his hands out to a range of 30 feet (9 meters), which does 6D6 damage. The hands can also create a wall of flame, a circle of flame, or cause spontaneous combustion (69%) at will. While in this form the character is impervious to fire.

2. Kra, the Stone Beetle: Transforming Attack: This attack is delivered by an eye beam.

Petrification: Emits flashing yellow beams from its eyes that turn anything they strike into stone. The effect is permanent, although a stone to flesh spell will restore a living creature; so can most gods. The trauma of being turned to stone is terrible; roll on random insanity table.

3. Ti, Beetle of Fear: Transforming Attack: Bite does 4D6 damage and instills its victims with a terrible, numbing fear (victims must roll to save for each individual bite). Victims of the fear will fall to the ground trembling and sobbing, completely unable to function in any way for 2D6 melee rounds. This traumatic experience is also likely (01-60% chance) to cause insanity; roll on phobia table.

4. Dra of the Green Mold: Transforming Attack: Bite does 2D6 damage, plus creates a green mold that will cover the victim from head to toe in twelve melee rounds (3 minutes). The green mold is a permanent growth and can be removed only through a *remove curse*. The mold covered person is -5 to strike, parry, and dodge and takes 1D4 points of damage daily as the mold slowly feeds. Healing touch, potions, bio-regeneration, etc., restores hit points, slowly overcoming the damage of the growth. When half or more of the victim's total hit points have been drained, that person's speed is reduced by half, and -2 on all saving throws.



Mantus, King of the Dead

A forlorn figure, it seems that Mantus, the symbol of darkness, is nearing the end of his time. He thinks constantly of the past, and of the glorious days when he ruled as if he were a shining angel, winging his way across the realm of the dead.

When he isn't thinking about the past, he has to face the gloom of the present, and the fact of his wife sleeping with a hated enemy, or the future, which he sees as near enough, when his enemies will finally come to strip him of his power, ridicule him, and put an end to him.

For some reason, Mantus just doesn't have the energy left to respond. It is as if all the various battles of the last few years have finally worn him down. He only hopes he can find the energy to struggle, if only a little bit, when the knife is finally put to his throat.

What little comfort Mantus can take, he takes from his minions, the Mares. He lives among them on Hades, in a place corresponding to the Old Kingdom.

Alignment: Miscreant (evil)

Size: 7 feet (2.1 m) tall.

Description: An old man with great grey wings that are torn and ripped.

Attributes: I.Q.: 26, M.E.: 24, M.A.: 23, P.S.: 37, P.P.: 25, P.E.: 25, P.B.: 14, Spd.: 27 (18.5 mph/29.7 km), double flying.

Natural A.R.: 10

Hit points: 2,800

S.D.C.: 3,100

P.P.E.: 2,400

Horror Factor: 13

Skills of Note: All Science and Rogue skills at 98%.

Experience Levels: 18th level Wizard, 13th level Diabolist, and 9th level Warlock (fire).

Natural abilities: Nightvision 200 feet (601 m), fly, turn invisible at will, metamorphosis: humanoid, fire and cold resistant (half damage), bio-regeneration of 2D6×10 per minute, knows all languages, teleport 87%, and dimensional teleport 61%.

Natural Vulnerabilities and Weaknesses: Sunlight causes 1D6×10 damage per melee round, and eliminates all his bonuses. He takes full damage from rune weapons, silver weapons and magic. Cold-based, holy weapons and angels cause double damage.

Depression. Lost in his thoughts, Mantus is missing out on a number of opportunities. He is also so depressed as to forget just how powerful he really is.

Deific/Demonic Powers: Mantus has the full range of power over his followers, and can perform all prototypical deific powers at double the standard cost.

Magic Knowledge: All 1st through 7th level Wizard spells, all power words, wards and symbols, and all 1st through 6th level fire elemental spells.

Psionic Powers: None

Attacks Per Melee Round: Five in physical combat.

Special Bonuses (in addition to attribute bonuses): +2 to strike, +2 to parry or dodge, +3 to pull punch, impervious to horror factor, +2 on all saving throws.

Favorite Weapons: Blades.

Armor: Studded leather armor, magically enhanced, A.R. 15, S.D.C. 750.

Alliances & Allies: All the other Demon Lords have abandoned Mantus. It seems that his only friend is Amon, the Hidden One, from the Gods of Darkness.

Enemies: While he still loves his wife, Mania, he knows that she and her lover Charun, are out to destroy him.

Rifts® Earth: For Mantus, it is unimaginable, at least right now, that he could tackle something so monumental. M.D.C.: 9,000.

Minions: Just the Mares (summon 2D6). See Palladium RPG, 2nd edition, page 320, for details.

Mania, Queen of the Dead

The symbol of immortality, Mania is the wife of Mantus, the King of the Dead. She is also the person most intent on making Mantus miserable, and she will be very disappointed if he does not die by her own hand.

Mania has become Charun's mistress, and is his main partner in the plot that he is busily constructing (which, because of Mania's participation, also includes the overthrow of Mantus).

However, she lives with neither her husband Mantus, nor with her lover Charun, but in her own city, Allvice, which is a sprawling metropolis. Her citizens are mostly the Succubus and Incubus, the female and male versions of demons of sexual seduction. Mania has opened up several dimensional portals, scattered around Allvice, leading to different parts of the Palladium World (mostly to decaying cities in the Western Empire), so that her citizens (the Succubus and Incubus) can freely travel to find prey and playthings, and so that "guests" may be brought back to Hades as entertainment.

Alignment: Miscreant (evil)

Size: 6 feet (1.8 m) tall.

Description: A beautiful red-haired woman with small black leather wings. She wears seductive clothing, to the point where she often seems semi- or barely clad.

Attributes: I.Q.: 28, M.E.: 22, M.A.: 24, P.S.: 26, P.P.: 25, P.E.: 24, P.B.: 35, Spd.: 27 (18.5 mph/29.7 km); double when flying.

Natural A.R.: 8, or thin veil of chain, A.R. 15, S.D.C. 1,000.

Hit points: 4,200

S.D.C.: 3,900

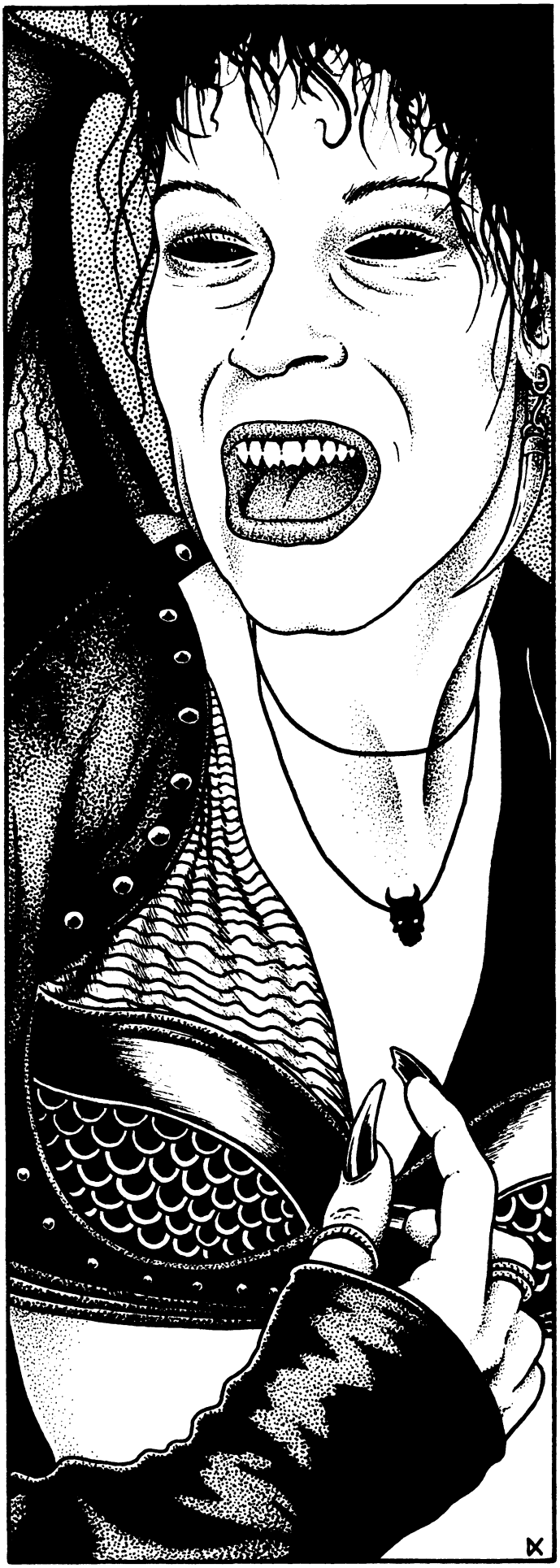
P.P.E.: 1,400

Horror Factor: 14

Skills of Note: All rogue skills at 80% (card shark at 98%), plus disguise, intelligence, interrogation, all lores, dance and sing at 90%.

Experience Level: 20th level Mind Mage.

Natural abilities: Nightvision 200 feet (61 m), resistant to fire (half damage), knows all languages, fly, metamorphosis: animal or humanoid, dimensional teleport 31% and bio-regeneration of 1D6×10 per minute.



Natural Vulnerabilities and Weaknesses: Holy weapons, rune weapons and angels inflict double damage.

Manic. Mania is constantly busy, constantly plotting, and constantly in a whirl of activity. Her main complaint with her husband is that he is simply too slow (apparently that is sufficient reason to see him dead). As Charun will likely discover, it is impossible for anyone to keep up with her for any extended period, and she has nothing but scorn for anyone who is lazy (i.e., takes the time to think and plan).

Deific/Demonic Powers: Mania has the full range of power over her followers, and can perform all prototypical deific powers at double the standard cost.

Magic Knowledge: None.

Psionic Powers: 566 I.S.P., with *all* psionics from every category, including super psionics.

Attacks Per Melee Round: Four physical or psionic attacks.

Special Bonuses (in addition to attribute bonuses): +2 to strike, +3 to parry or dodge, +2 to damage, +5 to save vs horror factor, +2 on all saving throws, and 89% to charm/impress.

Favorite Weapons: While she avoids physical combat, she can wield a sword or spear effectively.

Armor: Magical chain veil, nearly transparent, with A.R. 15, and S.D.C. 1,000.

Alliances & Allies: Her primary supporter is her lover, Charun.

Enemies: While she is hated by Tolmet, Mania merely laughs, thinking herself quite above that small goddess.

Rifts® Earth: She would very much like to take some of her minions with her, and carve out a place for herself. M.D.C.: 8,000.

Minions: Mania can call on her Succubus & Incubus for any service (summon 4D6).

Murmur

Murmur is the symbol of desire and betrayal, as well as a patron of music and musicians.

His kingdom in Hades is remote from any others, far off at the western end of the southern continent. Amid a wasted land that extends for over a hundred miles, occupied mostly by Couril, Murmur has built his austere tower. Oddly enough, the reason for his seclusion is his sincere love of music. He wanted to live in a place where no outside commotion would interfere with his concerts, instruments or his own attempts at playing.

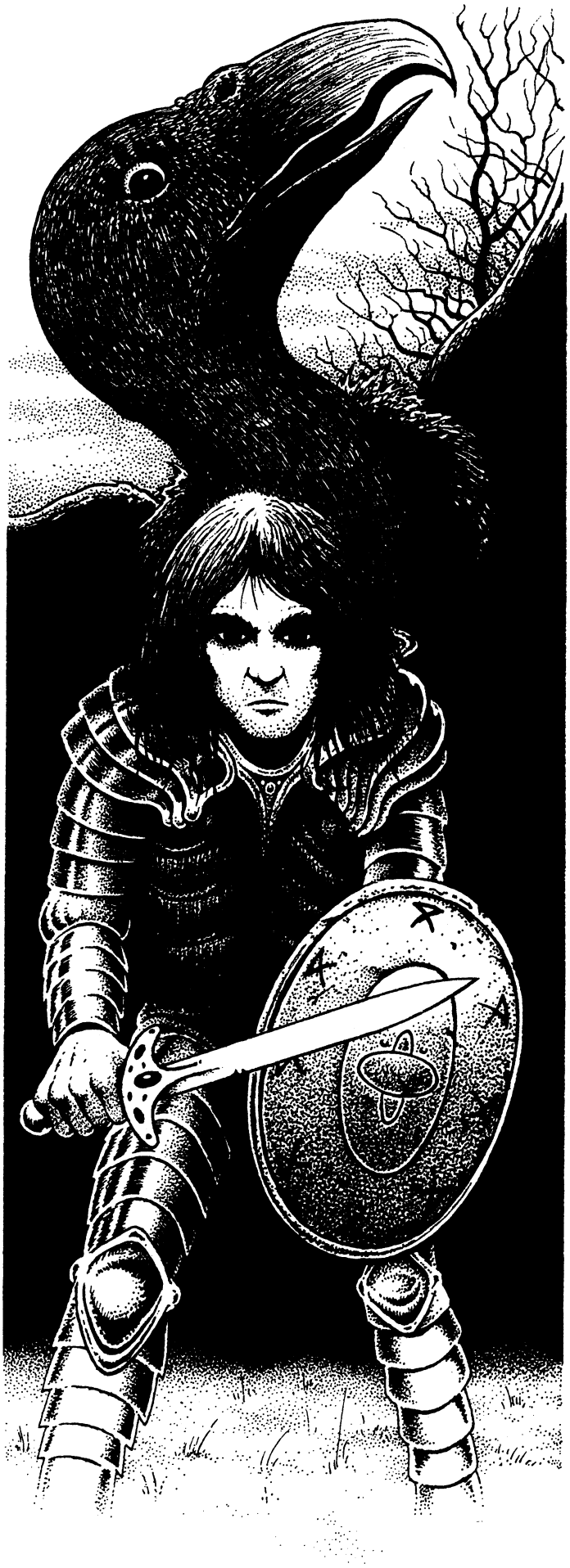
Minstrels of the Palladium World are sometimes approached by Murmur's agents, and offered vast sums to come "play for our lord, who lives in a lonely tower, not far from here, where you might receive free food and lodging for as long as you make music." While those minstrels who agree will find that the food and lodging are indeed free, many of the other aspects of Murmur's home are most distressing (it's hard to sleep with a dozen or more banshees floating around your bed). Those that escape the tower find themselves wandering in Hades, and are lucky if it is only Couril who find them. Willing to do anything to return home, most of Murmur's guests will trade off their pay in exchange for being allowed back to the Palladium World.

While Murmur thinks of himself as fair and reasonable, it is mostly because no one will disagree with him directly. His fellow Demon Lords all find him to be untrustworthy, in that he will "remember" whatever he likes perfectly, and will insist that the memories of others may be faulty.

A powerful and merciless warrior, especially when mounted on his great black vulture, Ramsea, he is also a power-crazed dictator who continually succumbs to greed.

Alignment: Miscreant (evil)

Size: 18 feet (5.5 m) tall.



Description: A giant with a mane of long black hair, clad in gold plate armor. His physical beauty is striking, to the point that any mortal women who look upon him are likely to be enamored with him and fall to any advances he may make.

Attributes: I.Q.: 23, M.E.: 26, M.A.: 30, P.S.: 32, P.P.: 26, P.E.: 28, P.B.: 30, Spd.: 33 (22.5 mph/36 km).

Natural A.R.: 9

Hit points: 4,200

S.D.C.: 4,800

P.P.E.: 1,000

Horror Factor: 10

Skills of Note: Play several different musical instruments, each at 90%, plus dance, sing, public speaking, juggle, and all Military skills at 85%.

Experience Level: 20th level Knight.

Natural abilities: Nightvision 200 feet (61 m), fire and cold resistant (half damage), knows all languages, bio-regeneration of 1D4×10 per minute, teleport 55%, dimensional teleport 22%.

Natural Vulnerabilities and Weaknesses: Holy weapons do triple damage, but he is not bothered by sunlight or silver.

Self-Blind. Murmur simply cannot see that he is constantly lying. He will make a solemn promise to do something, and then simply not do it. When confronted, he will deny that the promise was ever made, and he will accuse his accuser of fabricating stories and lies.

Deific/Demonic Powers: Murmur has the full range of power over his followers, and can perform all prototypical deific powers at double standard cost.

Magic Knowledge: 1st through 3rd level Wizard spells.

Psionic Powers: None

Attacks Per Melee Round: Ten in physical combat.

Special Bonuses (in addition to attribute bonuses): +2 on initiative, +4 to strike, +4 to parry and dodge, +8 to damage, +4 on all saving throws, and 94% to charm or impress.

Favorite Weapons: Short sword, which is +6 to strike, and does 1D6×10.

The Pipes of Murmur. Used as a weapon, it can do various things to those who hear it. Save is always versus magic, and a 15 or higher is needed to save.

1. Soothes. The listener feels peaceful and pleasant (-4 on initiative).

2. Sleep. Victims fall into a deep slumber for 1D4×10 melee rounds.

3. Discord. Causes confusion, so that victims are -4 on initiative, and -2 on all combat bonuses.

4. The Faeries' dance. Victims dance uncontrollably (see Faeries' Dance, Palladium RPG, 2nd edition, page 206).

Armor: Gold plate armor, A.R. 18, S.D.C. 1,550.

Alliances & Allies: He is currently working with Yin-Sloth.

Enemies: While he believes himself to be respected by all the other Demon Lords (after all, he is so cultured!), in reality he is distrusted by all of them. Mormo, in particular, hates Murmur's guts.

Rifts® Earth: Not a place that Murmur would like. M.D.C.: 8,500.

Minions: His primary minions are the Couril (summon 4D6) and the Banshee (summon 1D6).

Ramsea. Murmur's huge black vulture, which serves as his steed and his most constant companion. I.Q. 16, Spd. 220 (150 mph/241 km), miscreant, A.R. 12, with 334 hit points, and 810 S.D.C. Ramsea does three attacks per melee, with claws doing 5D6 damage each, or with a bite of 1D6×10, and +3 on initiative, strike, parry, and dodge; +4 to save vs magic.

Mormo

Lord of the Ghouls

Of all the Demon Lords, Mormo is the one most likely to be found on the Palladium World. When seen in his carriage, or at a public affair, he will have the most beautiful of courtesans (succubi) at his side, and at least two of his many attendants will be carrying his black raven pets.

He associates with the nobility of the Western Empire, taking pleasure in being one of the elite among the most brutal of cliques. Known by the name Mormo Quison, he has a reputation for spending money lavishly, demonstrating tricks of personal agility, conducting truly disgusting orgies (often featuring human sacrifice), for the rumors of his cannibalism (true!), and for occasionally ruining obnoxious young nobles.

In Hades, Mormo's realm scattered across several southern islands, all populated almost exclusively by his ghouls and nasu, as well as a number of human, orc and troll servants. His primary palace contains three dimensional portals, each leading to a different location on the Palladium World.

Cruel and treacherous, with a vast lust for power, Mormo is smart enough to recognize his limitations. Everywhere he goes, he is sure to plant ghouls among the local cemeteries and crypts.

Alignment: Diabolic (evil)

Size: 6 feet (1.8 m) tall.

Description: A large, fat man with pointed canine teeth. He wears elaborate clothing, the finest silks (usually deep blues, grays, and red), with a black cape. Also he sports fabulously rare jewelry, a few pieces at a time from one of the most valuable collections in the world (as a hobby, he likes to collect jewelry once worn by nobles who were eventually executed).

Attributes: I.Q.: 21, M.E.: 20, M.A.: 23, P.S.: 28, P.P.: 21, P.E.: 24, P.B.: 6, Spd.: 22 (15 mph/24 km).

Attribute Notes: Incredibly agile and skillful with weapons and thrown objects, Mormo's huge bulk belies his ability to move quickly and with deadly accuracy in combat.

Natural A.R.: 9

Hit points: 4,000

S.D.C.: 3,000

P.P.E.: 900

Horror Factor: 9

Skills of Note: Juggling, knife throwing (W.P. dagger), paired weapons, targeting and all Rogue/Thief skills, all at 92%. And all math skills at 98%.

Experience Levels: 15th level Juggler and Knife Thrower, as well as 8th level Wizard.

Natural abilities: Nightvision 1000 feet (305 m), metamorphosis into a raven only (fly spd 20), knows all languages, prowl 60%, keen sense of smell and taste, track by smell 60% (+15% if tracking blood or decay), bio-regenerates 1D6×10 per minute, and dimensional teleport 40%.

Natural Vulnerabilities and Weaknesses: In sunlight his natural abilities and skills are reduced by half, and he is vulnerable to attacks from ordinary weapons. Cold-based attacks, holy weapons, rune weapons and angels all do double damage.

Greed. Attracted to rumors of ancient artifacts, especially those containing ancient runes, or to ancient pieces of jewelry. He does not take well to being outbid.

Deific/Demonic Powers: Mormo has the full range of power over his followers, and can perform all prototypical deific powers at double the standard cost.

Magic Knowledge: All Wizard spells from levels 1-4, plus x-ray vision, animate object, fly as the eagle, tongues, mystic portal.



Psionic Powers: None.

Attacks Per Melee Round: Eleven physical.

Special Bonuses (in addition to attribute bonuses): +6 on initiative, +6 to strike, +7 to parry and dodge, +5 to pull punch, with a critical strike on any natural roll of thirteen or better. Does triple damage from behind, is impervious to horror factor, and is and 89% to charm or impress.

Favorite Weapons: A large "toothy" dagger (see illustration) that is +4 to strike, that returns after being thrown, and which does 2D6+10 to mortals, 3D6+20 to supernatural beings, and 4D6+40 to gods and Demon/Deevil Lords.

Armor: Usually none.

Alliances & Allies: Mormo has been working on an elaborate plan with Tark, who wishes to enlist Mormo in a plan to eliminate, or at the very least, banish or bind Yin-Sloth.

Enemies: He hates Murmur, and his primary reason for working with Tark is that Murmur is allied with Yin-Sloth.

Rifts® Earth: Since he is a highly social being, especially for a Demon Lord, he might enjoy a place like Atlantis, where he could easily blend in with the crowd. **M.D.C.**: 7,000.

Minions: In addition to his ghouls and Nasu (summon 1D6×100), he also has bred several hundred special ravens.

Mormo Ravens. Supernatural creatures with the exact appearance of ordinary ravens, save that they have bright blue eyes. Mormo can look through the eyes of the ravens as if they were followers, communicate with them and summon them at any time (3D6). While not particularly powerful in combat, the ravens are quick-witted, able to speak, and are curious about many things.

Average Mormo Raven: 3D6+2 hit points, 2D6+6 S.D.C., +6 to dodge, +2 to strike when dropping things from above, and 1D4+3 I.Q.

Abrasax the Insatiable

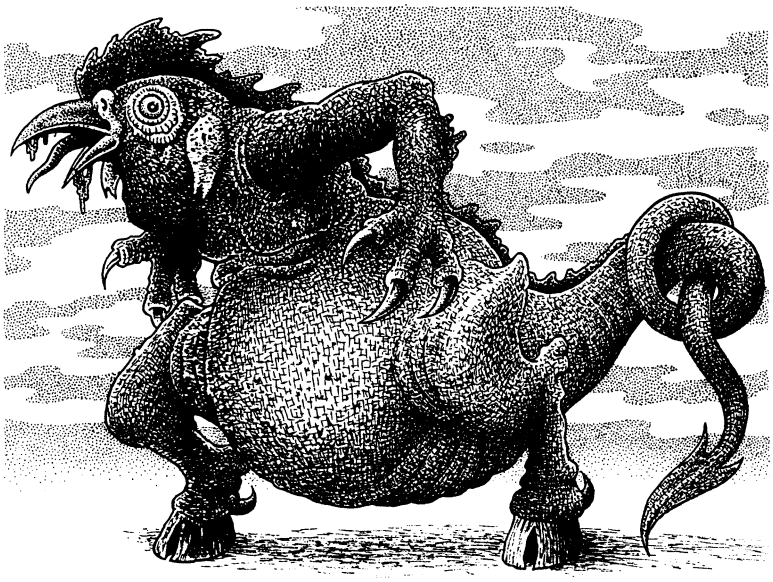
Symbol of gluttony, Abrasax is the ruler of a region of Hades that corresponds to the Baalgor Wastelands. Most of the populace are Shedim, who are highly organized and industrious, and who are constantly laboring to construct ever larger edifices to Abrasax. They also supply him with the endless amounts of food and sacrifices that he demands. Abrasax has also organized over a million Shedim into military units, equipped with weapons and siege equipment of all kinds.

With the other Demon Lords, at every public gathering, and whenever in the presence of Modeus, Abrasax rails on about Kirgi the Rat God. According to Abrasax, it is Kirgi's new pantheon, consisting of various rebel Deevils, that is the primary threat to the power of Hades, and of the Demon Lords, and especially Abrasax.

Abrasax has been loud and abusive in his condemnation of "that damned rat," collaring every other Demon Lord who will listen. However, his main target for his complaints has been Modeus. Whenever he is admitted to Modeus' presence, Abrasax goes on and on, repeating all his accusations, and generally boring the tar out of him. It's gotten to the point where Modeus plans his days around strategies for avoiding Abrasax (take a look at the illustration of Abrasax, and think about how you'd like it if this guy started yammering at you, eyes wild and spittle flying out of his beak).

Which is exactly the way Abrasax wants it. By making such a big deal about Kirgi (who he genuinely hates, so he's not exactly lying), especially in such a boring way, he has managed to totally put Modeus off. Without fear of observation or interference, he can proceed with his elaborate plots.

Abrasax is involved in every conceivable plot. He talks to Andras, he talks to Charun, he talks to Mormo about Tark, to Murmur about Yin-Sloth, and to Abdul-Ra, and so on. In each case, he pretends to be that particular Demon Lord's ally, bringing up juicy tidbits of informa-



tion about all the other Demon Lords. Rather than suspecting Abrasax, especially considering the frequent meetings he has with the other Demon Lords, all Modeus thinks is, "Oh no, there he goes again! Well, better the fool bother them than me!"

Alignment: Diabolic

Size: 16 feet (5 meters) tall

Description: Abrasax has the head of a cock, a huge pot belly, and a knotted tail.

Attributes: I.Q.: 16, M.E.: 15, M.A.: 19, P.S.: 36, P.P.: 20, P.E.: 21, P.B.: 3, Spd.: 66 (45 mph/72 km).

Natural A.R.: 12

Hit points: 4,000

S.D.C.: 4,600

P.P.E.: 1,330

Horror Factor: 16

Skills of Note: Literate in Dragonese and Elven 98%. Lore: Faerie, at 70%.

Experience Level: 10th level Wizard.

Natural abilities: Turn invisible, see the invisible, nightvision 200 feet (61 m), fire and cold resistant (half damage), bio-regenerates 1D4×10 per minute, metamorphosis: animal (usually large hawk or lizard), metamorphosis: humanoid, teleport 80%, and dimensional teleport 46%.

Natural Vulnerabilities and Weaknesses: Takes triple damage from any cold-based attack, and is vulnerable in any cold environment. Silver and holy weapons do double damage.

Blood Lust. Frequently succumbing to his urge to fight, he will go on berserker rages where there seems no limit to the numbers he will kill, or how much of his enemies' blood he will drink.

Deific/Demonic Powers: Abrasax has the full range of power over his followers, and can perform all prototypical deific powers at the regular cost.

Magic Knowledge: All 1st through 6th level Wizard spells, plus locate, speed of the snail, swords to snakes, water to wine, and time hole.

Psionic Powers: None

Attacks Per Melee Round: Six physical or two magic.

Claws: Add 2D6 to normal supernatural P.S. damage.

Beak Attack: Does full punch damage

Stomp: +12 damage

Tail Strike: Same as punch.

Special Bonuses (in addition to attribute bonuses): +1 on initiative, +2 to strike, +4 to parry or dodge, +8 to save vs horror factor, and +2 on all saving throws

Favorite Weapons: He rarely uses any, and when he does he prefers that they be of powerful magic.

Armor: While he rarely dons it, he has a suit of magical armor, A.R. 16, S.D.C. 1,800.

Alliances & Allies: He has tried to ally himself with every faction in Hades.

Enemies: Kirgi, the Rat God, an entity that Abrasax plans on one day destroying utterly.

Rifts® Earth: It is unknown how he might do there. Certainly he would want to obtain high-tech weapons for his army of Shedim. M.D.C.: 8,600.

Minions: The masses of Shedim (summon 1D4×10), but he also calls upon Gallu, Demon Bulls (summon 2D4) as officers and leaders.

Gargoyle Leaders

Notes:

1. While Erloc styles himself "High Lord" and "King of the Gargoyles," don't forget that the northern continent of Hades is a vast land, inhabited by hundreds of millions of powerful beings, most of whom have never even heard of him. In some future Palladium supplement we may have the room to present the true variety of the Gargoyle lands.

2. The following three Gargoyles, Erloc, Leeves, and Powmer, should be considered as lesser supernatural beings. They may have very long lives, and immense power, not to mention the command of huge numbers of other Gargoyles, but they are not gods, and they cannot use any of the deific powers described elsewhere in this book.

High Lord Erloc

King of the Gargoyles

King Erloc is a giant gargoyle lord who rules by his strength and with the aid of his queen and arch-mage Powmer. He is a cocky braggart, a glutton, a torturer, and a warrior king. It is whispered that his Queen and the Arch-Mage are the true powers behind the throne.

Alignment: Miscreant

Attributes: I.Q. 11, M.E. 17, M.A. 12, P.S. 34, P.P. 27, P.E. 28, P.B. 9, Spd running: 24, flying speed is 70.

Size: 18 feet (6 meters) tall

A.R.: 14

Hit points: 80

S.D.C.: 80

P.P.E.: 21

Horror Factor: 16

Level of Experience: 7th level soldier.

Combat: Six hand to hand attacks per melee round!

Bonuses (in addition to attribute bonuses): +3 on initiative, +2 to strike, +2 to parry and dodge, +6 to dodge while flying, +3 to pull punch, +2 to roll with impact/fall, +3 on all saving throws, and +10 to save vs horror factor.

Damage: 2D6 S.D.C. on a restrained punch, 5D6 on a full strength punch or tail strike, or 1D6×10 on a power punch (counts as two melee attacks). Use of claws adds an additional 2D4 damage with a punch. Bite 1D6.

Natural abilities: Fly, glide, nightvision 220 feet (67 m), see the invisible, fire breath once per melee round (4D6 S.D.C.; 40 ft/12.2 m range), leap 30 feet (9 m), and bio-regenerate 2D6 S.D.C./hit points once every melee round.

Psionics: I.S.P. 40; meditation, mind block, presence sense, telepathy, resist hunger, resist fatigue, and resist thirst, all at 7th level.

Magic abilities: None.

Lady Leeves

Queen of the Gargoyles

Queen Leeves is a cunning, treacherous qargoyle whose enemies have a habit of disappearing or suddenly dying. She craves power and desires to rule both Hades and the Palladium world.

Alignment: Diabolic

Attributes: I.Q. 16, M.E. 15, M.A. 18, P.S. 26, P.P. 24, P.E. 28, P.B. 10, Spd running: 22; 80 flying.

Size: 15 feet (4.6 m)

Natural A.R.: 14

Hit points: 60

S.D.C.: 70

Horror Factor: 16

Level of Experience: 10th level Earth Warlock (see *magic abilities* for limitations).

Combat: Four hand to hand attacks per melee round.

Bonuses (in addition to attribute bonuses): +3 on initiative, +1 to strike, +2 to parry and dodge, +4 to dodge while flying, +4 to save vs magic, +3 on all other saving throws, and +12 to save vs horror factor.

Damage: Inflicts 2D6 S.D.C. on a restrained punch, 4D6 on a full strength punch or tail strike, or 1D4×10 on a power punch (counts as two melee attacks). Claws do an additional 1D6 each, bite does 1D4.

Natural abilities: Fly, glide, nightvision 220 feet (67 m), see the invisible, fire breath once per melee round (4D6 S.D.C.; 10 ft/3 m range), turn invisible at will, teleport self 90% +1% per level of experience (2400 ft/732m three times daily), dimensional teleport 50% +2% per level of experience, and bio-regenerate 4D6 points once per melee round.

Psionics: I.S.P. 40; meditation, mind block, presence sense, sense evil, sense magic, detect psionics, healing touch, exorcism, telepathy, resist hunger, resist fatigue, and resist thirst. Advances with experience level.

Magic abilities: 134 P.P.E. Possesses all levels 1-3 earth elemental magic spells at a proficiency equal to a fourth level warlock, can speak to all elemental beings, 80% chance of seeing even an invisible elemental, and sensing their presence within 1000 feet (305 m).

Powmer — The Arch-mage

Powmer is said to be the true power behind the throne alongside her daughter, Queen Leeves. Powmer is said to have made a pact with the gods of Taut granting her immortality. It is also believed that Set himself owes her a favor which she has yet to claim. Powmer is the oldest living gargoyle known (over 10,000 years old).

Alignment: Aberrant

Attributes: I.Q. 16, M.E. 19, M.A. 12, P.S. 28, P.P. 22, P.E. 24, P.B. 9, Spd running: 24; 60 flying.

Size: 17 feet (5.2 m)

Natural A.R.: 14

Hit points: 70

S.D.C.: 50

Horror Factor: 16

Average Level of Experience: 8th level Earth Warlock (see *magic abilities* for limitations).

Combat: Four hand to hand attacks per melee round.

Bonuses (in addition to attribute bonuses): +3 on initiative, +1 to strike, +2 to parry and dodge, +4 to dodge while flying, +4 to save vs magic, +3 on all other saving throws, and +12 to save vs horror factor.

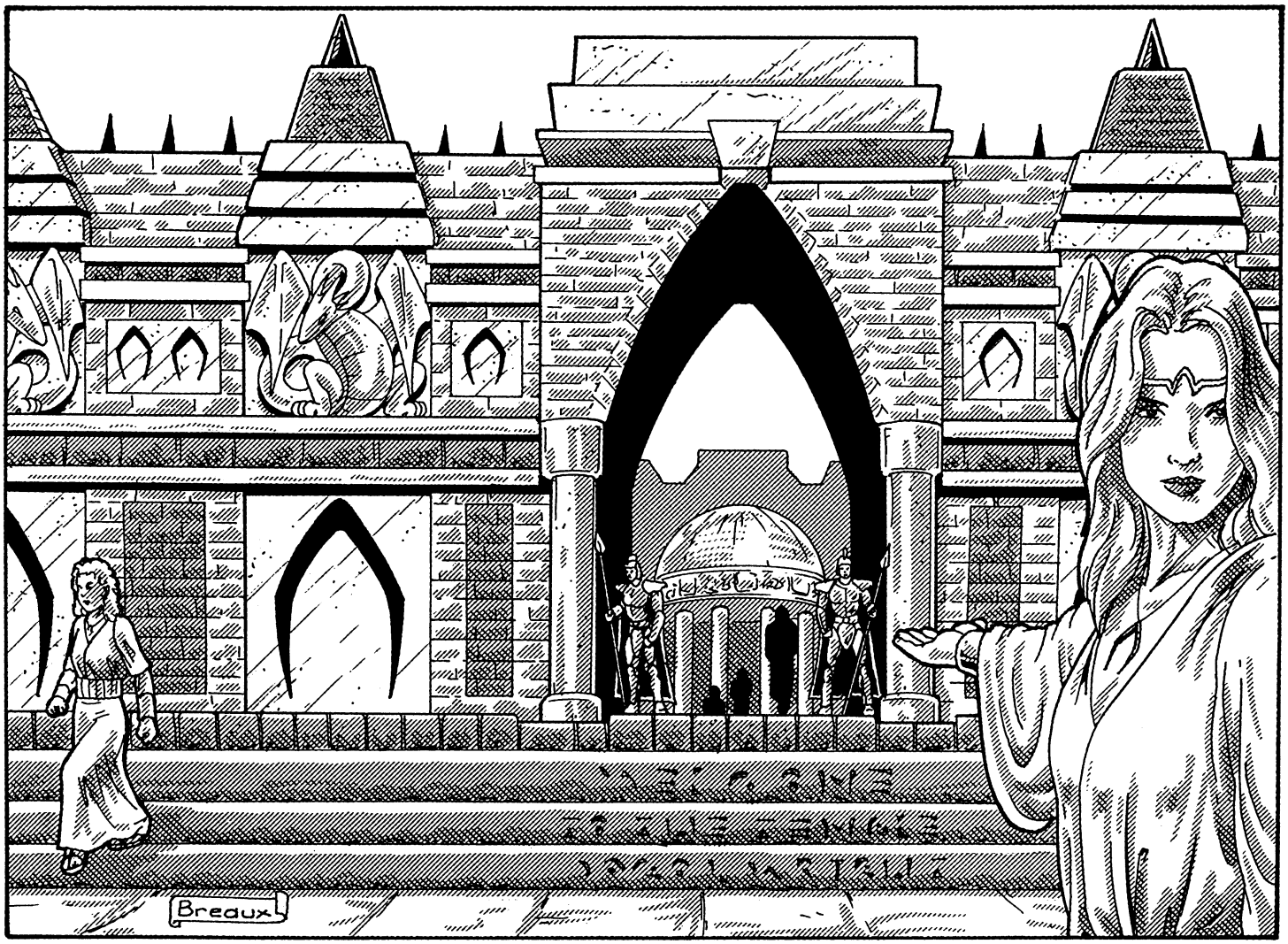
Damage: Inflicts 2D6 S.D.C. on a restrained punch, 4D6 on a full strength punch or tail strike, or 1D4×10 on a power punch (counts as two melee attacks). Claws do an additional 1D6 damage with punch, bite does 1D4 damage.

Natural abilities: Fly, glide, nightvision 220 feet (67 m), see the invisible, fire breath once per melee round (4D6 S.D.C.; 10 ft/3 m range), turn invisible at will, teleport self 90% +1% per level of experience (2400 ft/732m three times daily), dimensional teleport 50% +2% per level of experience, and bio-regenerate 4D6 points once per melee round.

Psionics: I.S.P. 30; meditation, mind block, presence sense, sense evil, sense magic, detect psionics, healing touch, exorcism, telepathy, resist hunger, resist fatigue, and resist thirst. Advances with experience level.

Magic abilities: 146 P.P.E. Possesses all levels 1-3 earth elemental magic spells at a proficiency equal to a fourth level warlock, can speak to all elemental beings, 80% chance of seeing even an invisible elemental, and sensing their presence within 1000 feet (305 m).





The Gods of Dragonwright

By Erick Wujcik

The dragon who gives breath, who gives strength, whose command all the bright and dark gods revere, whose shadow is immortality, whose breath is death: To the Dragon we offer sacrifice!

The dragon's power is sole king of the living and undead world, who governs all this, man, beast, undead and demon: To the Dragon we offer sacrifice!

The dragon is mighty snow mountains, vast oceans, distant rivers, whom all regions are indeed arms of the dragon: To the Dragon we offer sacrifice!

The dragon made the awful heaven and the worlds fast, through whom the ethereal is established, and who measures all things: To the Dragon we offer sacrifice!

The dragon maintains existence by force of will, look up trembling at the rising sun and hope that ye are not forgotten: To the Dragon we offer sacrifice!

May the dragon not forget us, the begetter of the worlds, or the righteous, or the creator of the heavens, bright and mighty waters: To the Dragon we offer sacrifice!

— The Beginning, The Book of Dragonwright

If the Dragon-Gods have a deific realm, it is like nothing that a mortal would recognize. The best way to describe it would be as an abstract mathematical construct. A trick of space-time, where all realities are one, and where the God-Dragons may see and converse, without bodies as we know them, but with minds that are at the same time everywhere and nowhere.

On the other hand, each of the God-Dragons does have a deific realm of their own, a place they keep secret, even from the other God-Dragons...

Dragonwright

There was never a faith so born to war as that of dragonwright. It is as if the Church must drink from the cup of battle to grow. To a historian it is clear that the Church of Dragonwright, over the ages, does repeat itself again and again.

—Tristine Chronicles

Deities: Kym-nark-mar, Kormath, Zandragal, and Styphon

Alignment: Any

Pantheon: Varies. Always includes Kym-nark-mar, Kormath, Zandragal, and Styphon, but other gods have been included in ages past.

Organization: While there have been huge, well-organized "Churches" of Dragonwright in the past, in our age there are only the remnants. Currently a heavily messianic movement (that is to say, fanatical!), all the priests of Dragonwright are often Warrior-Priests, intent on reviving a hallowed faith, and of bringing Dragonwright back to its former glory.

That all converts are gratefully accepted is even enshrined in the most famous piece of Dragonwright scripture. Kormath, upon being asked whether the Temple should harbor elves, or dwarves, pronounced, "None Shall Be Turned Away!," a phrase echoed in every age, by every Dragonwright Priest.

Worship of other gods is not prohibited for worshippers, but priests are expected to be exclusively dedicated to the Dragon-Gods. However, it is a quirk of the Dragonwright religion that other gods can be **assimilated**, and adopted into the Dragonwright Pantheon, although always as secondary to the four God-Dragons (currently, there is at least one Dragonwright movement that includes Kirgi as a god).

Would you have victory? came the voice of Zandragal, shaking the walls of the temple.

Yes, mighty Zandragal, replied the Priest of Zandragal, god of war, give us victory.

Then I will need blood. I will need sacrifice. Human sacrifice.

The Priest of Styphon turned to the Priest of Kormath.

Our god, Styphon...

Your god! yelled the Priest of Kormath.

No. Our god, said the Priest of Zandragal, god of war to all who follow Dragonwright, our god asks for sacrifice. You have resisted before, but the need is great. If we do not win this battle, our enemy will destroy our new nation. Our god, our god of war, asks for sacrifice. Will you allow it?

I... I have no choice. It is wrong, but I... I will allow it.

Lord Styphon! cried the Priest of Zandragal, up to the skies, We agree. We agree! We will give you blood, we will give you sacrifice.

See that you give me enough, boomed Zandragal, if I am not given enough I can not defeat the Old One.

We will give you enough, and the Priest of Zandragal stopped and thought. He asked, How much is enough? How much do you need?

How many are you? How many are in the army of Dragonwright?

Over one hundred thousand, Lord Styphon. Perhaps a few more...

One out of ten, came the voice of the God-Dragon.

What, said the Priest of Zandragal, what do you mean?

One out of ten, my Priest, Sacrifice one out of every ten, of all your armies. Then, then I will give you victory.

—*"The Dawn" in* **The Book of Dragonwright**

The biggest controversy among the followers has to do with the interpretation of The Book of Dragonwright, especially as it relates to humanoid sacrifices. Those who believe in sacrifice label as "blasphemers" anyone who objects to sacrifice, while those who object to sacrifice accuse those who sacrifice of starting another "Dragonwright Blood Cult," calling them "Cultists."

Symbol: The "Gateway," representing a mythic Gateway from which the light flowed (and, some say, still flows) to create the universe, is the only **universal** symbol of Dragonwright. All temples, even those converted from other religions, have a main entrance in the classic Gateway arch, and artwork and carvings of the Gateway decorate every temple and holy place of Dragonwright. All priests, and most followers, wear a medallion shaped in the form of the Gateways (note that in the eastern branch, the gateway was always solid, while it was always hollow in the western branch).

Typical Followers: While followers can come from anywhere (remember, "None shall be turned away"), Dragonwright tends to attract soldiers, warriors, knights and palladins, as well as those who practice magic (since the worship is of dragons, creatures of pure magic, it is sometimes called the "Wizards' Cult").

Holy Places: Because of its turbulent history, there are literally hundreds of Dragonwright holy places scattered across the Palladium World. Since the lost places usually contain holy relics and powerful artifacts of magic, many priests will lead expeditions in search of the lost temples and crypts of Dragonwright. Here are just a few of the places:

Azphir's Vault. Azphir, an early messiah of Dragonwright, is said to be buried in someplace called the **Fields of the Necrophant**, somewhere near Mount Nimro. Buried with him, among other items, was the "Chalice of Dragonwright," which could only be held by one Blessed by Kym-nark-mar.

The Temple City of Kor. Somewhere in the Yin-Sloth Jungles lies the ruins of the greatest Dragonwright city ever built. Among the objects lost there were, supposedly, a set of four Holy Swords, each one named and dedicated to one of the four God-Dragons.

Left-Side-Wound. The site of a massacre of Dragonwright Priests, up in the Northern Wilderness. Later a shrine was built on the site, supposedly consecrated with a holy symbol of Styphon.

The Holy Book of Dragonwright

How fares our army?

Well! The soldiers are eager for battle.

It does not bother them that our enemy also calls themselves Dragonwright, that they worship Kym-nark-mar as we do, that they sacrifice to Zandragal, as we do, that they bury their dead in the name of Styphon, as we do?

They are blasphemers! They have read the book wrongly!

Yes, I know that, and you, but we are learned ones, you and I, who can read the words ourselves. Of course we are the true faith, and those others are but a cult, a blood-cult. I know, and you, but do the soldiers know?

They know. From across the valley they can hear the cants of our enemy. All who have ears have heard. Our army is outraged! General, if you were to turn back now, they would not follow, but would attack on their own...

So they believe?

That the enemy calls Korameth by the false name, by the name... I choke to speak such blasphemy... Kormath. Yes, they believe. And tomorrow they will destroy the false ones...

In every age there have been different translations, and different printings, but the text and stories in the book have remained the same since the fall of the Old Ones. Most contemporary versions are in Elvish, but it is said that the original was written in runes.

priests of Dragonwright

The Choice of Faith

"Dragon-Mother, I have been called to battle," indeed, it must be that this was to be the boy's first battle, for he looked young indeed, "and it is time for me to declare..."

"Stop!" I saw where this was going, and that I'd have to move quickly. "Boy," I said, "you are in a Temple of Dragonwright, not a drinking hall..."

"But, but I have no time. The captain said that we were to come with our horses at once, and I want to dec..."

"Shut up!" By this time I was close enough, and I clapped my hand over his mouth. "Are you going to be silent? Just nod."

He nodded, and I backed away.

"You've come here to declare yourself for one of the gods of Dragonwright, haven't you?"

"Yes... ow!" Sometimes a good whack in the shins shuts them up.

"Don't talk, just nod," he nodded and I continued.

"I'll make this quick, since you don't have much time. I once was young, like you, and off to war, like you. Only our captain took our whole troop to the Temple, where a priest scowled at us, and let us each declare for whichever God-Dragon we wanted. Plenty for Zandragal, because it was all about war, and a few for Kormath, one strange young man for Kym-nark-mar, and all the rest eager for Styphon, be-

cause we were supposed to be avenging... Well, that doesn't matter. The point is, when it came my turn, I still hadn't made up my mind."

I settled the boy and myself down on the steps. The kick in the shins seemed to have done the trick.

"So when it was my turn, and I hesitated, I saw that the sour old priest gave me a kind of a gesture, as if I should not say anything. Then, when I paused, he smiled, and blessed me as a follower of Dragonwright, just as if I were a child, and quickly moved on to the next one.

"It didn't make any sense then, not until later. That was when we were dying in droves, and all my comrades took their fatal blows with their god's name on their bloody lips. And then things really got bad..."

"What happened then? If it's okay for me to talk..."

"Sure, just don't say what you were going to say." I looked him over. Other than being young, he didn't seem all that stupid.

"What happened was, when I thought I was a goner for sure, when I was hiding under the bodies, and the Trolls were pushing their spears in, looking for living flesh, that's when I made my pledge..."

"Why? I mean..."

"I told Zandragal, that is to say, I pledged to Zandragal, that I would declare myself for her, to the first priest of Zandragal that I could find."

"And you lived?"

"Obviously. I lived, and I pledged to Zandragal, and I've been generous with her ever since. Get the point?"

"You tricked her. She had to save you, or you wouldn't give yourself to her. It was a trick."

"Almost right, soldier," he straightened, noticing the new title, "I didn't trick Zandragal. I bargained with Zandragal. I made an offer, and she took it. All those other soldiers, they gave themselves away."

"I thought that giving yourself to a Dragon-God was the whole point. Besides, isn't it your job, as a priest of Zandragal, to gain converts?"

"Sure. Just remember what you are converting to. You are pledging to a God-Dragon. As in dragon, as in a creature who doesn't respect you unless you stand up for yourself. Now, are you ready to pledge yourself to Zandragal?"

"Hmm... I guess not."

"Then I suppose I should give you the Blessings of the Church of Dragonright..."

In Dragonwright, all priests, and all followers, have the option of pledging themselves to one of the four Dragon-Gods, but they also have the option of not pledging. Those that follow "Dragonwright," as opposed to one of the four God-Dragons, have no disadvantages. They still receive all the standard benefits of the Church of Dragonwright. However, by holding off, they may very well be able to, effectively, get a little extra for their pledge.

GM Note: As a Game Master, bear in mind that God-Dragons want direct followers. However, the more powerful the character, the more the God-Dragon wants him. If a character is of high enough level, and if you run a campaign where the gods speak to their worshippers, it's a lot of fun to have interactions between the player characters and the God-Dragons that develop into a long-term negotiation.

The Pantheon of Dragonwright

Kym-nark-mar
Zandragal
Kormath
Styphon

Notes on God-Dragons:

1. A lot of readers, when they see the (incredibly powerful) description of the God-Dragons, they'll be muttering something like, "Aw, c'mon! Really? You've got to be kidding!" That's perfectly understandable. They are awesome. However, try to bear in mind that these are **God-Dragons.** Just as it would be ridiculous to match an elder dragon to an individual knight, or to one wizard, so it would be silly to have one god, even an incredibly powerful god, face off against one God-Dragon.

2. It is possible to forge the solidified blood of God-Dragons. However, the substance must be **magically** heated, through the use of spells (such as the fire elemental spell, Eternal Flame), or magical items that create heat. Once heated for a sufficient amount of time (usually 48 hours), the substance becomes pliable, and a smith or craftsman will have about ten minutes to form it until it hardens again.

Kym-nark-mar

...and when the Old Ones, turned, and gathered their power, and were ready to consume all that lived, to drain all living things of their living essence, it was then that Kym-nark-mar did intercede. Although the body of the great dragon was torn, and nearly destroyed, Kym-nark-mar held fast, and we live today only because he was willing to die,so that the Old Ones be bound away.

—Tristine Chronicles

The symbol of wisdom, power and magic, Kym-nark-mar is so associated with these qualities that his name is actually used as one of the Power Words of Force (see Diabolist). From his deific realm, a world all cloaked in pure ice, glittering like an enormous, world-sized, jewel, he contemplates the universe, and the knowledge that he hoards as if it were the greatest of treasures.

Kym-nark-mar rarely interferes in the affairs of mortals. Even the needs of the followers of Dragonwright he usually leaves to the other God-Dragons. A direct contact from Kym-nark-mar means that he believes there is something fundamentally wrong, something that likely involves the Old Ones or other alien intelligences in some way. He never asks for or expects sacrifices, but neither does he refuse them when they are given.

Real Name: Kym-nark-mar t'Gransk

Alignment: Unprincipled (good)

Size: 800 feet (243 meters) long, and 260 feet (80 meters) tall

Description: A dragon, dark blue in color, with great wings, jade eyes and enormous scales, teeth and claws. There is a constant distortion around him, as magical energy actually ripples off him, so great is it felt in his presence.

Attributes: I.Q.: 41, M.E.: 30, M.A.: 30, P.S.: 67, P.P.: 30, P.E.: 30, P.B.: 29, Spd.: 88 (60 mph/96 km) running; 220 (150 mph/241 km) flying.

Natural A.R.: 17

Hit Points: 22,500

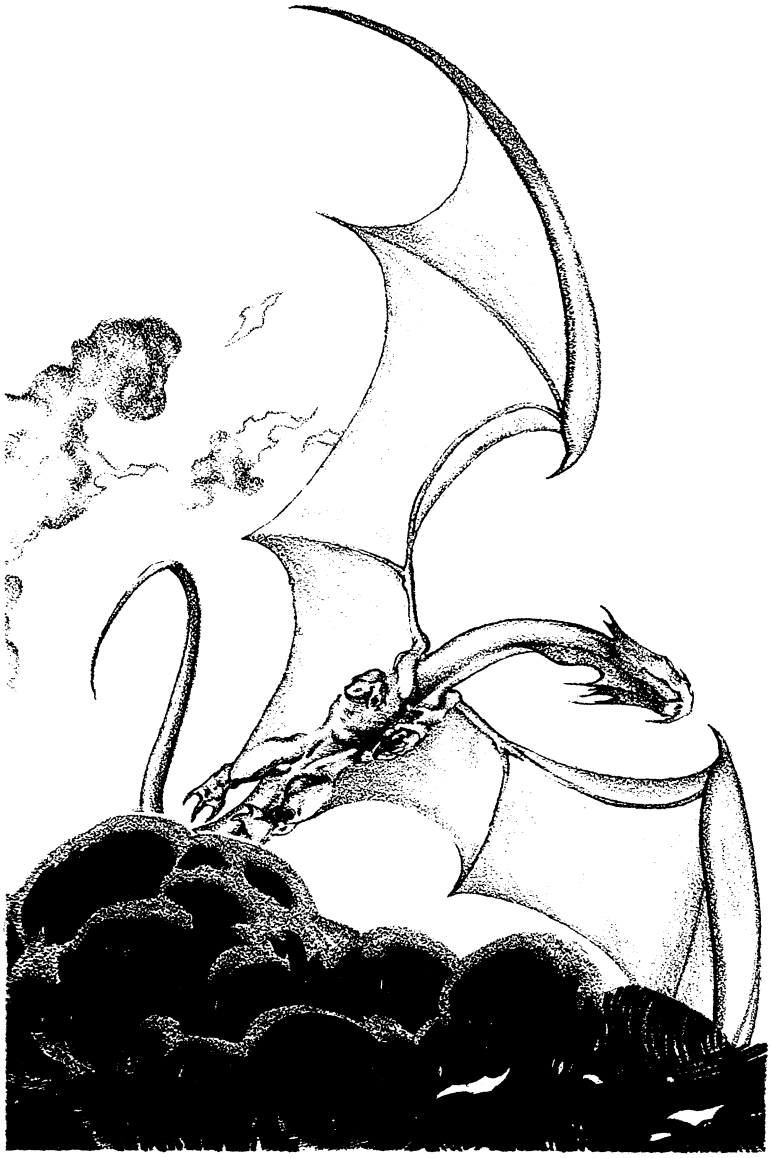
S.D.C.: 19,500

P.P.E.: 22,000

Horror/Awe Factor: 17

Experience Levels: 22nd level Wizard and 19th level Rune Mage.

Natural abilities: Astral travel, dragon's lair, dragon's dimensional travel, dragon's instinctive dimensional magic, impervious to heat, cold, and fire, sense the location of ley lines, sense runes (can sense the lingering presence of a rune, up to eight hours later), sense/recognize enchantment/magic — 98%, see the invisible, turn invisible, see unlimited distance (so long as there are no obstructions, can see a small object on the moon), nightvision (as if in daylight), speaks/reads/writes all languages (including rune), bio-regeneration 2D6×100 S.D.C/hit points per minute, breathe without air, alert when sleeping, (cannot be surprised), metamorphosis (any; unlimited duration), teleport 98%, and dimensional teleport 92%.



Deific Powers: Kym-nark-mar has the full range of power over his followers, or any followers of Dragonwright, and can perform all prototypical deific powers at regular cost.

Magic Powers: All Wizard spells, plus knowledge of wards, power words, etc. As a Rune Mage, Kym-nark-mar can create rune weapons of all kind, but does so very sparingly — Holy Weapons.

Psionic Powers: None.

Skills of Note: Card Shark 99%.

Attacks Per Melee Round: Nine physical or four magic.

Special Bonuses (in addition to attribute bonuses): +5 on initiative, +2 to strike, +4 to parry and dodge, +12 to pull punch, impervious to horror factor and 99% to charm or impress.

Favorite Weapons: None, he rarely needs anything.

Armor: None.

Alliances & Allies: Works well with Kormath, or with most Gods of Light.

Enemies: He still considers the Old Ones to be his primary enemy.

Vulnerabilities and Weaknesses: As Kym-nark-mar keeps himself open to all magical energies, as a way of monitoring the universe, he is also vulnerable to magic-based attacks.

Technology: It seems insignificant.

Rifts® Earth: No doubt he is watching through the eyes of any Dragonwright followers who are already there. **M.D.C.**: 40,000.

Dragon Parts: Any biological piece of Kym-nark-mar is worth millions of gold! In part, this is because the God-Dragon has the ability to recall anything he loses, down to the tiniest scale. However, he will, from time to time, allow some physical aspect of himself to fall into the hands of a follower.

The Blood of Kym-nark-mar. When he is cut, his blood comes steaming from the wound, as if a hole were punched in a pressure cooker. The fluid looks a lot like anti-freeze, blue and with a very low viscosity. On any surface, it hisses loudly, and rapidly evaporates away. What is left behind is a clear crystalline substance. Like glass, it is completely transparent, and also razor sharp. This material **cannot** be broken. Used for its sharpness, it will cut through any natural material as if it were not there (as if the opponent were wearing no armor, but the armor still takes damage). It is said that if Kym-nark-mar's blood was formed into a crystal ball, and charged with the correct magical energy, that it would have the ability to look into other worlds.

Zandragal

Zandragal, god of war, is all wise. Heed the thoughts of Zandragal. Read, listen, learn, for the ways of war are not the ways of killing. The ways of war are not the ways of violence. The ways of war are not the ways of anger.

War, when pursued in the holy name of Zandragal, exists only to be won. To lose at war is to lose the favor of Zandragal. Therefore, let those who play Zandragal's game, play it by Zandragal's rules...

—*"Instructions to the Warrior," in* **The Book of Dragonwright**

From Zandragal's mountain aerie, on the deific realm that she calls home, she can look down on the world as if she were looking at a chessboard. There, on the plains far below, armies gather for her amusement, their helmets and banners in contrasting colors so that they might be easily distinguished. Zandragal's realm is one of battle, and of grand tactics.

Zandragal is the symbol of war, and of those aspects of war that involve cunning, duality and conflict.

Unlike the other God-Dragons (and unlike most gods), Zandragal is an enthusiastic and involved supporter of Dragonwright. Although she encourages followers to pledge themselves to her, she believes in protecting all who worship Dragonwright.

Alignment: Anarchist (selfish)

Size: 950 feet (290 meters) long, and 275 feet (84 meters) tall

Description: Covered in brilliant scales, most of scarlet red, but with a few contrasting in a complimentary yellow, she is a strikingly beautiful dragon, winged and clawed, and with large spikes or horns along her spine. Her eyes are like topaz and very clear.

Attributes: I.Q.: 32, M.E.: 30, M.A.: 25, P.S.: 58, P.P.: 28, P.E.: 28, P.B.: 27, Spd.: 88 (60 mph/96 km) running; 220 (150 mph/241 km) flying.

Natural A.R.: 17

Hit points: 21,000

S.D.C.: 15,000

P.P.E.: 12,000

Horror/Awe Factor: 18

Experience Levels: 24th level Warlock (fire/earth/air) and 18th level Summoner.

Natural abilities: Astral travel, dragon's lair, dragon's dimensional travel, dragon's instinctive dimensional magic, impervious to heat, cold, and fire, sense the location of ley lines, sense/recognize enchantment/magic 96%, see the invisible, turn invisible, nightvision (as if in daylight), speaks/reads/writes all languages (including rune), bio-regeneration 2D6×100 S.D.C/hit points per minute, breathe without air, alert when sleeping (cannot be surprised), metamorphosis (any; without limit), teleport 98%, and dimensional teleport 92%.

Deific Powers: Zandragal has the full range of power over her followers, or any followers of Dragonwright, and can perform all prototypical deific powers at regular cost, as well as the following:

Control Tectonics. As the prototypical deific power. **Cost to Zandragal:** 200 P.P.E.

Zandragal's Armor of Defiance. Can be invoked on any number of followers, all on the same world, who are already wearing armor. The armor becomes magically charged, so that it glows with a sparkling red aura (radiates Zandragal's godlike essence), and each suit of armor gains the following: +3 to A.R., +200 S.D.C. if all metal or +100 if partial metal or +50 if non-metal, +5 to save vs magic, and invulnerability to fire or any fire-based attacks (not including deific or dragon). **Cost to Zandragal:** 500 P.P.E.

Magic Powers: All fire, earth and air elemental spells, and all Summoner Circles.

Psionic Powers: None.

Skills of Note: All military and espionage skills at 98%.

Attacks Per Melee Round: Twelve physical or four magic.

Fire Breath: Zandragal can expel a breath of deific flame. The range is equal to her body length (so when she shrinks or grows, the range changes also), and can be used once per melee round. She can narrow the effect to a single target, or spread it out to cover a small group. She can also do the equivalent of a "pull punch" and send out a much weaker version. The weak version does 1D6×10, while full strength is 1D6×100.

Special Bonuses (in addition to attribute bonuses): +8 on initiative, +4 to strike, +3 to parry and dodge, +10 to pull punch, impervious to horror factor, and 98% to charm or impress.

Favorite Weapons: None.

Armor: None.

Alliances & Allies: She stands with Kym-nark-mar, and with Kormath, and considers herself to be their protector. Countless beings all over the Megaverse® count her as a friend.

Enemies: Dark gods, and those who promote evil. While not an enemy, she will not work with Styphon, except in the most dire of circumstances.

Vulnerabilities and Weaknesses: Spells and psionics are possible means of injuring or influencing Zandragal.

Rigid Obligation & Exact Language. Zandragal, like all dragons, thinks in terms of deals, negotiations, and obligations. She will live up to her agreements, obeying the exact wording that was agreed upon. She also expects it of others. However, it is in her nature to try to get wording that is in her favor, and she can be very stubborn about it. Those who deal with Zandragal would be well advised to consult a lawyer before agreeing to anything.

Technology: As an aspect of good tactics, Zandragal considers it essential to learn everything about any new technology. In her opinion, the importance of technological communication devices is much overlooked in the rabid search for new and more destructive weapons, so she keeps her eyes open for new kinds of electronics.

Manifestations: She can appear in many guises, but the following is her favorite.

Lady Annak Zeftan. On countless worlds, the appearance of Lady Zeftan, either in the company of a few lieutenants, or just by herself, is a welcome relief. She is a consummate knight, and obviously of high birth, but she is as comfortable associating with the common soldier as in counsel with kings. On the battlefield she can be recognized by virtue of her red-metal armor(see Zandragal's blood, below), emblazoned with a shining silver "gateway" of Dragonwright. Those who recognize her as the embodiment of Zandragal would be wise not to say anything about it, at least in her presence. Aside from her wise strategies, and her bravery and leadership on the battlefield, she is also a constant reminder of Dragonwright, converting those who will join, and spending whatever spare time she might have helping the Priests of Dragonwright when they visit the injured, sick or poor. In addition to all the attributes and powers of Zandragal, Lady Zeftan has all the skills that a knight might need, and is expert at horsemanship: knight (98%).

Rifts® Earth: While Zandragal would appreciate some of the armies, the overall situation, where every plan seems to be overturned by the arrival of someone new, popping in from another dimension, would strike her as messy. **M.D.C.**: 36,000.

Dragon Parts: Zandragal's scales, some of which come off occasionally, are made of something that Dragonwright worshippers call "red metal," a substance that is unbreakable and flexible (it can be bent as steel can be bent), yet is lightweight (about half the weight of iron). The scales, when found, are usually claimed by the Church of Dragonwright, and then are installed as altars in the temples.

The Blood of Zandragal. Her blood comes out as if it were molten lava, dripping from a volcano. Until it cools, it will burn through virtually any non-magical substance (flesh, rock, metal). As it cools, it hardens, turning into red metal. It can be forged, particularly into armor (although a red metal sword can also be useful). A suit of red metal armor is impervious to damage. While the A.R. would be the same as any other suit of armor (depends on how it is constructed), the S.D.C. capacity is three times greater than normal metal. Red metal commonly sells for over 100,000 gold per pound.

Kormath

From the terror the fire burns, from the terror, the sun burns, from the terror of Styphon and Zandragal comes the terror of Death, always the fifth dragon.

The form of beyond is not to be seen. No one holds him with the eye. Imagine this in your heart, by wisdom, by the upper mind. Only Kormath can share this. Those who know this, are immortal.

May the unborn, and that which is beyond the unborn, protect us all! May we be enjoyed! May we take strength together! May our knowledge be the knowledge of birth! May we never dissolve! Peace! Peace! In the name of Dragonwright let us have peace!

—The Beginning, The Book of Dragonwright

Kormath, also called Kormeth, or Korameth (this confusion has to do with the translation of archaic Elven texts), is the symbol for peace, tranquility and law. Rarely seen, he is known to be a careful advisor to Dragonwright, preferring to offer subtle hints and omens, rather than to speak directly to any mortal. In part, this is because he really believes in mortals, and in the decisions that mortals make. Over his long years he has seen countless gods attempt to control their followers, and all of them have failed. Meanwhile, there are those religions where the gods seem completely absent, yet they prosper and grow. From Kormath's point of view, it is best to keep a distance.

If there was ever a realm designed for leisure, and philosophical discussion, it would be Kormath's, filled with like-minded dragons, philosopher-mages and a multitude of libraries.

Alignment: Principled (good)

Description: A horned dragon of pure white, with tiny scales (relative to his size) and silver eyes.

Size: 720 feet (220 meters) long, and 240 feet (73 meters) tall

Attributes: I.Q.: 36, M.E.: 32, M.A.: 27, P.S.: 62, P.P.: 28, P.E.: 30, P.B.: 24, Spd.: 88 (60 mph/96 km) running; 220 (150 mph/241 km) flying.

Natural A.R.: 17

Hit points: 19,600

S.D.C.: 18,400

P.P.E.: 16,900

Horror/Awe Factor: 16

Experience Levels: 23rd level Celestial Mathematician (an obscure discipline that combines mathematics and a knowledge of dimensional magic), and 19th level Warlock (water/air).

Natural abilities: Astral travel, dragon's lair, dragon's dimensional travel, dragon's instinctive dimensional magic, impervious to heat, cold, and fire, sense the location of ley lines, sense/recognize enchantment/magic 97%, see the invisible, turn invisible, see with the vision of a hawk, nightvision (as if in daylight), speaks/reads/writes all languages (including rune), bio-regeneration 3D6×100 S.D.C/hit points per minute, breathe without air, alert when sleeping (cannot be surprised), metamorphosis (any; without limit), teleport 98%, and dimensional teleport 92%.

Deific Powers: Kormath has the full range of power over his followers, or any followers of Dragonwright, and can perform all prototypical deific powers at regular cost, as well as the following:

Control Weather: Local. As the prototypical deific power. **Cost to Kormath:** 25 P.P.E.

Deific Curse: Dragon Curse. The dragon curse is a particularly vile expression, used by a dragon only as the supreme insult, with the understanding that it will likely lead to a lifelong feud. To mortal ears, the dragon curse sounds disgusting and insulting, but incomprehensible. Nevertheless, any mortal who hears it has a good chance (1-75%) of being insulted. On the other hand, supernatural beings (especially vampires!), dragons, and gods, will all understand the dragon curse, and will be more than just offended. That a mere mortal would utter something so profane is beyond the pale. No torment is too great a punishment for such impudence, especially in a mortal. Whoever receives the Deific Curse: Dragon Curse will find themselves saying it in the place of any other curse, swear word or profanity. The victim can avoid saying it just by holding their tongue, but any attempt to swear means that it is likely (1-85%) that the dragon curse will come out instead. **Cost to Kormath:** 400 P.P.E.

Magic Powers: All water and air elemental spells.

Psionic Powers: None.

Skills of Note: All communication, art and science skills at 98%.

Attacks Per Melee Round: Seven physical and three magic.

Frost Breath. Kormath can expel a breath of deific frost. The range is equal to his body length (so when he shrinks or grows, the range changes also), and can be used once per melee round. He can narrow the effect to a single target, or spread it out to cover a small group. Those who are hit (who fail to dodge, not parry), will have to save to avoid being magically frozen (save vs magic). Victims take no damage, at the time of being frozen, or later, when they "defrost," but the effect lasts for 4D6+8 minutes (everyone hit with the same blast recovers at the same time).

Special Bonuses (in addition to attribute bonuses): +4 on initiative, +3 to strike, +2 to parry and dodge, +10 to pull punch, impervious to horror factor, and 99% to charm or impress.

Favorite Weapons: None.

Armor: None.

Alliances & Allies: Kormath is the emissary of Dragonwright to many pantheons, where he often allies himself with the righteous.

Enemies: Cults of the dead, Old Ones, and the Pantheon of Taut.

Vulnerabilities and Weaknesses: Magical fire does regular damage.

Greed. Regardless of how noble and selfless Kormath may be, he is still a God-Dragon. He still lusts for power, and for souls, and especially for worshippers.

Technology: An interesting pursuit, especially when technology reveals the mysteries of nature, but Kormath is mostly interested in science, not how it is applied.

Rifts® Earth: Kormath is observing the situation, but is uncertain about what to do. **M.D.C.**: 38,000.

Dragon Parts: Kormath does not allow any of his body parts, even so much as a tiny scale, to fall into anyone else's hands.

The Blood of Kormath. His blood seeps out slowly, and first looks something like liquid mercury. Cooling takes a very long time, perhaps as much as a year. At the end, when the blood is finally still, it will have become something called "White Metal." Exactly what properties it might have are unknown, save that it is supposedly much more powerful than the solidified blood of the other God-Dragons.

Styphon the Black

I, Demiurge Laesto, do hereby report to the Holy Pontiff of the Church of Light and Dark, in response to your most urgent inquiry concerning the advance of those from the east, who call themselves the Crusaders of Dragonwright, and of those from the west, who call themselves the Army of Styphon. Why, you have asked, are there two armies, both marching under the banner of the same god, the God-Dragon Styphon?

From the archives I can tell you how it may have come to be.

It would seem that the faith of Dragonwright did first start somewhere in the southern foothills of Mount Nimro, either before, or shortly after, The Battle of the Gods, some 80,000 or 90,000 years ago (your Holiness will forgive the inexactitude, but the records of the Dragon Church were not, and are not, up to our standards).

Sometime after that period, there were at least two great pilgrimages, one to the east, to somewhere in the Old Kingdom, and another to the west, into what is now the southern coast of the Yin-Sloth.

While the original Dragon Church died, the two branches prospered, then grew, and again sent out pilgrims. In the west, over the millennia, the Chief Temple (for the western branch became, as it still is, a religion of temple builders) was moved west, at least twice, and then moved north, across the sea, into what is now the Western Empire.

Meanwhile, in the east, Dragonwright settled into the Old Kingdom, and became an established Church.

And so things remained, with neither Dragon Church remembering the other, for tens of thousands of years.

When the Age of the Elves ended, both Dragon Churches had been completely destroyed. Our own records report that not a single Dragon Priest remained. Yet, two hundred years later, our records tell us that Churches of the Dragon had sprouted (you will excuse the expression, Holy Pontiff, but I can not restrain myself), had sprouted like dragon's teeth.

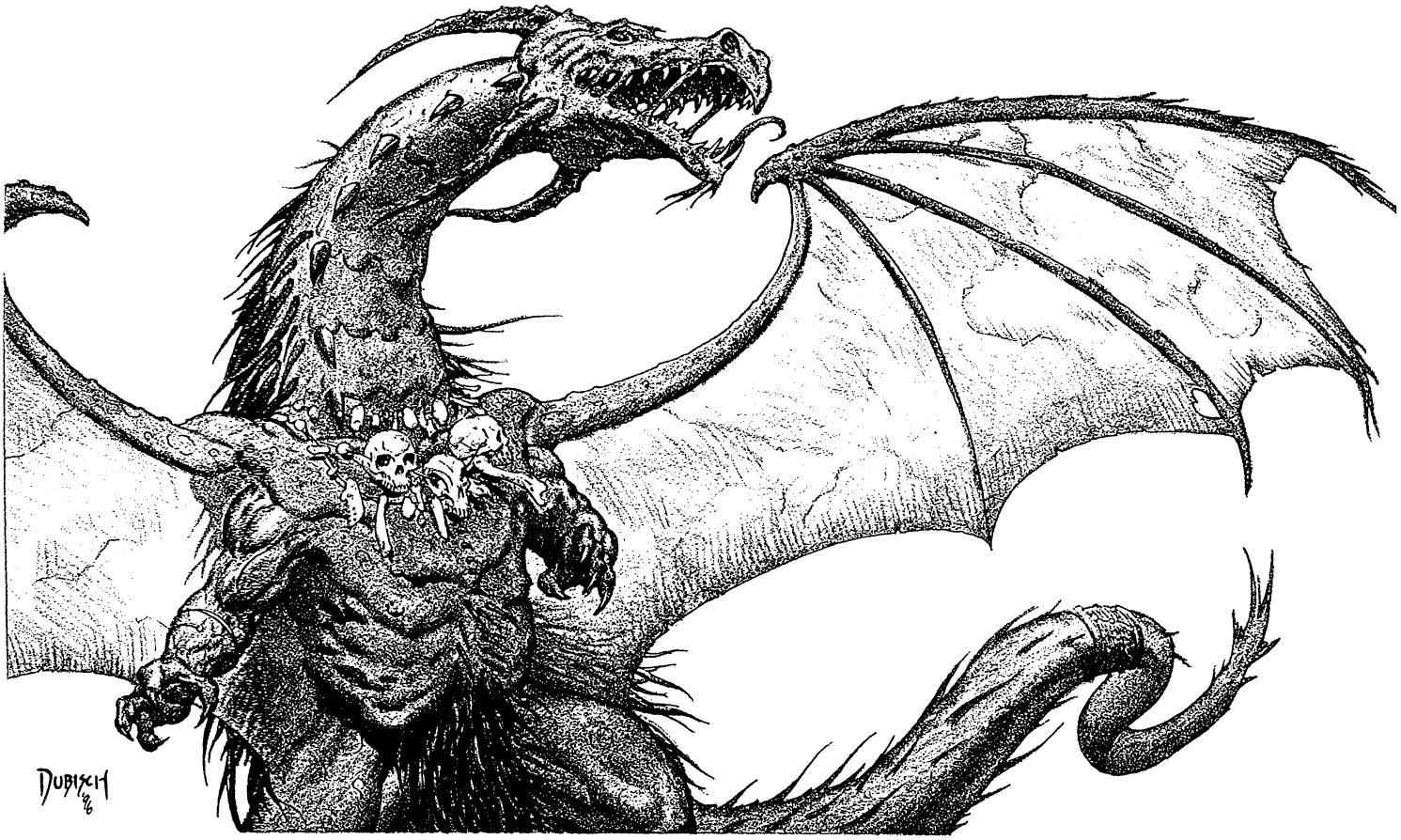
Would that I could tell you all the stories of Dragonwright reborn, and of Dragonwright at war, or of Dragonwright in decline. Each new birth would come from some new reading of The Book of Dragonwright, from the discovery of one of their fabled relics, or...

Germane to our situation, I have found evidence of two wars, both caused by the migration of movements toward the center of the world. The first, and most famous, was a battle that took place at the gates of the Western Empire, and it lasted at least three years and left over two million dead (yes, Holy Pontiff, I know that number seems exaggerated, but it is from our own Church records). The second, longer and even more bloody, involved a war that raged over much of the Northern Wilderness when missionaries from both the Dragonwright of the Western Empire, and from the Eastern Territories, both moved north. The outcome, it would seem, is still in doubt.

I could go on, but ink is precious, and I have little more to add but useless details.

As to which army is which, Holy Pontiff, I can not tell you, for I am a good servant of the Church of Light and Dark. I know, as the Tristine Chronicles tells us, that these two armies will clash, and clash in a most bloody way. The way of Dragonwright.

—from the Holy Records of the Church of Light and Dark



There is nothing serene, or contemplative, about Styphon's deific realm. His is a place of smoke and fire, a place of ear-rending, stinking war machines, belching factories, and of howling missiles of mass destruction. This is as Styphon loves it, dark, chaotic and violent.

Styphon is the symbol of death and pestilence. Also known as Styphon the Black, or the "Corruptor." There seems little doubt that Styphon has been responsible, perhaps many times, for the fall of Dragonwright.

Worshippers who wish for Styphon's dark attentions, those who wear the black rose as a sign of their allegiance, know that he is not interested in quiet prayer, or small offerings. All you can do for Styphon is to kill for him, either on the altar, or on the battlefield...

Alignment: Miscreant (evil)

Size: 1,300 feet (395 meters) long, and 320 feet (98 meters) tall

Description: He is not entirely black, since his dominant black scales are set off by a pattern of rich bronze. Angular and agile, Styphon's eyes are identical to those of Kormath's silver eyes.

Attributes: I.Q.: 29, M.E.: 44, M.A.: 19, P.S.: 70, P.P.: 30, P.E.: 30, P.B.: 23, Spd.: 88 (60 mph/96 km) running; 293 (200 mph/321 km) flying.

Natural A.R.: 17

Hit points: 20,500

S.D.C.: 23,500

P.P.E.: 20,900

Horror/Awe Factor: 19

Experience Levels: 20th level Mind Mage, 12th level Diabolist and Summoner.

Natural abilities: Astral travel, dragon's lair, dragon's dimensional travel, dragon's instinctive dimensional magic, impervious to heat, cold, and fire, sense the location of ley lines 98%, sense runes (can sense the lingering presence of a rune, up to eight hours later), sense/recognize enchantment/magic 98%, see the invisible, turn invisible, radar sense (can detect the outlines and positions of objects, even those obstructed by hills or buildings, for miles in all directions), nightvision (as if in daylight), speaks/reads/writes all languages (including rune), bio-regeneration 2D6×100 S.D.C/hit points per minute, breathe without air, alert when sleeping (cannot be surprised), metamorphosis (any; without limit), teleport 98%, and dimensional teleport 92%.

Deific Powers: Styphon has the full range of power over his followers, or any followers of Dragonwright, and can perform all prototypical deific powers at regular cost, as well as the following:

Open Continental Rift. Not a rift in terms of continental plates, but a Rift in terms of ley lines and P.P.E. A monstrous schism rips apart the world's system of ley lines, increasing the one selected by Styphon to the degree where it becomes an opening to entities from countless other realms and languages, as well as causing mass destruction to the surrounding areas and people. Offensively, if an Open Continental Rift is thrown at the area around someone, even if that someone is a god, they will be yanking inside, and sent randomly out across the dimensions. **Cost to Styphon:** 12,500 P.P.E., plus Severe Body Investment.

Magic Powers: All Wards power words, all symbols, all wards, all circles.

Psionic Powers: All; **I.S.P:** 3000.

Skills of Note: Card Shark at 99%.

Attacks Per Melee Round: Ten physical or three magic.

Breath of Corruption: Styphon can expel a breath of deific poison gas. The range is equal to his body length (so when he shrinks or grows, the range changes also), and can be used once per melee round, but as often as he likes. Those who are the targets must save vs poison, but even if they save they still take half damage. Everyone else in the area can attempt to save vs poison, and will be unaffected if successful. Damage is2D6×10 to mortals, but 4D6×50, direct to hit points to supernatural beings..

Special Bonuses (in addition to attribute bonuses): +6 on initiative, +1 to strike, +2 to parry and dodge, +8 to pull punch, and impervious to horror factor.

Favorite Weapons: While Styphon uses all weapons, he has a preference for things that have sharp edges, or that are rough hewn.

Armor: None.

Alliances & Allies: In spite of the destruction that he reaps upon Dragonwright, he considers it his toy, and not to be tampered with by outsiders (i.e., anyone other than the God-Dragons). While he can sometimes be quite friendly to other evil gods, most find that an association with Styphon is filled with peril.

Enemies: Styphon takes a fierce joy in finding "suitable" enemies. He has none at present.

Vulnerabilities and Weaknesses: Rune weapons can cause standard damage.

Fierce Joy. Every so often, Styphon will take a liking to a follower, especially those who take a fierce joy in killing.

Technology: Styphon not only craves technology, but is rumored to be developing a manifestation that will allow him to **become** technology.

Manifestations or Avatars:

Manifestation: Stavros. In this form, Styphon appears as a black-skinned Elf. The skin is matte black, with eyes that are blue by day, silver in moonlight and glowing red in darkness. As Stavros, Styphon is sullen and sardonic, and will attempt to manipulate others in subtle ways. Strangely, Stavros is not a fighter, wears no armor, and avoids violent confrontation.

Rifts® Earth: Perhaps, Rifts® are actually one of Styphon's creations? If so, he is probably pleased with the end results. **M.D.C.**: 44,000.

Dragon Parts: Styphon seems unconcerned with the loss of scales, or other parts. That's understandable, since they decay quickly (within twenty-four hours).

The Blood of Styphon. It comes out black and as thick as crude oil. Although it is quite hot, as hot as a frying pan on a stove, it is fairly easy to avoid being burned. Once it cools, about six hours later, it forms into a jet-black material called "Black Metal." In a solid state it is invulnerable to all but magic, lightweight (same as the red metal that comes from Zandragal's blood), but a bit more rigid. Where red metal makes a fine saber or rapier, black metal is better for a short sword, a dagger or an axe (does double damage). Black metal armor has double the normal S.D.C.. A pound of the material sells for over 80,000 gold.

Magic & Holy Weapons

Castlerake, The Conqueror's Sword

This is the most famous, most desired of all of the Palladium World's weapons. Kings have forsaken their kingdoms for Castlerake. There is no war leader in the Palladium World who doesn't dream of wielding Castlerake. It doesn't take much more than a rumor to get the high and mighty scrambling for it, because the lure of this one sword is so incredibly powerful. Knights have gone on quests for their entire lives, like prospectors looking for the mother lode, just in the faint hope that Castlerake might be at the end of some thin rumor.

Although Castlerake is said to have many powers, but it is known for one power, and one alone. Of all the swords in the Palladium World, this is a sword that can win wars.

To understand the awesome value of Castlerake you first have to consider the effort required when a war gets to the stage of laying siege to even one of an enemy's fortresses or walled cities. Thousands of warriors must surround the place, usually for weeks, or months, or even years, all the while requiring food and supplies. Every day wasted laying siege isn't just another day of outrageous expense, it's also another day when your enemy can raise troops, call in allies, gather weapons, and even prepare and supply other fortifications.

Castlerake is, in itself, the most powerful siege engine ever. Go to any tavern in the Palladium World, and you can find out why. As the story goes:

"...arrows and molten lead rained down from the battlements, but Kortag the Conqueror, just stood under the raised shields, and seemed to gather his thoughts. Then, suddenly, with a mighty thrust, his whole body straining, he shoved the blade of Castlerake right into the stone foundations. A moment later the whole structure, from the deepest dungeons, to the highest parapet, shuddered. Then it shook, like a dog coming out of the water. And then the conqueror pulled free the sword, and then ran like hell. For the whole place, every stone of it, was turned to rubble.

"Aye! As my grandmammy used to say, the king what owns Castlerake owns the world!"

Type of Weapon: Sword of Legend.

The Great Power of Castlerake: Destruction of any stone *fortifications*, including castles, towers, or walls, regardless of size. The sword must be inserted into the solid stone of the building (minimum P.S. of 20 required), and then withdrawn one melee round later. **Cost:** 500 P.P.E. per use. **Damage:** A full one-third of the stone structure will crumble and collapse! The remain two thirds will see its overall S.D.C. reduced by half and A.R. reduced by 5 points, making kicking in doors, smashing through walls, etc., extremely easy — as if knocking down a third of the castle isn't enough.

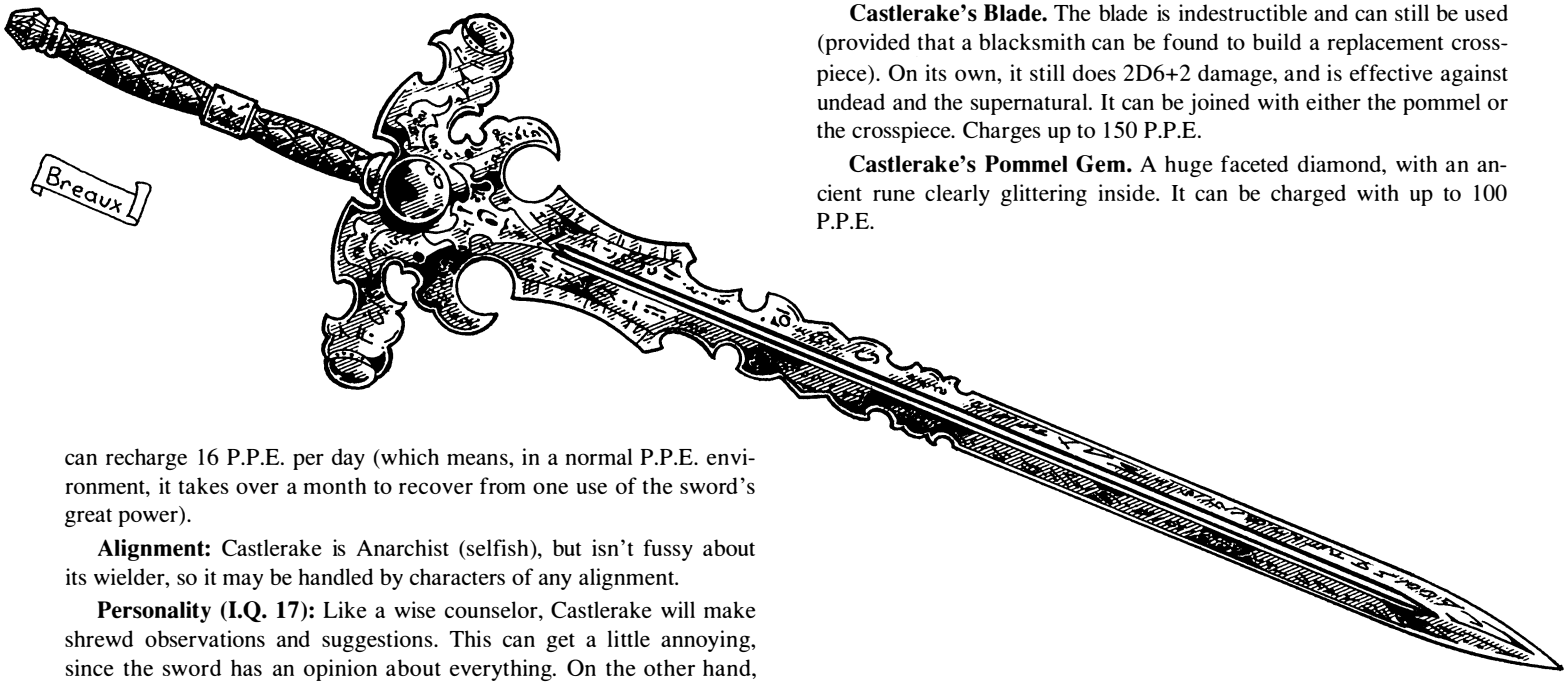
Secondary Powers of Castlerake:

Force Blast: A mild version of Castlerake's Great Power, the blast comes out of the tip of the blade, and shoves everything within 30 feet (10 meters), as if they were being given a Power Punch. 1D6×10 damage is inflicted on all who fail to dodge. Solid objects will be pushed back, toppled over, or broken, depending on the amount of damage inflicted. **Cost:** 10 P.P.E. per use.

Destructive Vibration: When laid against any solid object, the sword will emit destructive, sympathetic vibrations. Any solid, rigid object having 500 S.D.C. or less will be shattered, or at least cracked (reduce S.D.C. by 50% and A.R. by two points). Takes one melee round. Does not affect living matter. **Cost:** 25 P.P.E. per use.

Consume Magic/P.P.E.: When commanded to "absorb," Castlerake's blade darkens to a dark blue color. While in this state the sword will absorbs any P.P.E./magic of anybody it *stabs* or that might be cast or released upon the sword or the wielder. In areas of high P.P.E., or where a lot of P.P.E. is released, the sword will "drink" as much as it can handle, up to its maximum capacity. **Cost:** 10 P.P.E. per minute.

P.P.E./P.P.E. Recovery: 542 P.P.E. is the Castlerake's maximum capacity. The use of Castlerake's primary function, the destruction of fortifications, uses up lots of P.P.E. Ordinarily, when fully assembled, it



can recharge 16 P.P.E. per day (which means, in a normal P.P.E. environment, it takes over a month to recover from one use of the sword's great power).

Alignment: Castlerake is Anarchist (selfish), but isn't fussy about its wielder, so it may be handled by characters of any alignment.

Personality (I.Q. 17): Like a wise counselor, Castlerake will make shrewd observations and suggestions. This can get a little annoying, since the sword has an opinion about everything. On the other hand, Castlerake tends to take instructions literally, so a comment like "why don't you shut up?" could keep him quiet for days.

Appearance (P.B. 23): Fully assembled, Castlerake is a glory to behold, made of shimmering, glistening gold, rippling with subtle runes all along its sleek blade. In total it's over six feet long (two meters), and at its greatest width, along the straight crosspiece, it is exactly a quarter of its length (half a meter, or about twenty inches). Four great faceted jewels, each containing the image of an ancient rune in their depths, adorn the sword (see below for details).

Attack and Combat Bonuses: +3 to strike, +3 to parry/block. Castlerake does 2D4×10 damage to mortal and supernatural or magical creatures. Does double damage to Earth Elementals and Golems!

Effects on Wielder: None. However, trying to hang on to such a valuable item could be hazardous to one's health.

Price: To speak of price when it comes to Castlerake, or any of Castlerake's components, is ridiculous. There is literally no limit to what a conqueror will pay. One can demand tens of millions of gold if one wishes to sell. However, the higher the price, the more likely it is that ownership will move out of the marketplace and on to the battlefield. It is also foolish to advertise the sword's availability, since there are many people who would pay even more to keep Castlerake safely in pieces. Just about anyone who is safe and comfortable behind stone walls (as are most of the inhabitants of the Western Empire), would just as soon see Castlerake lost. In the past, the Assassin's Guild of the Palladium World (mostly based in walled cities) are happy to take on the work.

Last Known Location: By all accounts, Castlerake has been broken up, and its pieces spread across the Palladium World. This isn't the first time this has happened, since one section of the Tristine Chronicles refers to a great quest, some 32,000 years ago, to assemble Castlerake from its components. Those who would dispose of Castlerake have no other choice. The sword itself is indestructible (as generations of mages can attest!), and it always seems to find its way back to a wielder on the Palladium World, even when tossed in the deep ocean, or sent to another dimension.

However, finding even one piece of the disassembled Castlerake is sufficient. Each piece, so long as it is charged with at least a point of P.P.E., will automatically point to another piece of the sword. Usually it points at the nearest piece (even if thousands of miles away!), but if several pieces are within a mile, the piece will point at the most powerful of the different components. Here, in order of power, are the six pieces of Castlerake:

Castlerake's Blade. The blade is indestructible and can still be used (provided that a blacksmith can be found to build a replacement crosspiece). On its own, it still does 2D6+2 damage, and is effective against undead and the supernatural. It can be joined with either the pommel or the crosspiece. Charges up to 150 P.P.E.

Castlerake's Pommel Gem. A huge faceted diamond, with an ancient rune clearly glittering inside. It can be charged with up to 100 P.P.E.

Castlerake's Centerpiece Gem. Another diamond, but not quite as big, also faceted, and also with a (smaller) rune floating inside. Charges up to 75 P.P.E.

Castlerake's Left Gem. An emerald, with a smooth, rounded surface, that seems to contain two runes, one overlaid on top of the other. Charges up to 50 P.P.E.

Castlerake's Right Gem. Another emerald, of the same size as the one on the left, but faceted, and containing a very small rune.

Charges up to 40 P.P.E.

Castlerake's Crosspiece. On its own, it seems to be just a dull piece of gold-colored metal. Anyone who knows about swords will recognize that the open hole is meant to fit the blade of a large sword. The crosspiece can be joined with either the centerpiece, the left gem, or the right gem, in any order. Charges up to 10 P.P.E.

Any piece that is left in an environment where there is P.P.E. will automatically charge itself at a rate of about 1 P.P.E. per day.

The actual assembly process is automatic. Just place any two pieces within a few inches of each other and they will instantly come together with a blinding flash of light. Castlerake's "grip," which can be made of cloth, leather, or wire, is not a magical part of the sword, and can be replaced at any time.

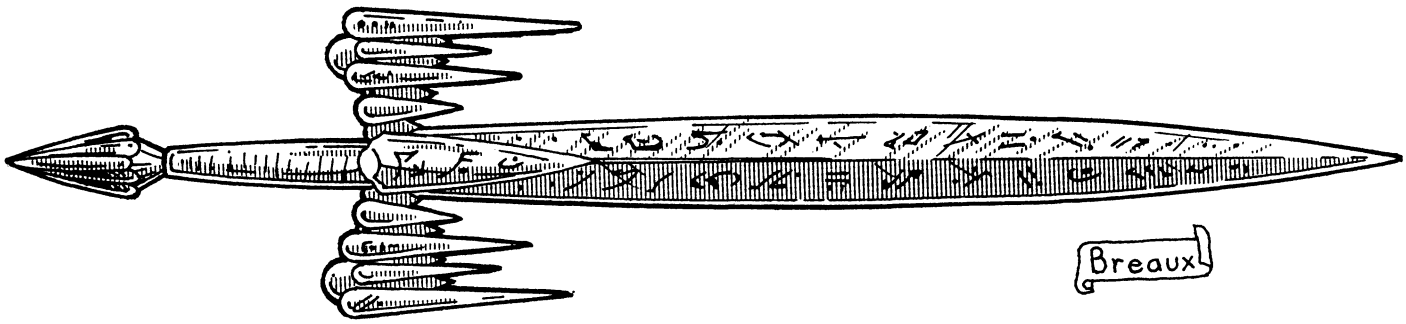
The personality of Castlerake will not emerge until the sword is completely assembled. Although none of Castlerake's powers will be available, the different pieces can be used as P.P.E. storage by a knowledgeable mage.

Frostfoil, The Winter Blade

Legendary throughout the Palladium World, stories about Frostfoil are particularly common around the campfires of the Wolfen Empire. Not only will the Wolfen pay anything to get their paws on the "Frost Blade," no individual Wolfen would ever be so foolish as to get anywhere near the thing in combat, such is its fearsome reputation.

Type of Weapon: Sword of Legend.

The First Great Power of Frostfoil: Freeze Bodies of Water. Imagine being able to instantly create bridges big enough for the passage of an army over lakes, rivers, moats, and even stretches of ocean water! Since Frostfoil can freeze enormous bodies of water, with an ice crust thick enough to support tons of wagon loads, this power makes



Frostfoil invaluable to any army's commander. While the freezing is very quick (one square mile of freezing, to a depth of three feet, in a straight line), in just one melee round, it is also costly in terms of Frostfoil's P.P.E. **Cost:** 25 P.P.E. for every melee round of freezing.

The longest frozen pathway that can be created (in fresh water) is 16 miles (25.6 km) long, and half a mile (0.8 km) wide. It takes a full eight melee rounds, and uses up 200 of the sword's P.P.E. Because freezing salt water (found in all the Palladium World's oceans, and in a few southern lakes) costs double the usual P.P.E., the longest ice bridge would be eight miles long and half a mile wide. Once frozen, the ice created by Frostfoil will melt normally, depending on the local weather conditions (in other words, if the temperature is below freezing, the ice will remain indefinitely, while very hot weather could melt the ice in as little as one day).

The Second Great Power of Frostfoil: Call Winter Storm. Frostfoil has the ability to affect the weather in an eldritch way, summoning a full-blown winter storm within a matter of hours, anywhere in the Palladium World. The storm operates in a way similar to that of the Air Elemental Magic Spell, Snow Storm (see Palladium RPG, 2nd edition, page 226). The temperature drops to well below freezing, gale force winds blow in from the north, and a steady blizzard of heavy snow starts accumulating at a rate of one inch per melee round. However, unlike the spell, this version of a winter storm does no damage other than what one would experience during a normal snow storm, and visibility is only reduced to 100 feet. Note that it takes several hours to summon the storm (2D6 hours), but that the storm can continue, indefinitely, for as long as the wielder of Frostfoil wishes, and as long as the P.P.E. holds out. Note: the 12th level spell, Calm Storms (see Palladium RPG, 2nd edition, page 212), can be used to counteract/dispel Frostfoil's winter storm. **Cost:** 25 P.P.E. per day.

Secondary Powers of Frostfoil: Ice Blade: A layer of slippery ice covers the blade, giving it a faster motion, and completely preventing it from being bound, caught, or pinned. Adds +1 to strike, +2 to parry, and because it slides in so neatly, and so sharply, a +6 to damage. **Cost:** 10 P.P.E. per use, and the ice lasts for up to fifteen minutes.

Frost Blade: Frostfoil's blade grows pale as it becomes hideously, supernaturally cold. If it bites through the flesh of an opponent it will magically freeze the character for 2D4 melee rounds. At the end of the magic freeze the character instantly unfreezes and suffers 4D6 points of damage from the experience. **Cost:** 25 P.P.E. per use.

Reviving Victims of Frostbite/Freezing: The magical blade can restore any damage from frost bite or exposure to cold and gives those who have been frozen and on the verge of death from falling in icy water or buried in snow/cold a +30% to save vs coma/death.

P.P.E. & P.P.E. Recovery: Total P.P.E.: 222 when fully charged. In most places on the Palladium World, the sword can replenish its P.P.E. at a rate of 10 P.P.E. per hour (the same as a practitioner of magic in a meditative state). If Frostfoil is close enough to a ley line, a nexus point, or a place of magic (see *Palladium RPG, 2nd Edition*, pages 181-182), it can regain all lost P.P.E. in just one hour. Frostfoil can also be "fed" P.P.E. by a mage, but it will never intentionally draw P.P.E. from any living being (nor will it reject a living being's P.P.E. if it is being channelled through a mage). P.P.E. cannot be replaced while the sword is in use (in other words, during combat, while summoning winter, or while freezing bodies of water).

Alignment: Anarchist (selfish). While Frostfoil will not bond with any wielder of any other alignment, it may be held or operated by anyone, of any alignment, but they do so at Frostfoil's pleasure, and the sword may, or may not obey commands, or perform any of its functions.

Other Wielder Restrictions: Frostfoil is absolutely a dwarven weapon, such that it will steadfastly refuse to be wielded by any elf, regardless of alignment. It is possible for a non-dwarf (though not an elf) to bond with Frostfoil, but it takes twice the usual time (six months for a dwarf, and a full year for one of any other race).

Personality (I.Q. 11): Aloof and above it all, Frostfoil is temperamental and arrogant. It speaks very little, and then only if compliments are lavished upon it (it has a serious streak of vanity).

Appearance (P.B. 29): Probably the most beautiful weapon ever created. Purest white, with glistening silver runes. A single faceted white stone, just as indestructible as the rest of the weapon, is mounted on the pommel. Shaped and sized like a Claymore (see Palladium RPG, 2nd edition, page 269). The grip, whether cloth (in pictures it is usually shown wound in white silk), leather or wire, is not a magical part of the sword. When the blade is exposed to the air, whether in tropical or arctic conditions, it continuously gives off a clearly visible, icy steam.

Attack and Combat Bonuses: +2 to strike, +1 to parry/block. In nonmagical combat Frostfoil inflicts 1D4×10 damage. Does double damage to Ice Elementals and any supernatural monsters vulnerable to cold. Note that the blade is so beautiful that the wielder gets a bonus of +5 to their personal P.B. whenever they show off the blade.

Effects on Wielder: None.

Price: Beyond value. Aside from its legendary abilities, the pure magical beauty of Frostfoil will prompt virtually anyone to spend all that they have to possess it.

Last Known Location: Over two hundred years previously, Frostfoil was reported to have been taken in battle in a skirmish between the Western Empire and the Old Kingdom.

Other Magic Weapons of the Palladium World

By Kevin Siembieda

Dragon Bone Weapons

Dragon bone weapons are usually made and enchanted by alchemists or deities. They are comparatively rare, for obvious reasons, and their prices reflect the weapons' exotic material. Most dragons find these weapons extremely offensive. Many seize and destroy them whenever they can. Some dragons even track down the sellers or makers of these items and slay them.

The average dragon bone weapons are always lightweight (about half the usual weight for that weapon type), as strong as steel (100 S.D.C.) and 15% are made to be indestructible (add 50% to the cost). Usually limited to blunt weapons, staves, javelins and spears. Many (70%) magic wands are also made from dragon bone.

Damage: The usual damage for that particular weapon type, but weapons made of dragon bone radiate magic and inflict full damage to dragons, creatures of magic and supernatural beings, including vampires!

Cost: 50,000 to 150,000 gold.

Dragon Bone Spear or Javelin: 3D6 damage and flies twice as far. Takes a P.S. of 50 or higher to break in half. Cost: 50,000 to 150,000 gold.

Dragon Bone Arrows: 3D6 damage and fly twice as far as normal. Takes a P.S. of 24 or higher to break in half. Cost: 8,000 to 10,000 gold per each shaft.

Magic Dragon Bone Arrows: Dragon bone arrows can also be charged with magic and enchanted with a magic energy spell that is unleashed when the arrow strikes. If the arrow is retrieved, it can be used over again and again. The following are what is typically available. All are equal to a *5th level spell/damage*. All prices are per each individual arrow/shaft.

- Charm: 30,000 gold
- Demon Slayer: 50,000 gold; does 5D6 damage to demons and deevils and always penetrates the creature's natural A.R. Does normal damage to all other creatures.
- Dragon Slayer: 75,000 gold; does 1D4×10 damage to dragons and always penetrates the creature's natural A.R. Does normal damage to all other creatures.
- Energy Bolt: 25,000 gold
- Fire Ball: 40,000 gold
- Lightning: 50,000 gold (same as call lightning).
- Paralysis: Lesser: 20,000 gold; affects limb/body area struck.
- Petrification: 350,000+ gold; turns the person it strikes to stone unless he/she makes a successful save vs magic of 15 or higher. Extremely rare.

Dragon Bone Arrow with Angel Feathers: An arrow shaft made from the bone of a dragon and which uses two angel feathers. The shaft will fly four times farther than usual, always penetrates the Natural A.R. of any supernatural being or creature of magic and inflicts 2D4×10 damage! Cost: 350,000+ gold. Extremely rare.

Dragon Eye Medallion: A large, round magic medallion in the shape of an eye. The medallion is always made of gold with a rather large, stylized eye in the middle. Underneath the gold is a *real*, preserved eye of a dragon! The user of the medallion can see the invisible, recognize enchantment (63%), nightvision 600 feet (183 m) and adds +10% to those with the skill: locate secret compartment/door. Weighs 3 lbs (1.4 kg).

Duration: Automatic as long as the medallion is worn.

Cost: 500,000+ gold.

Dragon Claw Gloves: This magic weapon is *similar* to the more common Gryphon Claw gloves, except these are actually made from the claws of a real dragon! The Dragon Claw gloves are oversized, like a huge catcher's mit 4-10 times larger than a human's hand and quite heavy (typically a single glove/claw weighs 30 lbs/13 kg; ideal for giants). However, a moment after the Dragon Claws are put on, they feel comfortable and lightweight. In fact, they eerily feel like living extensions of the wearer's hands!

Abilities: Completely articulated when worn, they are indestructible, and make the wearer resistant to fire and cold (half damage).

Damage: 6D6 damage per strike! However, other hand-held weapons (knife, sword, etc.) cannot be used with these claws, and both clawed gloves must be worn or they won't work. Extremely rare and expensive.

Cost: 600,000 to a million gold.

Dragon Helm: A helmet, headdress or some sort of headgear made entirely, or in part (must be at least 60% dragon bone), from the skull and teeth of a dragon. There are several variations, but the one that might be considered standard or most (comparatively) common, is known as the **Dragon's Skull**. It has the following capabilities.

Abilities: Virtually indestructible, makes the wearer resistant to fire and cold (half damage), impervious to the breath attacks of dragons, able to understand Dragonese/Elf 98%, nightvision 600 feet (183 m), and able to breathe dragon's fire once per melee round (counts as an extra melee attack and does 5D6 damage; range 50 ft/15.2 m).

Cost: 800,000 to 1.5 million gold.

Sorcerer's Dragon Helm: A less common helm made from the skull of a dragon instills the wearer with the ability to cast spell magic whether he knows anything about magic or not.

Abilities: Either all first and second level spells, or a total of 16 spells selected from levels 1-4 plus tongues.

Available P.P.E.: 60 to 80; regenerates 4D6 P.P.E. every three hours.

Cost: 1-3 million gold.

Mantle of Dragon Endurance: An enchanted necklace made from the bones, nails and/or teeth of a dragon.

Abilities: Gives the wearer the endurance of a dragon: Needs little rest or food; able to perform prolonged and intense activity, at peak efficiency, for 1D4+1 weeks with an ounce of food, a cup of water, or an hour of sleep. However, without proper and regular nourishment, the character will collapse as the moment he/she removes the mantle.

Cost: 1-3 million gold.

The Feathered Dragon's Wings: A pair of feathered wings made from the Kukulcan and worn on the arms of humanoids. With two or more flaps of the wings, the wearer rises from the ground. Positioning the arms/wings and wishing to fly enables the character to soar like an eagle.

Abilities: Flying speed is 110 (75 mph/120 km), maximum altitude one mile (1.6 km), and +2 to dodge while in flight.

Dragon Slayer Weapons

Dragon Slayer weapons are typically holy swords, knives, axes, maces, morning stars, and pole arms created to destroy "evil" dragons, but often misused by zealots, bigots and madmen. Some have also fallen into the wrong hands and have been used by evil or selfish beings against dragons of good alignment.

All Dragon Slayer weapons are indestructible and inflict their normal damage to all mortal and even demonic opponents, but does 1D6×10 damage against dragons, plus possesses three of the following possible powers:

Special Abilities of Dragon Slayer Weapons:

- The user gets one additional attack per melee round, but only when fighting a dragon.
- The weapon fires magic lightning bolts once per melee (counts as one melee action) at *dragons* to inflict 6D6 damage; 120 foot (36.6 m) range. This magic can only be used against dragons. The magic will not work against other creatures. The wielder must know he faces a dragon when it is in metamorphosis or it won't fire.
- The wielder of the weapon is impervious to all *special powers/attacks* of true dragons, including deadly breath attacks, petrification, horror factor, and the dragon's gaze, but does *not* include dragon psionics or cast magic.
- Impervious to psionics from dragons.
- +2 to save vs a dragon's magic (not applicable to magic cast by other beings).
- The weapon wielder can regenerate 6D6 points of damage inflicted by a dragon (only), three times per day.

"The" Black Sword of Styphon

A legendary rune Dragon Slayer Sword said to have been commissioned by Styphon to slay his rivals and enemies.

Type of Weapon: Sword of Legend.

Abilities: 1D6×100 damage per strike direct to hit points! It also makes the user impervious to the dragon's breath attacks, fly (max. speed of 30 mph/48 km) and +2 to save vs the magic cast by any dragon.

Cost: Priceless ... millions.

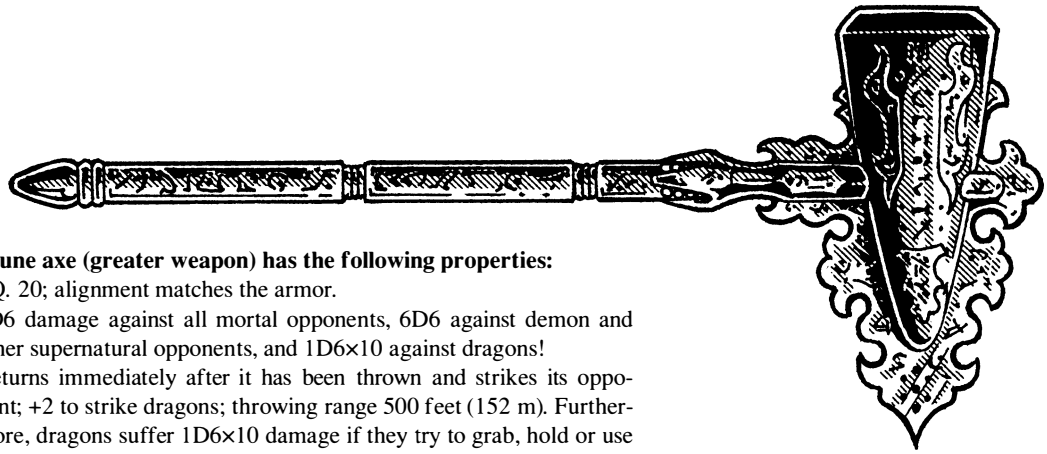
Note: If this sword ever *really* existed, it has been lost for over 50,000 years.

Dragon Slayer Rune Armor

A legendary suit of gold, full plate, rune armor with matching battle axe. According to the Tristine Chronicles, during the magic purge by the elves and dwarves after the Elf-Dwarf Wars, 494 out of 500 of these suits were collected and destroyed. This means six *may* still exist in the world. One is said to have been taken to the Great Northern Wilderness, 10,000 years ago, by an elf Palladin renowned as a Champion of Light and slayer of evil dragons. He disappeared somewhere in the North, his fate (and the location of the armor) remains unknown. Another is said to be hidden in one of the hundreds of ancient catacombs in the Western Empire, the ill-gotten booty of one of the ancient sorcerer-kings 12,000 years ago. Two are said to be lost among Dwarven ruins of the Old Kingdom, and another was captured only 5000 years ago by pirates but never heard of again (it is presumed to lay at the bottom of the sea as part of a sunken treasure hoard). The last is said to have been lost by *Thoth* in a poker game at the Palladium of Desires with the *Nameless Lord*, a legendary figure who has been forgotten, except by the people of Ophid's Grasslands and the most educated scholars and mages in the world. Most stories about the Nameless Lord are believed to be pure fantasy, so this story is often ignored.

The rune armor (greatest weapon) has the following properties:

- I.Q. 20; alignments vary from anarchist to principled.
- It and its wearer are impervious to cold, heat, fire and all dragons breaths.
- A.R. 18
- S.D.C. 200, plus 1D4×10 S.D.C. are regenerated once every 30 seconds (two melee rounds)!
- The armor is weightless and makes no sound, so movement and prowling are not impaired in any way.
- The wearer is +2 to save vs dragon magic.
- The armor and axe can never be parted.



The rune axe (greater weapon) has the following properties:

- I.Q. 20; alignment matches the armor.
- 3D6 damage against all mortal opponents, 6D6 against demon and other supernatural opponents, and 1D6×10 against dragons!
- Returns immediately after it has been thrown and strikes its opponent; +2 to strike dragons; throwing range 500 feet (152 m). Furthermore, dragons suffer 1D6×10 damage if they try to grab, hold or use the rune axe.
- Indestructible.

Additional Greater & Greatest Rune Weapon Powers

Optional: The following are some new powers/abilities that some of the Greater and Greatest Rune weapons may possess. G.M.'s choice to include them or not.

- **Null Aura:** The Artifact negates all magic and psionic probes that would otherwise reveal information about the character. Thus, the wearer becomes impervious or invisible to see aura, sense magic, sense evil, sense/detect psionics, detect magic and even presence sense. On the negative side, it also negates psychic diagnosis, detect poison, object read and being located or communicated with via magic pigeon, ley line transmission and telepathy. The null aura is constantly in effect as long as the Artifact is touching the flesh of its wearer.

  When this magic is placed on a weapon, it will appear to be an ordinary object despite its magic aura and properties.
- **Speed Doubler:** Doubles the character's natural Spd attribute and gives him +2 on initiative and one extra attack per melee!
- **Free Will Consciousness:** The rune weapon is completely self-aware, has a free will and independent mind. It can only be used by a person of *its* choosing (no alignment limitations, although the rune weapon will have its own distinct alignment. Those it refuses to bond with suffer 1D4×10 points of damage each time they try to use the item)! These rune weapons and devices are among the most powerful and dangerous in the world. As an independent entity, the rune weapon will have its own agenda (good, selfish or evil) and will frequently manipulate its user for its own insidious purpose (outright lie to and betray its owner if evil). This also means that the weapon can refuse to let its user/owner (typically considered a *partner*) draw upon its powers and can strike/use its powers on its own, and often against the desires of its owner/partner. In addition, these Free Will rune weapons are impervious to mind control and possession, +1 to save vs illusion, have an equivalent M.A. of 2D6+14, and actively communicate via telepathy with their owners/partner (sometimes to the latter's consternation).
- **Shape-Changer:** This potent magic enables the rune weapon to transform into a less dangerous looking shape. It must still appear as a weapon, but the runes disappear and it looks like a less dangerous item. For example: A rune long-sword can transform into an ordinary looking short sword or even a dagger; a battle axe into a hand axe, a morning star into a cudgel, and so on. However, the rune weapon transforms back into its deadly, true appearance, complete with runes, whenever it is drawn for combat!



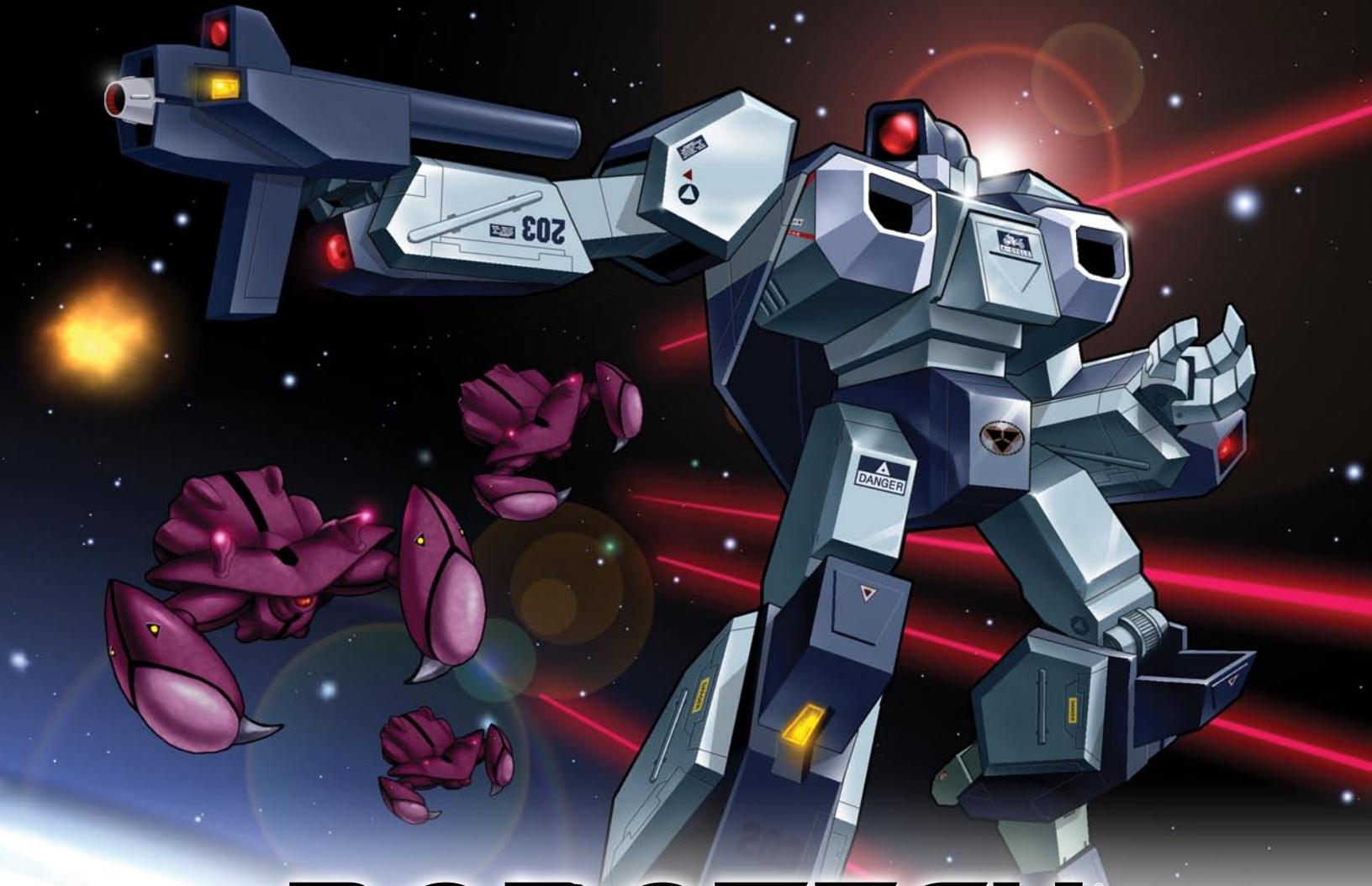
- **Imagine Earth transformed into an alien landscape.**
- **Humans exist – barely. And we are not alone.**
- **Aliens and monsters emerge from the Rifts – holes torn in the fabric of space and time, connected to countless worlds and realities.**
- **Ancient gods, demons and magic have returned.**
- **Magic and technology clash.**
- **Hundreds of character classes, many inhuman.**
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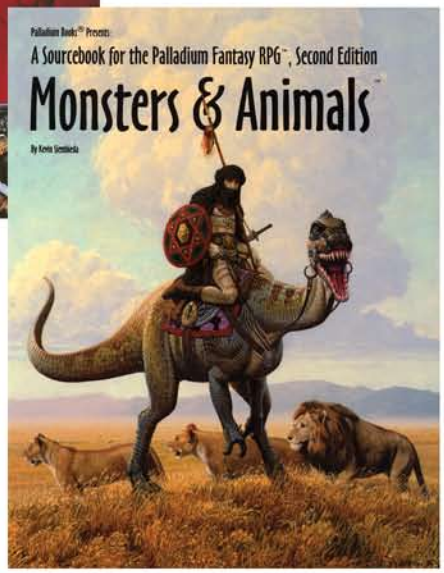
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