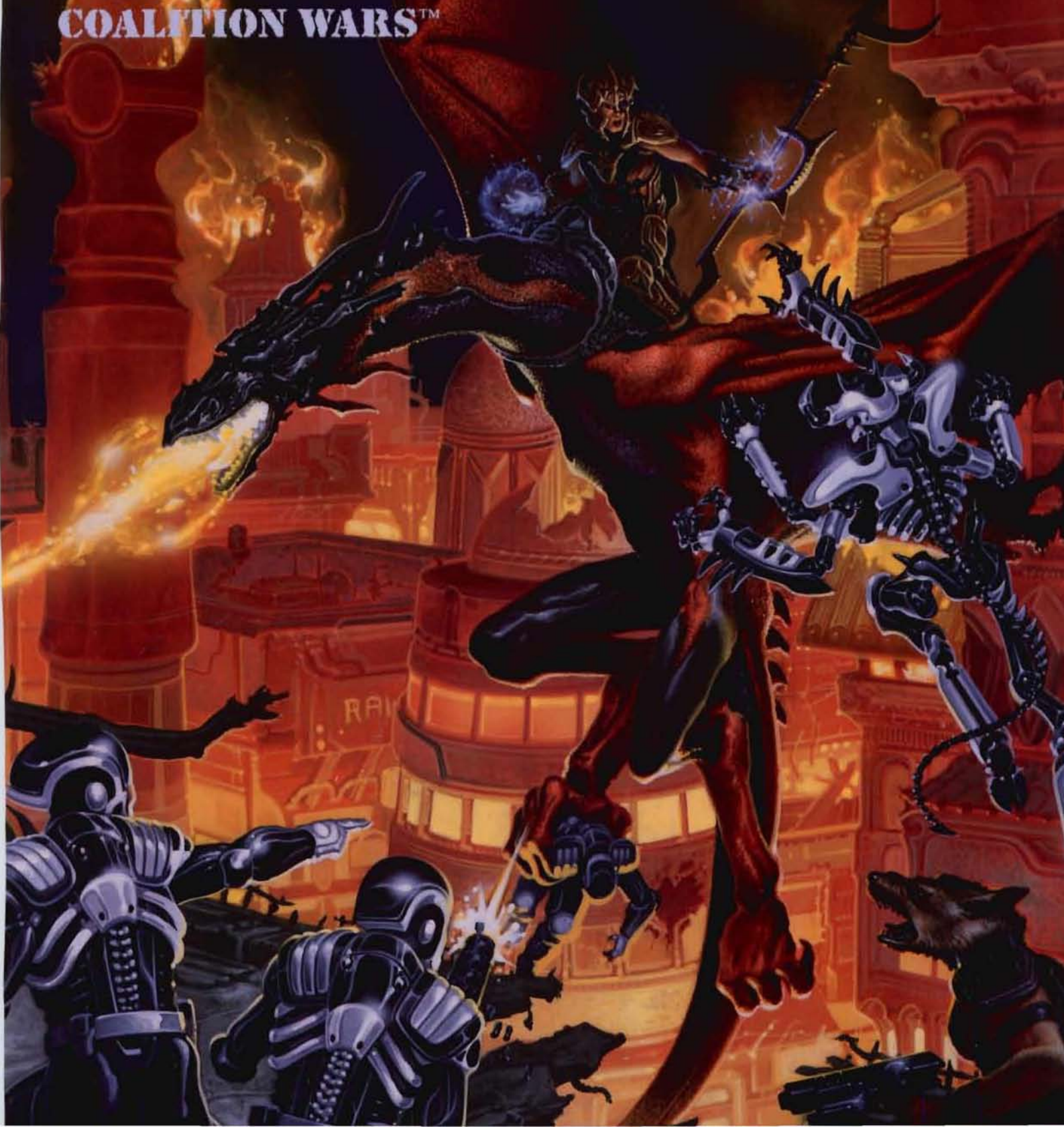


PALLADIUM BOOKS® PRESENTS:

FINAL SIEGE™

RIFTS®: SIEGE ON TOLKEEN™ SIX
COALITION WARS™

BY KEVIN SIEMBIEDA



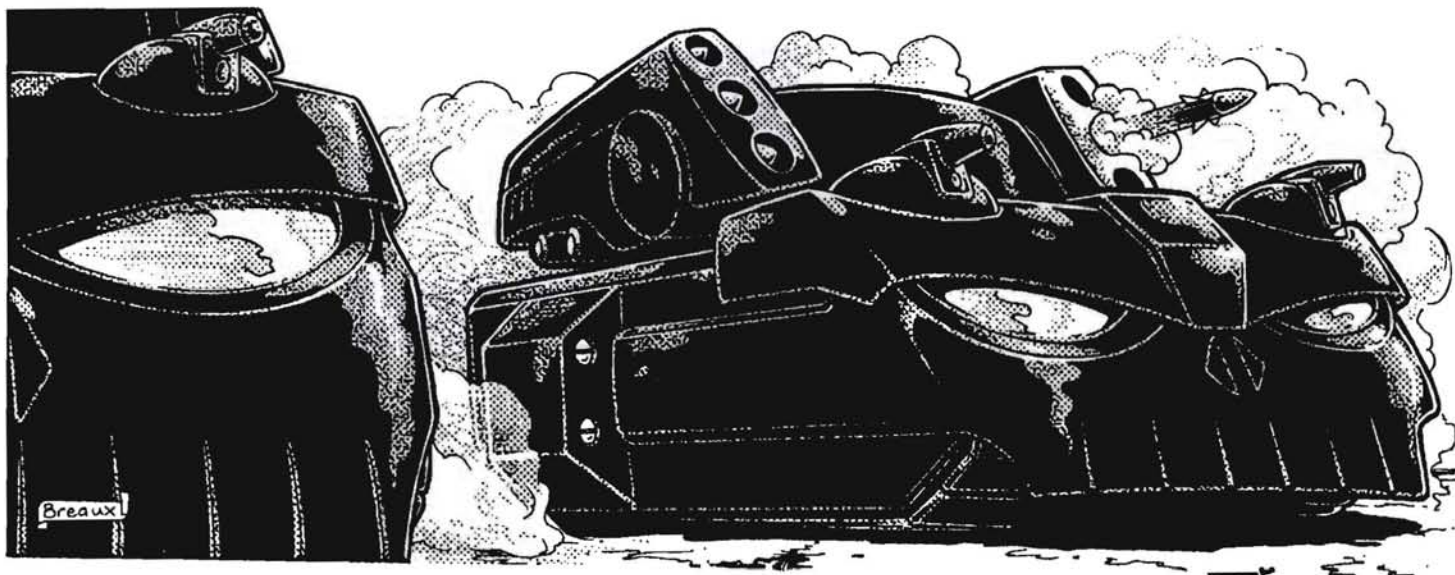
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The cover: Is Tolkeen in flames. The last of its defenders doing what they can to save their precious city against a relentless Coalition Army. Painted by John Zeleznik.

First Printing — August 2001

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PALLADIUM BOOKS® PRESENTS:

COALITION WARS™

FINAL SIEGE™

RIFTS®: SIEGE ON TOLKEEN™ SIX

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— *Kevin Siembieda, 2001*

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In the shadow of victory

Circa 109 PA

The success of the Sorcerers' Revenge had crushed the Coalition Army.

A week long celebration throughout the Kingdom of Tolkeen punctuated that fact. Meanwhile, Daemonix, Brodkil, monsters and madmen stalked the forests hunting down stragglers and fleeing CS soldiers. Slaughtering them in an orgy of bloodletting that kept the CS on the run.

The Tolkeenites estimated more than half a million CS troops perished in the conflagration; possibly two or three hundred thousand more than that. Among them, the legendary *General Jericho Holmes*, consumed by the Xiticix in the north. He and half the CS Invasion Force were (presumed) lost in a foolish attempt to flee the attacking Tolkeen forces. The rest of the army splintered into a thousand frightened bits and scattered to the winds. Thousands more were slaughtered in a carnage of bloody revenge in the days that followed.

Surely nobody, not even the Coalition States and its Emperor, would risk another crushing defeat such as that.

Although Coalition troops had begun to regroup, they gathered hundreds of miles from the front lines, and in much smaller numbers than before the war. Emperor Prosek himself publicly mourned the loss of General Holmes and decreed a month long, "period of sorrow and remembrance" for the heroic soldiers who lost their lives to "the treachery of Tolkeen."

While one nation grieved, another declared victory, celebrated and watched its army begin to unravel. A mass exodus began among the volunteers and mercenaries of Tolkeen. The propaganda surrounding the blitzkrieg attack known as the *Sorcerers' Revenge* had worked too well. To get its legions to unite and strike in the all-out (some would say suicidal) assault, the powers that be had to "spin doctor" the battle plan as an effort that *would* "crush the Coalition Army once and for all, and end the war." Absolute victory was promised, and absolute victory was delivered. All their struggles and sacrifices had finally paid off. The blitzkrieg went off without a hitch, and the CS Army crumbled before them. What other conclusion could there be, but "absolute victory." And with the promised victory, the war must be over.

It was a conclusion that swept through the nation of magic and sent tens of thousands of its defenders packing. The Warlords and King of Tolkeen cautioned that it was too soon to determine whether or not the Coalition States had been vanquished. Thus, it was important to maintain the army, ford up defenses and ready themselves for an "unlikely" counterattack. Many patriots lingered anxiously for several weeks, but after two months of calm and peace, they could not contain themselves and began to leave the army in droves. The King's petitions to stay a while longer fell upon deaf ears. Their leaders' own false bravado and claims of "absolute victory" were too convincing. Nobody, especially those without extensive military experience, could believe the CS would be so foolish as to face another crippling defeat. Thus, convinced that the Coalition Army was decimated, they left.

The volunteers and patriots had endured enough of war. They wanted peace so badly and had fought so hard for it, that they could accept no other outcome. Victory in hand, they returned to their loved ones. They saw it as a time to return home, push the war from their minds and try to rebuild their lives. Many mercenaries left to find new sport and profit elsewhere. Others had had enough of Tolkeen's murderous tactics and increasing reliance upon bloodthirsty monstrosities, and left in disgust – feeling a little bit dirtier for their part in the war effort. Among the seasoned warriors and professionals who feared a CS response, many of those committed to Tolkeen only by a pay check decided they did not want to be present if and when the CS retaliated, and got out while the going was good.

Between the heavy casualties of the Sorcerers' Revenge and the exodus that followed, the Kingdom of Tolkeen saw its army reduced by nearly two thirds. Among those who remained, a full half were demons and other inhuman monsters not so quick to accept victory. Beasts who salivated for more destruction and who, during the calm, busied themselves with hunting down CS troops still separated from their units as well as sniffing out spies, infiltrators and enemy forces filtering back into the region.

Coalition Military High Command took full advantage of the exodus, making a point of *not* retaliating against Tolkeen and keeping their distance. The CS troop buildups that did occur, grew along the borders of the State of Chi-Town (which includes *Iowa*). An action that made many Tolkeenites laugh, believing the CS now feared them so much, that the mighty nation was on the *defensive*, sending troops to protect its borders and the Capital City of Chi-Town.

The Coalition cometh ...

When the Coalition Army moved, it moved quickly. Towns and villages of Tolkeen repopulated with returning heroes suddenly found themselves buried under the onslaught of the Coalition's Second Invasion Force. Outer perimeter defenses and military lines buckled and collapsed. Military aircraft and bombing raids struck from on high, while rocket bikes, SAMAS, and other power armored troops struck low. While the bombardment from the air still echoed in their ears, a wave of Skelebots appeared on the horizon and charged. Scant footsteps behind the bots, came armored divisions, Dog Boys and ground troops to finish the job – the air force returning to offer further support.

The coordinated offensives started as a crescent-moon formation from the southern Iowa-Chi-Town border swinging up, northeast into the Coalition's old front line in Wisconsin. Pushing north and west into Minnesota, the formation turned into an "L" shape which quickly became a sideways "V" closing in on the heart of the Kingdom like the blades of a scissor.

The outlying communities were the first to fall. Many had hours of advanced warning, but it did them little good. The movements of the massive, mechanized Army of the Coalition States were like a devouring horde. It can not come quietly in the night unnoticed. Additionally, the Coalition Invasion Force moves with such deliberate precision and unbridled power, the sound and the fury of war echoes from miles away, long before the troops are actually seen or their presence felt. Methodically, the CS advanced, razing one Tolkeen town, city or military stronghold after another. Still the Tolkeenites were caught off guard. Not by stealth, but from their own *disbelief*. It seemed incredible – unthinkable – that the Coalition would return after the defeat they had handed to them. Even more impossible, there appeared to be as many of the Dead Boys, tanks and aircraft as before. This could not be! Their losses were severe in the Sorcerers' Revenge! With the sluggish war in Canada against Free Quebec, there was no way the Coalition States could mobilize an army of this magnitude that fast. No way! And yet there it was, rolling over Tolkeen defenders and barreling through defenses.

The outer communities and military strongholds on the Kingdom's perimeters dispatched distress calls to Tolkeen and Freehold calling for support, back up or evacuation.

No help came. None was available.

The Tolkeen Army was now too small to spread itself out along its nation's borders. Their only hope was to make a stand at the heart of the Kingdom, at the cities of Tolkeen and Freehold, where they were at their strongest. Any other tactic was folly. Thus, the only reply it could issue was:

"Support is not available. Recommend all civilian and combat forces withdraw to the City of Tolkeen for consolidation of our forces. Make a stand, and you must stand alone."

At Tolkeen and Freehold, superior defenses were in place. The cities could call upon the power of the ley lines that intersected them and they could raise magical barriers for which the mighty Coalition Army had no counter. Additionally, the kingdom's greatest Warlords, most powerful sorcerers, dragons, demon legions, Iron Juggernauts, unholy alliances and *secret weapons* laid in wait. Besides, the longer the battle raged and the heart of Tolkeen could hold out, the more likely it was that

the battle would be joined by returning mercenaries, freedom fighters and others who had left thinking the war was over. Moreover, the *Federation of Magic* had implied it would join the battle should the City of Tolkeen actually fall under siege. Thus, it seemed only a matter of days before Lord Dunscon's army would appear from the deep south behind the Coalition's Army, again trapping them in a pincer move that would destroy them.

Lastly, Summer Solstice was but nine days away. Without a doubt, the city could last nine days. When the energy of the Solstice fueled the ley lines of Tolkeen and Freehold, the Coalition would learn the true meaning of the word "retribution."

Treachery in Canada

It was at this juncture that news reached the leaders of Tolkeen that the war at Free Quebec had ended six days earlier. Half the troops now facing them in Tolkeen were from the northern front, with more arriving every day. That was how the CS could rebuild its army so quickly. That's where the battle ready troops, armored vehicles and Death's Head Transports were arriving from.

Ironically, Tolkeen's leaders had outsmarted *themselves* once again. Not satisfied with the victory of the Sorcerers' Revenge, they needed assurances the Coalition States would never again rise up against them. Better yet, if they could cripple the CS war efforts on the second front at Free Quebec, it might destroy the States entirely. To this end, the Circle of Twelve hatched a clever scheme that would forge a secret alliance between the Kingdom of Tolkeen and Free Quebec. Diplomats were dispatched to Quebec months before the blitzkrieg assault that would become known as the *Sorcerers' Revenge*.

Tolkeen's leaders reasoned that the people of Quebec shared a common enemy in the Coalition States. And while the Quebecois had no love for D-Bees or magic, war often made strange bedfellows. So it was that a secret military pact was reached between the two nations.

The agreement was simple and to the point. A lasting non-aggression pact between them sealed in one daring, joint action against the hated Coalition States. A blow that would send Chi-Town reeling, and deliver the clear message that unless it withdrew its forces from both nations, the CS would face a united front.

On a prescribed date (approximately two months after the Sorcerers' Revenge blitzkrieg, which Free Quebec knew nothing about until it happened), Tolkeen would send an army of some 2000 demons and sorcerers (the equivalent of a full field army in terms of raw power) to join a force of approximately 2100 mercenaries already in place behind the Coalition line. Quebec troops were invited to join them. Together, they would launch a coordinated pincer move to crush the CS troops between them and the Quebec Army. Never expecting Quebec to possess magic or supernatural capabilities, the Coalition troops would be caught completely unawares. Confused and splintered (much like the tactics used during the Sorcerers' Revenge), the two "allies" could make easy work of the Coalition Army in the north. A second massacre that would deal the States a devastating blow from which they might never recover. The attack could stop there or continue on to rout or obliterate the CS invaders from Free Quebec's borders entirely (which is what the Tolkeen diplomats pressed them for).



Either way, the attack, and presumed losses, coming so soon after their humiliating defeat from the Sorcerers' Revenge *should* force the Coalition States to retreat from both nations like a whipped dog. A win, win situation for both parties. The Tolkeen diplomats even sweetened the pot by offering to help "advise" Free Quebec on how to *eliminate* the Kingdom of Lazlo after they had finished with the Coalition.

Free Quebec agreed, signed the pact and arranged for the pincer operation to take place.

Whether it was the brutality of the Sorcerers' Revenge and the wholesale slaughter of "humans" that caused a change of heart, or whether Free Quebec's leaders *never* intended to live up to the deal, will be a question pondered for generations. In any case, a contingent of the Free Quebec Army circumvented the Coalition line, and a brigade of Violator SAMAS (2000 troops) and two Divisions of Glitter Boys (over 1200) joined the Tolkeen forces (supposedly) to "insure the success of their joint operation."

When the demonic forces arrived from Tolkeen there were 6000, instead of the 2000 as promised. Flush from their victory from the Sorcerers' Revenge, Tolkeen's leaders craved another hands-down victory, and had taken the appropriate measures to insure it. The chance of crippling the CS and another orgy of revenge was too intoxicating to leave to the smaller group. Success could spell the end of the Coalition's dominance of North America and begin a new era of power for Tolkeen. It was an opportunity too good to pass up, and no chances were to be taken.

As soon as the demonic and mortal mercenaries began their advance on the unsuspecting Coalition line, the soldiers of Free Quebec opened fire – on them. Their allies! Suddenly it was the Tolkeen hordes who were caught by surprise and from behind. The mechanized Quebec soldiers fought with a fury and ruthlessness that tore the advancing horde to ribbons and sent the lily-livered mercenaries running for their lives. They had not bargained for a battle with Glitter Boys or Violator Sams and would have no part of it.

Meanwhile, a respected General in the Army of Free Quebec contacted the Coalition forces nearby. He quickly explained the situation, Tolkeen's intentions and the double-cross underway. Even as they spoke, he said, Quebec soldiers were battling the "true" common enemy. Free Quebec's only request, to be allowed to dispatch more power armor troops to assist their soldiers. Their forces were not prepared nor equipped to handle the increased number of hell-spawned warriors against them. Fearing a trap, the CS denied their request, but promised to scramble their own troops to join the fray, noting they could mobilize a response as quickly as Quebec.

Outmatched by the supernatural horrors and sorcerers sent by Tolkeen, half the Quebec forces had been ravaged by the time the Coalition division arrived 19 minutes later. Still the Quebécois stood their ground as best they could against impossible odds. Giving no quarter, and fighting to their last dying breath, not knowing whether help would arrive to save them. Fighting in the defense of humanity, even though those they were protecting were currently their Coalition enemy.

The sight before them made the Coalition soldiers' blood boil. Such courage in the face of such grim odds was inspiring. Their sacrifice moving. The Coalition flyers dive-bombed the

monsters like angry eagles, guns blazing. Realizing the jig was up, the majority of the demonic horde broke ranks and fled back to Tolkeen. Only 20% of the monsters perished in the deception, although more than two thirds suffered grievous injury. Damage they would heal from during their trek back to Minnesota where they rejoined the Tolkeen Army within a fortnight.

As infuriating as Free Quebec's treachery upon Tolkeen was, it had a far greater impact on the Kingdom than anyone could have imagined. While the demons suffered minimal losses, and their supernatural healing powers restored those injured in a matter of a day or two, the same could not be said for the Quebécois. Out of 3200 power armored soldiers, 1900 met their end that day, and only a few escaped injury. It was a sacrifice that touched all who witnessed it. In fact, reports say that Coalition veterans wept as they made their way among the bloodied and dying Quebec troops. Soldiers who had died so that they might live. It was a sacrifice recorded on vid-disk by forward observers, sent back to CS High Command and viewed by Emperor Prosek himself. The Emperor's reaction was nothing short of staggering.

In an act of unprecedented charity, the Emperor made a public address in which he announced the war against Free Quebec to be a tragic mistake. That he was human and made mistakes. Sadly, declaration of war on Free Quebec was, he said, a mistake that would haunt him for the rest of his life. Excerpts from the video disk aired on a split screen presentation as Emperor Prosek spoke. They showed scenes of the carnage, the Quebécois in action and their heroic sacrifice.

"How blind must I have been, not to realize that we fight our bothers at Quebec. Advisors among our military appealed to me on Free Quebec's behalf, but I would not hear them. Only now do I realize that these fellow humans would rather die to defend their enemy than let evil monsters destroy their fellow man. I am ashamed to have ever sent gun or sword against such stalwart champions of humanity. And... I beg for their forgiveness."

"From this day forward, the Coalition States recognizes Free Quebec as an independent and sovereign nation. The equal to the great and noble Coalition States, and, dare I hope, an eternal ally in our battle to destroy all that is inhuman and evil. I bend my knee in humility and raise an open hand in friendship to the people and government of Free Quebec and hope they will accept it."

"Even as I speak to you this evening, CS troops are being withdrawn from Quebec and being sent directly to face the true enemy in Minnesota."

The citizens of the Coalition States loved every word of the Emperor's impassioned 10 minute speech. The stunned people of Free Quebec welcomed the sudden turn of events and seemingly sincere words of apology. War in the north stopped. Diplomatic repairs between the Quebécois and Coalition States launched into overdrive, and CS troops made a bee-line to Tolkeen.

Now there was one war front. And Emperor Prosek vowed that the valiant Quebécois who gave up their lives to defend all humanity would be avenged, along with every man, woman and child to suffer losses in the Coalition War Campaign against the Kingdom of Tolkeen.

"This, I swear."



The Invasion Force

The Coalition's renewed onslaught against the Kingdom of Tolkeen has been a go for the last eight days. The CS troops came out of the State of Chi-Town, half rising up from Iowa in the south and the rest turning north up into Wisconsin. They are designated the Southern and Eastern Coalition Armies.

It was an easy thing to muscle their way back to their old front lines. Except for scattered enemy entrenchments, mobile companies, platoons of guerillas and Monster Squads, there was little resistance to the massive Coalition Invasion Force. Those who stood against them were crushed. The smart ones ran.

Although Tolkeen's Army had forced the CS out, they made no effort to hold the territory they had won. CS reconnaissance confirmed that the Kingdom's Army had retreated back to their original borders with the greatest numbers in and around Tolkeen. Intelligence also suggested the enemy's forces were diminished by at least 50%, possibly more. This suggested a few possibilities. 1) The Tolkeenites had suffered greater losses than originally believed, making them significantly diminished and spread thin. 2) Tolkeen's defenders had reduced their front-line troops to reposition their forces at other strategic locations. Most notably around the tri-city area of Tolkeen. 3) It was a trap to lure the CS into another magic maelstrom. 4) All of the above.

After the debacle of the Sorcerers' Revenge, the Coalition Army knew it could not fall victim to another ambush. It paused

for a day to further assess and analyze the situation before launching its own all-out attack.

The Invasion Strategy: A two-pronged strike. The Southern Army is pushing northward into Rivereen and Mizereen and then into the heart of the kingdom, the cities of Tolkeen and Freehold. The Eastern Army is moving in from the east (Wisconsin) through The Barrens and then northwest into Freehold and Tolkeen.

This time the CS Invasion Force presses ever forward in a "scorched earth" campaign, destroying everything in their path — all military strongholds and civilian communities, bunkers, farms, hunting lodges, tool sheds, everything! A scorched earth campaign chops away at the enemy, diminishing its overall industrial and natural resources, eliminates manpower, scatters resistance, and leaves nothing of value for the enemy to retake or salvage. It also helps to prevent the enemy from counterattacking, engaging in sabotage or launching any surprises from behind. No prisoners are taken in this campaign either, as they are a liability, drain the resources of the army and slow it down. Consequently, *civilians* are gunned down as "hostiles" (especially D-Bees) or allowed to flee. If Tolkeen civilians run from the invading CS Army, away to Tolkeen or to the west, it is an acceptable consequence as they represent a minimal risk. Recognized guerillas and enemy soldiers are pursued and terminated whenever possible, but here again, a retreat to Tolkeen or the west is generally acceptable, especially if it is believed they



are too demoralized to regroup and fight again. As long as the Coalition Armies manage to destroy every place they encounter and massacre the majority of Tolkeen's defenders and civilian population, all is going as planned. And so far, the outer perimeter defenses have folded like a house of cards.

Tolkeen's plan to withdraw most of its forces to make a "stand" in the heartland means the outlying region must fend for themselves; which they can not do. Any serious retaliation would have to come from Tolkeen or Freehold itself. It does not come, because such action would divide and weaken Tolkeen's Army.

For example, a forward assault, charging to meet the CS away from the cities, would take the Tolkeen defenders out of their fortifications and away from the ley lines and nexus points, putting them on a more level playing field with the CS. This would be extremely risky since the Coalition Army has the momentum and the advantage in superior numbers and raw firepower. Rushing forward to meet the CS forces would spread the Tolkeen defenders thin, making it more likely that the CS could push through at some point and continue on to the (now) vulnerable cities. Better to hold their ground *entrenched* at fortified positions around the tri-city area where the defenders will have the distinct advantage. The only other tactic, would be to dispatch half the Tolkeen Army to loop around the CS line, to flank them and attack from two or more sides. However, this requires a great deal of time, mobility, speed and manpower. To even at-

tempt this plan, Tolkeen must divide its forces, therefore dangerously weakening its defenses. And if Tolkeen's field army is cut off from being able to rejoin the defenders at the cities or is destroyed, the cities are left painfully vulnerable. Besides, both the Southern and Eastern Armies are prepared for this contingency, leaving skeleton (and Skelebot) forces behind, as well as establishing base camps with Death's Head Transports as mobile bases at strategic points where reinforcements and support troops cover their backside.

The Ultimate Goal: To wipe out all opposition on the way in, surround Tolkeen and Freehold, wipe them from the face of the planet, exterminate all mages and D-Bees, and annex Minnesota to the great State of Chi-Town (which already claims half of Illinois and all of Iowa). The majority of the CS troops come from the south and east, but some part of the two armies will work their way to the west and north to effectively surround, contain and squeeze the heart of the Kingdom until it caves in on itself and the CS forces overrun them.

Remember the Sorcerers' Revenge

One, two, three, the communities, strongholds and resistance in the outermost perimeter of the Kingdom fall to the Coalition onslaught.

The Barony of Rivereen has little to offer in the way of resistance and does nothing to slow down or hurt the Southern Army.

Mizereen is a different story. It offers spirited resistance, but the weight of the Coalition's Southern Army rolls over them like a bulldozer. Only The Barrens offers a real fight. Here the eastern third of the Southern Army is joined by the full force of the Eastern Army to flank and hammer The Barrens and Elemental Alley along the Mississippi River. Magic, Elementals, Daemonix and monsters tear into the CS soldiers. But this time they are outmatched and overpowered by the Coalition Army. Without additional support from Tolkeen or the Dragon Kings they can not hold the line. The Tolkeen defenders make the CS pay, taking two or three Coalition soldiers to the grave for every one Tolkeenite, but the Coalition invaders are relentless. Victory for the CS will not be denied.

Fighting in The Barrens *continues* (and will continue for weeks to come), but the battle has been won by the Coalition. Tolkeen's defensive line is shattered. Major forts and barriers have been atomized. The bulk of the defenders (62%) slain. Now, mop-up teams and battalions of special strike forces work to *contain* and *eliminate* the remaining resistance – bands of guerillas, soldiers on the run, and the last of the monsters, Elementals and remaining strongholds. Already the warriors in The Barrens have been successfully cut off from the rest of the Tolkeen Army. Divided and alone, they are trapped and vulnerable. Easy pickings to be eliminated at the Coalition's discretion. Elemental Alley trashed, and The Barrens contained, the main columns of the Second CS Invasion Force move inexorably to the heart of the Kingdom.

Thousands on both sides have perished in The Barrens, but elsewhere, the Coalition's losses have been minimal, well below projections. Tolkeenites die by the thousands as farms, towns and cities encircling the heart of the Kingdom are laid to waste. The smartest people see to it that all or most of their populations are evacuated to the cities of Tolkeen and Freehold before the CS arrives. Those who make a stand are overrun, their populations decimated (no prisoners) and their communities razed. Men, monsters, women and children are cut down without mercy even as they try to flee or offer surrender. The last words to ring in their ears, "Remember the Sorcerers' Revenge."

Wolves at the gate

When the dust settles, 320,000 Coalition soldiers, 100,000 Dog Boys and 316,000 Skelebots (started with 500,000 of the bots) grind to a stop, some fifty miles (80 km) away on the outskirts of Tolkeen and Freeholds. The troops form a crooked "V" shaped formation ready to close on the heart of the kingdom from the south and east.

Although six divisions are being formed to loop around to the north and west to surround the ley line protected cities, the brunt of the fighting will take place in the south and east.

Before the Eastern Army can reach Tolkeen it will have to face the city of *Magestock* as other Divisions go around it to face Tolkeen itself.

The Northern Army has a much more difficult assignment. It must cross the river and face *Freehold* first. Even the greenest grunt knows the battle of Freehold, City of Dragons, will be a hard fought and hideous conflict, second only to the siege of Tolkeen herself.

All three places can call upon elemental forces and animate the bodies of the dead to besiege the Coalition Invasion Force,

as well as throw magic and legions of monsters at them. Worse, all three are located within a magical triangle of three connecting ley lines. Lines of mystical blue energy that can be made to raise some sort of force field the CS is not sure they can counter or penetrate. Three nexus points at which dimensional portals can be opened to other worlds to unleash unspeakable horrors upon them, and a means by which battalions of defenders can be teleported in an instant from place to place anywhere on the lines. These things alone give Tolkeen magical resources that boggle the mind, let alone what other surprises they might have in store for the invaders.

Additional aircraft and power armor troops in the States of *Chi-Town/Iowa*, *Missouri*, *Iron Heart* and other strategic locations remain on constant alert. Ready to scramble and offer air support to the front-line troops at a moment's notice, while remaining comparatively safe from Tolkeen aggression back at base. The farthest but fastest aircraft can be upon Tolkeen within 35-60 minutes depending on their point of origin. The power armored troops and light aircraft of *Death's Head Transports* hovering aloft at strategic locations throughout the theater of combat are generally found halfway between their home bases and the front lines. Their complements of troops are able to reach the battlefield within 20-30 minutes and the city of Tolkeen within 30-40.

Truth be told, the Coalition High Command is not positive their valiant soldiers and technology can win the day. That's why they must throw everything they have at the enemy and not let up. The Coalition Armies have the numerical advantage, a seasoned fighting force, advanced war machines and air superiority, but is it enough to be victorious?

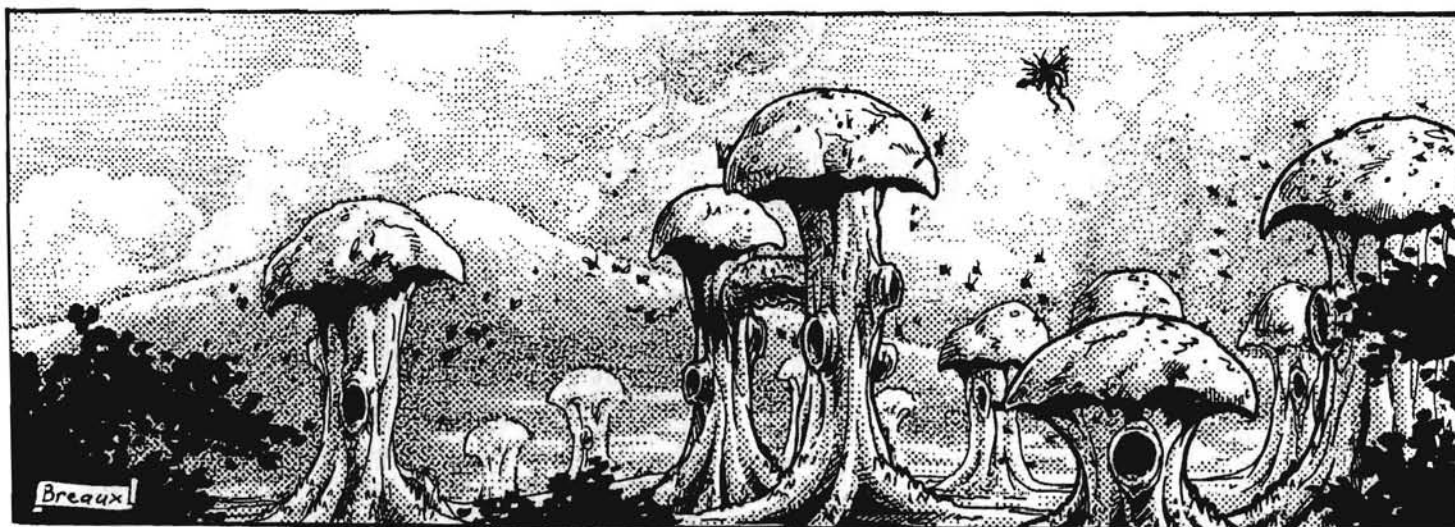
The Coalition armada pauses. The defeat of the Sorcerers' Revenge echos in their thoughts.

Not far from the city of *Center Gears*, the Invasion Force stops to catch its breath and regroup. Uncertain. Nervous. The CS Generals hesitate. The Coalition forces know what happened during the *Sorcerers' Revenge*, and shudder at the thought of what fate might await the Coalition States should they fail. If Tolkeen is not vanquished – if not utterly destroyed – the Coalition States could be irrevocably crippled and have a vengeful monster forever plotting against them in Minnesota.

The operation's leaders wonder if they should wait for more troops coming from Free Quebec. CS High Command has left that decision to the Generals on site. It will only take another week or two, but is that the prudent thing to do? Waiting would bolster the armored division and add 50,000-70,000 CS soldiers to their fighting forces. Then again, waiting gives the defenders of Tolkeen and Freehold time to develop strategies and counter-measures, build better magic fortifications and, perhaps, muster more troops themselves. It is not lost on them that the Tolkeenites can call upon inhuman warriors and monsters from other worlds, or that the brightest and best of the Kingdom's sorcerers and warriors are gathered to face them in one last desperate stand. And desperate people do desperate things. With nothing to lose they take chances not ordinarily considered and fight to the death. The siege on Tolkeen is a winner take all situation. The Tolkeenites' homeland and very lives hang in the balance.

And somewhere in all the strategy and planning, worry and doubt, the Coalition Generals have forgotten the coming of

Summer Solstice only nine days away, or how such an event will fuel the ley lines and empower the defenders.



Enter General Jericho Holmes

Blessed with phenomenal luck and consummate skill, General Jericho Holmes and the majority of his army have NOT perished in the Xiticix Hivelands as all believe. The Sorcerers' Revenge was not the total success the people of Tolkeen think it was. General Holmes and his troops are counted among the half million plus CS troops Tolkeen *believes* to have been destroyed. Unknown to them, some 308,000 have survived to fight another day. That time is here and now!

The survival of General Holmes' legion is nothing short of a miracle. A testament to the General's powers of observation, resourcefulness and daring. He took a huge risk plunging into Xiticix territory to test his unproven theory about the nature of Xiticix. If he had gambled wrong, he would have doomed nearly 400,000 soldiers. Even more impressive is the trust given to him by the soldiers under his command. Few leaders anywhere in the world could get their troops to trust in them so strongly that they would literally follow him into the jaws of death, and once gripped in those jaws, to hold together under such perilous conditions.

When they came out of the Hivelands and into the northern edge of the Kingdom of Tolkeen, nobody was more surprised to find the region deserted and their path to Tolkeen unopposed, than General Jericho Holmes. (Note: For the complete story, see the Epilogue of *Book Five, Shadows of Evil*, page 109).

From the General's point of view, leaving the north largely undefended is a strategic blunder of epic proportions. One which he intends to exploit to his full advantage.

How could General Holmes and an army of over 300,000 soldiers not be discovered? Easier than one might think. Remember, in the world of Rifts Earth, there are no global positioning or communication satellites. The technology exists, but can not be deployed. The most popular theory is that pre-Rifts "killer satellites" – part of a multi-national defense system – remain operational in orbit around the Earth. Any time a satellite, rocket or even suborbital aircraft reaches the edge of Earth's atmosphere, it is shot down. High flying suborbital and space weapons, rockets, missiles, vehicles and satellites are NOT possible. (See the *Mutants in Orbit* sourcebook for the entire

story.) Consequently, despite the advanced technology, communication systems are comparatively primitive and very limited.

Magic, ley lines, dimensional anomalies and other atmospheric disturbances since the Coming of the Rifts only add to the problem, creating distortions, void areas and interference. The violence and constant conflicts in the world make building a network of communications towers, telephone lines or even underground cabling unfeasible, because they are constantly being severed or destroyed (the same is true for establishing a railway and roads). While the major Coalition cities, 'Burbs and other advanced people have their communities "wired" and connect neighboring communities with the equivalent of "regional" telephone service, the internet, radio and television, that communication usually ends at the borders of the community. Likewise, magic based communities use the ley lines and other forms of magic for communication, as well as conventional technology, but again, such systems are limited and hampered by Ley Line Storms and other disturbances.

What all this means is that in a *remote, wilderness setting* like northern Minnesota, communication is not much better than 18th Century Earth and the Pony Express before the age of the Telegraph. In a military campaign, forward observers, scouts and sympathizers are the main line of communications. They must personally see, hear and report what they have learned. When in range, they can use radios and radio relays to transmit intelligence data, but if they are in a dead zone (no radio communications possible), out of range of radio relay stations or encounter too much interference, they may have to travel miles and miles (taking hours, days or weeks) before they can make their report. Thus, both sides in the conflict are reliant on *first-hand observation* and hearsay, which means a lot can be missed, slip through the cracks, change (due to delays) or be misinterpreted. Moreover, the data is often *old*, sometimes days or weeks out of date.

And that is half the story of how General Jericho Holmes and his 308,000 troops fell off everyone's radar screen. Here is the other half.

One must not dismiss how incredible it is for an army to survive a trip through the Xiticix Hivelands. Both the Coalition States and Tolkeen (and virtually every scientist, scholar and

wilderness scout in North America) would insist that it is absolutely impossible! Nobody can take an army into the Hivelands and come out alive. Nobody! It is a death march to certain doom. Thus, when General Holmes led his troops into the Hivelands EVERYBODY "assumed" they were as good as dead. Since it was impossible, nobody *expected* them to survive. It was a foregone conclusion that they were dead men the moment they disappeared from sight in an angry swarm of Xiticix.

Shortly after the General's Army disappeared, the Hivelands went crazy. Hundreds of thousands of Xiticix filled the air and would not let any air or ground observers come within 50 miles (80 km) of their borders. ALL contact with General Holmes was lost. No radio communications. No visual sightings. Nothing. Besides, as we have established, everybody "knew" (or more accurately "believed") he and his legion were *dead men* the minute they fled into the Hivelands. When he did not reappear within a week, it only confirmed what everybody already *knew*, that they were all dead.

Holmes' Army remained "lost" even after they came out of the Hivelands and into the northern domain of the Kingdom of Tolkeen, largely because nobody was looking for them. The agitated Xiticix kept the CS from doing much in the north, and most of northern Tolkeen was wilderness with little or no strategic value. What communities and strongholds *had* existed in the north were laid to waste by the CS *prior* to the Sorcerers' Revenge. After the blitzkrieg, the Coalition Second Invasion Force turned its attention to the southeastern portion of Tolkeen where its greatest cities, population, resources, and fighting forces had been consolidated. Committed to a ground war, the CS focused on an invasion mounted from the south and east. The *north* was pretty much ignored.

The Coalition did attempt to conduct "flybys" but it became obvious before Holmes' Army emerged from the Hivelands, that Tolkeen had abandoned operations in the north. Xiticix aggression made northern "flybys" dangerous. Furthermore, Tolkeen's Army actively challenge "flybys" anywhere in the skies over Tolkeen, often intercepting and turning them away before they penetrated its borders. Tolkeen's use of magic, command over the weather and use of Air Elementals, dragons, gargoyles, magical aircraft and other flyers made thorough long-range observation flights (and parachute drops behind enemy lines) extremely hazardous, effectively closing the Coalition off to the airways above the Kingdom. Meanwhile, both sides soon began to narrowly focus their attention on the Heartland of Tolkeen and The Barrens. Everything else was insignificant. The north was forgotten and Holmes' Army, actively keeping a low profile in the woodlands, remained undiscovered.

Ironically, dozens of Air Elementals dispatched to engage and destroy Coalition *aircraft* invading its skies, probably noticed Holmes' Army. However, Elementals are so alien and so narrow in their understanding and purpose, that those assigned to counter Coalition incursions by "air" never equated CS ground troops as part of their job, and never thought to report it. Likewise, the CS was expected to have scouts and reconnaissance teams operating throughout Minnesota, so even when a *squad* of General Holmes' troops was spotted on patrol, nothing much was thought about it. The Tolkeenites either noted and avoided the patrol, or dispatched a Monster Squad to locate and exterminate them. There was no concern if the Monster Squad

did not return, since they often remained in the field for weeks and months at a time, engaging in spying and guerilla warfare.

The careful and cunning General Holmes was free to conduct his troops unopposed and undiscovered.



And a ghost shall lead them

For the last few months, General Holmes and his legion have been playing possum. Hiding and staying quiet in the deserted northern forests of Minnesota. While playing dead and living as ghosts, teams were dispatched to secretly study the enemy, map the region, infiltrate Tolkeen and gather intelligence. The legendary General has spent much of his time formulating strategy and tactics to invade and undermine the City of Tolkeen. Working out in his mind how to best deliver a crippling blow to the enemy from which they can never recover, and playing it over and over again in his own mind to work out every contingency.

A student of pre-Rifts military history, the Japanese's attack on *Pearl Harbor* during World War II keeps coming to mind. In this case, his troops are the Japanese, the defenders at Tolkeen are *Pearl Harbor* begging to be bombed. Like Pearl Harbor, the troops in Tolkeen's northern quadrant are too cocksure of their power and defenses. Overconfident, they do not expect an attack from the north, especially not the northwest. They believe the hostile Xiticix in the north lands and dangerous wilderness to the west will prevent an attack from the northwest. Additionally, with *Freehold* resting east of Tolkeen and much of Tolkeen's

magical might and most important structures being in the south and eastern parts of the city, the Warlords believe the northern residential area and colleges of learning in the northwest to be secondary targets. The northwest corner of Tolkeen is also home to a powerful natural defense. A ley line *nexus* capable of raising magical defenses and opening dimensional portals, adding to the defenders' misplaced sense of security. It is a natural barrier and resource that has, in the past, been sufficient to protect the city's rear, but always against an enemy they knew was coming. The fact that all previous and current CS operations have focused, primarily, in the south and east, reinforces the misconception that the northwest is not a primary target.

With ample time to plan and prepare, General Holmes has developed a plan of attack that will circumvent the northern perimeter defenses of the city.

First, the region between Holmes' forces and Tolkeen has been thoroughly studied and mapped. The General's Army knows where every farm, town and military outpost is located, including the areas where guerillas are most active.

Second, General Holmes has positioned elite squads, hidden near the outskirts of Tolkeen's "back door." They wait beyond the thin, northern defensive perimeter and are prepared to slip into the city unseen at a moment's notice. Once inside Tolkeen, they will make their way to strategic points within the city. Some are assigned to create diversions, others to sabotage Tolkeen's communications or transit system, others to hit key magic control and containment systems, and still others to keep the back door open!

Third, over three hundred of General Holmes' men have successfully infiltrated the city, and are already in place at key strategic positions. Some are within Tolkeen's own army disguised as volunteers, mercenaries and refugees. The recent and constant wave of refugees flocking to the tri-city area as a result of the "scorched earth" campaign by the Second CS Invasion Force has made sneaking agents among them as easy as pie. These infiltrators have spent the last few weeks pinpointing key military targets, mapping the city and providing intelligence about it and its defenses. They are charged with the same missions to undermine the enemy as noted in number two, above. They will also assist any Coalition force to enter the city, providing intelligence, warnings, places to hide, etc.

These three operations are so well planned and tightly run that even if the Tolkeen defenders discover a few squads or individuals, it will not send up an alarm. Tolkeen's Warlords expect the CS to try to infiltrate them. Spies and advance teams of saboteurs are expected, so no red flags will be raised when such operatives are uncovered. Since nobody knows General Holmes' Army even exists, they automatically assume these agents are part of the new Invasion Force. Even if their surface thoughts are scanned by telepaths or they are forced to reveal secrets by magical means or torture, they can not reveal the full scope of the operation, because these agents don't know it. They are given very narrow mission parameters and only know about one or two other groups (if any) operating in the city. None know anything about the larger assault plan. In this case, ignorance on the part of the soldiers works to the General's advantage. And as soldiers, they follow orders without question or the need to know the entire plan.

To further undermine interrogation and probes, General Holmes has conditioned his troops to think of themselves as "ghosts." Dead men operating on their own, which should further confound interrogators. Any thoughts and images of General Holmes and Xiticix will *not* reveal that the General or his legion survived or where they are located. All it does *suggest* is that these captives *may* have once served under the General and/or managed to survive the Sorcerers' Revenge. It may even suggest these soldiers snuck in on their own, from the north, looking for a chance for revenge. Mind probes are also scrambled by focused thoughts of hate and revenge. All infiltration and intelligence teams have been trained to keep their thoughts tightly focused on themselves and their hate for the enemy. This keeps them tightly focused and prevents interrogators and mind readers from seeing anything more than a tiny snippet of the whole picture. A picture blurred by thoughts of revenge and hatred.

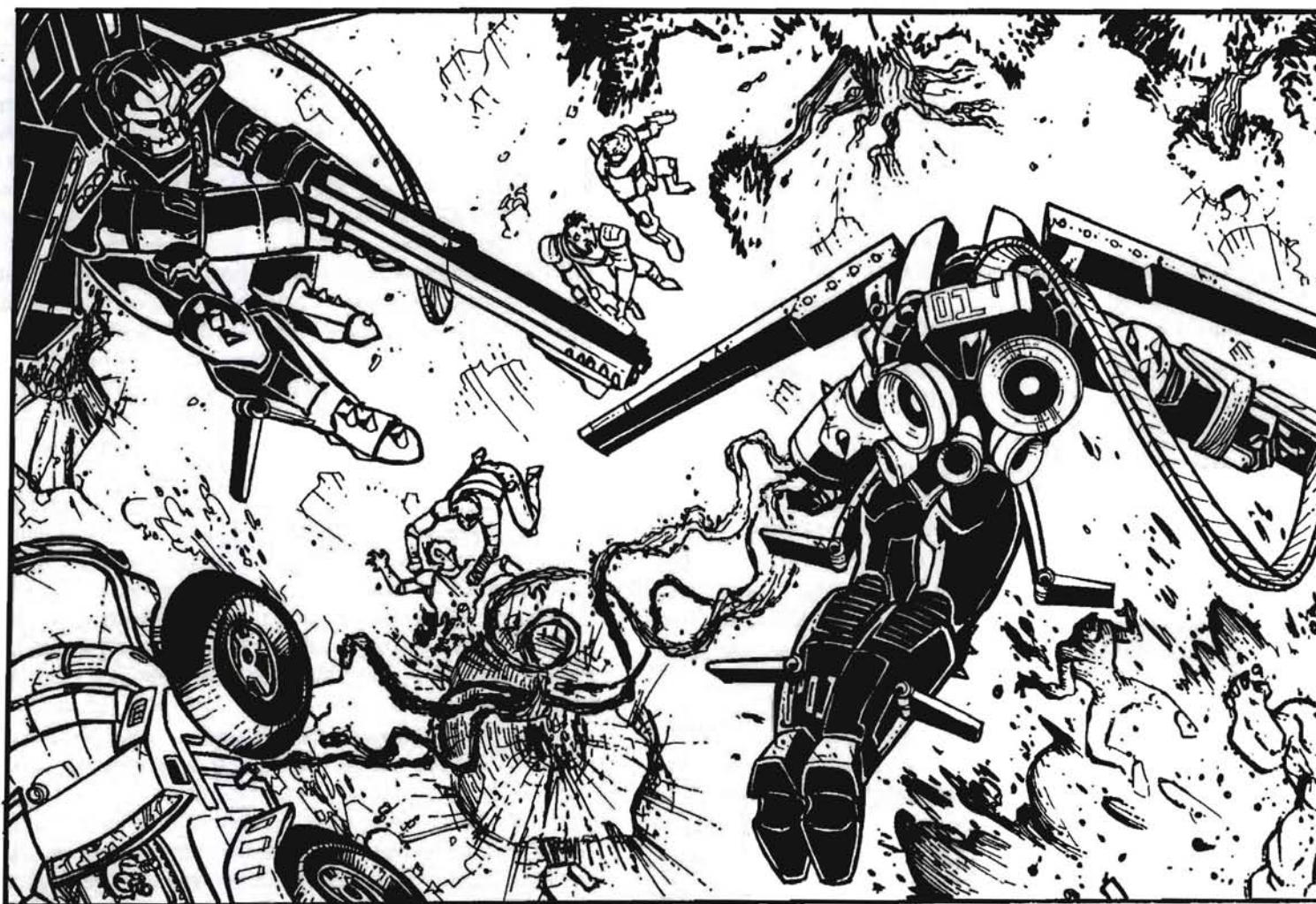
Note: Also remember, the Tolkeenites are convinced that General Holmes and his army are destroyed. They have *no reason* to believe or suspect otherwise, let alone consider that he may be poised to attack them. Their own *conviction of belief* (and denial) will prevent Tolkeen's leaders from recognizing the truth or suspecting danger even if the clues present themselves before the attack, as they did during World War II at Pearl Harbor.

Fourth, the air strike. General Holmes' attack on Tolkeen will come in two waves. The first is a strategic air attack. SAMAS, rocket bikes, Sky Cycles and other small, fast "flyers" will make their way through the forests – flying low to the ground and using cover to avoid being spotted. Flying at maximum speed (pacing themselves with slower aircraft and flyers in the rear), they will reach Tolkeen en masse roughly 60 minutes after launching some 200 miles (320 km) from the north. Farms, villages and small military outposts between them and the City of Tolkeen have been carefully charted and mapped and are easily avoided (they don't want them sounding the alarm). The advancing ground troops will take care of these places as they follow two hours behind.

Not expecting an attack (especially with the Second Coalition Invasion Force stalled 50 miles/80 km south and east of the heartland), Tolkeen does not have its magic force field up or its other defenses ready. Lack of action against the northwest defensive positions has made these back door defenders soft and slow, enabling the aerial invasion force to fly in unnoticed until they are on top them.

In the two or three minutes it takes for the Tolkeen defenders to gather their wits, sound an alarm, and mount a response, it is too late to stop the thousands of Coalition flyers from zooming past them and into the city.

The Tolkeen northern defenders who do manage to respond quickly and try to mount any kind of resistance are stymied by the fact that there are *thousands* of man-sized to hover car-sized targets, all swarming past the perimeter line as they rocket into the city and scatter. Even blasting and destroying several hundred is not enough to have an impact on the twelve thousand flying in. Besides, a minute or two later, the line defenders are under attack as the Coalition flyers trailing along at the back of the air raid formation attack them. It is their job to try to prevent the force field from being raised, to stop Tolkeen troops from rallying and to keep the "back door" from closing.



Nor can the Tolkeen defenders raise the force bubble in time to stop the invasion. Within one minute, 4,000 CS air raiders have zipped through. A minute later, another 4,000. It is only at this point that the defenders begin to return fire and take action. The *Rift Triangular Defense System* requires a minute or two to prepare and a minute to cast the spell. By the time the surprised defenders can think about raising the shield, they are under heavy fire, and can hear the sounds of explosions and gunfire echoing throughout the city. General Holmes' air raiders are prepared for every contingency, so those left to engage the perimeter defenders know they must keep the sorcerers scrambling for their lives, unable to catch their breath let alone cast the magic to raise the force field bubble over the city.

The first eight thousand, man-sized air raiders do not stop to attack the perimeter defenders, but zip past them at full speed, flying low and hugging the sides of buildings. They vanish behind buildings moments after they pass, scatter into squads, and spread out across the city. Dispersing into smaller groups, traveling at speeds of 200+ miles an hour (320+ km), rocketing down streets and weaving up, down and around buildings makes it impossible to gauge the invaders' exact numbers, direction of travel or intended targets. Before a rooftop defender or street level spell caster can react, the air squadron has turned a corner and vanished down another street. Additionally, since they hug the walls of the buildings, shooting at them is hazardous. A miss will hit the building and injure innocent people inside and on the streets below. SAMAS, Sky Cycles, hovercycles and rocket

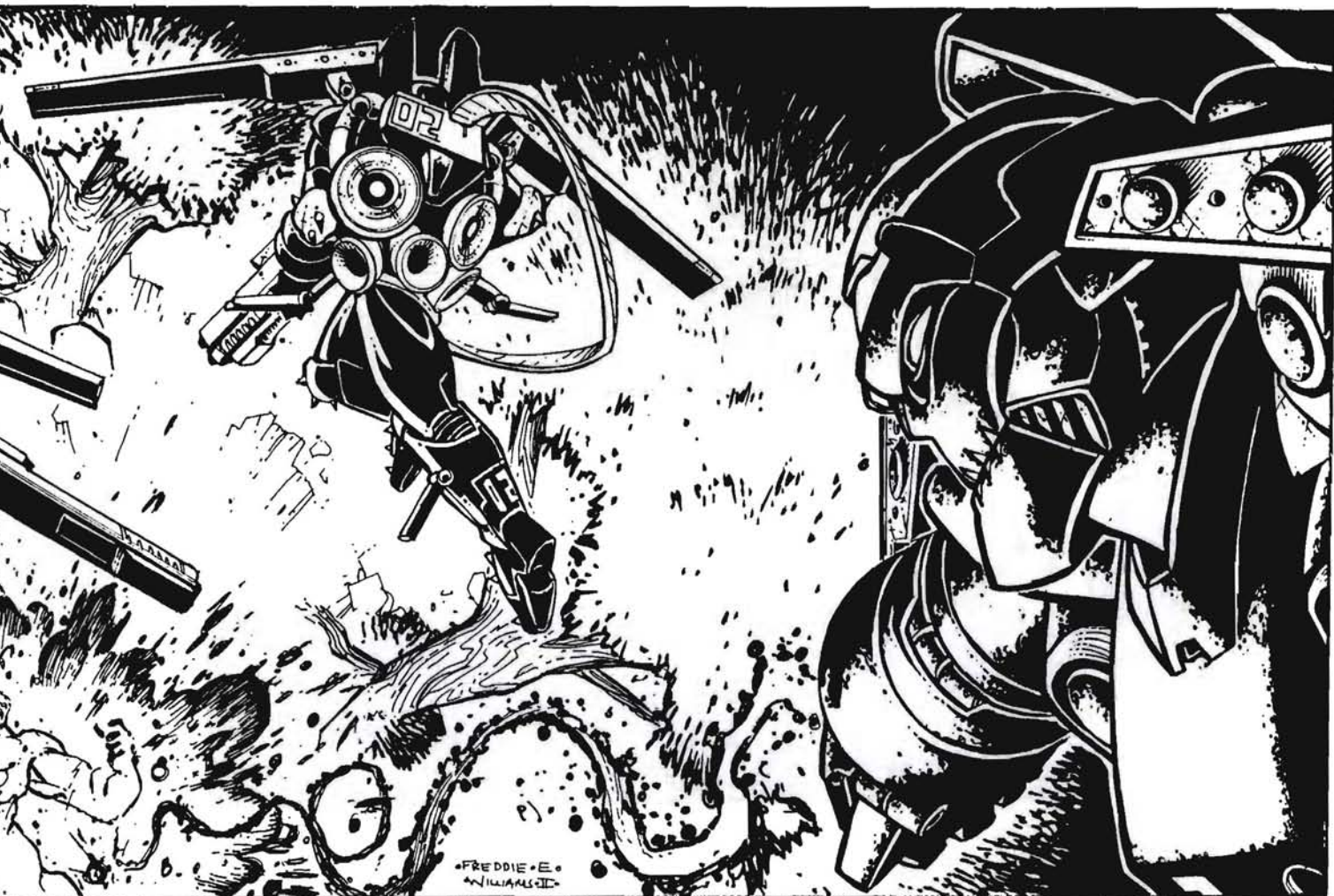
bikes are all designed for urban combat and easily navigate the concrete canyons of the City of Tolkeen.

The shock and hesitation is amplified by the fact that the Coalition raiders do not open fire, but race around like crazy men. Even when fired upon they do not return fire. This is a deliberate tactic to conserve ammunition and prevent an immediate panic and retaliation. While the Tolkeen defenders are trying to assess what is going on and muster an appropriate response, it gives the air raiders time to reach their true objectives.

Each combat wing has a specific target, taking evasive action until they reach it. Then and only then, do they cut loose with *everything* they have!

Those targets are specific places scouted out and pinpointed in advance by the CS infiltrators. All are presumed to be *sources of magical power*! This includes ALL magic containment systems, magic conduits, pyramids (including some civilian businesses and private homes), power plants, Teleportation Stations, and other obvious Techno-Wizard engines, machines and facilities. Each is to be *completely destroyed*, and failing that, damaged as much as possible! It is General Holmes' goal to take away Tolkeen's superiority in magic defenses and power. To cut them off at the knees, if you will, before they can muster a competent defense.

After that has been accomplished, secondary targets perceived to have *magical* or *military* significance are struck next. This includes airfields, fuel depots, the Techno-Wizard mass transit system, domed structures, rooftop bunkers and gun posts,



as well as dispersing police, militia, and troops that form an “organized” response. Lone individuals, small groups, and civilians are to be ignored. The only military target not to be hit, is the *King’s Tower*, which serves as Tolkeen’s Command Center. Hitting it would be like stirring up a hornets’ nest and provoke an intense and immediate response. By leaving it alone, but taking out all other magical resources and striking hundreds of key targets, the Command Center will be overwhelmed with a flood of damage reports. Trouble they must address without drawing significant numbers of troops from the city’s defensive perimeter where the Second Coalition Invasion Force is massing.

This plan creates confusion and spreads Tolkeen’s urban defenders across the city to scores of attack sites rather than any one defensive point.

Half expecting to get trapped inside the city if the magical force bubble is raised, Holmes’ air raiders are expected to take evasive action and try to survive as best they can, while continuing to harass the enemy. They must fight until they can be joined by the rest of Holmes’ Army and/or the Second Coalition Invasion Force from the south and east.

If Tolkeen’s magic barriers are disrupted, half of Holmes’ air raiders are to retreat out of the city, regroup, rearm and continue to engage the northern quadrant of the city and the nexus point to try to keep the back door open and the nexus point closed. Hit and run tactics will be used throughout this entire operation. Hidden caches of ammunition secreted away 20 to 40 miles (32 to 64 km) from the northern edge of the city serve as supply de-

pots to replenish spent missiles and rail guns. Only if things go badly are the air raiders to retreat and hook up with the ground troops en route.

The surprise air raid has four purposes: 1) To catch Tolkeen with its pants down, 2) cripple its magical defense system, 3) cripple and confuse the enemy overall, keeping them off balance, and 4) to jump start the *Final Siege*. General Holmes is well aware that Summer Solstice is only nine days away. He knows the Tolkeen defenders must be dealt a heavy blow before the Solstice can be used to rally their troops and put the Coalition on the defensive. He hopes once the air raid is underway, the Second Invasion Force will act quickly to join the battle, plunging Tolkeen and Freehold into a life and death battle before they are completely ready for it. If his attack works, the great city-state should be knocked off balance, and if the CS can keep the pressure on, they will maintain the upper hand.

Meanwhile, General Holmes rushes to join the battle with his ground troops, and should reach Tolkeen in roughly 120-160 minutes after the air raiders begin their offensive.

The spark that ignites the Coalition

Only after the first strike is well underway and explosions and gunfire rattle throughout the City of Tolkeen does General Holmes break radio silence to contact the Coalition Armies south and east of Tolkeen. However, even before that, the Coalition Invasion Force will see and hear the raid. This should provoke them into action, to strike while their enemy is in distress.



Their own air force, spotters and reconnaissance teams are able to confirm, in a matter of minutes, that the enemy has been engaged by General Holmes' forces. A fact that will shock and galvanize the Second Coalition Invasion Force.

The extra muscle General Holmes brings to the field of battle is like a godsend. More than that, his and his troops' return from the dead is nothing short of a miracle. A turn of events that send the soldiers of the Invasion Force cheering. Spirits soar as they are inspired to leap into action. The great General Holmes lives! He and his army have done the impossible: survived the Sorcerers' Revenge and the Xiticix. With the power and genius of General Jericho Holmes brought into play, the Coalition Army feels energized. He has already struck at the very heart of the enemy nation. The invincible City of Tolkeen rattles and burns with his wrath. The spark of victory has been lit.

And for the very first time in this war, the Coalition soldiers believe they *can* win.

The Federation of lies

After the success of the Sorcerers' Revenge, Tolkeen ambassadors were sent to **The Federation of Magic** to strengthen ties with the outlaw nation. They hoped to establish an alliance with Lord Dunscon, or at least acquire much needed supplies and hire mercenaries to restock their army. Lord Dunscon seemed open to the idea and talked about joining forces against the Coalition States. He promised to provide tons of food and magical weapons, and to gather an army of mercenaries and Automatons to bolster Tolkeen's defenses. Several months later, only a token company of Battle Magi and their Automatons have arrived. Warriors who have been reluctant to take to the field of battle and who almost certainly serve The Federation of Magic as spies rather than a genuine fighting force to help Tolkeen.

When the Second Coalition Invasion Force appeared on Tolkeen's borders, a desperate call went out to the Federation requesting the immediate support promised. Lord Dunscon's terse response: "Under the circumstances, it would be most imprudent to dispatch troops or supplies your way. Our prayers, however, are with you."

TOLKEEN UNDER SIEGE

Like a sudden violent storm, the heart of the Kingdom of Tolkeen is caught in a maelstrom. The jewel of the kingdom burns. The place most people think of as the soul of Tolkeen and the root of the nation's power is under heavy assault. What most people saw as the city that represented Tolkeen's greatest hope for survival – the city-state that would be the last to ever fall in a final siege – is the first to be attacked and waver.

This is it! The final siege.

There is no turning back. Winner takes all!

Generals Holmes' air strikes are more damaging than even he imagined. Magic energy control and containment systems are shattered. Storage, power plants and Techno-Wizard machines are obliterated in the air raid.



Many Magic defenses falter. Others can not be raised.

Tolkeen's much vaunted Triangular Defense System and Swallowing Rift snap into place, but it is too late. Thousands of enemy flyers are already inside continuing to target vital city systems.

Blackouts appear in places throughout Tolkeen.

The *Techno-Wizard Mass Transit System* and *Teleportation Stations* go down across half the city.

Power outages, spikes and low energy affect miles of city blocks and knock out a frightening number of military defense systems.

Magic and technology clash.

Overhead, a dogfight rages as Tolkeen's heroes rise up to give battle among the gleaming towers and arches of the great city.

Bursts of gunfire, rockets and energy slice through the air in a pyrotechnic display that sends debris and ash hurling to the streets below.

There is panic as civilians scurry for cover or run to find their loved ones.

Wreckage from the carnage blocks certain streets and thoroughfares.

Firefighters race to a hundred different locations in the city to use their magic to stop or contain the growing number of fires. Their urgent mission impeded by the mass of humanity that swell in the streets and take wing. The fires spread. Chaos reigns.

Then ley lines themselves seem to rebel.

Magic control and containment systems annihilated in the air raid send a backlash throughout the three ley lines.

The death of combatants sends amplified waves of Potential Psychic Energy (P.P.E.) – the stuff of magic – cascading into the ley lines, causing them to surge and erupt with *uncontrolled* energy.

The lines of mystic energy ebb and flow as they are drawn upon by a thousand desperate individuals.

Magic rituals are disrupted by CS attackers or fail to draw sufficient energy from the fluctuating ley lines.

Ley line power surges are as much a problem as ebbs and eruptions, causing magic to misfire, overshoot its target, or react unpredictably.

Techno-Wizard weapons lag, waiting for the flow of energy to resume, or explode from a sudden surge.

TW flyers along the ley lines stall and slow, some actually fall from the sky only to rocket back into action from a sudden surge of energy.

Some Shifters lose control over the otherworldly creatures they have summoned, and at some places, demonic beings, monsters and D-Bees appear without being summoned at all.

Ley Line Storms appear without warning, disrupting the lines further. Racing along all three lines, bombarding both invaders and defenders caught in their path.

Dimensional Rifts appear without being summoned. Those deliberately created close unexpectedly.

Dimensional anomalies caused by the scrambled ley lines make the use of Ley Line Magic unpredictable and operations along the lines a hazard.

Anybody within the influence of a line *may* suddenly disappear without warning and reappear elsewhere on the line or anywhere in the city! Likewise, anybody using Temporal Magic, Ley Line Magic or any means of magical teleportation may be whisked away to parts unknown.

Since all three of the tri-city ley lines are connected, the surging and scrambled ley lines in the northwest corner of Tolkeen disrupts the entire network. Without warning or any means to stop it, *Magestock* and *Freehold* suffer the same problems and dimensional anomalies.

The Rift Triangular Defense System flickers and disappears. It can be restored from time to time, for as much as 20 minutes at a time, but it is not enough.

The heart of the kingdom that is the tri-city area lays open to enemy barrage. Coalition troops fill the skies as ground troops stream in from the north, east and south.

For Tolkeen's leaders the impossible has happened. The defensive shields are gone and the city of Tolkeen is ablaze. Nobody ever dreamed Tolkeen could be the first to fall from a Coalition fusillade. Nobody believed Tolkeen would ever fall. The ley lines scrambled, their pyramids and magic containment systems gone, the defenders of the realm must look to themselves to counter the enemy attack, relying on their own P.P.E. and formidable magic powers. Drawing what they can, when they can from the ley lines. Taking advantage of them whenever possible, but not relying on them. They still command an army of patriots and spell casters. They still command a legion of monsters and a host of demons. As long as they still breathe, they will fight.

Power armor troops and air assault wings from the Southern Coalition Army join the battle in the skies and streets over Tolkeen. Half its forces assail *Magestock* while the rest rush to engage Tolkeen itself.

The Eastern Coalition Army locks horns with *Freehold* where the fighting is savage beyond words. A third of its ground forces loop around the City of Dragons to pressure Tolkeen's eastern quadrant.

When General Jericho Holmes races in from the north there is no hesitation. His ground troops charge the northwest corner and spread out along the northern perimeter with guns blazing. They are met by Elementals, spell casters, ground troops and demons. The fighting is heated. The opposition fierce. But while the armies clash outside the city itself, a few divisions punch through the defenses and spill into the northern quadrant to bring the war inside the city. The northern quadrant of Tolkeen is ravaged as some of the most intense combat rages on here.

Iron Juggernauts, Gargoyles and dragons rise into the heavens to meet the swarming air force of the Second Invasion Force. Daemonix, Brodkil, Monster squads and other land based creatures rush to meet the advancing Coalition Army outside the cities. Elsewhere, other Tolkeen ground troops and spell casters feverishly work to contain the havoc wreaked by General Holmes' air raiders, now joined by flyers from the CS Southern and Eastern Armies.

It's your show now

This is the adventure setting. June, 109 PA.

The war is far from over, but the writing is on the wall. What role *your* player characters take into this conflict is left to you.

Presented in the pages that follow are **key people and places**. Motives, plots, schemes and likely actions will be ascribed to each of Tolkeen's leaders. King Creed, the Circle of Twelve, the Warlords and other notable figures are presented for your enjoyment with data about how they should conduct themselves in the war. Some will fight to the end, others will turn tail to fight another day. Some will loot their own kingdom and abandon their own people even when they have a chance to help. Those who escape will plot a new day of revenge against the CS as well as those they deem to have betrayed them (i.e. Lazlo, Federation of Magic, the Cyber-Knights, and others).

The City of Tolkeen is mapped and described, both in the context of what it was like before the Final Siege, and what transpires as the city falls.

In the broad scope of things, Tolkeen is doomed. General Holmes has crippled its defenses and the combined Coalition Armies are too powerful to stop. Moreover, fate and treachery – peace at Free Quebec, the Federation of Magic's refusal to send help, demons out of control, and other events – have conspired against the kingdom. Even events and forces Tolkeen's leaders have themselves put into action seem to have turned against them, and the very ley lines are denied them.

While Tolkeen's fate may be sealed, how events unfold for specific characters, groups, organizations, and our player characters are yet to be played out. As Erin Tarn noted as the onset of the war, these are the small, always poignant stories that are sometimes lost in the larger tapestry of war. While they may not influence the outcome of the war, they are the real heroes and villains who make a difference to countless people. These are the times that try a man's soul and turn characters into heroes, villains, cowards or traitors. Some will live. Some will die. These are **YOUR** stories. Explore them to the fullest and enjoy the drama.

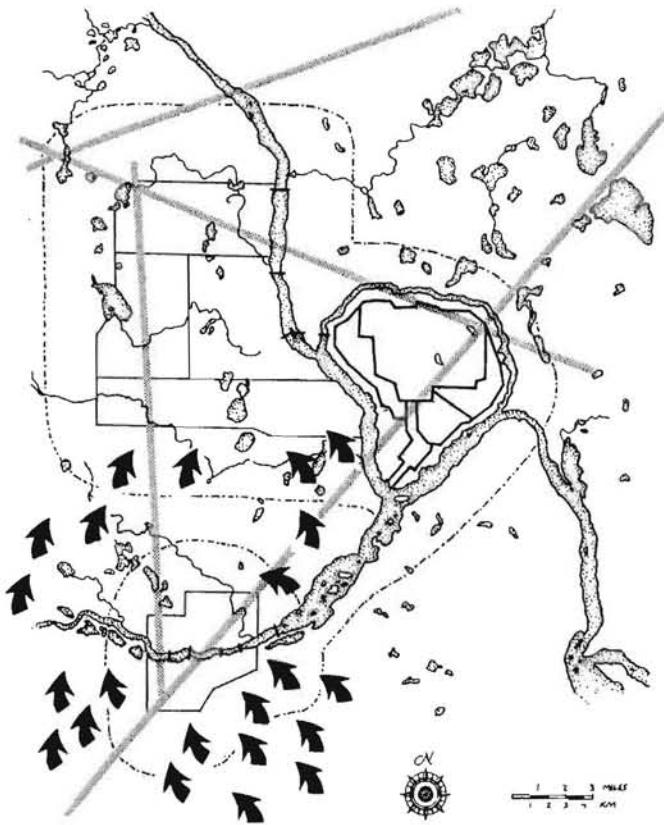
The layout of the Siege

Here is the situation in a nutshell.

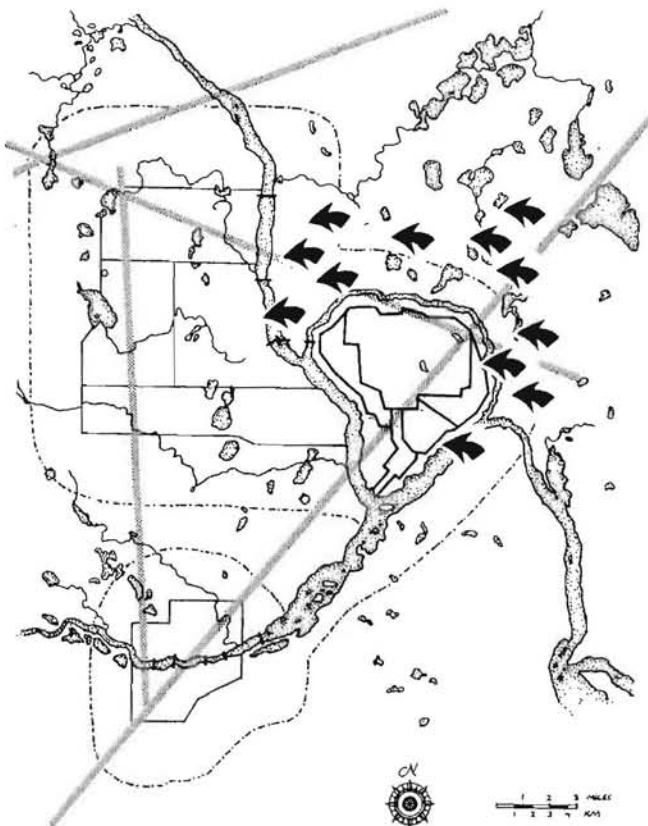
The CS has converged on the heartland of the Kingdom of Tolkeen. It has effectively surrounded the area around the core triangle of ley lines where Tolkeen is found in the north, *Freehold* in the east and *Magestock* in the south.

The Second Coalition Invasion Force is divided into two massive armies designated as the Southern and Eastern Armies. General Holmes' army in the north is the unexpected third.

The Southern Army is coming up from the south. It was to hit *Magestock* (part of the Tolkeen tri-city area) first, and then move on to *Tolkeen* where it would meet with the Eastern Army coming in from Wisconsin. The Southern Army was to wrap around the southern and lower eastern perimeter of Tolkeen. General Holmes' unexpected attack on Tolkeen has escalated the timetable and changed the plan. The Southern Army is forced to divide in two. Half attacks *Magestock* while the other half pushes past it to attack *Tolkeen* along its southern perimeter. It probably could have gotten away with sending only a third of its forces against *Magestock*, but didn't want to risk de-

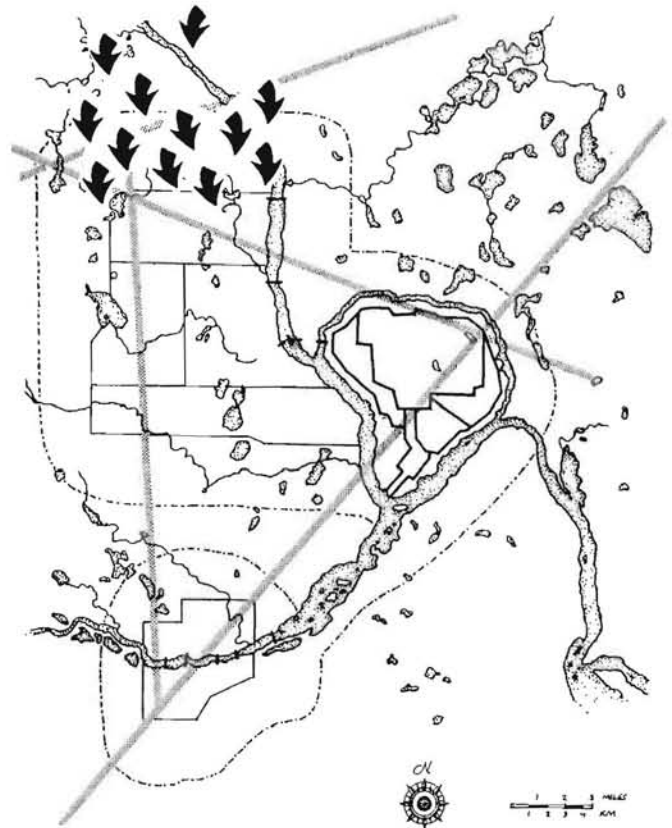


feat and having a dangerous enemy army at its back. By sending half the army against Magestock, the CS should overrun them and claim a quick victory. When they have won, they will join the battle at Tolkeen.



The Eastern Army arriving from Wisconsin was to attack Freehold and send a third of its forces to assail Tolkeen's eastern perimeter head on. It stays with this battle plan, hoping that

with the efforts of General Holmes they can launch a successful three-pronged attack than can defeat all three cities in unison or rapid succession. Their simultaneous attacks keep each city from coming to the aid of the other. A classic example of divide and conquer. By throwing everything they have at all three in one massive, coordinated purge, the cities may fall in a fraction of the time originally anticipated, turning the final siege into a campaign that lasts a matter of days or weeks rather than months!



General Holmes' Army in the north has become the main assault force against Tolkeen. It pounds the northern perimeter, supports the combat efforts in the east, and orchestrates a brutal air war over the city.

All three CS armies divide their forces to attack in waves. This gives one "wave" time to retreat, regroup and recuperate while a new wave of fresh combatants rushes in to take their place. This occurs every 6-10 hours (varies with circumstance) and keeps around the clock pressure on the cities under siege. There are brief pauses and lulls in the action when the fighting eases up, but it NEVER completely stops.

There are four main points of attack at the City of Tolkeen:

The Tolkeen "perimeter" around the city is reminiscent of The Barrens, an expansive no-man's land filled with bunkers, assault towers and defenders of every stripe. The CS invaders are spread out along Tolkeen's defensive perimeter outside the city itself.

1. The southern borders of the City of Tolkeen are assailed by the other half of the Southern Army. This is the second most fortified and armed border of the city. City defenders are successfully "holding the line" in the south and can hold out for days.

2. The eastern perimeter is the most fortified and well armed of Tolkeen's defensive positions. It has been engaged by a third of the Eastern Army. Fighting is fierce but the Eastern defensive line can handily rebuff the current forces sent against it. Still, the fighting forces of Tolkeen's eastern perimeter are tied up and chipped away at.

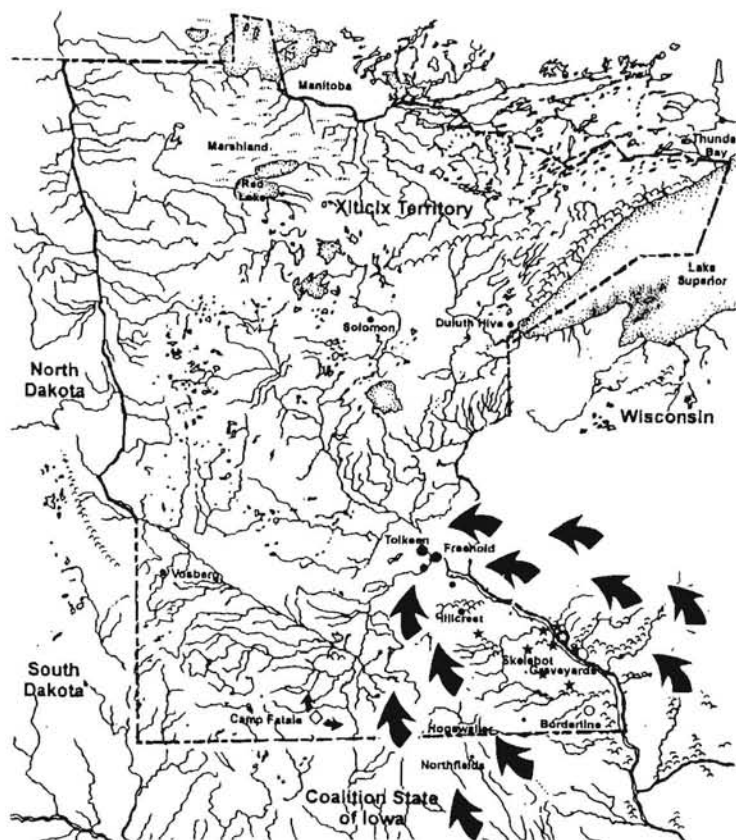
3. The northwest corner and northern perimeter of Tolkeen are under siege by the fighting forces of General Holmes. These CS soldiers are among the most competent and well organized. They are the ones who set fire to Tolkeen, knocked out its ley line defense system and jump-started the final siege. They are also the first to punch holes in Tolkeen's outer perimeter defenses, sending air and ground troops into the northern part of the city itself.

The defenders in the north have more than they can handle against the full fury of General Holmes' Army. *The Northwest Perimeter* has already buckled under the assault of this army and much of the northern quadrant of the city burns. A makeshift, inner city perimeter line is being quickly erected to stop the Holmes onslaught from penetrating any farther into the depths of the city. This is drawing Tolkeen's *Western Perimeter* defenders, who are under light assault, into the skirmish in the north to stop the Holmes forces from overrunning the city. This has the effect of dividing Tolkeen's western defenders and weakening that border exactly as General Jericho Holmes planned. Ultimately, the western border becomes meaningless as its forces are methodically syphoned away and eliminated as they try to hold the line and strategic positions inside the city. In the end, the Western Perimeter will have melted to nothing and will have no choice but to flee into the New West or face annihilation. Actually, this representation of the western border is a bit misleading, for it does serve one important purpose. It remains the only part of the city that is not surrounded, making it the only avenue of escape for thousands of Tolkeen refugees.

4. The fourth point of attack are the **skies over Tolkeen**. While the Coalition ground forces are locked in combat around the perimeter of the tri-city area, a separate war is being waged in the skies over Tolkeen. Here CS aerial combat troops engage Tolkeen's flying defenders as they try to punch through them to attack the city itself from above. General Holmes opened this front with his surprise air attack. His air raiders are joined by thousands of SAMAS and other aerial warriors from the Southern and Eastern CS Armies. Elite troops who dogfight and continue to strafe, strike and bomb the city from above.

The main objective of this group is to keep Tolkeen on the defensive, splintered and unable to reestablish controls over the ley lines or to dispatch its city defenders to help Magestock, Freehold, or other places where the CS is getting the upper hand. As long as the CS keeps up the pressure in the skies over the city, Tolkeen's leaders must commit the city's resources to its own defense.

Note: A similar ground and air war is being fought at Freehold and Magestock, but not to the same extent, for the entirety of these cities are under siege from all directions, while Tolkeen manages (for now) to hold its outer perimeter lines.



Other places of battle

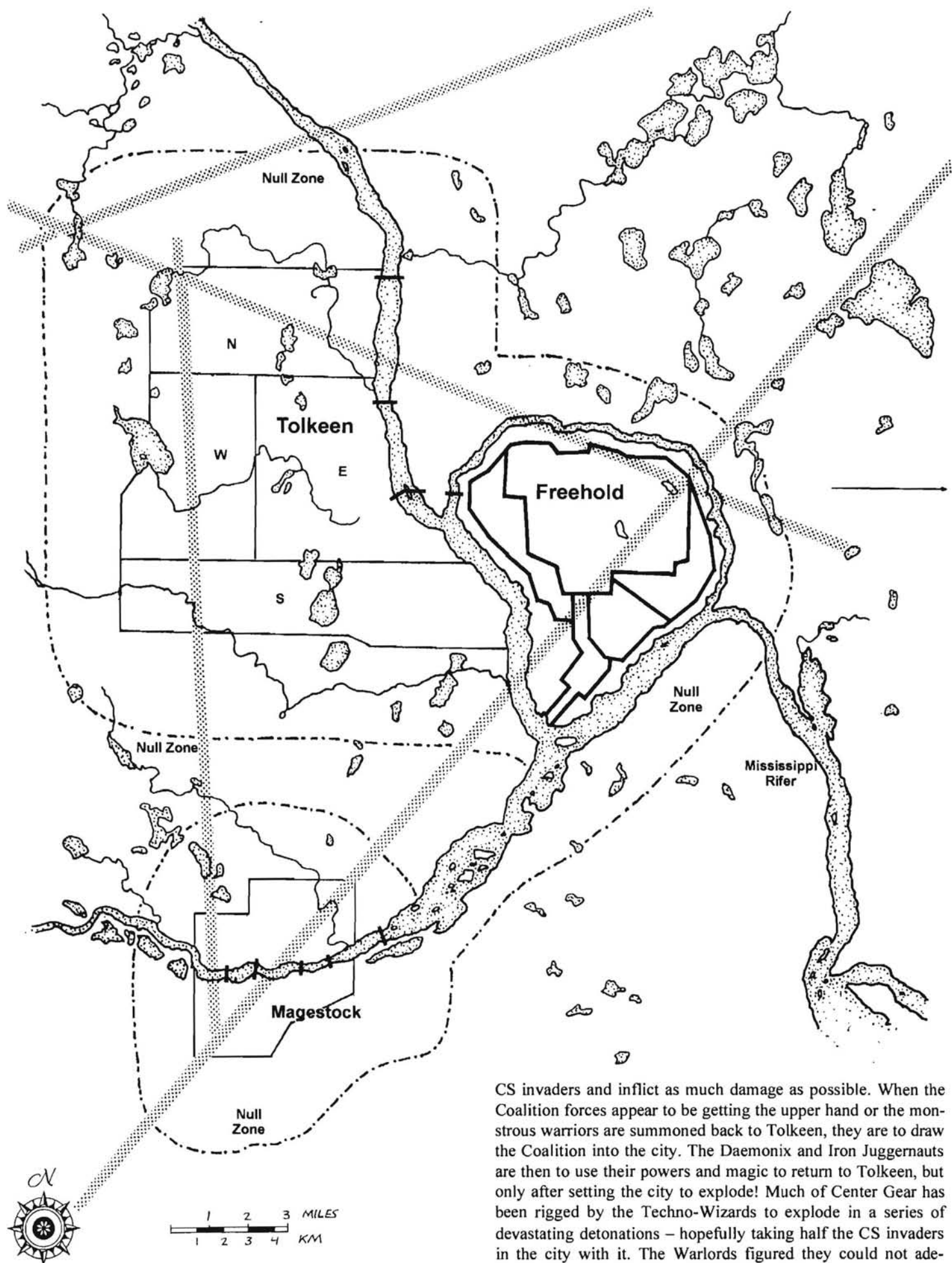
5. **Magestock** is under siege from half the Southern Army. It is the smallest of the three magic-based cities and it is seen as the least dangerous of the lot.

6. **Freehold** is under siege from the Eastern Army. The carnage and ruthlessness of both sides here is of biblical proportions as the Dragon Kings unleash a storm of magic and the CS a barrage of missiles and destruction. With the magic barrier down, the CS High Command is considering the limited use of *tactical nukes* to take out half of the dragon infested city in one fell swoop. If this is done, the heart of Freehold will be targeted away from CS troops.

7. **Center Gear**. Another scene of carnage is the industrialized Techno-Wizard city of Center Gear. It has its own, independent power grid and defenses, making it a valuable resource the Coalition invaders cannot ignore. Approximately 20 miles (32 km) south of Freehold, Center Gear will be cut off from the tri-city area as CS troops from the south and east converge on the area to focus on Tolkeen and Freehold. It is the responsibility of the Coalition Eastern Army to "neutralize" Center Gear, forcing it to send a quarter of its forces to take the city down.

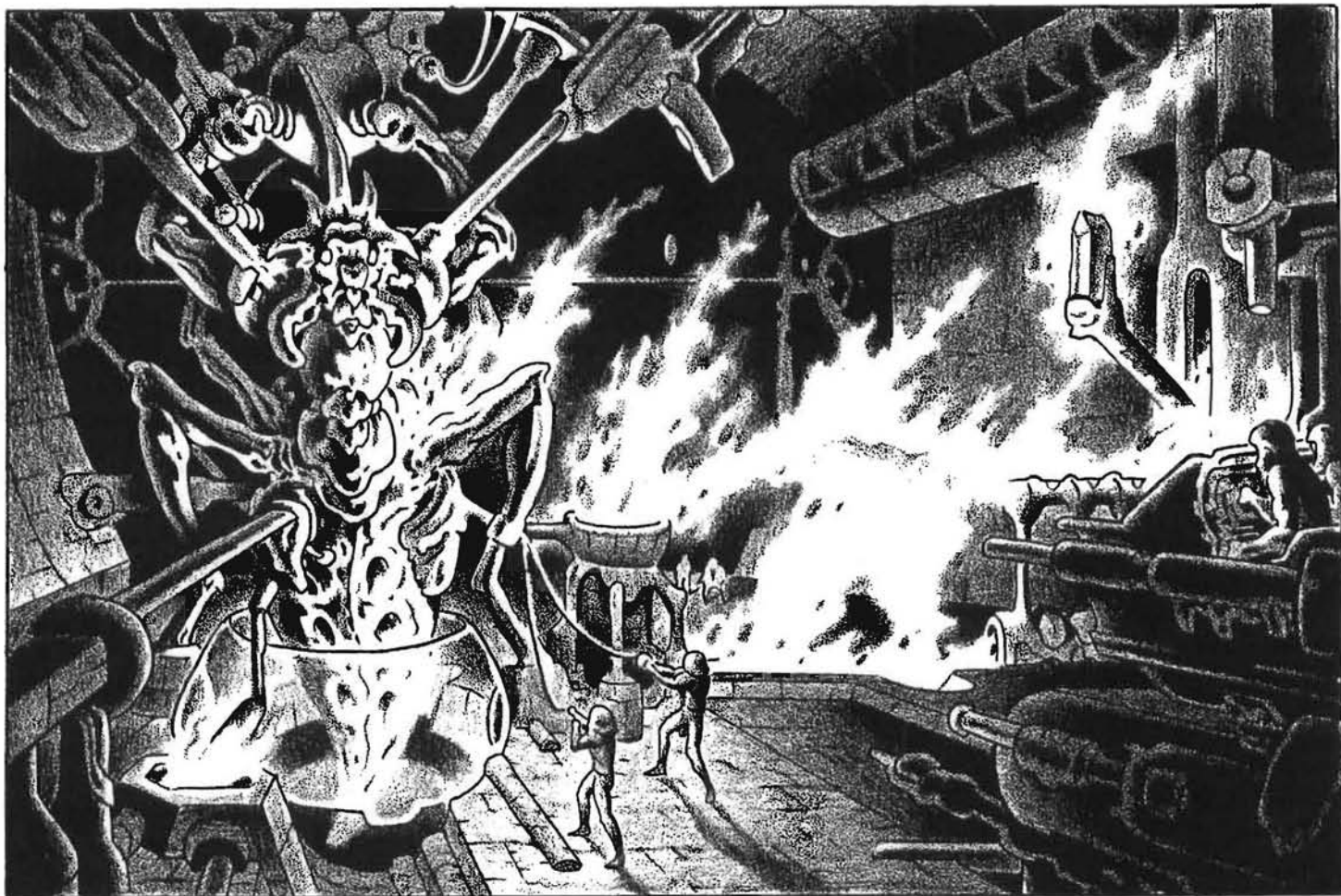
Since the CS Army was taken out of its original game plan and made to attack Freehold and Tolkeen before it had neutralized the Techno-Wizard city, it is *possible* that Center Gear might be able to survive a sustained attack. However, the city will be unable to do much to help the tri-city area, other than rejoin the Tolkeen defenders.

Unknown to the CS, the Warlords of Tolkeen have turned Center Gear into a trap. Most (about 80%) of Center Gear's population have been evacuated to Tolkeen where they were thought to be safe. In their place are several divisions of Daemonix and Iron Juggernauts laying in wait to welcome the CS when they come. These demonic warriors are to besiege the



CS invaders and inflict as much damage as possible. When the Coalition forces appear to be getting the upper hand or the monstrous warriors are summoned back to Tolkeen, they are to draw the Coalition into the city. The Daemonix and Iron Juggernauts are then to use their powers and magic to return to Tolkeen, but only after setting the city to explode! Much of Center Gear has been rigged by the Techno-Wizards to explode in a series of devastating detonations – hopefully taking half the CS invaders in the city with it. The Warlords figured they could not ade-

quately defend the city and knew that the CS would destroy an industrial complex that builds magic war machines, so best to do it themselves in a way that will hurt the enemy. **Note:** Center Gear and Magestock both design and manufacture Techno-Wizard weapons and machines of destruction.



Tolkeen: City in Chaos

When the magic fails

The first targets struck by General Holmes' surprise air raid were all key places of magic. Holmes' spies and reconnaissance teams had spent weeks locating and getting coordinates to every and any structure that seemed to have magical significance: magic pyramids, magic containment systems, Techno-Wizard power plants, Teleport Stations, ceremonial sites (including some of the colleges), and Techno-Wizard manufacturing facilities. This was a brilliant strategy for it not only prevented the Tolkeenite defenders from raising their magical force fields to protect the three cities, but shattered the magic energy channels and power grids that Tolkeen so heavily relies upon. Systems that were, in effect, the tri-city area's "Achilles' Heel." A vital weak spot that even Tolkeen's brilliant Warlords and sorcerers never recognized. With these power plants, energy channels and control mechanisms destroyed or severely damaged, half of the Techno-Wizard transit systems, Teleportation Stations, and

power supplies shut-down. Without the magic containment systems, pyramid transfer stations and other controls in place, the city is instantly crippled. Its greatest defenses are gone and the ley lines and the existing, damaged systems still connected to them a fluctuating mess. Energy ebbs and flows and the ley lines rumble out of control.

The half of the city that is still up and running suffers from unpredictable power outages, brownouts, and power spikes (caused by an uneven flow of energy and boosts of P.P.E. from those killed on both sides of the conflict, their multiplied P.P.E. flowing into the ley lines in incalculable surges). The erupting ley lines can not be used to travel along because Ley Line Storms and Rifts appear without warning, creating more havoc. Those who try riding the ley lines on Techno-Wizard vehicles do so through rough turbulence and often overshoot their targets, lose control or literally fall out of the sky, as the case may be.

With so many of their magical safeguards destroyed, *Dimensional Portals* open and close by themselves. New portals open unbidden, sometimes unleashing unwanted demons, monsters or forces not under the control of any Shifter or master. Other times, old portals close and refuse to reopen, and teleportation and dimension magic react unpredictably (reduced duration, wrong destination, overshoot intended target, power backlash, disappear, etc.).

Summonings and magic that draws upon the ley lines fail due to the sudden drops in magical energies or spin out of control from power surges. Without the proper controls and regulatory mechanisms in place, power spikes and drops are a constant and ongoing problem. Hundreds of parties clamor to try to draw upon the ley line triangle all at the same time – scores of practitioners of magic, dragons and supernatural beings seeking to draw upon the ley lines at any given moment. Many trying to work great feats of magic that require tremendous power or involve dimension spanning or warping magic.

In fact, Tolkeen in particular has become a *dimensional distortion zone*. Lengths of city blocks fade and vanish, replaced by jungle or alien landscape or nothing at all. The laws of physics unravel, causing time to fold in on itself, neighboring dimensions to collide and strange creatures to leak in from other realms of existence.

All three cities, Tolkeen, Freehold and Magestock, suffer from the same disorienting distortions and problems because they are all *connected* via the triangle of ley lines. When one of the three is down (Tolkeen), all of them are crippled. It is a weakness the Tolkeenites never realized. Until now it was never a consideration because no one ever anticipated ALL containment systems and power grids being destroyed in Tolkeen or Freehold to be a possibility. The overall impact is more debilitating, frighteningly impressive and far reaching than even the crafty General Jericho Holmes imagined it would be. Tolkeen suffers the worst of it with three times the magical and dimensional distortions because virtually all of its magic containment and control systems have been destroyed, and because 90% of the city lays *within* the triangle of magic lines. A zone of ambient mystic energy where the dimensional forces are at their greatest strength; much like being in the center of the legendary Bermuda Triangle at the peak of dimensional activity. Add to this the vast amount of P.P.E. pumped into the lines every time a building crashes down or Death's Head Transport explodes, or anybody dies, and one has a chain of devastating events and effects that make the ley lines seethe and react in ways never before seen. A microcosm of what things must have been like during the Coming of the Rifts, which sparked the Great Cataclysm.

Techno-Wizard items linked to Ley Lines

Techno-Wizard weapons, sensors, and vehicles that tap directly into the ley lines are faced with any one of the following problems.

1. TW gear that relies on the ley lines for power, fades in and out, working intermittently. On for 4D6 minutes, off for 4D6 minutes. The *Tolkeen TW Transit System* and *Teleport Stations* are constantly on the fritz like this, and half (those in the north

and west quadrants of the city) are knocked out completely. Perhaps needless to say, the on and off again problem is causing unpredictable delays and trapping passengers out in the open. People in the passenger cars are sitting ducks for Coalition fliers, snipers and saboteurs. By day three of the siege, few citizens will risk riding the ley lines by any means or using Techno-Wizard vehicles.

2. Reduced capacity: Functions at 1D6x10% less than their normal level of power. Adjust damage, duration, speed and magical effects accordingly.

3. Interference/distortion: Causing power surges and drops making the TW item uncontrollable. This includes all TW Ley Line Fliers and weapon systems that draw on ley lines for their power. No mechanical bonuses apply. Combat bonuses of the pilot are half and trick and stunt maneuvers are done at double their usual penalty.

4. TW sensors and optics give fluctuating and unreliable readings, and range is reduced by half.

Space & time gone mad

Dimensional anomalies have been occurring all over the tri-city area (Tolkeen, Freehold and Magestock) since General Holmes surprise attack. Ley line disturbances, power disruptions, energy surges, distortions and problems of catastrophic magnitude plague the three cities, with Tolkeen being at the epicenter. Such disturbances, distortions and phenomena only adds to the chaos, making a bad situation worse. On top of that, the P.P.E. of those slain fuel the ley line triangle, causing it to effectively spasm and rupture, creating more chaos. The more people who perish, the wilder things get. As people are slain en masse the ley lines go wild. This must be a small taste of what happened during the Great Cataclysm that destroyed human civilization and brought forth the Rifts.

Without magical control and containment systems (most have been destroyed in General Holmes' surprise air raid), P.P.E. floods the lines and powerful emotions give life to magical energies gone awry. It is a chain reaction of events and elements that keep the city in chaos, the ley lines boiling with activity and causing dimensional anomalies.

Table One: Inadvertent Teleportation Table

People blink in and out constantly, getting teleported to god only knows where. Those most susceptible to random teleportation are those on or near ley lines, ley line nexuses, places of magic and pyramids, and those trying to use Techno-Wizard transport systems, magic circles, Temporal or Ley Line Magic and dimension spanning magic or devices.

Roll on the following table to determine where they go if caught in a dimensional vortex. Depending on the situation and the Game Master, the player group can reappear at one of the following locations as the entire group or see the group scattered in pairs or individuals all over the country! Game Masters, feel free to add your own destinations to this list or instead of it.

01-10% Reappears in one of the Bio-Domes (G.M.'s choice); safe from the fighting for the moment, but may be on the other side of town and have no idea where one's comrades are.

11-20% Reappears in the street 2D6x1000 yards/meters away, *West* of the place the character was just standing moments ago. Fighting is light in this area, at least for the moment.

21-30% Reappears in the street 2D6x1000 yards/meters away *East* of the place he was moments ago. CS forces are held at bay here, but fighting is heavy.

31-35% Reappears in the street 2D6x1000 yards/meters away *North* of the place he was standing moments ago. Fighting here is some of the heaviest, as General Holmes' troops turn the northern part of the city into a blazing inferno! SAMAS fly by, strafing the streets and engaging fliers. CS armored troops (tanks, power armor, cyborg infantry) are in the streets. Explosions and fire are everywhere, although there are pockets of calm and places as of yet untouched by the battle.

36-40% Reappears in the street 2D6x1000 yards/meters away *South* of the place the character was standing moments ago. For the moment, CS forces are held at bay, but the fighting is heavy and getting worse.

41-45% Reappears at one of Tolkeen's Techno-Wizard Transport Stations (along a ley line or at a shattered pyramid). The G.M. may want to roll to see in what part of town; 01-25 West, 26-50 East, 51-75 North, and 76-00 South (see the corresponding descriptions of 11%-40%, presented previously, to see what the combat conditions are in the corresponding direction).

46-50% Reappears at the Zoo! (Some other park, museum or place may be substituted.) Fighting and trouble has been minimal at this location so far, however, there has been some damage from air strikes and the sounds of war can be heard in the distance. Some of the cages and containment areas have been breached and dangerous monsters and animals are on the loose. Frightened and in some cases injured, most beasts will attack at the slightest provocation and fight to the death. **Note:** 1D6+1 CS elite squads (Juicers, cyborgs, Dog Pack, Commandos, Power Armor troops or a mixed group) may be quietly making their way through the park en route to find and eliminate military targets in Tolkeen, on reconnaissance, or looking to establish communication points or to find sniper positions to harass the Tolkeenites. They don't want their advanced position known and will try to quickly dispatch any who see them.

51-55% Reappears someplace on the edge of **Freehold** behind an attacking Coalition line. Getting back into the city means finding a way "through" the CS forces!

In the alternative, the G.M. can have the character(s) appear inside the war torn City of Dragons. Freehold is under siege as badly as (or worse than) Tolkeen. Fighting is everywhere and escalating quickly. The dragons who remain are fighting as ruthlessly as the Coalition forces and the battle is pitched. To linger here is certain death! There should be Techno-Wizard teleport systems to "pop" the character or group back to a specific transit location in *Tolkeen*. However, the instability of magic energies due to the war makes such systems unreliable. Roll percentile dice:

01-50% means a successful teleport.

51-75% means the system fails; nothing happens. System will not come back on line for 4D6 minutes.

76-00% means the character(s) is transported to who knows where; roll again on this table.

56-60% From the frying pan into the fire! Reappears someplace in **The Barrens**! This is still a war zone with pockets of fighting and resistance, but is now under CS domination. Thousands of Skelebots divided into bands of 10-40 scour the desolate land gunning down anyone who is not human or identified as CS personnel (i.e. has a password or is clad in CS armor or vehicle). Most Tolkeen defenders have gone mobile. The few strongholds that remain are surrounded by Skelebots and CS military forces where there is no escape as they battle to the end.

61-65% Appears on the estate of one of the City of Tolkeen's practitioners of magic, psychics or dragons. 01-70% likelihood the occupant is not home. In which case the character(s) are safe for a while and, if evil, may loot the place. 71-00% the homeowner(s) is home, probably gathering valuables and his family to make good an escape out of the city or saying good-bye to loved ones as he/she/they prepare to face the Coalition Invasion Force. Most are likely to recognize fellow citizens or Tolkeen defenders and refrain from attacking those who suddenly appear inside their home. Half will offer the interlopers information, what help they can and possibly even food or weapons (basic stuff). The other half will be frightened and suspicious, demanding that the visitor(s) leaves immediately! They understand that dimensional anomalies have been happening all over town since the attack, but aren't taking chances. Leave without further incident or be attacked! And remember, this is the home of a (01-50%) sorcerer, (51-75%) psychic, or (76-00%) dragon or other creature of magic.



66-70% Reappears somewhere inside the **King's Tower**. Depending on exactly when this happens, the characters may simply be able to exit, or even use a Techno-Wizard transit system vehicle or TW Teleportation Station to get back to where they were or to go someplace new.

On the other hand, at some point as the Coalition forces push into the city, the King's Tower will fall under siege from the air and ground. At this juncture it will be difficult to get in or out of the grand structure without going through Coalition warriors.

71-73% Reappears at or near one of Tolkeen's or Freehold's ley lines or nexus points. Depending upon *where and when*, fighting is likely to be fairly heavy, especially in the skies.

74-76% Reappears at **Mad Town** in the Mizereen Barony. The place has been laid to waste by the Coalition and all left for dead. Survivors and latecomers search the still smoldering ruins and use magic to rescue and heal other survivors buried in the rubble. A band of Juicers, Crazies, and Headhunters, led by a quintet of Cyber-Knights and aided by a half dozen mages, are orchestrating the rescue operation and defending refugees already pulled from the carnage (there are at least a couple hundred). Wandering Skelebot patrols (3D4 bots), and the occasional CS air patrol (1D4+2 SAMAS or other flyers) appear at Mad Town to shake up the rescue and to finish off the inhabitants. Most of the men at arms plan to make a run with the refugees to the northwest where they will meet with other Cyber-Knights and get to the relative safety of a refugee camp. Anybody who shows is invited to join them – they can use as many fighters, spell casters and healthy bodies as they can get.

77-79% Reappears at the **City of Blueline**, located along the southern edge of the Tolkeen Barony, probably in or just outside "The Bridge" (see page 51 of *Coalition Wars™ Five: Shadows of Evil™* for details). Blueline and neighboring communities are part of the Techno-Wizard Industrial Belt. Consequently, they are prime targets for complete obliteration by the Coalition Invasion Force, and it and the surrounding communities are in the throes of battle right now!

Fearing and hating magic, the Coalition Army's only objective is to flatten the area – destroying all buildings, magical machines and Techno-Wizards. They presume (incorrectly) that virtually everyone living in these cities are practitioners of magic and as such, are "armed and extremely dangerous." Thus, all inhabitants are to be shot on sight! No prisoners taken.

What's left of the city is in flames. Fighting and chaos are everywhere. The player character(s) can run for his life, join the battle or try to rescue people and slip away into the woods. The Coalition is clearly winning and Blueline and the TW Industrial Belt should fall completely in a matter of hours.

80-82% Reappears at **Boulder Ridge**. The fighting at this Rivereen stronghold ended more than a week ago. All that remains are ruins and a platoon and a half of 60 Coalition soldiers left to sift through the ruins in search of magic and valuables, as well as to make certain the site does not fall back into enemy hands. These Coalition forces can be joined by reinforcements in a matter of 2D4 minutes. Should something they can't handle "appear," they will call for help. See page 55 of *Coalition Wars™ Five: Shadows of Evil™* for details on this place.

83-85% Reappears at **The Gate**, another stronghold near a ley line in the Rivereen Barony. Like Boulder Ridge, the fighting here is done, and the CS was triumphant. One squad of Coalition soldiers and a platoon of 36 Skelebots have been stationed to hold this seemingly minor military position. These Coalition forces can be avoided by a small group or individual, and overwhelmed by a large force (perhaps before they could get off a call for help). This makes The Gate a possible avenue of escape for refugees trying to flee the heart of the Kingdom, as the majority of Coalition forces have already moved 70-100 miles (112 to 160 km) to the north, at Blueline and Tolkeen.

More CS troops are to the south in the State of Chi-Town along the old Iowa border. Both northern and southern divisions of the CS Army could send troops to support those at The Gate, however, if these live CS soldiers could be captured or slain before getting a call out for help, or if a large teleporting force could quickly run roughshod over them, the teleporting group could probably make a successful run into the forests and make their way to the freedom of the west or southwest. CS troops are not likely to pursue even a large band of refugees right now, as they need all their forces for the siege on Tolkeen and Freehold. That having been said, should a distress call be made, the CS squad at The Gate will be joined by reinforcements in a matter of 2D4 minutes (namely CS power armor and other air assault troops). See page 61 of *Coalition Wars™ Five: Shadows of Evil™* for details about The Gate.

86-88% Popped to a ley line near one of Tolkeen's **P.O.W. camps**. Fighting here has passed. The Coalition Army liberated the soldiers once imprisoned in these camps days ago and have moved northeast to lay siege to the Tolkeen Barony. For now, the prison camps are abandoned, some partially shot up, others whole. (See page 62 of *Coalition Wars Five: Shadows of Evil* for details on prison camps.)

Beware, there is a 01-50% chance that a squad of 2D6 Skelebots have been left at the camp to attack anybody who visits the location. Otherwise, the camps could make for a good temporary (not more than 48 hours) site for refugees and adventurers on the run to rest, administer medical treatment, hide and find some shelter from the elements. Without a doubt, CS troops will be all over this area in a matter of days. And if Tolkeen should fall ...

89-91% Reappears miles away in the north, among the ruins of what was once the town of **Solomon**. This place of learning and magic was crushed by the CS months ago, although there are signs of recent occupation, presumably by the Army of General Holmes as it came down from the Xiticix Hivellands. Fresh drinking water can be had here, and the occasional useful bit can be scavenged from the debris (knife, tool, canteen, container, charged E-Clip, soiled clothes, etc.), but nothing magical or of great value. There is no presence by the CS up here, and one can easily escape in any direction other than south. About 125 miles (200 km) due south is the conflagration at the City of Tolkeen. Note that appearing at Solomon puts the character(s) behind General Holmes' troops. The ruins of Markeen and Iron Town are off to the east.

92-94% Intercepted by the magic of a Shifter/Summoner and brought to him someplace in Tolkeen. The mage is not happy

with this turn of events, but understands Ley Lines and Temporal Magic are unreliable right now. He bids the character(s) to share what news they may have and then insists they leave. In the alternative, the group may appear in the midst of a band of demons or other monsters hiding from the combat. Their Shifter or Squad Leader is dead and they are deserters who pretend to be waiting for their orders. The monsters demand the intruders leave them to their work. If pressed or threatened, the beasts may attack or flee.

95% Calgary Rift (Alberta, Canada).

96% St. Louis Rift; under the control and constant surveillance of the CS. Not good.

97% One of the Detroit or Windsor (Michigan or Ontario) nexus points, leaving one a long way from the war. Unless the character(s) has some magical means of returning to Tolkeen quickly, it will take days (at least 1D4+3), weeks or months to return to Minnesota. The exact time depends on the method of transportation available to the character(s) and the difficulties encountered along the way.

98% The Ruins of Old Chicago. Far to the southwest is the City of Chi-Town standing strong and safe against the calm, blue skies. A striking contrast to the carnage the character(s) has just left behind. The Coalition Military constantly patrols the ruins looking for intruders and monsters, so the character(s) best not linger. Unless the individual(s) has some instant type of magical travel available to him, it will take days or weeks to return to Minnesota. Moreover, the most direct routes through the State of Chi-Town (Illinois and Iowa) are in a state of combat alert. The CS military, Skelebots, local police and militia groups patrol all over the place. Likewise, the 'Burbs have been recently tossed, purged and placed on constant surveillance. Going there is asking for trouble.

99% The northern wilderness along a ley line in Xiticix Territory!

00% Reappears someplace in the Magic Zone, home to the Federation of Magic. If the character(s) has something to trade, this is the best of all possible places to find someone who can send him (or the group) back to Tolkeen within a matter of hours or even minutes.

Pleas for the Federation of Magic to rush to the Kingdom of Tolkeen's aid will fall upon deaf ears. If the player character(s) becomes too indignant or insulting, he may find himself on the wrong side of the powerful Federation of Magic and the maniacal Lord Dunscon.

Table Two:

Spell Magic Backlash

During the Siege on Tolkeen, magic spells are distorted whenever they are cast within two miles (3.2 km) of the haywire Tolkeen ley lines. Similar complications may occur in places where people are dying in large numbers (unleashing vast amounts of P.P.E. when they die) or where one of the destroyed or out of whack Techno-Wizard devices is located, such as a Teleportation Station, TW transit line, TW power plant, a stone pyramid, and similar. When at such locales, one of the following random effects occur each and every time a spell is cast. It does not matter if the spell is offensive, defensive or benign. Roll percentile dice for a random determination or G.M. pick one (we suggest random rolls).

01-10% Explosive backlash. Every spell cast causes injury to the spell caster! 1D6 points of damage direct to Hit Points (or 4D6 M.D. if a Mega-Damage creature like dragons).

11-20% High P.P.E. cost. Spell costs double the P.P.E., but functions as normal.

21-30% Diminished capacity. Spell costs the usual P.P.E. but has half the range, duration and/or damage.

31-40% Overkill. The spell costs the usual P.P.E. but does double damage or has twice the usual power (double size, double M.D.C., etc.).

41-50% Bolt out of the blue. The spell works as normal but a bolt of energy will strike 1D4 yards/meters to the left of him, doing 2D6 M.D. to whatever it hits. If somebody within 12 feet (3.6 m) of the spell caster has a magic weapon, especially a rune weapon, or powerful magic device, it will attract the energy bolt like a lightning rod, getting struck instead of the individual to the left.

51-60% Free fall. The spell works fine but a backlash of energy knocks the spell caster off his feet and to the ground. The character suffers no damage, but loses initiative and one melee action/attack.



61-70% Energy conduit. The spell caster glows with a blue-white energy as he inadvertently draws upon the P.P.E. of the nearby ley line or of those dying around him. Spells are cast at half the usual P.P.E. cost and have double the damage, duration and range. The character continues to glow for 1D4 melee rounds, making it impossible for him to hide. The enemy will notice him first and are +1 to strike.

71-80% The dead walk the earth! The spell is cast without difficulty, but the mage accidentally unleashes Necromantic

energy. Thus, at the end of the invocation, 1D6 corpses within a 1000 foot (305 m) radius rise up as if magically animated, and begin attacking the first living being they see, friend or foe, without discretion. They fight to kill. If one victim escapes or is slain the hideous thing(s) move on to find their next victim.

The spell caster can not control or direct these rogue zombies, and even Necromancers can only control one for every six they can normally animate and control themselves. **Note:** Start with dead closest to the spell casters, and yes, they may attack him if he is the closest one to them. These animated dead berserkers remain animated for one hour per level of the spell caster or until they are destroyed. See the *Animate and Control Dead* spell (page 178 of the *Rifts® RPG*) for the basic stats of these creatures. Only in this case they have no master to control them and seem to be following the orders of chaos to attack and kill any living thing they encounter.

81-90% Cascading energy. The spell caster crackles with tendrils of a blue-white energy that lash out like streams of lightning, striking everything the size of a human or bigger within a six foot (1.8 m) radius of him. Each blast of energy does 1D6 M.D. to whatever it hits and the damaging effect lasts for one full melee round (15 seconds). Moreover, the energy shooting from the mage makes him a highly visible target and he can not hide or enter a building or vehicle without causing serious collateral damage! This is unconstrained energy inadvertently drawn from the ley line or of those dying around him. **Note:** Damage is 3D6 M.D. to everything in a 12 foot (3.6 m) radius when the super-charged character is a *creature of magic* such as a dragon, Sphinx, or Elemental (supernatural beings/demons seem to be immune to this weird phenomenon). Spells are cast at half the usual P.P.E. cost and have double the damage, duration and range. The character continues to glow for 1D4 melee rounds, making it impossible for him to hide. Enemy attackers will notice him first and are +1 to strike.

91-00% Entities. The spell is cast without difficulty, but at the end of each invocation a tiny Rift opens up and 1D4 Entities come into our world to cause more trouble. Roll one six-sided die for a random determination of what type of entity(s) appears in this batch (all are the same) or G.M. pick one. #1 or 2 *Poltergeist* – #3 *Haunting Entity* – #4 *Syphon Entity* – #5 *Tectonic Entity* (bad news) – #6 *Possessing Entity* (really bad news). If each entity can find a host body suitable to each one's unique nature, they can stay on Rifts Earth indefinitely, otherwise gone in a few hours. All will cause more trouble and chaos. If he or she would prefer, the G.M. may substitute some other appropriate supernatural being (1) drawn to death and destruction instead of 1D4 "Entities." This can include the Banshee, Grave Ghouls, Dybbuk, Malignous, Fiend (lesser Deevil) or Tomb Worms – all found in the pages of *Rifts® Conversion Book One®* (along with Entities) as well as the following lesser Russian Demons (see *Mystic Russia™*), the Unclean, Demon Claw, and other spectral beings or harbingers of death.

Table Three

Random Dimensional Anomalies

The Ley Line Triangle that once protected Tolkeen now rebels and works against it. All three cities suffer from dimensional torrents that warp and tear the fabric of space and time, causing Ley Line Storms, dimensional distortions and strange occurrences.

Roll percentile dice to determine a random Dimensional Anomaly that may occur from time to time (at least every 1D6 hours) in areas of town on a ley line or within two miles (3.2 km) of the line. That's roughly one third of Tolkeen (north and west), half of Freehold (north and east) and nearly all of Magestock (90%)! The effect may be instant or last for several minutes to several hours, sometimes longer.

01-10% Fadetown Effect. Parts of the city, typically those areas within a mile or two (1.6 to 3.2 km) of a ley line, may fade in and out. Some disappear entirely! Replaced by some alien landscape for 2D6x10 minutes at a time. In most cases, a part of town (typically 4D4 city blocks unless stated otherwise) temporarily vanishes and is replaced with an alien environment. For the people who vanish, only a few minutes of time seem to pass for them, and they may not even realize they were gone. In other cases, realities clash and two different places or times briefly coexist. Ironically, the Coalition troops think this is some kind of defensive tactic to confuse and frighten them.

01-10% Spatial Relocation. 2D4 city blocks vanish. Buildings, vehicles, people, pets, everything is gone. It all reappears somewhere on the fourth intersecting ley line that runs from the west near Tolkeen to the northeast to Wisconsin. The people and everything are unharmed, they have just been temporarily moved. Since they are on one of the lines affected by the Tolkeen anomalies, they may be ravaged by Ley Line Storms or appear out in the open where CS troops may see them and attack. However, the farther north the city blocks reappear at, the farther away they are from the heaviest action. This is a chance for those who want to take it, to flee east into Wisconsin. But they have to do it fast, because their neighborhood will return to Tolkeen in 1D6 hours. They also need to be careful because CS patrols and support troops are in the area.

11-20% Lush wilderness forest. City blocks vanish, buildings and all, replaced by woodlands common to southeastern Minnesota.

21-30% Alien jungle. City blocks vanish, buildings and all, replaced by a hot, steamy jungle filled with strange oversized plants.

31-40% Stalagmiteville. City blocks vanish, and are replaced by a sort of moonscape with pointed pillars of stone jutting from the ground, 5-10 feet (1.5 to 3 m) tall.

41-50% Town Disappears. City blocks simply vanish, buildings and all, leaving only empty dirt in its place. They reappear sometime later as if nothing happened. This can inadvertently protect an area from enemy attack.

51-60% Ghost Town: 4D4 city blocks, residents and all, "fade" out of sync with reality. When this happens, the area and everything in it straddles several different dimensions without actually physically existing in any. Earth is the place of origin, so the people, animals, buildings, vehicles, and

anything else within this narrow geographic range of "town" appear as transparent ghost-like apparitions. People can go about their business, eat and draw water from the community storehouses, but cannot leave town. Although they can see and hear things in the physical plane, they cannot touch, speak to (no sound), or affect anything in the physical world. Only psionics can be used by the people in dimensional flux to communicate or attack people in the physical world and vice versa. **Note:** Those caught in the Fadetown when it went into flux are stuck there until the next dimensional realignment or "fading." At Tolkeen and Freehold this unusual ghost effect will last 1D6 hours. Also note that to those in the ghostly flux, everything in the affected area seems normal – has a physical feel, smell, sound, etc., it's just that they can't leave the confines of the ghost town (as if an invisible barrier boxes them in), and everything outside the area seems semi-transparent, silent, and ghost-like to those inside the affected region.

61-70% Population Vanishes. The population of 4D4 city blocks vanish into thin air. The buildings, their possessions and pets remain, but people are gone. They are just gone! The Tolkeen anomaly period lasts for 2D4 hours. When the people reappear, they pop in at the exact place and condition they were in when they vanished. For those affected it seems as if only 10 seconds has passed. Sadly, with the cities under siege, they might reappear to find their homes destroyed, turned into an active combat zone (they need to run for their lives) or occupied by Coalition troops. Each situation creates an opportunity for adventure.

71-80% Shadow land. People and buildings in this zone cast unnatural, long, dark shadows regardless of the time of day or amount of light, giving the area a spookiness that can not be shaken or ignored. Most people will want to leave the area and/or take cover. All are jumpy and nervous, thinking they hear or see danger in every shadow. The following penalties apply to all who try to function in this shadow land: -2 on initiative, -2 to strike, -15% on skill performance (difficult to concentrate), -20% to prowl (doesn't want to wander off in the shadows by himself), and tires twice as fast as normal from expending nervous energy and the emotional strain.

81-90% Alien people appear out of nowhere! 1D4x100 alien beings from another world are suddenly dropped into an unknown environment at Tolkeen in the middle of a war. They react by screaming, running for cover and attacking anybody who looks even remotely hostile. The CS doesn't care and just guns them down to get rid of them. Heroes and Tolkeen defenders might try to help or protect them, only these aliens don't understand a word they are saying, are terrified and will attack their rescuers in an effort to "escape."

91-00% Are those dead people?! Images of people from a happier time appear like ghostly apparitions. They go about their business oblivious to current events as if a scene from Tolkeen's past is superimposed over current events. Because these are ghostly shadows from the past, there may be citizens who have already died among them. It is all very disturbing and confusing, with crowds of ghosts milling about, walking through people and walls, doing their thing while conflict rages on in the real world. The confusing images cause everybody who is caught in the phenomenon to experience the following penalties: Reduce attacks per melee by

two, combat bonuses (including targeting and aimed shots) by half, and skill performance by half.



11-20% A Dimensional Rift Opens and remains open for 2D6 melee rounds. It is a doorway to any of the following. Roll percentile dice again for a random determination or pick one. Game Masters, feel free to alter and add locations.

01-15% Xiticix Hivelands, that's the place to be! Stepping into the Rift will teleport people to one of the Xiticix Hive Territories. Unless one is quiet and careful, a band of Xiticix will attack, looking for captives to turn into food for the young. They are still aggressive and hostile due to the passage of General Holmes in the Hivelands and the continuing disturbance in the south from all-out war!

16-31% Freehold: Stepping into the portal the character appears somewhere on the ley line in Freehold. Combat here is worse than in Tolkeen.

32-47% Magestock: Stepping into the portal the character appears somewhere on the ley line at Magestock, south of Tolkeen. Combat here is as bad as it is at Tolkeen.

48-63% Blueline or The Gate in Rivereen. Stepping into it will teleport one to the Blueline TW region. This place has already been overrun and decimated by the Coalition Invasion Force. Skelebots and scattered squads of human (and Dog Boy) troops remain to hold the position. They will attack any intruders. Sorry, no prisoners.

64-79% The Splugorth's Atlantis. Welcome to Atlantis. You may not be leaving. Depending on how the player(s) handles himself, he could end up getting enslaved, killed or worse. Time to pull out those two Atlantis sourcebooks.

80-00% Out of the frying pan and into the fire. Stepping into the dimensional portal sends the character to an alien world. Wormwood, Phase World or the world of Skraypers are possible candidates (or something of the G.M.'s own creation).

21-30%: Reality Fracture. No gravity! An area of 3D6 city blocks suddenly has no gravity! People and objects not anchored down begin to float up into the air as high as 500 feet (152 m) before stopping their ascent and just bobbing around. People inside buildings rise to the ceiling and gently press against it. In fact, they can push along the ceiling to move at one third their normal speed. Airborne characters higher up will also get caught in the zero gravity field, but will float down to about 500 feet (152 m). Those with a means of propulsion (jet pack, power armor with thrusters, can magically create and control wind, etc.) can move around, but without experience in zero gravity, they can NOT calculate their speed or direction and go rocketing and flailing around like an insane wasp, narrowly missing obstacles, banging into others (sending them spinning or moving in some direction too), crashing into buildings, etc. Likewise, fighting in zero-G is very strange and difficult. It would be a comical situation if it wasn't happening in the middle of a war. **Note:** When the distortion ends, objects and people slowly float to the ground before normal gravity returns.

Combat Penalties: Reduce the number of attacks by half. Combat bonuses are reduced down to 75% and damage from physical attacks, even bullets, are half! Furthermore, most people are quite helpless – sitting ducks hanging in the air or floating about aimlessly. Characters with the *acrobatics* or *gymnastics skill*, however, can manage to move in midair with some measure of accuracy but only at a maximum speed of 10; most people can barely manage a speed of three. These two skills enable the character to stop the spinning and right themselves immediately, but use up one melee action/attack.

Some Basics in Zero-G Combat:

Throwing a punch and missing will cause the character to lunge in the direction of the punch and float *past* his opponent, giving "the dodge" move greater significance in Zero-G.

Making a kick that misses will cause the character to spin *away* from his opponent. Putting 2D6 yards/meters between him and his opponent every melee round until he can stop the spinning and right himself. However, this can only be done if the character has some sort of propulsion (air gun, maneuvering jets, etc.), or if he has the *acrobatics* or *gymnastics skill*.

Connecting with a thrown punch or kick. First, the punch (kick, head butt, body slam, etc.) does *half damage*! Cut any P.S. damage bonuses from P.S. attribute or skills in half too.

Second, the victim struck floats backwards away from the hitter, and the hitter floats backwards away from his opponent. This puts 3D6 yards/meters between the attacker and his opponent every time they hit, kick or collide with each other. They will continue to float apart until one or both can stop their backward floating, right himself and move in for an attack or slams into the side of a building. However, this can only be done if the character has some sort of propulsion, or if he has the *acrobatics* or *gymnastics skill*.

Parrying attacks. A successful parry means a minor collision which causes the two combatants to drift in the opposite direction of each other (probably switching positions).

Grappling and holding one's opponent is a good way to avoid drifting away before the combat is concluded (heck, in many cases, before it's barely begun). However, it means trying to hold on to one's opponent with one hand and pummel away with the free one. Wrapping one's feet and legs or entanglement with a cord has the same result. Strangely enough, this coupling has a few advantages. 1) The two battlers do NOT float apart. 2) Neither can use a parry or dodge (they just hold and hit each other). 3) It is hard to miss each other (only a strike roll of 4 or lower misses). And 4) Wrestling moves such as pins and crushing attacks (bear hugs), as well as head butts, can be used. However, while the two combatants are held together, the force and motion of their actions will cause them to float or spin away from where the confrontation started. Linked as they are, they probably don't even feel the motion and can continue to fight unabated. The problem is that they will be floating away from their original starting point at a rate of 2D6 yards/meters per melee round.

Projectile Weapons that utilize any kind of kinetic energy, such as firearms, rocket launchers, mini-missiles, rail guns, etc., send the attacker drifting backward at a speed equal to the number of dice the weapon does for damage in yards/meters. So if the weapon does 4D6 damage, the shooter is knocked back 4D6 yards/meters every melee round.

Many energy weapons, natural energy expulsion abilities and magic spells have no appreciable kickback, and do not send their users flying when used in zero gravity. They also inflict full damage.

31-40% Time out. Either a dimensional Rift appears before the character or the character (or group) is enveloped by a strange, swirling mist. Stepping into the Rift or getting caught up in the mist carries the character(s) into a void of swirling white mist and gray sky. If this is the Astral Plane it is a strange, empty region of it. Time seems to pass slowly. Hours, perhaps days may go by – it is impossible to tell for sure. Finally the character or group reappear in Tolkeen, either at the spot they left or someplace nearby. Roll percentile dice again for a random determination of "when" and "where" they reappear, or the G.M. can pick one circumstance listed below or pop the character(s) wherever he wants him. **Note:** In each circumstance, the character(s) feels rested and fully recharged as if he or she has rested for a couple of days. Any spent P.P.E. and/or I.S.P. are back to full strength. Injuries and lost Hit Points, S.D.C. or bio-M.D.C. are restored as they would be from two days of rest.

01-20% 1D4 minutes have passed. Reappear in the exact location where they vanished.

21-40% 2D6 hours have passed but reappear in the general location where they vanished.

41-60% 1D6 hours have passed, but reappear in one of the two neighboring cities.

61-80% No time has passed! Nothing is changed. Was it all a weird dream?

81-00% 2D6x10 minutes have passed. Reappear in the same city but at a location where their "skills" and "courage" are needed most!

41-50%: Demon Skies. The skies turn a strange color (sick-green, violet, purple, etc.) and thick, dark clouds gather low overhead (about 800 feet/244 m above the ground). Flashes of light can also be seen flickering in the clouds

(lightning?), but there is no thunder nor the sound of wind or rain. This strange sky and clouds covers half the city, but other than looking scary, there is no ill effect unless one flies up into the sky higher than 300 feet (91.5 m). Beyond that altitude, the winds are turbulent and reaching hurricane force at 1D6x10+50 mph (96 to 176 km). There are sudden up-drafts, as well as void zones where one drops 100 yards/meters. There is also a 01-50% chance of getting struck by a bolt of energy that inflicts 1D6 M.D. once every melee round.

Flying up into the clouds is even worse. Visibility is only 60 feet (18.3 m) in front of one's face. Sensors and instruments do not work in the clouds, which means one quickly loses his sense of direction, including which way is down! There is also a 01-70% chance of getting struck by a bolt of energy that inflicts 2D6 M.D. once every melee round, and there is something monstrous in the clouds with you!!! The character's fear of this is confirmed when 1D6 tentacles, the color of the sky, only a bit darker, lunge out of the cloud bank to hit (3D6 M.D.) or try to entangle (roll to strike) and crush (1D6x10 M.D. per melee round) once it has ensnared a victim.

51-60% Something bad is coming. A Rift opens and something bad, evil, demonic and hostile steps out. It (or they) doesn't care about the war or one side or the other. They are angry and/or confused about being disturbed and plucked from their comfy environment and brought into the middle of a war. Can be entities or any supernatural being, the minion(s) of a dark god and so on.

61-70% Time is a bubble, watch it pop. All of a sudden the world around the character becomes distorted. Sound is muted. The hot summer air cools. Vision warps and one sees everything is as if looking through a fish-bowl lens or a fun house mirror; rounded and bent. The vision of those affected (more than one person can share the same experience) blurs, as events unfold that occur 1D6 hours in the future! The entire surreal vision takes place in only one melee round (15 seconds), but reveals several minutes of events that will happen in the not too distant future. The entire clairvoyant experience is as if the character(s) was a ghost watching the events from inside a fish bowl. Then everything snaps back to normal. Now, 1D6 hours later, things will occur exactly as the vision showed. The character(s) has caught a glimpse of the future. Such a glimpse usually depicts a life and death situation and something the character and his comrades can do something about to help or minimize the damage. For example, they might see a squadron of CS SAMAS blasting a building, setting it ablaze and trapping innocent people inside (if only someone could be there to get them out before the attack or to quickly snuff out the fire and save many lives), or debris falls from combat taking place on the rooftop (if only somebody could clear the area on the street before it happens or divert the falling rubble), or they see a CS sneak attack (if only somebody knew it was coming and was prepared to hold them at bay or catch the attackers in an ambush themselves), and so on.

71-75% Slow motion. Everybody caught in this anomaly fights as if in slow motion. Skills and spell casting take twice as long. Speed, attacks and combat bonuses are reduced by half. And even though one can see punches and energy blasts coming at them in slow-mo, they can't get out of the way be-

cause they are moving at an equally slow speed. It's a weird sight to see and stranger to be part of it. Those watching from outside the affected area can tell that the slow action is taking place inside some sort of distortion field. All who enter the field fall under the slow motion distortion

76-80% Reality Fracture. No sound. A 4D6 block radius loses sound! Very loud noises like explosions, thunder and buildings toppling over sound like a soft whisper. All other sound is gone. Without sound, communication is possible only through hand gestures, the use of visual aides (pointing to or holding up a sign, scribbling a message on paper, the wall, etc.) and psionics. Spell casting is impossible. Prowling is +15%. Surprise attacks are much more possible.

81-85% Scrambled Sensory Perception. 4D4 city blocks are caught in a null sensory cloud. All *psionics* are reduced in range and power by half (do half damage). Those who have *sensory perception capabilities* such as See Aura, Presence Sense, Sense Magic, Sense Evil, "sense anything," as well as Clairvoyance, Object Read, See the Invisible, Telepathy, Empathy and similar powers of perception, are completely *negated*. So are similar types of magic, including Sense Evil, Sense Magic, Eyes of the Wolf, Eyes of Thoth, See the Invisible, Second Sight and Oracle.

86-90% The land that time forgot. The character(s) is caught in a swirl of mystic energy and suddenly finds himself in a primordial swamp. He/she/they quickly realize the inhabitants of this place are dinosaurs. Although one might conclude to have been hurled back through time, they have been popped to the dinosaur-filled swamps of Rifts Florida. The long trek back home will take weeks, probably months, unless one has magical means to circumvent physical travel. Then again, that swirl of mystic energy might unexpectedly reappear minutes, days, or weeks later only a few yards/meters away. Hopping into it might take one back to Tolkeen. Or will it? Roll percentile again to see:

01-40% Back at the exact spot one got swept away from. Only 1D6 minutes have passed even if it seemed like hours or days back in Florida.

41-70% Back at Tolkeen, but in the heart of the city and 6D6 hours have passed since the character(s) was swept away.

71-90% Return only 1D6 minutes later but appear in the west near the Dakota border where a tiny band of Cyber-Knights and a few other heroes battle to protect five refugees (mostly D-Bee women and children) from a platoon of (40) Coalition soldiers. Ten are SAMAS, ten are mixed power armor and robot ground units, two are CS Juicers, six are Dog Boys, the rest are Coalition Grunts.

91-00% Holy cow! Pop in somewhere in the city (it will take a while to figure out where; G.M.'s discretion) *behind* a Coalition sniper position or CS squad about to ambush a bunch of Tolkeenites (civilians or defenders). They don't know the player group is behind them. Only 4D6 minutes have passed while the group was in limbo.

91-95% Deja vu all over again! The player characters (the entire group) are suddenly hurled back through time to repeat their most recent conflict (rescue, battle, whatever), whether it be only minutes or hours ago (no more than ten hours back). They suddenly face whatever challenge or danger they dealt with a short while ago as if it never happened. They are

back to that time, equipped with whatever gear they had then, and in whatever condition they were at that time (low on P.P.E., full P.P.E., injured, 100% sound, whatever was the case). Their adversary(s) reacts as he/they did the first time around as events begin to repeat themselves – at least the opening minutes are the same and the general situation. However, the player characters have already lived this event. They know what happened last time and can take action to repeat or avoid (or try to avoid) certain elements of that conflict. This means they know if a sneak attack is coming from behind, which bad guy is going to strike at who next, what weakness or fear they might have, and so on. It *should* give the player group an edge, but not necessarily, and enables them to fight a more efficient fight and/or avoid past mistakes or change events. After this conflict, win, lose, draw or avoided completely, the player group remains back in time. This means they know (via their own narrow window of experience) what happens a little while in the future (i.e. from the point they came from). They can relive those moments as they already have or take new initiative and do things differently, perhaps saving lives. However, different actions may have a different consequences and a strange synchronicity. For example, avoiding a battle with a particular CS squad of soldiers may result in that squad slaughtering or threatening innocent civilians, a Tolkeen leader, or a strategic military position. This did not happen last time, because the group stopped them, but since they chose not to do so a second time, events changed. The synchronicity occurs because, the player group should be in a position to face the bad guys now, in this new situation. Otherwise, time continues to move forward as normal.

96-00% Time Skip. A dimensional portal appears in the character(s) path. Where it might lead is impossible to tell. Stepping in or getting knocked into it takes the individual(s) into a void of pulsing blue light with bursts of white. One has the sensation of floating but feels calm and at peace. The entire experience lasts 1D6 melee rounds (under two minutes) before the individual(s) is deposited at the spot where the journey began. Only it is 2D4 days *after* Tolkeen's fall!

The city's citizens are gone – having either fled or met their doom. Piles of dead bodies are piled up like kindling wood. Few buildings remain standing and many still smolder. The sounds of random gunfire can be heard in the distance as Coalition soldiers deal with looters, resistance fighters, or refugees found hiding in the rubble. The Coalition controls the city now. Air and ground patrols root through the debris for bandits and survivors to execute on the spot. Linger here is a death sentence. If one is careful, the character(s) can find places to hide and make his way out of the city, but haste is highly recommended. Making a spectacle of oneself will only bring down the wrath of the Coalition Army.

Ley Line Storms

A Ley Line Storm appears without warning and rumbles down one or more of the connecting ley lines every 4D6x10 minutes. Most, 65%, are small and disappear within 3D6+2 minutes. 30% are medium-sized, lasting 6D6x10+4 minutes and 5% are large, lasting 1D6x10 minutes. Both medium and large storms usually travel down two to four lines (the three plus

a fourth diagonal line running to the northeast). While a Ley Line Storm is up and running, the use of ley line energy is either lost to practitioners of magic (unavailable until the storm ends) or becomes more hazardous than ever, with energy bolts and strange phenomena being leveled at everyone in the storm's path.

See page 23 of **Coalition Wars™ One** for complete details on these storms (described under the *Summon Ley Line Storm* spell description).

Tolkeen's Natural Defenses

Players and readers sometimes seem to forget that Rifts Earth is a post-apocalyptic world covered by vast stretches of treacherous wilderness. In our own, safe, modern world crisscrossed with highways, roads and rail, one can get to almost anywhere in short order by plane, train or automobile, bicycle or on foot. However, anybody who has gone hiking in Yellowstone or any remote woodland will be the first to tell you that even in our comfortable, "get there in a minute world," there are plenty of environments that will kill anybody not prepared for them. That type of unyielding wilderness is 95% of Rifts North America.

The Kingdom of Tolkeen (i.e. the Minnesota wilderness) is no exception. The vast majority of the Kingdom's population (70%) is normally found in and around the tri-city area of Tolkeen, Freehold and Magestock. In the latter weeks of the war, as the outlying communities were laid to waste, that population continued to move to the heart of the kingdom. Thus, by the Final Siege, the frightened, homeless and patriotic flocked to the Tolkeen tri-city area representing some 90% of the surviving population of the Kingdom.

Yes, there are farms and homesteads. And yes, Tolkeen and Freehold are big, impressive cities made of magic and technology. But they are the exception, not the rule. Between every city, town, farm and homestead is 10-100 miles (16 to 160 km) of wild lands. In many cases, even a tiny town or farm is an oasis of civilization in an untamed wilderness surrounded by forest, prairie, marshlands, or war blasted rock and twisted earth. Between it and the next "oasis" is the great unknown. Wilderness rife with danger and predators of the humanoid and monstrous variety. Even a few miles beyond the "big cities" the landscape quickly becomes remote and wild.

In southwest Minnesota that wilderness is prairies. Treeless grasslands seeming to stretch into the Dakotas, Calgary and beyond for infinity. The words of *Washington Irving* from the early 1800s, long before the Coming of the Rifts, are as true now, as they were then.

"Here we have an immense extent of landscape without sign of human existence. We have the consciousness of being far, far beyond the bounds of human habitation; we feel as if moving into a desert world."

Now add to that description bits of alien vegetation, walls of blue light from ley lines rising from the ground a half mile into the sky (glowing all the more eerily at night) and the sight of the

occasional D-Bee, and a remote wilderness becomes that much more unearthly and frightening.

Before the Great Cataclysm, southwest Minnesota was the corn belt. The rich black soil makes it ideal for farming. However, since the Great Cataclysm it has reverted to a wild grassland with few signs of habitation other than the occasional homestead, little farm or clan of nomads (typically Simvan, sometimes Native Americans or Psi-Stalkers). The prairie is composed of mixed grass – bluestem and witchgrass, heath aster and porcupine-grass, with wild flowers, wild corn and scrub scattered throughout the vast fields of grass. The roots of these prairie plants run so deep and dense underground that neither drought nor fire can destroy them – enabling the grass and plants to rise each spring like the proverbial phoenix. Thickets and small clusters of oak and sumac break the monotony of the relatively flat grasslands, as do the many small lakes and rivers. Low, grass covered hills give the land a gentle rolling feel; the Rockies off to the west, beckoning several hundred miles away. North and South Dakota are similar prairies and mostly devoid of civilization. The next charted place between the Kingdom of Tolkeen and the Pacific Coast one can honestly call a “city-state” is the *Colorado Baronies*.

The badlands of the west means there is no known or sizeable enemy to threaten Tolkeen from that direction. The western third of Minnesota denotes the beginning of what is commonly called **The New West**, a lawless wilderness that even the Coalition States have yet to explore and are afraid to venture into. Thus, a CS invasion is not likely to come from the west. Such a tactic would require the Coalition Army to travel through remote Iowa and into the dreaded New West far from the support of the City of Chi-Town. Although Iowa is claimed as a substantial part of the State of Chi-Town, it is a very remote region. Much of it is wilderness and farmland with a real population that Rogue Scholars claim to be fewer than 200,000 people. Thus, a Coalition military push is certainly possible, but it would require dividing its army in half and sending part of it into uncharted and hostile lands with minimal support. It is just too risky. Moreover, the prairies provide no cover, leaving them exposed out in the open and visible from miles away. Giving the enemy plenty of warning and ample time to make their defense.

The Northeast is a relatively flat land covered in thick, mixed forests of pine and deciduous trees. Rivers snake their way through the dense forests and scores of small lakes break up the landscape. The woodlands are home to bears, wolves, mountain lions, deer, moose and other animals – but most notably it is home to the *Xiticix* starting around the ruins of *Duluth* and heading north into Manitoba, Canada. That makes the northern third of Minnesota virtually impassable by humanoids. Only small bands have any hope of sneaking through the woods unnoticed and unmolested. The presence of the *Xiticix* in the north makes invasion from anything other than *Xiticix* impossible, effectively “closing the back door” to the Kingdom of Tolkeen. (Or so the Tolkeenites believed, until General Jericho Holmes’ daring push through the Hivelands proved them wrong.) Thus, any invasion from the north would have to come from *Wisconsin*, hooking under the Duluth Hivelands (still a dangerous thing to try, especially by an entire army) and somewhere above the city-state of Tolkeen.

Wisconsin in the East. The old American State of Wisconsin, like northeastern Minnesota, is entirely a wilderness woodland. Yes, there is the scattered homestead, logging camp, trappers’ post and a few villages as well as nomads, but that is about it. The only other sites worth mentioning are the Coalition Base, *Fort Barron*, and the smaller *Fort Perrion* located near the Duluth Hivelands to observe the *Xiticix* and serve as a base camp for operations in the region. Both are near the shore of Lake Superior.

An army pushing its way through Wisconsin must contend with navigating through the heavy woodlands and around a multitude of lakes, rivers and marshlands. It is not an easy go of things. Even Mega-Damage tanks can not just plow through a forest of S.D.C. trees. They do not have the leverage or raw power to push through a stand of trees let alone mile after mile of forest. Smashing, cutting or blasting one’s way through the woods is also slow work, clearing as little as 1-6 miles (1.6 to 9.6 km) a day! Don’t forget, once the trees are cut down, they and the underbrush must be cleared, which takes more time. Moreover, there is no element of surprise when the advancing army is knocking down trees as it moves forward, literally cutting a path through the forest.

Even ground troops moving through the woods must contend with difficult terrain: rocks, tangles of underbrush, fallen trees, mud, marshlands, rivers, lakes and weather, among other obstacles. And both man and machine must go around lakes and either ford or bridge rivers. Moving an army of thousands is difficult under the best conditions, and the Coalition’s push through the Wisconsin wilderness is far from ideal. Its soldiers, heavy artillery, tanks and trucks must find or make a path to the enemy as they come up from the State of Chi-Town (Illinois and Iowa). Even the big Death’s Head Transports and Mobile Fortresses must find clearings to land and must wait for and keep pace with their ground troops. The Army would have liked to follow the Mississippi River but the Tolkeenites took that avenue of travel away from the CS by creating The Barrens and Elemental Alley, and summoning Elementals to seize control of the waters, air and land around the river and surrounding waterways. A brilliant move that made river traffic impossible and completely took the Coalition Navy out of the picture.

This is all part of Tolkeen’s strategy. To use the environment to their advantage and altering that environment in such a way as to cut off avenues of attack and to force the CS to take the path of most resistance. As well as forcing them into bottlenecks and along Tolkeen’s own defensive positions where they have the advantage. **The Barrens** is the most spectacular example of reshaping the landscape to bar, channel and decimate the enemy Invasion Force, but there are many other examples. By taking away the easy access to the Mississippi, it forces the CS to divide itself into two armies, one coming up from the State of Chi-Town/Iowa in the south and the other through the Wisconsin badlands. The strategy is simple: A difficult terrain slows the invader’s progress, forces them to expend much more time, resources and manpower, and tires and frustrates the soldiers. Basically, wearing the enemy down both physically and emotionally. In addition, every river, lake, swamp, mud pool, fallen tree, ditch, hill and rock is just one more obstacle for the CS Invasion Force to contend with. And one more place to set a trap or ambush to whittle away at the enemy. After all of that,

Coalition forces in Wisconsin must face the outer perimeter defenses of Tolkeen (natural and magical), deal with Freehold which comes before Tolkeen, manage to cross the Mississippi River (filled with Elementals and monsters), and then face "the wall" of city defenses around the outskirts of the city before they can actually penetrate and lay siege to Tolkeen itself! War is hell, and now you can see one reason why. There is more to it than running at the enemy and shooting a gun. A lot more.



The mighty Mississippi. As natural barriers go, the Mississippi of Rifts Earth is a doozy. It is about twice as wide and 50% deeper than the Mississippi of today. Moreover, the Tolkeen defenders have stocked it with *aquatic Iron Juggernauts*, *Water Elementals* and monsters, positioned as well as *Earth Elementals* along its banks, invisible *Air Elementals* in the air overhead and both humanoid and demonic defenders wielding magic from a distance who can actually make *the water* obey their commands and attack the advancing CS troops! Not to mention other flyers, magic, and gunfire leveled at those trying to ford the river. Getting across the Mississippi is an ordeal of monumental proportions. This is where the Coalition's "air superiority" by way of flying power armor units, small fast aircraft like Sky Cycles, Rocket Bikes and hovercycles, as well as large vehicles like the Death's Head Transports, makes all the difference in the world and helps to even the odds and bypass some of these defenses. But even so, the Coalition Army must, again, divide its forces. The air force surges ahead to soften the enemy and give the ground troops the space and opportunity to punch through the river and ground defenses. However, to do so on a

large scale, it may require knocking out half of Tolkeen's defensive line before the ground infantry can make their move. Until then, the ground forces are stalled, effectively neutralized, forced to sit on the sidelines and wait until they get their opening.

Central Eastern Minnesota. The wilderness around Tolkeen, Freehold and Magestock is very similar to those found in Illinois, Michigan, Pennsylvania and the East. A mix of deciduous and fir trees, broken by meadows, marshlands, and a multitude of small lakes, rivers and streams. Coming up from the south, the Coalition forces must navigate rivers, hills, farms, and the Kingdom's most populated and industrialized region. This is the most direct path for the CS to take. Moving up from Iowa, through the Mizereen Barony, through Hillcrest and Blue-line, to Center Gears and the tri-city area.

City Defenses. Taking a good look at the Tolkeen tri-city area, it is easy to see why so many, King and Warlords, civilians and dragons included, honestly believed Tolkeen to be invincible to invasion. In addition to the natural obstacles and barriers

around the Tolkeen heartland are the rare ley line triangle (with a city of magic at each nexus) and the people themselves. The ley line triangle provides the inhabitants tremendous lines of magic energy – the most powerful configuration possible. The population of ancient and elder dragons with their thousands of years of knowledge to share, and the large number of freethinkers, inventors and Techno-Wizards, helps the community to tap the ley lines in unique ways. The magic lines of energy are plumbed to power the lights and much of the city. Stone pyramids and other means of magical containment, control and manipulation virtually abolish the need for fossil fuels or other conventional means of energy. Ninety percent of the energy that powers the three cities is generated by magic. The lights, electricity, communications system, public transit, and defensive force field bubble are all products of the ley line triangle. New ways to syphon, direct and contain magic energy are developed. As are machines of destruction and war. Consequently, when the magic fails, the city is blacked out and the residents feel helpless.

Military Defenses

Before the actual city of Tolkeen (and the others) the enemy must first face the outer perimeter, then the Null Zone, followed by crossing the Mississippi (a natural barrier) and then the defensive line known as “the wall.” Beyond the Wall lays the city itself where the fighting will continue in the streets and the rooftops.

Outer Perimeter

The outer perimeter is the forest that lays just before the Null Zone. Areas that were once farmlands have been magically transformed back into forest or turned into fields of Spikes of Stone much like the Barrens. It is one of the tri-city area’s natural barriers. A barrier made all the more difficult to traverse through the use of Elemental magic and traps. Warlocks and Shifters have directed their minions to create tangles of vines and bramble as well as create lines of low mounds to climb over and uneven ground to make walking more difficult. They have also placed *pit traps* along certain trails, covered them in leaves and vines and laced their bottoms with stone spikes to impale victims like punji sticks. Also scattered in the outer perimeter of the forest are *Earth Bunkers* (barely noticeable), randomly placed lines of *Stone Spikes* (stopping vehicles, barring paths and slowing foot travel) and the occasional *Tower of Stone* like those found in The Barrens. They are supplemented by the strategic placement of Portable Pillboxes and sniper positions.

In the dog days of the war, the forests around the tri-city area become the playground of the *Daemonix*, *Brodkil*, and *Monster Squads*. At this stage of the game, they are given free rein to engage the enemy as they see fit. Anything goes with these inhumans, so their battles are usually savage and horrific. Some fight to the death, but most use the hit and run tactics taught to them by their Tolkeen masters, using the element of surprise, wreaking havoc, killing as many as they can and then making a strategic retreat to avoid capture and strike again at a later time.

Snipers, bushwhackers, commandos, Cyber-Knights, saboteurs, scouts and guerillas also operate in the perimeter forest.

They tend to be much more stealthy and are selective in picking their targets. They seek out advanced scouts, officers, communication stations, supply depots, power generators and other targets that will slow down or diminish the capabilities of the advancing legion.

Warlocks, Elementals and mobile troops are located on the edge of the perimeter near the Null Zone where they can engage the enemy, but are able to pull back through the Null Zone and join forces at the Wall to make a stand.

Siege Notes: The Coalition Armored Divisions on the Eastern front have cut two swaths through the forest. One putting troops facing Freehold and another farther north to circumvent Freehold to face Tolkeen. Meanwhile, ground infantry troops, CS cyborgs, power armored troops, SAMAS, rocket bikes and Hovercycle troops spread out along the edge of the outer perimeter forest ready to swarm the Null Zone and charge across the no man’s zone to the city. Flyers will take wing to test the enemy’s defenses and soften up the opposition. The Armored Divisions (tanks, giant bots, Skelebots and such) will take the lead, providing cover for the infantry behind them and support for the air raiders flying ahead.

When the Coalition Army makes its move, none of these Tolkeen forces can stop the onslaught. Small Tolkeen outfits take cover and let the advancing troops charge through, striking at stragglers, trying to cut lines of communications and attempting to attack from behind. Those caught out in the open or who stand and fight (such as the gigantic *Daemonix*) are cut down whenever they are encountered. This creates small, localized skirmishes along the route of the advance as the bulk of the army pushes past the warring factions to Tolkeen, knowing that the soldiers left behind will deal with the monsters and follow up from the rear. (If they do not, there are other troops that will join the battle). At this point, the Coalition Invasion Force is like a devouring swarm of locusts outnumbering those taking a stand in the outer perimeter twenty to one. The CS is smart, sending in a legion of Skelebots and tanks to take the worst of what the Tolkeenites have to throw at them. This is the start of heavy combat.

The greatest resistance and heaviest fighting comes from the City of Tolkeen. Those charging Freehold meet with minimal resistance in the Null Zone around it, but are hammered as they try to cross the man- (actually dragon-) made river that surrounds the city like a giant moat. Combat intensifies at Freehold’s massive outer walls. Freehold will be the scene of some of the most brutal combat and the Coalition’s greatest casualties. Had the Dragon Kings and Dragon Princes held their ground and remained united, the tide of the battle might have turned at Freehold and the twin cities might have been saved. Magestock is overrun.

Earthworks

At strategic locations along the outer perimeter and the Wall (inner perimeter), stand a variety of stone edifices raised up by Warlocks and Elementals to challenge the invaders. Some impede movement, others function as bunkers and fortifications, all are disturbing for they have no natural place in the landscape. These earthen formations are the creations of magic and enslaved elemental forces used to reshape and mold the very earth. **Note:** Also see *The Barrens and Elemental Alley* in *Coalition Wars™ Five: Shadows of Evil™*.

Defensive Walls are massive earth and stone barriers used to bar the enemy's path. They may be low (three feet/0.9 m minimum) to provide cover for shooters and slow the enemy or tall (up to 25 feet/7.6 m) to bar the enemy from easy passage, and are nearly as thick as they are tall. Defensive walls may run in a horizontal line, curved or be used as the four outer walls of a military compound. Like all of these elemental creations, they are crude and rough looking, almost a natural looking formation. In the Null Zone, walls are minimal, the ones that are there are used to usher the invaders into manmade canyons where they are bottlenecked and vulnerable. Stats: M.D.C. varies with the size of the wall: 3-6 feet (0.9 to 1.8 m) has approximately 2D6x10 M.D.C. per 10 foot (3 m) length, 7-10 feet (2.1 to 3 m) 4D6x10 per 10 foot (3 m) length, 11-15 feet (3.3 to 4.6 m) 6D6x10 M.D.C. per 10 foot (3 m) section and 16-25 feet (4.9 to 7.6 m) 1D4x100+180 M.D.C.



Earth Bunkers are simple, comparatively small, low profile fortifications that resemble little more than a mound of packed earth and stone. An entrance hatch is usually concealed in the back (60 M.D.C) and a viewing and gunners' slit is cut into the front. Inside, two pairs of soldiers each operate a rail gun or similar rapid-fire weapon. An additional 2-4 soldiers are usually assigned to offer support and function as backup should one of the first sets of gunners be killed. Like the Towers of Stone, they are used to ambush and gundown enemy troops, but are more easily concealed and difficult to spot and identify. One or two Earth Bunkers may be deployed as an ambush post, the defensive cornerstone of a small military outpost or base camp, or

multiple bunkers may be built into or alongside a defensive wall, butte Tower or other defenses. Bunker Stats: Five to eight feet (1.5 to 2.4 m) tall and about the size of a small room. Has 1D6x100 M.D.C.

Spikes of Stone. Stalagmite-like thorns of stone the size of a man rise up to slow Coalition Troops and impede the movement of wheel and tread vehicles. Even the Coalition's foot soldiers and giant bipedal robots have difficulty navigating these forests of stone, and only the notorious Spider Skull Walkers have an easy time clattering over the spiny earth. When laid out in a line, Spikes of Stone can work as defensive wall, requiring opponents to go around them (causing long delays for detours and setting up ambushes), weave through them (reduce speed by 50%), blast through or level them (both noisy, costly and time consuming efforts), or fly over them. In each case, the enemy is slowed down, forced to expend resources and man hours, and give away their position; often caught in the open where they are vulnerable. Spike and pillars of stone will not stop an invading army, but cause share of problems and losses.

Stats: Four to seven feet (1.2 to 2.1 m) tall conical formations, two to four feet (0.6 to 1.2 m) wide at the base, narrowing into a sharp point at the top.

Towers of Stone serve as fortified machine-gun nests, guard towers and observation posts equipped with long-range energy cannons, rail guns, assault rifles, and/or missiles. A spell caster or two may also be present, but in the defense of the cities, few mages can be spared.

A single tower may stand as a lone monument of defiance in the face of the enemy or be a defensive guardian to an entrance, place or road – its occupants ready to deal out death to whom-ever dares challenge them. These defenders may retreat in the face of apparent defeat or fight to the death. These single towers are often used like *pillboxes* and *bunker style machine-gun nests* placed at crossroads, bridges and other strategic locations where the enemy is likely to pass, and where the tower and its troops have the advantage of position, elevation and firepower. A cluster of 4-16 towers provide fortress house like defenses and housing an entire battalion of defenders (640 troops; 1-5% are magic O.C.C.s and another 5-10% demonic or supernatural R.C.C.s). Often additional troops from company to battalion-sized groups are nearby. Or Towers of Stone may serve as the outer defenses of a larger camp, military base, or other fortifications with anywhere from a company to a division of (160 to 5760) soldiers.

Tower Stats: 4D4x100+40 M.D.C. and is large enough to accommodate 50 human-sized warriors without being too cramped; 80 under crowded conditions. Additional troops can camp at ground level around the tower and/or on the rooftop. Only the topmost portion is a hollowed out bunker with thick walls.

A typical Tower of Stone measures 20-40 feet (6.1 to 12.2 m) in diameter and 20-40 feet (6.1 to 12.2 m) tall. Stairs may be carved into the stone, or iron climbing pegs pounded into one side. In the alternative, portable ladders or a simple elevator (a simple platform, cable and pulleys) may be used to get troops up and down. Otherwise, the rough-hewn earthen walls are a straight vertical climb. The pillar of the tower is usually solid stone, but raised platforms may be erected or small chambers carved out to accommodate troops, garages, storage area, etc. The top section is always carved out to serve as a bunker and

observation deck. Windows and gun ports are narrow slits like those of a pillbox to offer maximum protection to gunners, look-outs and those inside. The roof is usually flat, allowing flyers and VTOL aircraft to land and take-off, as well as providing an elevated position for rooftop snipers. There may also be jagged, flat-topped ledges protruding from the tower serving as gunner platforms and launch pads for small flying vehicles, and perches for winged creatures. One or two hatches (100 M.D.C. each) are usually built into what passes for the "back" side and 3-6 small hatches (50 M.D.C. each) open up onto the roof.

The Null Zone

The Null Zone is 2-4 miles (3.2 to 6.4 km) of cleared land. An open field of fire where defenders know anything in that field is the *enemy*. Period. Shoot to kill. This way the defenders have a clear line of fire and can open fire with everything they've got, because the only people in the Null Zone are their hated opponents. Simple, pure and effective.

The open field is made difficult to traverse with fields of jagged and broken rock; thick, unnatural tangles of roots and vines; and pools of mud, quicksand and lava. The going is rough. Those on foot see their maximum speed reduced by 75%, wheeled and treaded vehicles by 50%, hover vehicles by 10%.

Some of the city's defensive troops, including its demons and Elementals, move a mile into the Null Zone to get some shots in at the advancing troops. Earthquakes, rivers of lava, tornados, giant balls of ice, wheels of fire, and invisible forces (Elementals, Wind Rushes, magic walls) smash into and stagger the transgressors, scattering the enemy troops and slowing them down, but still they come, with Skelebots, robots, cyborgs and power armor in the forefront. Clouds of steam, toxic mists, hail storms, lightning, and blades of steel rain down on the invading army, killing some where they stand, but the rest move onward. Walls of stone and thorns, fire and wind block their path, but the Coalition rampage is stopped only for a moment.

The battle is joined in the skies overhead as airborne combatants from both sides clash in a storm of energy and magic. Dragons and Gargoyles, Iron-Dragonfly and Warhawk Iron Juggernauts hurl themselves into SAMAS, Sky Cycles, Warbird Rocket Cycles, Helicopters and whatever else the CS has up there. Bolts of magic and energy flash like lightning and the thrum of rail guns, boom of missiles and the clash of fists and steel roar like thunder.

Areas on the ground are covered with spikes of stone or mounds that channel the coming forces into one or two areas – clear, wide boulevards intended to mislead and bottleneck the enemy.

Ultimately, however, the Tolkeen defenders pull back, across the Mississippi, to join the defensive line around the city. Plugging any holes in this, the last line of defense.

The Mississippi River

The Mississippi represents the Coalition Army's last barrier in a gauntlet of opposition before they reach the threshold of the city itself. Both Tolkeen and Freehold have the protection of the river, although only Tolkeen uses it to its full advantage. The few bridges that span the river are blown and invaders must fire

from across the way on the other bank, make their own bridges or airlift troops to the other side.

Here is the Warlocks' and aquatic Iron Juggernauts' moment of truth. The Coalition forces, whether landlocked, taking to the water or airborne, remain exposed, out in the open. The water is made to rebel and attack. The waters part and close. Tidal waves rise up to throw those in the water out and slam into those on the shore, washing them away. *Small Water Elementals* and *Sea Viper Iron Juggernauts* overturn boats, grab swimmers and pull them under the waves to do battle in their element. *Large Elementals* work their magic to mire, hurt and attack the naval and ground troops on the banks. Rain, ice and lightning fall from the heavens, while fog rolls in to conceal the Tolkeenites' positions, movements and firepower. The Water Elementals and Juggernauts also tear apart makeshift bridges and go toe to toe with amphibious vehicles. *Air Elementals* and *Iron-Dragonfly* and *Earthwake Iron Juggernauts* deal with giant robots, tanks, amphibious vehicles, airlifts and Death's Head Transports. Meanwhile, the defenders at the Wall lash out with cannons, missiles, and magic.

Siege Notes: The toll on the Coalition Invasion Force is terrible, but they will not be denied. It may take days for the Infantry and Armored Divisions to bridge the river and punch through the final defensive wall, but they will. Tolkeen's forces, as formidable as they are, and augmented by the (out of control) ley lines can not be sustained. There are just too few defenders, and most are only human. After 12 hours of fighting, Tolkeen's superiority begins to wane. Over the next ten hours the CS makes major strides. Then the Tolkeenites (having rested sufficiently to make another surge) rally to regain the upper hand. But 6-9 hours later they fade again and the CS surges. The more casualties the Tolkeen Defenders sustain, especially among practitioners of magic, the weaker they get and their defenses begin to buckle. It is a war of attrition Tolkeen can not win.

This teeter-totter battle continues for days, but the Coalition has the advantage in numbers (both human and Skelebot) and revenge in their hearts. From the east banks of the river, over the din of combat, the mantra, "Remember the Sorcerers' Revenge" can be heard. And fear swells in the throats of the Tolkeen defenders.

The Wall

The city's inner perimeter defense

The last line of defense is the Wall on Tolkeen's side of the river. The term "wall" is figurative and includes both physical defensive fortifications (walls, towers, bunkers, earthworks, etc.) and warriors (fighters, practitioners of magic, Iron Juggernauts and magic). These are the forces battling away at the CS trying to cross the Mississippi and gathering on the edge of the Null Zone. The Wall is the line that must be held, lest the enemy push through and into the city itself. This is where the most heated battles rage. Coalition troops and armor throw themselves at Tolkeen's fortifications and heaviest hitters. Most will fight to the death. Those who break ranks and try to flee are likely to be killed later when the city falls, or by one of the Coalition's hunter-killer squads.

The entire city of Tolkeen has fortifications and troops all around it, but with an insufficient number of warriors and sorcerers available, the greatest defenses and troops were placed

along Tolkeen's **Eastern and Southern borders**. These are the two areas obviously targeted for invasion by the Coalition Army. They would be where the CS made its stand to push into the city.

Tolkeen also anticipated a big **air war** and was prepared for it with its flying Iron Juggernauts (the Warhawks and Iron-Dragonflies), its secret weapon, the Wing-Blade, a variety of TW flyers and conventional aircraft and power armor, as well as Gargoyles and other flying creatures.

The Western and Northern Borders (especially the northwest) were lightly defended because they were not expected to fall under an initial or sustained attack, and because both had the power of ley lines at their disposal, and a nexus in the northwest corner. Moreover, Tolkeen assumed it would have the added support of the army promised by the Federation of Magic and its own air force to deploy wherever needed.



The call to arms

With the Coalition moving in for the kill, *Warlocks* strengthen Tolkeen's fortifications, call forth storms and summon Elemental beings of water, air, earth and fire to help and to harass the enemy. *Shifters* and others with power over the monstrous and demonic call forth demonic minions from beyond the Rifts and direct them against the steel and muscle of the Coalition forces. *Necromancers* line the ramparts with armor clad bodies of the dead, many of them fallen Coalition soldiers or comrades in arms, waiting to be animated and sent against the living invaders – an army of “real” Skelebots. *Ley Line Walkers* and other mages work their magic to blast and beguile the en-

emy on every front. Meanwhile, *Iron Juggernauts*, *Daemonix*, *Brodkil*, *Gargoyles* and other determined combatants distribute themselves along the fortifications and trenches of the *outer perimeter* to meet the enemy. Flyers go airborne to combat the air assault overhead.

The King and Warlords of Tolkeen pow-wow around the clock, developing new strategies and tactics, formulating countermeasures and hatching schemes that might win the day. When necessary, the Warlords take charge of their troops and tear into the enemy without mercy.

Despite the conspiracy of events that has worked against them, the cities of *Tolkeen* and *Magestock* are ready for war. Tolkeen, in particular, is a force to be reckoned with. Never has such an array of practitioners of magic, dedicated warriors, dragons, demons and superhuman creatures gathered en masse in one locale, united in purpose as they are. Each and every one, ready to defend the Capital of their homeland until the last building comes crumbling down.

A broken defense

The Power of the Ley Lines. Don't forget, Tolkeen *thought* it had a few aces up its sleeve that made them believe the tri-city area was invincible to an all-out attack. Defenses and a method of fighting using magic and ley lines that had served them for decades.

- The Rift Triangle Defense Force Field which could be raised for hours at a time to completely protect the cities and hold the enemy to the Null Zone.
- Control over the ley lines to create dimensional disturbances, raise magic barriers, move troops instantly and to summon other dimensional beings to join the fray.
- Magic energy stores to supplement their power.
- P.P.E. based energy/electricity to supply the city.
- Magical transit and teleportation capabilities.
- Magical communication and healing.

ALL of Tolkeen's defensive strategies included the above elements and more. When they were *all* taken out of the equation (a turn of events *never* believed possible), Tolkeen's defenses were shattered and its strategies and tactics thrown out the window. They had to scramble to make changes, alter troop positions and raise new defenses. The loss of their power stores, communications and power grid for the city, the crippling of the TW transit and teleportation systems and other magic based operations hurt them badly, but the loss of the ley lines killed them. With the ley lines spasming out of control, the force field could not be raised for the defense of any of the three cities, plus Ley Line Magic and teleportation magic did not function properly and became dangerously unreliable. That meant Tolkeen's defenders could NOT be instantly teleported wherever they were needed most, nor able to make a fast retreat. Other Ley Magic strategies and methods of attack were no longer available options. Tolkeen's defense is further hobbled by debilitating dimensional anomalies occurring throughout the City of Tolkeen and to a lesser degree, throughout the entire tri-city area. Frequent Ley Line Storms actually attack sorcerers and creatures of magic, as well as further disrupt the ley line energy. Unpredictable dimensional anomalies reduce the effectiveness of magic

even more and create havoc within the city itself, hobbling the defenders' efforts and helping the Coalition Invasion Force.

Death from the North. General Holmes' unexpected appearance from the north, 300,000+ troops at his command, has devastated the military base in the northwest part of the city, managed to punch holes in several places along the northern defensive line, set the city ablaze and launched an air war that is far worse than anything anticipated by Tolkeen's Warlords (again, in large part because the force field and other Ley Line Magic defensive and offensive responses cannot be made). The General's first strike, surprise air raid that knocked out the magic resources of Tolkeen and sent the ley lines into turmoil was the blow that has brought the city to its knees. And just as General Holmes knew, if Tolkeen could be toppled, the rest of the Kingdom would fall like a house of cards.

No more to give. If Tolkeen is doomed, it is because they have lost the real war – the *war of attrition*. Their numbers have dwindled too low to keep fighting a successful war. There are too few warriors to mount an offense and there are barely enough defenders to hold their perimeter lines (for now). Parts and materials are scarce, damaged weapons and war machines must go into combat without repairs, new Iron Juggernauts and machines of destruction are not manufactured fast enough to stem the rising tide, and hospitals fill to overflowing with the wounded. Worse, as if things could get worse, most of the Dragon Kings and Princes abandon Freehold and the war (see the Freehold section). Many of the Cyber-Knights refuse to fight, choosing to evacuate civilians from the city instead. And no new troops or allies rally to their defense. The Federation of Magic reneging on its pledge to send an army of mercenaries and Automaton is a crippling blow. More troops for Tolkeen's defense are desperately needed, but there are none to be had.

Civilians from the outer edges of the Kingdom have flooded to the cities in the last few weeks, swelling their numbers. Even individuals without command over mystic forces or combat training stand ready with gun or club or pitchfork. Even the most optimistic know – win or lose – this will be their final stand. Should they win, the yoke of CS oppression will be shattered and the Kingdom of Tolkeen will shine as the new power in North America. If the CS wins, Tolkeen will be wiped off the map, and the Coalition's stranglehold over the continent will continue. All the Tolkeenites can do now is fight the good fight and pray for victory. This makes nearly every single individual in Tolkeen an adversary to the Coalition. Although it creates an

army of well over one million for Tolkeen, it is an army of rabble. Their good intentions are not enough. The vast majority are untrained in the art of war or magic and are unprepared for combat. They easily panic, break ranks, break down and fall quickly to the Coalition Army.

Tolkeen has run out of everything: fighting men, guns, equipment, supplies, food, magic and everything else. Even time.

But Tolkeen is not done yet. They fight while praying for a miracle, because they know the CS will be taking no prisoners. Here again, there are few miracles to be found.

The Tolkeen Army

Army Divisions

Eastern Army
Southern Army
Western Army
Northern Army
Air Corps Command
Engineering Corps (includes Warlocks, Techno-Wizards and builders)

Notable New War Machines

Portable Bunker
TW Volcan Wing & Saucer
TW Sling Scout
TW Demon Barge
TW Dynamo Armor (Secret Weapon)

Note: See *Coalition Wars™ One* for additional war machines and TW items.

Iron Juggernauts; Armored Defenders

Blazing Iron Juggernaut (see *Coalition Wars™ One*)
Earthwake (see *Coalition Wars™ Three*)
Fury Iron Juggernaut (see *Coalition Wars™ One*)
Iron-Dragonfly (see *Coalition Wars™ Three*)
* *Millipede* (new)
Sea Viper (see *Coalition Wars™ Three*)
Thundering Iron Juggernaut (see *Coalition Wars™ One*)
Warhawk (see *Coalition Wars™ Three*)

* *Wing-Blade* (new)

* Two new Juggernauts found in this book under Secret Weapons.



Tolkeen's Army Divisions

Average levels of experience by general O.C.C. category: This represents the overall norm. There are always exceptions.

Dragon Hatchlings: 3-6

Dragon Adult (uncommon): 6-12

Dragon King (Ancient; rare): 10-20

Practitioners of Magic: 3-7

Masters of Magic (Experienced, elder mages): 6-10

Professional Soldiers/Warriors/Mercs/Scouts & Bandits: 3-5

Military Officers: 6-9

Headhunters & Cyborgs: 4-7

Juicers, Crazies & Cyber-Knights: 4-8

Non-Combat O.C.C.s: 3-7

Unskilled Civilians: 1-3

Tolkeen's Eastern Army

The Eastern Army of Tolkeen is ready to defend the city's eastern border. It is led by legendary Warlord Thadeus Grimm. The east line of defense and the south have the most in the way of Earthworks and fortified positions. It also has a large range of magical defenses, spell casters, and TW armored units by way of Iron Juggernauts. Warlord Grimm is the mastermind behind the design and combat strategies of The Barrens, making him an expert at utilizing Elemental magic and resources, as well as Iron Juggernauts, to defend against attack.

The Tolkeen defender faces the Coalition forces coming in from Wisconsin led by the malevolent Coalition **General, Micander Drogue**. Those CS forces will be joined by some of General Holmes' troops from the north.

Siege Notes: This is General Drogue's only chance to redeem himself and save his career. However, the desperate and angry General acts emotionally and continues to waste his troops on futile and reckless battles within the assault, throwing his men away without regard. Things get so bad, and the Coalition's Eastern Army is being so mauled and stymied, that General Holmes personally meets with Drogue to discharge the General of his duty! It is a blow that Drogue can not tolerate and he nearly comes to blows with General Holmes, whose authority he questions. However, Holmes has the support of the other officers (glad to see Drogue removed), and General Drogue is escorted to the rear of the Invasion Force where he is told he can "assist" in the support of the front-line operations by helping to coordinate logistics. General Drogue defies this order by joining the siege on Freehold before its fall. He does nothing to distinguish himself at this front and General Drogue goes Missing in Action. (See the Epilogue at the back of this book). **Note:** The removal of General Drogue, his command assumed by a quartet of lower ranking officers, marks the turning point for the siege against Tolkeen's Eastern front. The new strategies and tactics wear down the eastern defenders and the CS forces eventually explode through the line, routing the overwhelmed defenders.

Approximate Starting Troops:

Two Platoons of (80) Dragons (90% Hatchlings)

Two Platoons of (80) Fire Warlocks and Fire Elementals

Two Platoons of (80) Air Warlocks and Air Elementals

Company of (160) Earth Warlocks and Earth Elementals
Two Companies of (320) Water Warlocks and Water Elementals

Company of (160) Necromancers

Company of (160) Shifters

Brigade of (1920) Ley Line Walkers!

Battalion of (640) Mixed Mages (Mystics, Witches, Temporal, Conjurers, etc.)

Two Battalions of (1280) Brodkil

Battalion of (640) Gargoyles

Two Brigades of (3840) Daemonix (mixed)

Division of (5760) Volcan Wings & Saucers

Brigade of (1920) Iron-Dragonfly Iron Juggernauts

Battalion of (640) Warhawk Iron Juggernauts

Four Battalions of (2560) Wing-Blade Iron Juggernauts

Two Battalions of (1280) Earthwake Iron Juggernauts

Division of (5760) Sea Viper Iron Juggernauts

Brigade of (1920) Blazing Iron Juggernauts

Brigade of (1920) Thundering Iron Juggernauts

Battalion of (640) Fury Iron Juggernauts

Company of (160) Millipede Iron Juggernauts.

Infantry (mixed): Four Army Corps (46,000).

Tolkeen's Northern Army

The Northern Army was caught by complete surprise by the appearance of General Holmes' Army. They are the ones responsible for letting Holmes' surprise air attack through, and ultimately, for the near total collapse of Tolkeen's ley line defense system. History will paint them as "the goat" – the fools asleep at the switch responsible the fall of a kingdom.

What's done is done, Tolkeen's Northern Army has regrouped and establishes a strong line of defense. They fight valiantly to make amends for their tragic mistake, but they can not hold back General Holmes' forces for long. From the very start of the siege, the Northern Quadrant of the city is shelled and burns. Its great colleges of magic and learning are reduced to ruins and the city defenses a shambles. Although it will take days, perhaps weeks, the Northern line is the first to fall. And when it goes, the Eastern Army follows hours later and Tolkeen's fate is etched in stone.

Approximate Starting Troops:

Platoon of (40) Dragons (90% Hatchlings)

Half Platoon of (20) Water Warlocks and half as many Water Elementals

Company of (160) Air Warlocks and half as many Air Elementals

Company of (160) Earth Warlocks and Earth Elementals

Two Companies of (320) Fire Warlocks and Fire Elementals

Two Battalions of (1280) Ley Line Walkers

Battalion of (640) Mixed Mages (Mystics, Witches, Temporal, Shifters, etc.)

One Company of (160) Necromancers

Brigade of (1920) Brodkil

Brigade of (1920) Daemonix (mixed)

Battalion (640) Iron-Dragonfly Iron Juggernauts

Battalion of (640) Warhawk Iron Juggernauts

Battalion of (640) Wing-Blade Iron Juggernauts

Brigade of (1920) Blazing Iron Juggernauts

Two Brigades of (3840) Thundering Iron Juggernauts

Battalion of (640) Fury Iron Juggernauts
 Two Companies of (320) Millipede Iron Juggernauts.
 Two Brigades of (3840) Volcan Wings & Saucers
 Infantry (mixed): Three Army Corps (34,500).

Tolkeen's Western Army

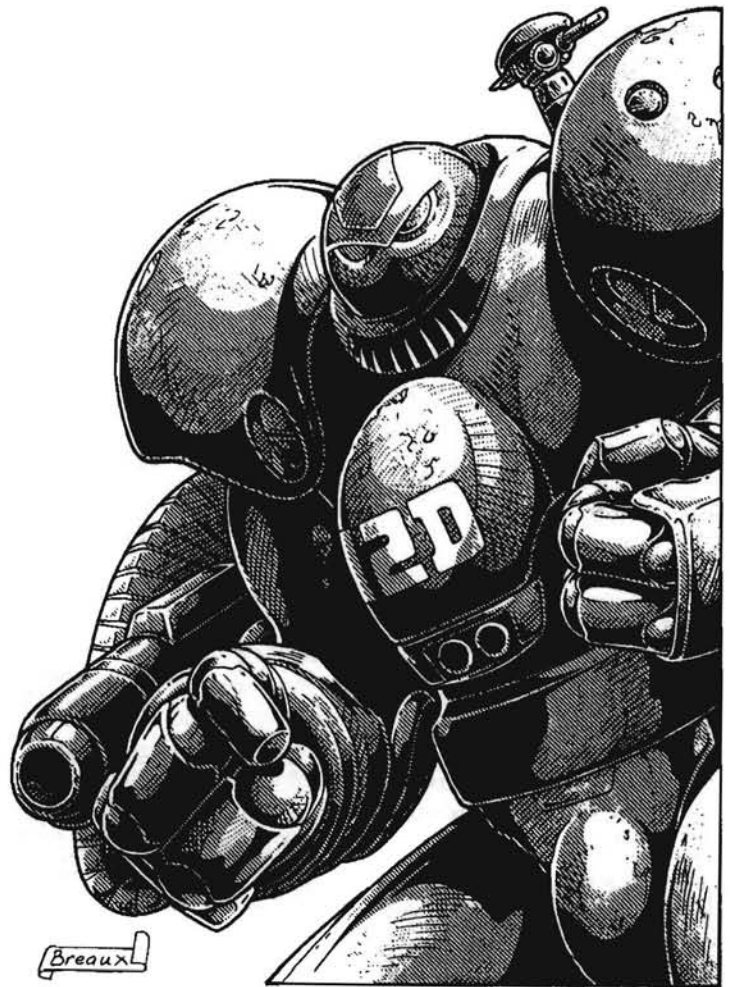
This is Tolkeen's weakest line of defense. Fighting along the western border is minimal, making it currently the best route of escape for refugees wanting to flee the city. Since Tolkeen's western border is under the least pressure, troops from it are constantly being drawn upon to ford up other positions in the East, North and South. As the CS tightens its grip on Tolkeen, pushing in hard from three of the four sides, those defensive lines will fracture, then shatter, and the enemy will overrun the city. What's left of the Western Army at that point (50% or more will have been assigned to other positions) will have the opportunity to make a mad dash for freedom (with the CS in hot pursuit) or stand and fight. Probably a little of both.

Approximate Starting Troops:

Squad of (10) Dragons (90% Hatchlings)
 Squad of (10) Water Warlocks and half as many Water Elementals
 Platoon of (40) Air Warlocks and half as many Air Elementals
 Platoon of (40) Earth Warlocks and half as many Earth Elementals
 Platoon of (40) Fire Warlocks and half as many Fire Elementals
 Platoon of (40) Necromancers
 Battalion of (640) Ley Line Walkers
 Two Companies of (320) Mixed Mages (Mystics, Witches, Temporal, Shifters, etc.)
 Company of (160) Daemonix (mixed)
 Battalion of (640) Brodkil
 Battalion of (640) Iron-Dragonfly Iron Juggernauts
 Battalion of (640) Warhawk Iron Juggernauts
 Company of (160) Wing-Blade Iron Juggernauts
 Brigade of (1920) Blazing Iron Juggernauts
 Brigade of (1920) Thundering Iron Juggernauts
 Company of (160) Fury Iron Juggernauts
 Platoon of (40) Millipede Iron Juggernauts.
 Infantry (mixed): Two Army Corps (23,000)

Tolkeen's Southern Army

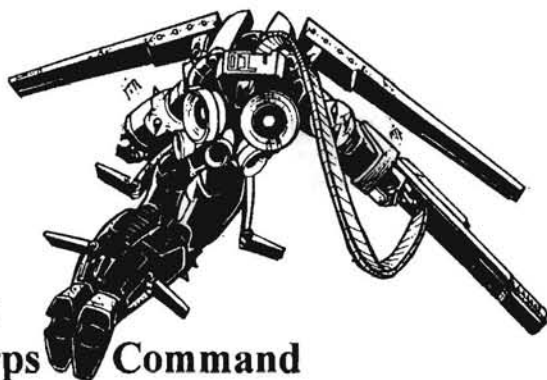
Tolkeen's Southern Defenders are set up very much like the East. They fight a defensive battle, holding the line around the city, responding to transgressions, but never racing out to meet or pursue the enemy when they back off to regroup. The Southern Army will be the last to fall, but it is all over for them when the North (the first to buckle) and the East (the second to collapse shortly after the North) both give way and the fighting fills the streets of Tolkeen. At that point, the Southern Army of Tolkeen is engulfed. Trapped by the Coalition Southern Army in front of them with General Holmes' Army swarming from their rear and the Coalition's Eastern Army to their flank. At this point Tolkeen's Western Army is effectively neutralized and has no significant impact on (or hope to) defend the city. When Tolkeen falls, most of those still fighting at Freehold and elsewhere in the Kingdom give up the ghost and try to flee. Some make a stand at strongholds, but many flee, never looking back, and half flee with plans to regroup and come back after the war as armed resistance fighters.



Approximate Starting Troops:

Two Platoons of (80) Dragons (90% Hatchlings)
 Platoon of (40) Water Warlocks and half as many Water Elementals
 Company of (160) Air Warlocks and half as many Air Elementals
 Two Companies of (320) Earth Warlocks and half as many Earth Elementals
 Two Companies of (320) Fire Warlocks and half as many Fire Elementals
 Battalion of (640) Mixed Mages (Mystics, Witches, Temporal, Conjurers, etc.)
 Battalion of (640) Ley Line Walkers
 Two Companies of (320) Shifters
 Three Companies of (480) Necromancers
 Two Brigades of (3840) Brodkil
 Brigade of (1920) Gargoyles
 Brigade of (1920) Daemonix (mixed)
 Division of (5760) Volcan Wings & Saucers
 Battalion of (640) Iron-Dragonfly Iron Juggernauts
 Battalion of (640) Warhawk Iron Juggernauts
 Brigade of (1920) Wing-Blade Iron Juggernauts
 Brigade of (1920) Blazing Iron Juggernauts
 Two Brigades of (3840) Thundering Iron Juggernauts
 Battalion of (640) Fury Iron Juggernauts
 Two Companies of (320) Millipede Iron Juggernauts
 Brigade of (1920) Sea Viper Iron Juggernauts (in the river on the edge of the Null Zone)
 Infantry (mixed): Five Army Corps (57,500)

Tolkeen Air Corps Command



The Tolkeen Air Corps (TAC) has been charged with keeping the skies over Tolkeen free from enemy incursions. It is the TAC who address every transgression made by the Coalition Invasion Force, whether it be from winged power armor, missiles or aircraft. Even having been joined by scores of civilian volunteers as well as private individuals and support from the other armies, the TAC is hopelessly overwhelmed.

Approximate Starting Troops:

Company of (160) Dragons (90% Hatchlings)
Two Companies of (320) Air Warlocks and Air Elementals
Battalion of (640) Mixed Mages (Mystics, Witches, Temporal Shifters, etc.)
Division of (5760) Gargoyles
Division of (5760) Warhawk Iron Juggernauts
Brigade of (1920) Iron-Dragonfly Iron Juggernauts
Company of (160) Wing-Blade Iron Juggernauts
Two Divisions of (11,520) Volcan Wings & Saucers
Air Corps: Two (23,000; various aircraft, TW vehicles and flyers)

Engineering Corps

Last is the Corps of Engineers. This military Division is composed of Warlocks, Techno-Wizards, building engineers and construction teams. It is their job to build, maintain, repair, and modify military fortifications. They are also the ones who created the Null Zone, earthworks and defensive barriers throughout the tri-city area. With the city under attack, these crews work day and night trying to patch crumbling fortifications, build new ones as the Tolkeen Armies are pushed back, close off streets, blow bridges, demolish abandoned buildings (ideally to fall on CS heads and/or block their advance), set traps, help put out fires, and so on.

Two Battalions of (1280) Earth Warlocks and half as many Elementals
Two Companies of (320) Air Warlocks and half as many Elementals
Company of (160) Water Warlocks and half as many Elementals
Two Platoons of (80) Fire Warlocks and half as many Elementals
Platoon of (40) Necromancers
Company of (160) Ley Line Walkers
Two Companies of (320) Mixed Mages (Mystics, Conjurers, Temporal Shifters, etc.)
Two Platoons of (80) Warhawk Iron Juggernauts
One Squad of (10) Iron-Dragonfly Juggernauts
One Squad of (10) Blazing Iron Juggernauts
One Company of (160) Thundering Iron Juggernauts
Corps of Engineers: One (11,520 Operators/builders/engineers)

Tolkeen's Warlords

Warlord Thadeus Grimm Commander of the Eastern Army

Next to Warlord Scard and King Creed, Thadeus Grimm is the top military mind in the Kingdom of Tolkeen. A veteran of many war campaigns around the world and beyond, Warlord Grimm was the General in charge of The Barrens and Elemental Alley. It was he who helped to develop and deploy the strategies, tactics and fortifications of Warlocks and Elementals. It is Grimm who helped to turn Warlocks and the Elementals they summon into a fighting force, teaching them how to best deploy their abilities in a war situation and work with others. He has also commanded Iron Juggernauts of all varieties, Daemonix, dragons and all manner of warriors and mages in the same fighting unit. Consequently, after the Sorcerers' Revenge (which he did not participate in), he was called up to head Tolkeen's Army at its eastern border. He has worked closely with Warlord Scard and the two respect each other, but neither particularly likes the other.

Warlord Grimm is a monster of a man, standing seven feet (2.1 m) tall and rippling with muscle and bionic-like machines. These are actually Bio-Wizard devices he received during his years as a mercenary for Atlantis. Bio-Wizard augmentations (some experimental) that have transformed him into something much more than human. Rumor has it that Thadeus Grimm is a prototype for the Splugorth's Bio-Borgs or some other venture into human augmentation that has never been pursued (or only done secretly on a very limited basis). Whatever the true or whole story, Thadeus Grimm is a warrior on par with most Juicers, Crazies and Cyborgs.

Siege Notes: This old war-horse knew the writing was on the wall when the first reports of the Second CS Invasion Force came to light. He was willing to make a stand with all the magic and ley line resources at the tri-cities' disposal, but counseled for having an escape plan handy and maybe even a plan for booby-trapping Tolkeen, Magestock and Center Gear so all would be atomized if the CS ever seized them. Personally, Warlord Grimm believed that with the Triangular Ley Line Defense System and other magicks at their disposal, Tolkeen and the tri-city area could hold out for a year or two, possibly longer. He hoped that the CS would eventually give up or the Tolkeenites could figure out some new strategy or make a new alliance that would save them. Otherwise, he felt it would be only a matter of time before Tolkeen fell. It was a fight worth doing and there was no telling what might unfold over the next few years.

When General Holmes' blitzkrieg attack the Ley Line Defense System, knocked out crippled the city's resources and set it ablaze, Warlord Grimm knew then and there the city was in grave peril. When the Dragon Kings and many of the Princes abandoned Freehold, he knew the war was over. He petitioned both King Creed and Warlord Scard to make a military exodus from the city and laid out a plan he had developed that could carry 75% of the Army and 70-80% of the civilian population successfully to the west. Under his plan, Magestock and Free-

hold would be left to fend for themselves, drawing the focus of the CS invaders. By the time the CS realized the Tolkeenites were gone, they would be halfway to the New West. Any effective retaliatory action on the Coalition's part would take regrouping and new strategies, and by then the Tolkeen Armies would be establishing strongholds in the New West. The Warlord's guess was that while the CS *might* give chase, they would not commit more than 100,000 to 200,000 troops to the effort. A number the Tolkeenites with their legions of sorcerers, Iron Jugernauts and other resources could deal with handily. A small victory could be snatched out of the jaws of defeat.

Warlord Grimm's proposal was summarily rejected by the King, Circle of Twelve, and the other Warlords. A disheartened Warlord Grimm told them they were fools and were condemning an entire city to death. He resigned his commission but pledged to remain to hold the Eastern defensive line as long as he could (which is easily three times longer than anyone else could, Scard included). However, the moment the line began to buckle he was telling his troops to pull back to the King's Tower and he was leaving. The King and War Counsel agreed and Thadeus Grimm went to maintain what he calls his deathwatch. He is true to his word, slipping out of Tolkeen on his own only after the Eastern Defensive Wall gives way.

Unlike some others, his war with the CS is done and he will not return to Tolkeen for any reason. Instead, he looks toward the Pecos Empire and the Vampire Kingdoms as a possible new challenge. He plans to just wander for a while, until some cause, person or place calls out to him. The Coalition has other plans. Grimm may be done with the Coalition, but the CS is not done with him. The famous Warlord Thadeus Grimm, master strategist and tactician, hero of the Final Siege, designer of The Barrens, and Splugorth superman is all too well known to the Coalition to just let slip quietly away. They will dispatch Commando and assassin squads as well as hire mercenaries and bounty hunters to track him down and bring him in alive for trial or his head on a pike.

Real name: Unknown.

Race: Human.

Alignment: Aberrant evil; calculating and utterly ruthless in combat, but lives by his own code of field honor.

Insanities: Phobia: Bio-Wizards: Although he appreciates and enjoys the power his Bio-Wizard augmentation provides him, the experience of getting them has given him reason to hate and fear Bio-Wizards and their inhuman creations. Dislikes Symbiotes. Battle hardened and ruthless.

Attributes: I.Q. 15, M.E. 17, M.A. 17, P.S. 26 (supernatural), P.P. 24, P.E. 22, P.B. 9, Spd. 29 (19 mph/30 km).

M.D.C.: 210; recovers lost M.D.C. at a rate of 3D6 an hour. May also wear M.D.C. body armor for additional protection and has a suit of Dragon Armor created by the Mystic Kuznya, Lady Smith (has 290 M.D.C., no mobility penalty for Grimm, and is impervious to damage from heat, fire and plasma energy).

Horror Factor: 12

Weight: 360 lbs (162 kg) of muscle and steel. **Height:** Seven feet (2.13 m).

Age: 119; looks to be in his late thirties or early forties.

P.P.E.: 110; **I.S.P.:** 69.

Experience Level: 11th level Soldier (Military Specialist) and a bold and resourceful leader.



Skills of Note:

O.C.C. Skills: Detect Ambush (98%), Land Navigation (98%), Tracking (95%), Wilderness Survival (98%), Pilot: Hovercraft (98%), Pilot: Robot Combat Elite, Weapon Systems (98%), Basic Electronics (90%), Radio: Basic (89%), Computer Operation (98%), Horsemanship: General (94%/84%), Horsemanship: Exotic Animals (84%/74%), Basic Math (98%), Speaks American (98%), Speaks Euro (98%) and Kittani (90%), and literate in American and Euro (98%).

Espionage: Detect Ambush (95%), Detect Concealment (90%), Escape Artist (95%), and Intelligence (10%).

Military: Camouflage (85%), Demolitions (95%), Demolitions Disposal (95%), Armorer (98%), Military Fortification (90%), Recognize Weapon Quality (98%), Find Contraband (85%).

Physical: Climbing (98%/85%), Swimming (98%), Running, and Prowl (50%).

W.P.s: Sniper, W.P. Whip, W.P. Sword, W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Heavy Weapons.

Secondary Skills: Read Sensory Equipment (90%), Lore Demons & Monsters (90%), Law (85%), Cook (98%), Fish (98%) and Whittling (90%).

Bio-Wizard Features, Abilities & Bonuses:

Electrone (Organism): A beetle-like symbiote has attached itself to Grimm's left arm. It is concealed by a metal band when not concealed by his Weapon Bracers, so most people do not know this thing exists. The creature gives Warlord Grimm the power to emit electrical bursts of energy. **Damage:** Varies. **Jolt Touch:** 1D4x10 S.D.C. (each jolt counts as one melee attack) or one 1D6 M.D. jolt (counts as one attack but can only be used once per melee); inflicted by touch. **Bolt:** 3D4 S.D.C. (Each bolt counts as one melee action) or 1D4 M.D.C. bolt but can only be fired once per melee round; maximum range is 200 feet (61 m). **Electric Aura:** Once every other minute, he can generate an electric field that does 1D6x10 S.D.C. and once every hour, a field that does 2D6 M.D.; in both cases the duration of the aura is one minute. **Bonuses:** +2 to initiative, +2 to parry, +1 to roll with impact, -1 to pull punch, electricity does half damage when aura is up, and can recharge an E-Clip but requires one hour of concentration.

Bio-Electric Weapon Gauntlets: Part of Warlord Grimm's Bio-Wizard augmentation was having his body modified and various implants built into him to accommodate his main weapons. They are a pair of odd looking contraptions that resemble some sort of metal wristbands with a large blade mounted on the top of the forearm and three tubes or gun barrels on the underside. Only this is not some gauntlet or bracelet that is worn, but plugs into Thadeus Grimm's arms to become a part of his body. Connection rods and conduit can be seen going into the flesh and blood arm. In this regard, they are similar to cybernetics, except they can be taken off and reattached as desired.

Blade Damage: Each blade does 4D6 M.D. normally, but can be energized with Grimm's own life force energy causing the blades to glow faintly red and inflict 6D6 M.D., double damage (1D6x10+5) to the supernatural and creatures of magic; triple damage (2D4x10) to the undead. **Duration:** One minute (4 melee rounds). **Cost:** 1D6 of his M.D.C. which can not be healed for 24 hours.

Tri-Barrel Weapon: Each blast counts as one melee attack.

1) Electrical blast: 3D6 M.D., 2000 foot (610 m) range.

2) Fire bolt: 5D6 M.D., 1200 foot (366 m) range.

3) Wind Rush: Same as the spell, equal to 6th level spell strength.

Elemental Bio-Harness: This strange, experimental Splugorth device is worn over the chest and shoulders like a poncho, only it hangs down just below his chest. (It is shown in the illustration flat behind Warlord Grimm for dramatic effect.) A conduit hose leads from the back of the harness and plugs into the chest. A control rod extends from the left shoulder and attaches to the forehead to access the left frontal lobe of the brain, and P.P.E. This device draws on both Warlord Grimm's P.P.E. and life energy whenever it is used. The harness is specifically calibrated to Thadeus Grimm's specific physiology and internal implants. The technology is alien and beyond anything known to Techno-Wizards.

Duration & Cost: Five minutes per 6 P.P.E. and 1D6+10 M.D.C. points which can not be healed for 24 hours.

Elemental Protection: When activated, the wearer is impervious to cold, heat, fire and electricity.

Elemental Spells: Can cast all level one Air and Fire spells plus Blue Flame (30), Flame of Life (40), Fire Whip (30 P.P.E.; 4D6 M.D.), Circle of Rain (25), Whirlwind (30) and Electro-Magnetism (40). All are cast at half the usual P.P.E. cost (listed) via the Harness.

Bio-Wizard Eye Implant: A mechanical eye that enables the character to see the invisible (Astral Travelers, energy beings, ghosts and Elementals included), as well as passive Nightvision (1000 feet/305 m).

Other Splugorth Augmentation Features: Supernatural P.S., enhanced P.P. and P.E., M.D.C. body and enhanced healing (recovers 3D6 M.D.C. and hour).

Also see bonuses and psionics.

Psionics: Major Psychic. 69 I.S.P. and the following Physical abilities: Alter Aura (2), Deaden Senses (4), Ectoplasmic Disguise (12), Levitation (varies), Telekinesis (varies), Telekinetic Leap (8), Telekinetic Punch (6), and Mind Block (4).

Combat Training: Hand to Hand: Commando

Attacks Per Melee: 8 in hand to hand or psionic attacks or two by spell magic via the harness.

Combat Bonuses (all): +6 on initiative, +9 to strike, +11 to parry, +9 to dodge, +2 to auto-dodge (can dodge without using up a melee action), +5 to disarm, +3 to roll with punch/fall/impact, +8 to pull punch, +3 to body flip, +10 to save vs poison, drugs and disease, +4 to save vs magic, +14% to save vs coma/death and +7 to save vs Horror Factor.

Weapons:

Wilk's 330 Sniper Laser Pistol (1): M.D.: 2D6, **Payload:** 12 shots per standard E-Clip, 24 long. **Range:** 1000 feet (305 m), +3 bonus to strike on an aimed shot.

KEP-Special Energy Pump Pistol (48): **Mega-Damage:** 5D6 M.D. **Rate of Fire:** Equal to the number of hand to hand attacks. **Range:** 200 feet (61 m). **Payload:** 10 blasts per standard E-clip, 20 blasts per long E-clip.

TX-42 Laser Pulse Rifle: **Mega-Damage:** 2D6 M.D. per single shot or 1D4x10 M.D. per rapid-fire pulse (three simulta-

neous shots). **Rate of Fire:** Equal to user's attacks per melee. **Range:** 2,000 feet (610 m). **Payload:** 40 shots per FSE-clip.

Pair of Silver Daggers: Damage: 1D6+1 S.D.C.

Other Equipment: Tinted goggles, gas mask, NG-S2 Survival Pack, robot medical kit, IRMSS, infrared distancing binoculars, language translator, portable tool kit, passive night-sight scope, 50 feet (15 m) of strong rope/cord, utility belt, backpack, bedroll, knapsack and two canteens.

Vehicle: Can pilot a number of vehicles but his favorite ride is on the back of his friend and comrade, Stormcloud, a pale grey *Krygorth Pegasus* from Atlantis. This sleek Pegasus is Aberrant like its master, has an I.Q. of 11, P.S. 24 (supernatural), P.P. 19, P.E. 20, Spd. 54 (37 mph/59 km) running or 220 (150 mph/240 km) flying, Nightvision 2000 feet (610 m) and can carry two tons. It is 7th level, has 160 M.D.C., and can leap 30 feet (9 m) high or 50 feet (15.2 m) long without going airborne. Has six attacks per melee round or two by magic. Front Kick does 3D6 M.D. or 4D6 M.D. from rear legs; 1D4x10 from a power kick. Can cast the following Spells: Globe of Daylight (2), Chameleon (6), See the Invisible (4), Levitation (5), Breathe Without Air (5), Heal Wounds (10), and Cloud of Smoke (2); has 50 P.P.E. See page 77 of *Rifts® Atlantis Two: Splynn Dimensional Market* for full details and description.

Money: Warlord Grimm has put away one million credits a bank in the Colorado Baronies and has 200,000 on him, not including what weapons and armor he may escape with. In addition, he has 250,000 Universal Credits and secret weapon and equipment caches in the Pecos Empire with a KM-700 Uni-Motorcycle and enough gear and Triax and Kittani weapons to fully equip 20 men plus himself. His home and whatever else he had in Tolkeen is gone forever. He will not come back.

Warlord Umbra

Commander of the Northern Army

Warlord Umbra is a Psi-Slayer from the Magic Zone who made Tolkeen his adopted home 23 years ago. He is in charge of the Northern perimeter defense of Tolkeen and blew it. Live or die at Tolkeen, Warlord Umbra will live forever in the shadow of Tolkeen's destruction, for it was during his watch that General Holmes struck the lethal blow to the grand city before the Warlord knew what hit him. Likewise, Warlord Umbra failed to discover the General's presence prior to his attack. Thus, by many people's standards, Warlord Umbra is almost single-handedly responsible for the fall of Tolkeen. Of course, this is an unfair assessment, but that's how things stand.

Siege Notes: Warlord Umbra feels the weight of shame and hate upon him and fights valiantly to change the fate of Tolkeen and hold the northern Wall against impossible odds. He can not bear to admit defeat or accept that Tolkeen will perish on his watch. He is wracked with guilt and fueled by hatred. He and his army fight like demons but it will not be enough to win the battle.

He has gone on record saying he will fight to the death, but Warlord Umbra is a survivor and probably will not let himself die alongside his men. Instead, he will slip away and plot his revenge. A master assassin, he is likely to seek out Generals

Drogue and Holmes, as well as other key leaders of the Coalition Invasion Force. He will also hang around Tolkeen to harass and beguile the occupation force.

Real name: Zan Kell.

Race: Noli Bushman.

Alignment: Anarchist, but quickly sliding down to an avenging and murderous Miscreant.

Attributes: I.Q. 12, M.E. 20, M.A. 10, P.S. 30, P.P. 19, P.E. 24, P.B. 8, Spd. 34

Hit Points: 73, S.D.C.: 42.

Weight: 160 pounds (72 kg); **Height:** Six feet (1.83 m).

Age: 49

P.P.E.: 28; **I.S.P.:** 168.

Experience Level: 9th level Psi-Slayer (see *Rifts® Psyscape™*, page 69, for details).



Skills of Note: Basic Math (95%), Literacy (80%), American (98%), Dragonese (98%), Gobblely (98%), Lore: Demon (90%), Land Navigation (90%), General Athletics, Swimming (98%), Boxing, Climb (95%/85%), Prowl (85%), Wilderness Survival (90%), Disguise (80%), Escape Artist (65%), Intelligence (61%), Interrogation (80%), Tracking (85%), Streetwise (64%), Pilot: Hovercycle (85%), Pilot: Jet Pack (66%), Radio: Basic (90%), Computer Operation (85%), W.P. Knife, W.P. Sword, W.P. Blunt, W.P. Energy Pistol, and W.P. Energy Rifle.

Special Noli R.C.C. Abilities: Sharp vision, nightvision 300 feet (91.5 m), natural polarizing lens (a thin membrane that is sort of a second eyelid that slides down to cover and protect the eye from bright light, functioning effectively like a pair of polarized sunglasses. See *Rifts® Canada* for complete details on this race.

Special Psi-Slayer Powers: P.P.E. Vampire like Psi-Stalkers. Must feed on 50 P.P.E. a week. Prefer draining the P.P.E. from victims at the moment of death. This means the character does not need to eat normal food or drink water.

Sleepwalk (6): The ability to place up to nine prisoners in a light trance or sleep-like state but can be led anywhere without resistance.

Locate & Track Mark (6): Psionically track one specific individual ("the mark") up to 12 miles (19 km) away via a telepathic "tag" or link.

Telekinetic Air Walk (4): Can levitate up to 90 feet (27 m) above the ground and walk to prevent leaving a trail on the ground and to make surprise attacks from above. Can be maintained for 90 minutes.

Psi-Dagger (8): A small version of the Psi-Sword that does 3D4 M.D.; can be maintained for 45 minutes by Warlord Umbra.

Other Psionic Abilities: Psychic Body Field (30; Super), Mind Wipe (special; Super), Empathic Transmission (6; Super), Detect Psionics (6), Bio-Regenerate (6; self), Induce Sleep (4), Psychic Diagnosis (4), Empathy (4), Sense Magic (3), Sixth Sense (2), Clairvoyance (4), Telepathy (4), Object Read (6), See the Invisible (4), See Aura (6), Remote Viewing (10), Intuitive Combat (10), Mask I.S.P. & Psionics (7), Mind Block (4), Summon Inner Strength (4), Telekinesis (varies), Telekinetic Push (4), Telekinetic Lift (6), and the following Mind Bleeder powers: Bleed P.E. Energy (10), Bleed Memory (6), Bleed Skills (15), Healing Leech (6) and Neural Strike (25).

Combat Training: Hand to Hand: Martial Arts.

Attacks Per Melee: 7

Combat Bonuses: +7 on initiative, +5 to strike, +7 to parry and dodge, +15 to damage, +4 to disarm, +6 to pull punch, +6 to roll with punch/fall/impact, +2 to save vs possession, +3 vs psionic attack and insanity, +5 to save vs poison and magic, +18% to save vs coma/death and +4 to save vs Horror Factor. Needs a 10 or higher to save vs psionics and mind control.

Other Combat Info: Karate kick (2D4), crescent kick (2D6), roundhouse kick (3D6), tripping/leg hook, backward sweep, jump kicks (all), body block/tackle: 1D4, pin/incapacitate: 18-20, crush/squeeze: 1D4, critical strike: 18-20, paired weapons (all).

Favorite Weapons:

NG-56 Northern Gun Light Ion Pistol: Mega-Damage: 2D6. Rate of Fire: Standard. Range: 400 feet (122 m). Payload: 6 shots per standard E-clip, 12 shots per long E-clip, and 42 shots with a power pack.

TW Scepter of Command: M.D.: 2D6 as a blunt weapon. The wielder can command 2D6 Ghouls (10 P.P.E.) or animate and control dead (20 P.P.E.), as well as a Domination spell (10 P.P.E.). See page 53 of *Coalition Wars™ One* for complete details.

TW Goblin Grenades (12; various): Fear Grenades (4), Fire Bombs (4), Orb of Cold (3) and Extinguish Fire (1). See pages 63-64 of *Coalition Wars™ One* for complete details about these grenades.

Four Conventional Knives: 1D6 H.P./S.D.C. each.

Vibro-Knife: Tucked into his left boot; 1D6 M.D.

Extra Ammo: 10 standard E-clips, 8 long E-clips.

Body Armor: Wears a captured Altara Armor of Ithan talisman bought from Warlord Grimm. The Splugorth talisman enables him to cast an Armor of Ithan spell on himself three times a day. Duration: Ten minutes (40 melee rounds). M.D.C.: 100. Note: Unlike the usual Talisman of the Rifts world, this Splugorthian device fully recharges every 24 hours. It is a valued possession.

Other Equipment: Gas mask and air filter, tinted goggles, knapsack, backpack, small sack, Geiger counter, NG-S2 Basic Survival Pack, two canteens, language translator, pocket laser distancer, binoculars, 100 feet (30.5 m) of rope, grappling hook, rappelling gear, three pairs of handcuffs (10 M.D.C. each), silver cross, squirt gun, other basic gear.

Warlord Firesol

Commander of the Western Army

Isaiah Chase is the man known as *Warlord Firesol*. He was born and raised in the City of Tolkeen where he studied Elementalism and chose the element of fire as his source of power. Ironically, Chase is always cool and controlled. Never reckless or quick to action. Always careful and meticulous. He has a keen eye for seeing the big picture and is a natural born leader. It was these qualities and his unshakable devotion to Tolkeen that earned him a place as a Warlord.

The truth of the matter is, however, that Warlord Firesol has little large-scale battle experience. He has had his fair share of skirmishes and has always accounted for himself and the troops under him very well. He spent the last two years commanding a division (roughly 6000 troops) in The Barrens, but not an entire army. It was his commander, Warlord Grimm, who suggested Firesol for the job. Tolkeen needed its best and most experienced officers where the fiercest fighting would take place. Meanwhile, the Western Border of Tolkeen only needed a competent manager. Somebody loyal to Kingdom and cause, who could handle himself in a fight and who could be a steady rock to keep the troops under his command steady and calm. A warrior who would not be offended by being placed in charge of what basically came down to Tolkeen's "reserve forces" at a



post of comparatively minor importance. (Nobody expected the western border to fall under attack, not with the CS in the southeast and the Triangular Defense System in place.) That cool, strong, dedicated individual was Isaiah Chase.

The other Warlords debated and quarreled a bit, but ultimately agreed to the choice; in large part because it was Warlord Grimm's recommendation. Chase was given the title of Warlord and command of the Western Army. An honor he does not believe himself worthy to receive.

Warlord Firesol is a bright, young commander dedicated to the ideals behind the Kingdom of Tolkeen. He fights with deep conviction and loyalty, but is troubled by the many unexpected (for him) twists and turns this war has taken. He never expected to see Tolkeenites ally themselves with monsters and demons, nor resort to such brutality. Most of all, he never expected to see Tolkeen burn. Through it all, he stands ready to do whatever it takes to save his homeland.

Siege Notes: The dutiful soldier, Warlord Firesol will let his troops get syphoned away to stem the Coalition tide at other places around Tolkeen. He keeps his forces alert and constantly ready for anything. He worries that the syphoning of his forces may mean the Western Army will not be strong enough to face CS transgression when it comes (he's right), but he does not complain. When the North, then the East Armies collapse, and the Southern Army is trapped, his forces will already have been diminished by 50-60%; no match for the hundreds of thousands of Coalition troops inundating the city. The Commander will make the right move to grab what civilians he can (2D4x1000) and lead his army – at that point about 9,000-10,000 troops total – and head

southwest. They will be half-heartedly pursued by CS troops who still have their hands full with heavy fighting in and around the tri-city area, so two thirds of Warlord Firesol's forces and civilians should survive the ordeal. As for Firesol himself, if he survives (he should) he will consider joining the resistance to reclaim Tolkeen, but is also drawn to Lord Coake's Cyber-Knights. The Knights are working day and night to help and defend Tolkeen's refugees (Isaiah's friends and family among them) as well as dealing with the brewing trouble at the Calgary Rift. Both conflicts appeal to Warlord Firesol. And having both commanded and battled against demons, if a kingdom of monsters is sprouting up in Calgary, the Cyber-Knights will need able-bodied warriors like him.

Real name: Isaiah Chase.

Race: Human.

Alignment: Scrupulous.

Attributes: I.Q. 17, M.E. 21, M.A. 14, P.S. 21, P.P. 17, P.E. 13, P.B. 12, Spd. 19

Hit Points: 59, S.D.C.: 30.

Weight: 190 pounds (85.5 kg). **Height:** Six feet, three inches (1.9 m).

Age: 29

P.P.E.: 181

Experience Level: 8th level (almost 9th) Fire Warlock.

Skills of Note: Basic Math (88%), Speak Elemental (98%), Speak American (98%), Speak Dragonese (98%), Speak Gobblely (98%), Literate in American (83%), Lore: Demons & Monsters (78%), Lore: Faerie Folk (73%), Land Navigation (81%), Wilderness Survival (83%), Pilot Hover Craft (98%), Swimming (93%), Sing (88%), Dance (83%), Cook

(88%), First Aid (88%), Astronomy (88%), Computer Operation (93%), and Radio: Basic (98%), W.P. Energy Pistol and W.P. Energy Rifle.

Special Abilities: Sense Elementals within 120 feet (36.6 m), sense chosen element (fire; 65%), see invisible Elemental (65%), summon Lesser Elemental (40% +10% on ley line, +20% at a nexus), summon Greater Elemental (20%), is impervious to normal fire, and magic and M.D. fires do half damage.

Fire Warlock Spell Knowledge:

Level One: Cloud of Smoke (2), Globe of Daylight (2) and Nightvision (4).

Level Two: Darkness (8), Spontaneous Combustion (5) and Tongue of Flame (6).

Level Three: Circle of Flame (10), Create Heat (8) and Fire Ball (10; does 8D6 M.D.).

Level Four: Flame Friend (20), Fuel Flame (10) and Mini-Fireballs (20; does 3D6 M.D.).

Level Five: Blue Flame (30; does 8D6 M.D.), Eat Fire (20) and Screaming Wall of Flame (30).

Level Six: Dancing Fires (35), Eternal Flame (75), and Flame of Life (40) and Fire Whip (30).

Level Seven: Ten Foot Wheel of Fire (40), Melt Metal (50) and River of Lava (50).

Level Eight: Burst into Flame (70) & Plasma Bolt (60; 6D6 M.D., 1200 ft/366 m range).

Combat Training: Hand to Hand: Basic

Attacks Per Melee: 5 hand to hand or two by spell magic.

Combat Bonuses: +3 to strike, +4 to parry and dodge, +9 to damage, +2 to roll with punch/fall/impact, +2 to pull punch, +3 to save vs psionics and insanity, +1 to save vs magic, +1 to save vs possession and +2 to save vs Horror Factor.

Other Combat Info: Kick attack: 1D6, critical strike: 18-20, paired weapons, body throw/flip: 1D6 S.D.C.

Weapons:

Wilk's 547 "Double Dealer" Rifle (2): M.D.: 3D6 laser, 3D6 M.D. to a 12 foot (3.6 m) radius with grenade. **Payload:** 40 shots for the laser with a long E-Clip, eight grenades. **Range:** 2000 feet (610 m) laser or 500 feet (152 m) grenade, +1 bonus to strike on an aimed shot.

TW Spitfire Revolvers (2): Twin, silver plated, pearl handled revolvers. M.D.: 3D6. **Payload:** 6 shots per 10 P.P.E. or 20 I.S.P. (can use the P.P.E. in a talisman he wears). **Range:** 200 feet (61 m).

TW Old Lightning Rifle (1): M.D.: 5D6 per shot. **Payload:** 6 shots per 90 P.P.E. or 180 I.S.P. (15 P.P.E./30 I.S.P. for one shot; can use the P.P.E. in a talisman he wears). **Range:** 1200 feet (366 m).

TW Thought Projector: Turns one's thoughts into life-sized holographic, moving images. See *Coalition Wars™ One*, page 67, for complete details.

Body Armor: Angel's Armor created by the Mystic Kuznya, Lady Smith, and given to Isaiah when he received his commission. Main Body 311 M.D.C. **Mobility:** Full mobility; no prowling penalty. **Special Features:** Fly at will (indefinitely at 40 mph/64 km), and can cast Globe of Daylight and Turn Dead each three times per 24 hours at 5th level strength.

Other Equipment: One pocket digital disc recorder & player and a dozen blank discs, notepad, and pen (2), portable hand-held computer with micro-printer, pocket laser distance finder, binoculars, pen flashlight, large flashlight, survival knife (1D6 S.D.C.), backpack, knapsack, utility belt, ammo belt, canteen, tinted goggles, walkie-talkie, air filter/gas mask, mirror, magnifying glass (small), fire starter kit, and cigarette lighter.

Money: Has 42,000 Universal Credits and the above gear on him; everything else is lost when Tolkeen falls.

Warlord Stygian

Commander of the Southern Army

This wicked soul heralds from the Federation of Magic. She is supposedly an outcast from the Federation, but many suspect she is a spy for Lord Dunscon – three individuals making a public accusation to that effect have been slain by Warlord Stygian's own hands in duels. Now the rumor is only whispered. Spy or not, she has served Tolkeen well; for a large pay check, of course. Warlord Stygian is respected and feared. She is a warrior quickly becoming something of a legend.

As a Mystic Knight, Warlord Stygian wears heavy plate armor and a death's head face-plate. When clad in full regalia, few can tell Stygian is a woman. She prefers it that way, for she is fond of saying that she is "neither man nor woman, but an instrument of death."

She is utterly ruthless in combat, devoid of mercy and a master of intimidation. Some have questioned putting a mercenary in command of a vital army, but both King Creed and Warlord Scard have complete faith in this she-wolf. Warlord Stygian excels when given a free hand and allowed to do what needs to be done without question or conscience. At the same time, she is neither reckless or so bloodthirsty as to jeopardize the troops under her command. She proved this in the Sorcerers' Revenge. Warlord Stygian is also a dynamic leader who commands the respect of demons and monsters and the fear (and grudging respect) of mortal soldiers, all of whom will follow her to death's doorstep. And that's exactly what Tolkeen needs against the Coalition Army coming up from the south. Warlord Stygian welcomes the challenge.

Siege Notes: Of all of Tolkeen's Leaders, Warlord Stygian will never falter from her duty and will stand with her men to the bitter end. It seems impossible that she could manage to survive the battle for Tolkeen, but she has a knack for self-preservation. Cunning and resourceful in the extreme, she may surrender to her enemies, confident that she can waylay her captors and effect an escape, taking as many of her jailers with her as possible. Since she is one of the fabled Tolkeen Warlords, the Coalition High Command will want to interrogate her, put her on public display, try and execute her, thus giving Stygian ample opportunity for murder, sabotage and escape. Moreover, she uses her every skill and resource, including her feminine wiles. But this is no earthy seductress, but a tiger ready to strike and tear fools to ribbons. If she escapes, Stygian will find herself without a Kingdom or employer, and is likely to leave the area in search of new



employment. With her sterling reputation, this "instrument of death" will have no trouble finding a new employer. However, she may have a few personal acts of retribution to deal out (to the CS and to Tolkeenites who have earned her disdain; including a dragon or two) before she goes. Stygian will *not* join the Tolkeen resistance movement for any amount of money, although she *might* consider a few special assignments from Warlord Scard, a fellow warrior who has a taste for death. However, she also realizes that Scard is losing his grip on reality and she doesn't want to be there when he slides down the abyss. One job she wouldn't mind is hunting down inhuman Tolkeenites (demons, dragons, Daemonix, etc.) with a price on their head.

Warlord Stygian's past loyalty to Tolkeen suggests some hidden agenda. This could be anything from a secret affair with the King or other powerful individual to a quest to get one or more powerful magic artifacts, information, money and so on. Certainly the fame and power she garnered during her seven year tenure was a big inducement. Her actions in the war have made her one of the most fearsome warriors on the continent.

Real name: Unknown.

Race: Human.

Alignment: Miscreant evil.

Attributes: I.Q. 17, M.E. 23, M.A. 7, P.S. 20, P.P. 18, P.E. 17, P.B. 9, Spd. 14

Hit Points: 59, S.D.C.: 30.

Weight: 190 pounds (85.5 kg). **Height:** Six feet, seven inches (1.95 m).

Age: Uncertain; 35?

P.P.E.: 158 (can also draw from ley lines).

I.S.P.: 66

Experience Level: 9th level (almost 10th) Mystic Knight (see page 91 of *Federation of Magic*™).

Skills of Note: Basic Math (88%), Speak American (98%), Speak Dragonese (98%), Speak Gobblely (98%), Literate in American (90%), Lore: Demons & Monsters (98%), Magic Lore (85%), Land Navigation (90%), Wilderness Survival (80%), Pilot Hovercycle (98%), Horsemanship: Knight (97/77%), Horsemanship: Exotic (85/75%), Swimming (93%), Boxing, Running, Tracking 80%, Find Contraband (77%), Demolitions (95%), Recognize Weapon Quality (80%), Interrogation (80%), Computer Operation (95%), and Radio: Basic (98%), W.P. Axe, W.P. Sword, W.P. Archery & Targeting, W.P. Energy Pistol and W.P. Energy Rifle.

Special Abilities:

Impervious to energy: Lasers, particle beams, plasma, lightning and all types of energy are harmless. Magically created fire, dragon's fire, lightning and energy blasts do half damage. Rune weapons and most non-energy magic weapons do full damage, as do explosives and ordinary punches and other kinetic attacks.

P.P.E. Channeling: Can convert P.P.E. into other types of energy and can power any electric device by simply holding it, and recharge E-Clips instantly for 12 P.P.E./Long E-Clips for 18.

Fire Energy Bolts: 6D6 M.D. per blast, each counts as one melee attack and costs 5 P.P.E. (1000 feet/305 m range, but can be extended to 2000 feet/610 m for an extra 10 P.P.E.). Bolts come from the hands or eyes (never both simultaneously and only one can be fired at a time).

Steal & Redirect Ley Line Energy: Can prevent others from drawing on the line's energy within a 450 foot (137 m) radius of the Mystic Knight. Moreover, she can redirect energy from magic rituals on ley lines to herself, stealing 1D6x10 P.P.E. to use for her own magic and can draw 40 P.P.E. points from the ley line as desired.

Sense Ley Lines & Magic Energy, Ley Line Phasing and Rejuvenation: Same as Ley Line Walker.

Magic Knowledge: Armor of Ithan (10), Breathe Without Air (5), Chameleon (6), Magic Shield (6), Blind (6), Call Lightning (15), Energy Disruption (12), Escape (8), Fire Ball (10), Fire Bolt (7), Fist of Fury (10 or 50), Mask of Deceit (15),

Multiple Image (7), Power Weapon (35), Reduce: Self (20), Featherlight (10), and Superhuman Strength (10).

Psionics: See the Invisible (4), Sixth Sense (2), Resist Fatigue (4), Sense Time (2), Telepathy (4), Read Dimensional Portal (6) and Mind Block (4).

Combat Training: Hand to Hand: Martial Arts.

Attacks Per Melee: 8 hand to hand or psionic attacks, or two by spell magic.

Combat Bonuses: +4 on initiative, +6 to strike, +7 to parry and dodge, +9 to damage, +5 to disarm, +2 to entangle, +5 to pull punch, +5 to roll with punch/fall/impact, +4 to save vs psionics and insanity, +1 to save vs magic, +1 to save vs possession and +2 to save vs Horror Factor.

Other Combat Info: Kick attack 1D6, critical strike: 18-20, paired weapons, body throw/flip: 1D6 S.D.C.

Weapons:

C-20 Laser Pistol: M.D.: 2D6, Range: 800 feet (244 m), Payload: 21 shots.

C-27 "Light" Coalition Plasma Cannon: M.D.: 6D6, Range: 1600 feet (488 m). Payload: 10 blasts per energy canister (she has four extra). Bonus: +1 to strike.

Rune Axe: Dragon Thunder: Mega-Damage: 1D4x10, Range: Can be thrown 300 feet (91.5 m) and magically returns to thrower! Spells: Can cast each of these spells three times per day: Invulnerability, Levitation, Summon Rain, and Calm Storms equal to an 8th level mage.

TW Flaming Sword: Mega-Damage: 4D6.

Longbow: This is an ordinary long bow that fires a variety of high-tech arrowheads. Has a quiver of 24 arrows on her person, as well as another quiver of 24 with ordinary wood arrows slung amid her traveling gear. Among them are the following:

High Explosive Arrowhead: 3D6 M.D.

Gas Arrowhead: Arrowhead shatters on impact, releasing a toxic gas that fills a 10 foot (3 m) area. Everybody in the gaseous area must roll to save vs harmful drugs (15 or higher). Gas effects might include tear gas (-4 to strike, parry and dodge, lose initiative, lose one attack per melee), tranquilizer gas (sleep/knockout for 1D6 melees), and paralysis gas (temporary paralysis for 1D6 melees).

Neural Disrupter Arrowhead: Save vs non-lethal poison (16 or higher) or suffer the following penalties: -8 to strike, parry, and dodge for 2D4 melees. Each subsequent hit will increase this duration by another 2D4 melees.

Smoke, Flare and Tracer Bug Arrowheads: No damage. Effects are identical to the equipment items of the same name.

Wood: 2D6 Hit Points/S.D.C.; double damage to undead.

TW Armor: M.D.C.: Main Body: 250, Arms: 100 each, Legs: 120 each, and Head/Face: 90 M.D.C. Special Powers: Lightweight, Mystic Portal and Shadow Meld.

Other Equipment: Portable hand-held computer with micro-printer, pocket laser distance finder, binoculars, pen flashlight, survival knife (1D6 S.D.C.), infrared distancing binoculars, language translator, passive night-sight scope, 50 feet (15 m) of strong rope/cord, backpack, knapsack, utility belt, canteen, sunglasses, walkie-talkie, air filter/gas mask, pocket mirror, cigarette lighter, small silver cross worn on a chain, twelve inch wooden cross, and two storm flares.

Vehicle: An Arabian Robot Horse: 240 M.D.C. Main Body, 120 mph (192 km) max. speed and can leap 20 feet (6 m) high or

50 feet (15.2 m) long.; Kick does 1D6 M.D. or 2D6 M.D. (rear legs).

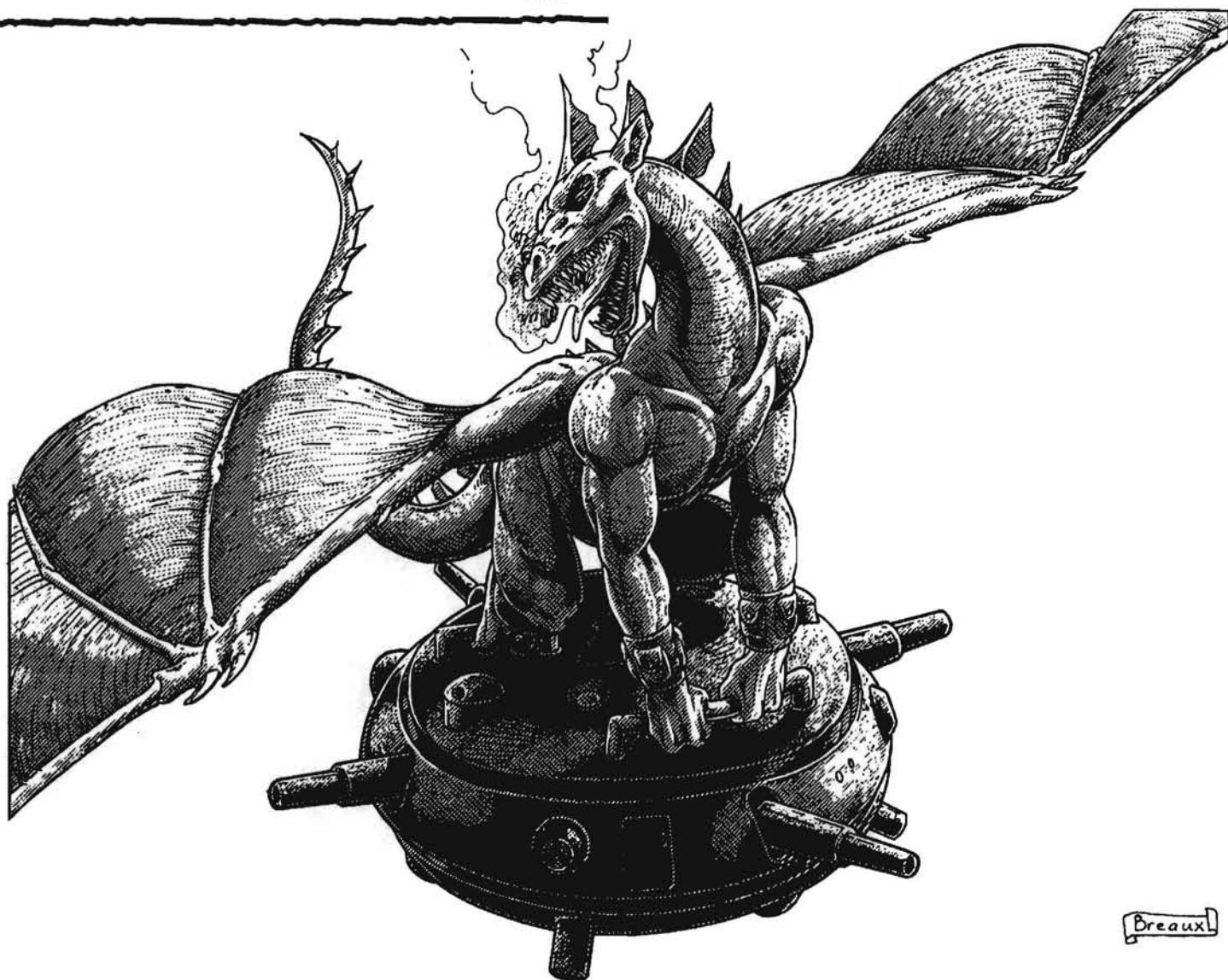
Money: Two million credits in a bank in the Colorado Baronies, one million credits in a bank at Northern Gun, 100,000 line of credit with the Black Market and 200,000 credits on her. Kept nothing of value in Tolkeen.



Warlord Scard

See the Circle of Twelve for details on Warlord Scard, King Creed, and other notable figures in Tolkeen's military and government.

WEAPONS ⊕



Portable Bunker

A common weapon used in the outer perimeter, null zone and the Wall defense of the cities is a simple but effective, portable bunker. It is a low profile, disc-shaped bunker with four cannons, sensors and a rotating base. On top is a pop-up mini-missile launcher, cable attachments for transport by aircraft and three huge bars that serve as *handles*. This way, the portable bunker can be carried to strategic locations by conventional vehicles as well as by one lone dragon or a Greater Elemental, or three gargoyles. The bunker can be "air dropped" to ground positions anywhere. It is also buoyant and can be used in river or lake defenses – scores of them are found in the Mississippi River around Tolkeen and Freehold as well as scattered throughout the defensive perimeter and the Wall. (May be found almost anywhere in Minnesota including The Barrens.)

Class: Military Fortified Defense Bunker

Crew: 6-8 total. Four gunners (one for each cannon) and two communications/sensor operators who can also substitute as

back-up gunners as necessary. Two grunts or two other personnel usually accompany the team, and as many as six extra personnel can fit inside comfortably.

M.D.C. by Location:

Cannons (4) – 140 each

* Top Handle Bars (3) – 90 each

* Pop-Up Mini-Missile Launcher (1) – 90

* Side Hatches (2) – 100

Side Sensors (4; one between each cannon) – 30 each

Radar & Communications Turrets (2; top) – 40 each

** Main Body – 400

*Every item marked by a single asterisk is a small and difficult target to strike. An attacker must have a clear view, make a "called shot" to hit and even then is -4 to strike.

** Depleting the M.D.C. of the main body completely destroys the vehicle.

Speed: No independent method of locomotion; must be physically "carried" and placed at a specific location of military significance.

Water Capabilities: Watertight and buoyant so it can float on water. An anchor is dropped to hold the portable bunker in place. Otherwise floats on the current.

360 Degree Rotation: The underbelly has four stubby feet to stand straight and sturdy. The lower section of the disk-shaped bunker is a stable platform on which the upper portion can rotate to position the guns. Typically the radar-communications operator controls the position of the guns.

Arc of Fire: Each cannon can point up or down in a 45 degree angle.

Weapon System:

1. Heavy Laser Cannons (4): Similar to the Coalition's C-T60. They are not as powerful, but have comparable range. The C-T60 is the standard cannon for most of the CS tanks and armored vehicles.

Primary Purpose: Although they can be used against large flying objects, the cannons are not designed as anti-aircraft weapon. They are an anti-personnel and anti-armor (tanks, APCs, robots, etc.) weapons.

Mega-Damage: 1D4x10 M.D. per blast.

Rate of Fire: Each can fire six times per melee round (but at different targets).

Maximum Effective Range: 6000 feet (1828 m).

Payload: Effectively unlimited; internal generator and power supply.

2. Pop-Up Mini-Missile Launcher (1): Raised only to fire missile volleys, otherwise concealed.

Primary Purpose: Anti-Personnel, Anti-Tank and Anti-Aircraft & SAMAS.

Mega-Damage: Varies with missile type, but typically half fragmentation (5D6 M.D. to a 20 foot/6.1 m radius) and half plasma (1D6x10 M.D. to a 15 foot/4.6 m diameter).

Range: About one mile.

Rate of Fire: One at a time, in pairs or volleys of four, six or eight.

Payload: 24 total.

Note: This is a completely conventional weapon with no magic capabilities whatsoever.

TW Volcan Wing & Saucer

Starts off as one unit, turns into two. The top wing can detach to function like a small, one man fighter aircraft, while the lower "bowl" functions as a small one-man, *flying pillbox*. The Wing is fast and highly maneuverable. The flying saucer-like "bowl" is slow but heavily armored and packs good firepower. Both have Vertical Take-Off & Landing (VTOL) capabilities.

Standard attack procedure is for the pair to enter a combat zone connected as one unit, usually in a line or "V" shaped formation at treetop level (100-300 feet/30.5 to 91.5 m above the ground), guns blazing. Once the attack has been begun, the Wing separates from the lower saucer. The "bowl" is left to "hold the line" and deal with ground troops – to prevent the enemy from advancing past them. Meanwhile, the "wing" rockets forward, strafing the enemy and scattering the troops, before it takes to higher altitudes to engage enemy aircraft, flyers and airborne power armor. When done with enemy flyers or there are none to deal with, the Volcan Wing sweeps down to continue to attack ground forces.

The saucer or "bowl" bombards ground troops, tanks and fortified positions, its heavy armor and superior firepower best suited to dishing out and taking offensive punishment. Able to fly and hover, the lower bowl of the Volcan Wing can adjust its height, giving it the advantage of a bird's eye view and shooting from an elevated position. Although sluggish compared to the high-flying "wing," the saucer can fly, bob up and down, twist and turn to dodge enemy fire and duck behind cover. On the battlefield it can lower itself behind the wreckage of vehicles, buildings or fortifications, boulders, hills, and so forth, popping up to shoot and dipping back down behind cover to avoid retaliatory fire. Able to hover low to the ground, it can maintain a low profile when necessary and take to the air when it is advantageous to do so. In a forest or urban setting, the saucer can weave between trees (if there is sufficient room) and buildings, sink down to ground level, open fire and then ascend up to tree

or rooftop level to avoid or hide from return fire and/or change its position for its next level attack.

The "wing" is built for speed, mobility and versatility to combat flying power armor, Rocket Cycles, and other types of small, fast attack vehicles so crucial in Coalition military campaigns. It can fly horizontally like a normal airplane or vertically (wings pointing straight up and down, the pilot seated sideways). Sideways flying enables the vehicle to fly through city streets and narrow alleys and even widely spaced trees. It also makes the vehicle less recognizable as an aircraft. Like the saucer, the wing has VTOL capabilities and can function much like a helicopter, hovering stationary, fly slowly, close to the ground, and rotate in a tight circle. Then, as necessary, it can shoot straight up or rocket off at impressive speeds. In place of jet engines or fan-jets are a pair of smoldering cauldron-like vats with red smoke and steam coming out of the top and bottom. These provide the VTOL and hover capabilities of the Wing. The twin rear jets give the Wing its speed.

The Volcan Wing and Saucer is a product of Techno-Wizardry utilizing both magic and technology. Thus, the power supply for both is Elemental fire combined with nuclear batteries.

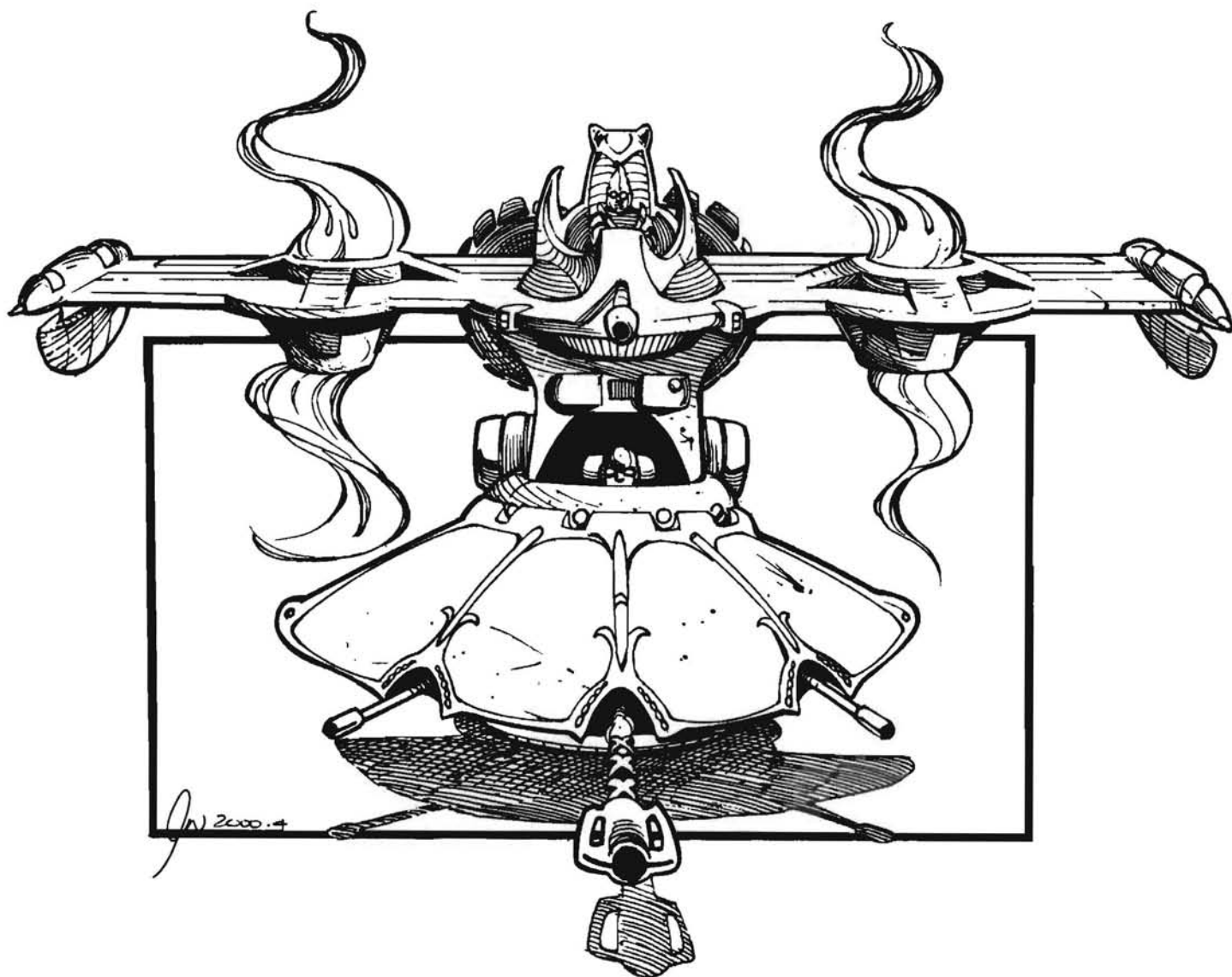
TW Volcan Wing & Saucer

Model Type: Dual Military Combat Jet and Saucer. Use the Jet or Fighter Jet piloting skill for the Volcan Wing. The same jet skills can be used to pilot the Volcan Saucer, and so can the piloting skills of Helicopter (+5%) or Pilot Robots & Power Armor (-10% penalty).

Creation Stats:

Initial P.P.E. Creation Cost: 640 to create; 5 P.P.E. (10 I.S.P.) to activate and fly indefinitely (see Power System for details).

Spells Needed: Fly, Float in Air, Wind Rush, Levitation, Energy Field, Fire Globe, Fire Ball, Telekinesis, Deflect, Null Sphere and a number of secret incantations.



Physical Requirements: The mechanical components, armor plating, and gold to trim the exterior armor as well as two large clear diamonds and two high quality sapphires.

Crew: One humanoid pilot for the wing and one for the bowl. Two additional riders can squeeze into the flying saucer portion. The wing can only accommodate the pilot.

Note: Because the wing and the bowl are such different vehicles, we provide completely separate stats for each. When connected, speed is half that of the Wing, bonuses are those of the Wing, and all weapon systems and defenses of both are available to the entire unit.

Production Note: The Volcan Wing and Saucer has been one of Tolkeen's most widely manufactured and used air assault vehicles. It was used in a limited capacity for the early years of the war, but was unleashed full force for the Sorcerers' Revenge and used openly ever since. Unfortunately, Tolkeen has lost many of these versatile aircraft and has only about 31,000 left. A little less than half fight the air war over the city, 3000 battle for Magestock. The rest are divided between the city of Tolkeen's defending armies.

Volcan Wing

M.D.C. by Location for the "Wing":

- * Nose Gun (1) – 70
- * Forward Mini-Missile Launchers (2; nose) – 35 each
- Wings (2) — 180 each

Rear Jets (2, large) — 120 each

Invisible Cockpit Force Field Canopy (1) – 120; regenerates to full M.D.C. every 10 minutes.

**** Main Body — 290**

* Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a "called shot" to hit, but even then he is -4 to strike. The pilot is -3 to hit and is protected by an invisible force field instead of a glass or metal cockpit canopy cover.

**** Complete destruction of the main body will destroy the magical construct and send it crashing to the earth in a fiery wreck. It does 3D6x10 M.D. to a 50 foot (15.2 m) diameter in the crash zone.**

Destroying one of the wings does not cause the "wing" to crash. Instead, it can only fly vertically with the missing wing end pointing down. However, speed is reduced 30%, no bonuses apply and the piloting skill is at -30%.

Speed

Flying: Hover stationary to rocketing along at a maximum speed 350 mph (560 km); double along a ley line. Maximum altitude 20,000 feet (6096 m); double on a ley line. VTOL capable. Speed is reduced to 175 mph (280 km) when attached to the bowl; double at ley lines.

Underwater Capabilities: None.

Vehicle Bonuses: +2 attacks per melee round for the pilot, +2 on initiative, +2 to strike, +2 to dodge, -10% penalty to piloting skill (has a unique feel to it).

Statistical Data

Height: Six feet (1.8 m); the Volcan Wing has a low profile.

Width: 13 feet (4 m) from its stubby nose to the tip of the massive jet engines.

Length: 24 foot (7.3 m) wingspan.

Weight: Six tons; made magically lighter than normal.

Color: Silver with red and gold highlights and trim.

Power System: Magical. 15 year life.

Cargo: Minimal, enough for the pilot to stow his gear (no more than 200 lbs/90 kg).

Weapon Systems:

1. Forward Gun (1): Fires bolts of fiery energy. Fixed forward; can not move. This gun can also be fired during Vulcanization Mode.

Primary Purpose: Anti-aircraft/flying power armor and dog-fights.

Mega-Damage: 4D6 M.D. per blast.

Rate of Fire: Each blast counts as one of the pilot's melee attacks.

Maximum Effective Range: 3000 feet (914 m). Double during Vulcanization Mode.

Payload: Effectively unlimited; internal generator and power supply.

2. Mini-Missile Launchers (2): The two small rectangular housing on either side of the nose are two-shot missile launchers.

Primary Purpose: Anti-Aircraft and Anti-Tank/Armor.

Mega-Damage: Varies with missile type, but typically Armor Piercing (1D4x10 M.D.) or plasma (1D6x10 M.D.).

Range: About one mile.

Rate of Fire: One at a time, in pairs or all four.

Payload: Four total.

3. Vulcanization Fire Attack. The two wing vats seem to erupt with magical flame, the red-orange steam and smoke flickering and blazing with increased intensity. When this happens, the entire wing glows with red energy, fire seems to shoot from the rear jets and crackling tongues of fire race along the front of the wings, culminating in a point at the nose, the forward gun at its center. When this happens, the vehicle (bowl too if connected) is impervious to heat and fire, including magic fire, and can perform the following.

Primary Purpose: Combat.

Mega-Damage: Two types of attacks:

Firestarter: A long stream of fire shoots from the nose like a super-flame thrower, doing 5D6 M.D. and will set any flammable material (wood, dry grass, cloth, paper, explosives, fuel, etc.) on fire. **Range:** 200 feet (61 m). May be used to detonate incoming missiles. Each Firestarter blast counts as one melee attack/action.

Mega-Blast: 2D6x10 M.D. bolt of fire twice per melee round. Each mega-blast counts as two melee actions. **Range:** 4000 feet (1219 m).

Forward Gun can also fire (4D6 M.D.) during Vulcanization, but at double the range (6000 feet/1828 m).

Payload: Effectively unlimited.

Special Properties: Impervious to fire, magic fire and plasma energy. Increases the Wing's speed by 20% and +1 to dodge. When attached to the lower bowl, it too is covered in wisps of flame, glows orange and its weapons' ranges are increased by 50%. However, once the two detach, the Saucer section is deprived of the benefits of the Vulcanization Mode.

4. Pilot's Force Field: The pilot's cockpit may look "open" but it is covered by an invisible, magic force field (120 M.D.C.) that regenerates to full M.D.C. every ten minutes. However, the force field shuts down when the Main Body M.D.C. is reduced to 50 points or less.

5. Other Features: All standard features for light combat vehicles (basically the same as the CS), including insulation, radiation shielding, radar, combat & targeting computers, radio, and ejection seat.

Volcan Flying Saucer (or bowl)

M.D.C. by Location for the "Bowl":

* Main Nose Gun (1) – 110

* Secondary Guns (2; nose) – 50 each

* Individual Mini-Missile Launchers (4) – 12 each

Rear Drum (1) — 150

Retractable Landing Gear Jets (undercarriage) – 50

Reinforced Pilot Cockpit – 160

** Main Body – 600 (plus magical defenses)

* Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a "called shot" to hit, but even then he is -4 to strike. The pilot is -3 to hit and is protected by an invisible force field instead of a glass or metal cockpit canopy cover.

** Complete destruction of the main body will destroy the magical construct and send it crashing to the earth in a fiery wreck. Does 3D6x10 M.D. to a 50 foot (15.2 m) diameter.

Speed

Flying: Hover stationary to a maximum speed of 60 mph (96 km); double along a ley line. Maximum altitude 500 feet (152 m). VTOL capable.

Underwater Capabilities: None per se, but it can skim across the surface at half its normal flying speed. It also floats on water so it can make landings at sea and on lakes, and can hover *above* the surface of the water.

Vehicle Bonuses: +1 attack per melee round for the pilot, +1 on initiative, +1 to strike, +3 to dodge, +5% to piloting skill (very stable and good response time).

Statistical Data

Height: 9 feet (2.7 m) tall including the docking platform above the cockpit.

Width: 14 feet (4.3 m) in diameter; disk shaped.

Length: 14 feet (4.3 m) in diameter; disk shaped.

Weight: 12 tons; magically lightened, but still heavy.

Color: Light grey with gold trim.

Power System: Magical. 15 year life.

Cargo: One pilot and as many as three human-sized passengers, but typically no passengers on combat missions unless for insertion or extraction. Maximum weight tolerance is 1200 pounds (540 kg), anything heavier will reduce maximum altitude by 25%, speed by 10%, bonuses by half and inflicts a -10% piloting penalty.

Weapon Systems:

1. Main Gun Firestorm (1): This gun fires a bolt of magic energy that turns into a massive ball of fire the size of a desk chair! The gun has a 45 degree arc of fire up and down, and side to side.

Primary Purpose: Anti-personnel and anti-armor (tanks, APCs, robots, etc.)

Mega-Damage: 1D6x10 M.D. per blast.

Rate of Fire: Each blast counts as one of the pilot's melee attacks.

Maximum Effective Range: 4000 feet (1219 m).

Payload: Effectively unlimited; internal generator and power supply.

2. Secondary Firebolt Guns (2): These guns fire bolts of magic fire. They also have a 45 degree arc of fire up and down, and side to side.

Primary Purpose: Anti-personnel and anti-armor (tanks, APCs, robots, etc.)

Mega-Damage: 4D6 M.D. per individual blast or 1D4x10+2 per simultaneous dual blast leveled at the same target (counts as one attack).

Rate of Fire: Each blast counts as one of the pilot's melee attacks.

Maximum Effective Range: 3000 feet (914 m).

Payload: Effectively unlimited; internal generator and power supply.

3. Fixed Forward Mini-Missile Launchers (4): The four small circular shapes on the rim of the front of the bowl just below the pilot's compartment are single shot missile launchers.

Primary Purpose: Anti-Tank and Anti-Aircraft & Power Armor.

Mega-Damage: Varies with missile type, but typically Armor Piercing (1D4x10 M.D.) or plasma (1D6x10 M.D.).

Range: About one mile.

Rate of Fire: One at a time, in pairs or all four.

Payload: Four total.

4. Magic Defenses:

Bomb Shield (Implosion Neutralizer & Null Sphere): Missiles and all other types of explosives do half damage. In effect at all times, but fritzes out when Main Body M.D.C. is reduced to 100 points or less.

Deflector Field: Deflects laser beams and suffers only 10% the normal damage from the laser. This field can only be raised once every 30 minutes and lasts for only five minutes. All other forms of energy and magical attacks inflict full damage.

Note: These two properties apply to the Wing also, but only when the two are attached. When separated, the Wing loses the benefits of the Saucer, and vice versa.

5. Other Features: All standard features for light combat vehicles (basically the same as the CS), including insulation, radiation shielding, radar, targeting computer, radio, and ejection seat.

TW Sling Scout

The Sling Scout, also known as the "Air Fish" because of its unique shape, is a multipurpose vehicle used for scouting, communications relay, troop insertion, extraction/rescue and light combat. The lower, forward section has a cab and circular floor hatch where soldiers can enter and exit. The cab compartment can hold nine human-sized occupants comfortably, twelve cramped, or six Brodki-sized individuals; in addition to crew. This forward housing also has a conventional gun turret on the top of it and on the right side. These guns are used to provide covering fire for troops exiting or entering the vehicle as well as for self-defense.

The vehicle floats on a magical cushion of air and is pushed along and given speed by a series of air jets; two large ones on the sides of the vehicle and six smaller ones in the back behind the forward cab, plus four up behind the "tail." It is made to be magically silent and makes only a soft humming sound and a bit of a swoosh when traveling near its maximum speed. Its ability to move in absolute silence, float in air and move at a crawl gives the Sling Scout the ability to *prowl*! The tail houses an array of sensors including radar, sonar, motion, seismic, temperature monitors, and a full range of optics. The antennas on the top and side are for the relay of radio, video and other communications transmissions.

Class: Light Mobile Scout and Transport Vehicle

Note: The Sling Fish can be thought of as Tolkien's answer to a silent helicopter.

Crew: Typically four or five: pilot (he also controls the top gun), gunner (controls the side gun) and two communications

officers (sometimes a third), but can accommodate as many as eight total in the crew compartment (may include Military Specialist, Scientist, Warlock or other practitioner of magic). As noted, the forward cab area can accommodate nine human-sized passengers or troops (12 crowded).

M.D.C. by Location:

Gun Turrets (2) – 100 each

Forward Headlights (3) – 10 each

* Mini-Missile Launcher (1; right side) – 120

* Main Hatch (1; lower forward section) – 100

* Rear Hatch (1) – 65

* Communications Antennas (2) – 20 each

Radar, Sensors & Communications Tower (1; tail section) – 210

Reinforced Crew Compartment – 130

Forward Cab/Passenger Section – 200

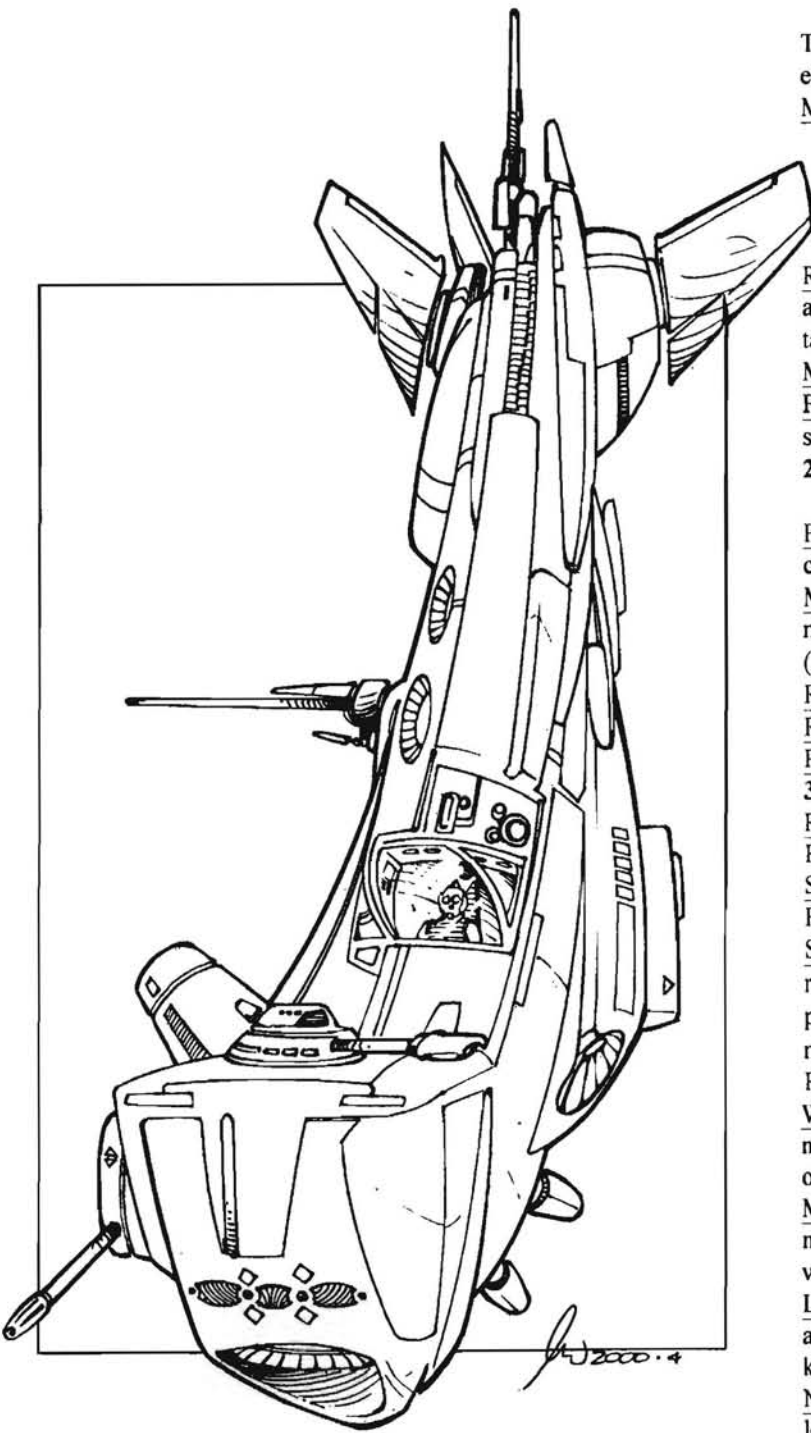
** Main Body – 250

*Every item marked by a single asterisk is a small and difficult target to strike. An attacker must have a clear view, make a "called shot" to hit and even then is -4 to strike.

** Depleting the M.D.C. of the main body completely destroys the vehicle.

Speed: Usually prowls along silently at 2-25 mph (3.2 to 40 km), but can reach a maximum speed of 100 mph (160 km); double within the influence of a ley line.

Water Capabilities: Watertight, the Sling Scout can function as a light submersible (maximum depth 800 feet/244 m) or it can hover and fly above the water's surface.



Statistical Data

Height: 50 feet (15.2 m) tall.

Width: 18 feet (5.5 m). Pilot and forward cab areas are roughly 12 feet (3.6 m) wide; the hover jets on the sides add the extra width.

Length: 20 feet (6.1 m); swoops back and up.

Weight: 40 tons; magically lightened, but still heavy.

Color: Light green or light brown or camouflage.

Power System: Magical. 25 year life.

Cargo: Cab can hold troops or up to 20 tons of cargo.

Weapon System & Features of Note:

1. Medium Laser Turrets (2): Each can rotate 180 degrees and has a 45 degree arc of fire, up and down.

Primary Purpose: Although they can be used against large flying objects, the cannons are not designed as anti-aircraft weapons.

They are an anti-personnel and anti-armor (tanks, APCs, robots, etc.) weapons.

Mega-Damage: 5D6 M.D. per blast.

Rate of Fire: Equal to the number of attacks of the gunner (+1 attack per melee). Simultaneous fire from both guns at the same target is not possible. Each gunner aims and shoots.

Maximum Effective Range: 3000 feet (914 m).

Payload: Effectively unlimited; internal generator and power supply.

2. Mini-Missile Launcher (1): The large, tapered cone on the right side behind the laser turret is the mini-missile launcher.

Primary Purpose: Anti-Personnel, Anti-Tank and Anti-Aircraft/SAMAS.

Mega-Damage: Varies with missile type, but typically half fragmentation (5D6 M.D. to a 20 foot/6.1 m radius) and half plasma (1D6x10 M.D. to a 15 foot/4.6 m diameter).

Range: About one mile.

Rate of Fire: One at a time, in pairs or volleys of four or six.

Payload: 48 total.

3. Full Range of Sensors:

Radar: Can identify and track 300 targets simultaneously. Range: 100 miles (160 km).

Sonar: Can identify and track 200 targets simultaneously. Range: 100 miles (160 km).

Seismic: Can identify, measure and trace the general source/direction of seismic activity, including earthquakes, drilling, explosive force, heavy vehicles like tanks and robots, and even mass troop movement. Requires the use of 2-4 ground sensors. Range: 10 mile (16 km) radius.

Weather/Atmospheric Sensors: Measures air temperature, humidity, barometric pressure, wind speed and direction, and so on. Range: Two mile radius (3.2 km).

Motion Sensors: Can pick up air movement and tell whether it is normal wind or the result of concussive force, air traffic, etc., as well as estimate point of origin. Range: 3000 feet (914 m).

Long-Range Communications (radio, video and laser): Standard and scrambled transmission capabilities. Range: 200 miles (320 km). Short-range directional radio with a 10 mile (16 km) range.

Note: Also capable of Ley Line Transmissions across the entire length of the line and down any connecting lines. (During the Final Siege, the ley lines around the Tolkeen tri-city area are scrambled and make the use of this feature impossible.)

Loudspeaker: 80 decibels.

Combat Computer: Calculates, stores and simultaneously transmits data onto the Heads Up Display (HUD) of the pilots and gunners' helmets, as well as computer monitors for sensor operators. It is linked to the Targeting Computer.

4. Other Features: All standard features for light combat vehicles (basically the same as the CS), including insulation, radiation shielding, computers, computer controlled life support, air purification and so on.

5. Special Capabilities:

Prowl: 55% +15% in rain or other conditions where visibility is poor and +25% in fog, which is common in the Kingdom of Tolkeen due to the many rivers and lakes of Minnesota and Wisconsin. Not to mention the fact that Warlocks, Elementals and

some dragons and mages can summon fog or rain whenever they want it.

Ley Line Transmission the entire length of the line as well as up or down any connecting line. Consequently 1-3 are positioned at key locations up and down the three ley lines around Tolkeen, even with the ley lines in turmoil. Special buffers and stabilizers enable the Sling Scout to function without much damage in a Ley Line Storm, but communications range is cut in half and sensor range is reduced 80%! Conventional weapons are unaffected.

Create Globe of Daylight: Equal to the spell at an 8th level spell strength.

Chameleon: The entire vessel can be concealed provided it is under cover (i.e. hiding underwater, among trees or debris) and is not moving. Equal to the spell at an 8th level spell strength.

TW Demon Barge

The Demon Barge resembles an old Viking Ship with an armor plated demon's head in the front and long armored fins to protect the pilot compartment in the nose of the vehicle. A large, heavy cannon turret is located in the rear, and between the nose and the turret is a flat deck area for troops. The Demon Barge is effectively a flying Tank and APC that typically transports Brodkil, Gurgoyles, Thornheads and other demonic or monstrous warriors to combat zones, drops them off, and then hangs around to offer artillery support and to punch through enemy infantry lines and engage enemy tanks and robots. Like so many of Tolkeen's vehicles, the Demon Barge has dual capabilities that enable it to fly through the air low to the ground and sail across water like a hydrofoil at impressive speeds. Thus, it can also function as a *patrol boat* and *amphibious beach landing vehicle*, turning into a tank once it is on dry land. The circular,

porthole-like areas (six on each side) are actually high-powered searchlights used to light up the sky or ground (they move within their sunken housing to point up, down, back or forward).

Class: Heavy APC Transport Vehicle

Crew: Two or three: Pilot (he also controls the forward weapon) and co-pilot/gunner (back up or serves to operate gun while the pilot focuses on flying) and the turret gunner.

Passengers: Can accommodate as many as 20 human-sized soldiers or 30-40 very cramped on the deck. Half that number for the Brodkil-sized.

M.D.C. by Location:

Rear Jet Engines (4) – 120 each

* Hover Jets (10; underbelly) – 50 each

Searchlights (12; six per side) – 20 each

Pilot Compartment Force Fields (2) – 120 each and regenerate (see below)

* Headlights (2; the eyes) – 15 each

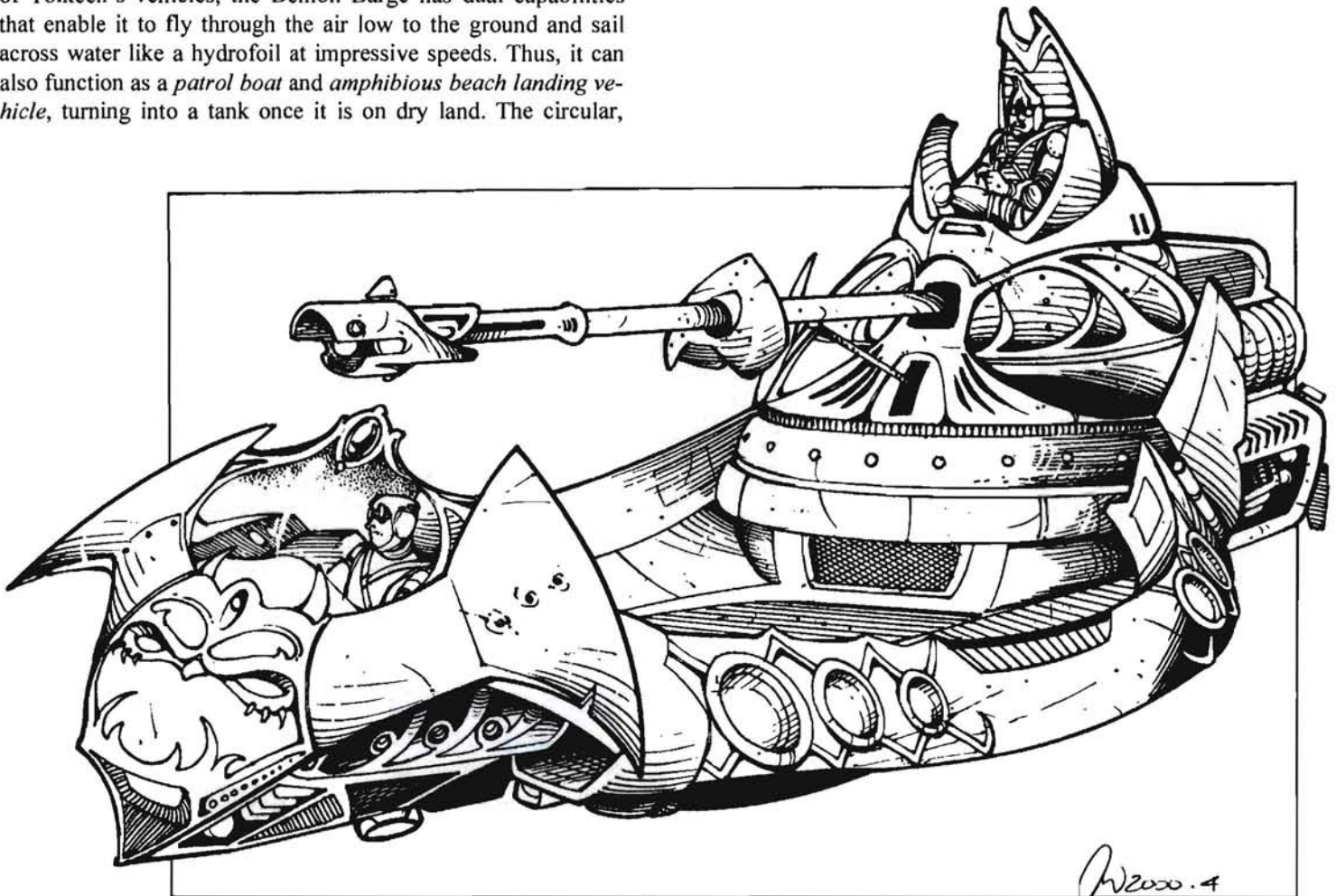
Forward Head Section – 380

Turret & Cannon (rear) – 500

** Main Body – 640

*Every item marked by a single asterisk is a small and difficult target to strike. An attacker must have a clear view, make a "called shot" to hit and even then is -4 to strike.

** Depleting the M.D.C. of the main body completely destroys the vehicle, rendering the forward section and flight system powerless. However, the Turret can still function but is stuck wherever the barge crashed and may have a bad angle of fire (no force field for the gunner either).



Speed: The barge can hover 1-12 feet (0.3 to 3.6 m) above the ground and travel at a maximum cruising speed of 20 mph (32 km). When the rear jet thrusters kick in, the barge can travel over open ground at 80 mph (128 km).

Water Capabilities: Can speed along the surface of the water like a hydrofoil at speeds of 100 mph (160 km or 86 knots). Can not submerge.

Statistical Data

Height: 17 feet (5.2 m) tall to the top of the turret.

Width: 18 feet (5.5 m).

Length: 50 feet (15.2 m).

Weight: 40 tons; magically lightened, but still heavy.

Color: Varies, but usually a silver or grey with red or blue trim and highlights.

Power System: Magical. 25 year life.

Cargo: Can carry troops or supplies (up to 100 tons) on the open deck.

Weapon System & Features of Note:

1. Heavy Laser Cannon (1): The equivalent of the Coalition's C-T60; the standard cannon for most of the CS tanks and armored vehicles. The weapon is a CS knock-off housed in a heavily armored turret that can rotate 360 degrees and has a 45 degree arc of fire.

Primary Purpose: Anti-aircraft and anti-armor (tanks, APCs, robots, etc.).

Mega-Damage: 1D6x10 M.D. per blast.

Rate of Fire: Can fire six times per melee round.

Maximum Effective Range: 6000 feet (1828 m).

Payload: Effectively unlimited; internal generator and power supply.

2. Forward Electric Field Generator (1): Electricity is fired from the mouth of the barge to attack enemy troops and armor.

Primary Purpose: Combat and anti-personnel.

Mega-Damage:

Lightning Bolt: 1D4x10 M.D., but counts as two melee attacks (takes few seconds to charge and fire). Range: 2000 feet (610 m; 4000 feet/1219 m on a ley line).

Electrical Discharge: A wide current of electricity discharges to hit opponents up to 200 feet (61 m) away, inflicting 2D6 M.D. to everyone and everything within a 20 foot (6 m) diameter at the point of impact. Mainly used on infantry troop, and to disperse crowds.

Rate of Fire: Equal to the number of attacks of the gunner (typically two Lightning Bolts or 5-6 discharge).

Maximum Effective Range: 2000 feet (610 m); double on a ley line.

Payload: Effectively unlimited; internal generator and power supply.

3. Pilot & Gunner's Force Fields (2): The pilot's cockpit and the gunner atop the turret may look "open" but both are covered by an invisible, magic force field (120 M.D.C.) that regenerates to full M.D.C. every ten minutes. However, the force field shuts down when the M.D.C. of the forward section or the turret, as the case may be, is reduced to 75 points or less.

4. Other Features: All standard features for light combat vehicles (basically the same as the CS) including insulation, radiation shielding, radar, combat & targeting computer, radio, and so on.

Secret Weapons

The Techno-Wizards of Tolkeen have been working overtime trying to create new and deadlier war machines and countermeasures against the Coalition Army. The following are their three latest creations. Most are in short supply. All should be considered experimental and untested in the field of combat.

Wing-Blade Iron Juggernaut

An anti-armor and robot killer, the Wing-Blade is a large, flying, machine of destruction that resembles a gigantic, hellish insect. It has a pair of large metal wings stemming from bulbous shoulders. Where the head should be is a massive scythe-like blade, sharp on both sides. It is used for stabbing, cutting, carving and gutting its opponents. The scythe blade can slice up or down, and the appendage it is housed in can turn left and right 180 degree, as well as fold into the shoulders and bend to touch its chest. The body has a vaguely human rib-cage and a mechanical spine that trails down to end in a tail that is another wicked looking blade. This tail-blade folds up and in toward the belly and is used in concert with the top blade to impale and dice up its victims from top and bottom simultaneously. Protruding from the spine and rib cage are comparatively small (only ten feet/3 m long) spiked legs that are used not for walking or climbing, but for stabbing and cutting into the hide of its metallic opponents in order to hold onto it. What passes for legs (really more like arms) are another wicked pair of giant blade appendages designed to carve up and peel away the armor of its opponents, be that opponent a giant robot, tank or suit of power armor. A smaller pair of blades are located on the inner thighs for additional gripping and carving capabilities. Both the small thigh blade appendages and large leg-like appendages can rotate in the hip socket 360 degrees, fold at the "knee" and spread out as wide as 120 degrees. The spine (and most of its limbs) is so flexible that it can curl up in a tight ball with wings or whip its tail and leg section back behind itself so far that the tail can touch the shoulders.

Against power armor and vehicles of a comparable size or smaller, it uses a smothering attack, in which it descends and tries to spear and hold on to its victim with the smaller hooked legs to minimize the enemy's use of long-range weapons against it and forcing close combat, where it has the advantage. The small arms actually spear and dig into the armored opponent, their hook shape providing extra hold and support. Once locked in a wrestling match, the Wing-Blade uses its massive shoulder mounted scythe and the four leg blades to slice the machine to ribbons.

There are two tactical approaches the Wing-Blade Iron Juggernaut can choose. Both are designed to incapacitate the "machine" rather than completely destroy it. One attack option is to cripple the enemy war machine by destroying its most powerful weapons and damaging its locomotion (i.e. after targeting the main gun, missile launchers and the next most dangerous weapon, it literally hamstring the bot or vehicle by destroying thrusters, wings, wheels, a leg, etc.). This tactic enables the



Wing-Blade to strike quickly, do sufficient damage to minimize the destructive power and threat of the combat vehicle, and quickly move on to the next one. The crippled power armor, giant robot, tank, or APC, etc., is left for other Tolkeen combatants to finish off, or to limp away in retreat.

The second attack option is much more deadly. One of the things the Wing-Blade is designed for is chopping its way inside "manned" robots and vehicles, killing the pilot and crew, chopping up the control panel and leaving the machine mostly intact but inoperable (i.e. dead pilot and crew, and smashed control console). This is done by using the smothering attack, but then targeting the main body or a hatch where the *pilot compartment* is known to be. Then, while grappling, the big scythe and leg blades are used to cut and punch their way through the main body armor and then through the *inner* reinforced pilot/crew compartment (if any). **Note:** Destroying one third of the main body gives the Wing-Blade Iron Juggernaut access to the Reinforced Pilot/Crew Compartment, but it must destroy all the M.D.C. of the crew compartment to get at those inside. Once that is accomplished, the pilot and co-pilot are targeted first (usually slain in a single attack as few robot pilots or crewmen wear anything more than light body armor. Most wear a jumpsuit and no armor at all). If the other crewmen flee, jumping out of the vehicle and making a run for it, they are ignored as being unimportant. The armored vehicle or robot is neutralized. Time to hop to the next one.

The Wing-Blade Iron Juggernaut is extremely good at its job. Its specialized design and elements of magic make it one of the few war machines in the world that can actually bypass most of the Main Body M.D.C. to get at the crew inside. To make this possible, the lower body is extremely flexible and can turn, twist

and fold into seemingly impossible positions like a worm or caterpillar. Likewise, the two arms/legs, scythe and tail-like appendage can fold, bend and rotate in virtually all directions to spear, chop, slice and peel away at its adversary. Even the small appendages made for stabbing, gripping and grabbing its prey can cut and tear.

Since this horrid Iron Juggernaut actually attaches itself to its opponent, and smothers/covers smaller opponents, the victim's fellow soldiers, nearby vehicles, bots and power armor troops are usually hesitant to shoot at the Wing-Blade for fear they will strike their buddies inside the vehicle or bot under attack. This frequently draws would-be rescuers into close combat in order to strike at the "thing" with fists and blades or less damaging light weapons at close range, rather than mini-missiles and heavy weapons. This reduces their effectiveness against the Iron Juggernaut and takes them out of the larger battle, as one or more try to save their comrades from the *death grip* of the Wing-Blade. It also makes one of them the next, convenient target of the Wing-Blade after it finishes with its current victim. Unknown to the CS who believe the Iron Juggernaut has an incredibly tough hide, the Wing-Blade can pull up an *Armor of Ithan* to protect its main body while continuing to flail away at its victim. All the while, plumes of hot steam pour out of side vents, which has the unintended side effect of providing some cover to conceal what it is doing and keeps soldiers without full environmental body armor off its back.

Tolkeen's strategists and Warlords believe the Coalition's reliance on giant robots, power armor and armored vehicles makes them particularly vulnerable to this unique and unexpected method of attack, and that the Wing-Blade Iron Juggernaut, more than any other, could have a truly devastating impact on

the advancing army. Tolkeen's army had hoped to have ten to twenty thousand of these Iron Juggernauts ready for action, but the Coalition moved to renew the war much sooner than expected. Only 5000 or so are available when the CS launches into the Final Siege. Center Gear was the manufacturer.

Like all Iron Juggernauts, the Wing-Blade is a Techno-Wizard inspired construct that slips over into a form of Bio-Wizardry. This flying turkey carver is more powerful and mysterious than a Golem, and goes beyond the known limits of Techno-Wizardry. Its source of energy is an Elemental or Elemental force locked inside, along with a human pilot forever condemned to live inside the metal behemoth. It is said that such pilots are practitioners of magic and psychics (always mortal beings) of low level or poor health, who volunteer themselves to be placed inside the iron giants to serve as the brains of the machine. When an Iron Juggernaut is destroyed, that life essence is released from this mortal coil – a hero's death in a righteous war. When an Iron Juggernaut is destroyed it also unleashes a whirlwind of elemental fire, an icy wind, a grit filled funnel or a cloud of steam in a torrent of energy.

Note: *Elemental spells* are found in **Rifts® Conversion Book One**, all other spells available to Iron Juggernauts are found in the **Rifts® RPG** or **Federation of Magic™** (or the massive compendium of magic, the **Rifts® Book of Magic**). The Wing-Blade Iron Juggernaut is clearly powered by the elemental force of air, wind and ice.

Wing-Blade Iron Juggernaut

Classification: Iron Juggernaut TW combat robot.

Crew: Uncertain, intelligence suggests one human or D-Bee and one or two Elementals or primordial Elemental force.

M.D.C. by Location:

Head – None!

* Small Spike Legs (12; six on each side for gripping) – 80 each

* Tail Blade (1) – 200

Scythe Blade Arm (1; between shoulders) – 440

Main Lower/Leg Blade Appendages (2) – 380 each

* Small Secondary Lower/Leg Bladed Appendages (2) – 100 each

Wings (2) – 350 each

** Main Body – 1480

* Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a "called shot" to hit and even then he is -3 to strike.

** Complete destruction of the main body will destroy the magical construct and free whatever elemental forces are locked within. These forces do not linger or fight, but vanish in a swirl of wind in a matter of seconds. Inside the Juggernaut is the mortal pilot, typically a human (60%) practitioner of magic or psychic who was low level, elderly or of poor health, but the "brains" of the Juggernaut may also be a D-Bee (40%) with a similar O.C.C. or high level of P.P.E. The exposed pilot will be in a coma and hovers near death. Any save vs coma and death is done at -55% to save; most die. Conventional medical treatment and care will make the individual more comfortable, but does little to save his life – the stress of having been an integral "part" of an Iron Juggernaut is too much for most mortals to survive. The pilot is always mortal, never a Mega-Damage being or supernatural creature; presumably this is a creation limitation or requirement.

Destroying one wing reduces the Juggernaut's flying speed by 40%. Destroying both reduces flying speed by 80%, but the Wing-Blade still hovers and flies at a slow pace. Destroying both wings and reducing its Main Body M.D.C. by 70% makes flying impossible (see running).

Speed:

Running: In an emergency, the Wing-Blade can crawl along using its three large blade appendages. Maximum speed crawling is 30 mph (48 km). To crawl, however, means it has suffered so much damage that it can no longer fly.

Flying: The Wing-Blade Iron Juggernaut's *natural state* is floating in the air. Maximum flying speed is 300 mph (480 km); double along a ley line.

Underwater Capabilities: The magical construct can function in and under water, floating and shooting through water at speeds of up to 150 mph (240 km or 129 knots). Maximum depth is four miles (6.4 km)!

Statistical Data

Height/Length: 30 feet (9.1 m).

Width: From chest to back: 8 feet (2.4 m).

Wingspan: 50 feet (15.2 m).

Weight: 45 tons.

Color: Black with hints of blue; silver blades.

Power System: Magical and undetermined. Suspected to be a Major Air and/or Water Elemental that appears to supply an endless, renewable source of energy and power.

Cargo: None, but can carry up to a ton and pull over two tons.

Cost: Presumably millions of credits, but acts and thinks like a living being, so it is less a possession or machine and more of a supernatural being made of iron and elemental fury. Not available for sale, although the Splugorth would love to get a few for the Gladiator arena. And the Federation of Magic would love to learn the secrets of their creation for themselves.

Weapon Systems: Limited to the various blade attacks. This makes the Wing-Blade ideal for combating the armored vehicles, robots and power armor troops laying siege to Tolkeen and in guerilla and urban combat, but not long-range combat.

1. Physical Combat: Its magical nature and supernatural P.S. means the Wing-Blade Iron Juggernaut can battle and hurt other Mega-Damage robots, vehicles, power armor, fortifications, monsters, dragons and supernatural creatures.

Attributes of Note: Equivalent of a supernatural P.S. 40, P.P. 26. I.Q. varies from 7-14. Can not speak except in single words and short phrases (3-6 words) that sound like the hiss from a steam radiator or the hoarse whisper of a ghost.

Attacks per Melee Round: Ten physical (hand to hand) or two by magic spell. Each spell attack counts as the equivalent of three physical attacks.

Bonuses (includes all possible bonuses): +6 on initiative, +10 to strike, +7 to parry, +5 to dodge, +6 to pull punch, +2 to roll with impact, +10 to save vs Horror Factor, +6 to save vs mind control and it does not seem to breathe or need to eat food, drink water or rest; and travels without tiring.

Special Abilities: Hawk-like vision up to two miles (3.2 km) away, 180 degree peripheral vision, nightvision 6000 feet (1829 m), sees the invisible as well as the light spectrums of infrared and ultraviolet, magically understands all languages and regen-

erates the M.D.C. of its iron hide at a rate of 5D6 every melee round!

Furthermore, the Wing-Blade Iron Juggernaut is impervious to possession, disease, gases, toxins, cold, heat, lightning, electricity and storms (including Ley Line Storms, tornados and hurricanes). All other attacks (lasers, explosives, magic, etc.) do full damage.

Vulnerability: Magic weapons that are the creation of Bio-Wizardry or Rune Magic inflict double damage.

Damage: It inflicts double damage to creatures vulnerable to silver or magic.

- Wing Strike or Swat with the blunt edge of a blade: 1D6x10+25 S.D.C. or 4D6 M.D. from a full strength strike, depending on how hard the Juggernaut desires to hit.
 - Scythe Blade: 7D6+10 M.D. Power Punch/Stab: 2D4x10+10 M.D., but counts as two melee attacks
 - Blade Strike from "one" Lower (leg) Appendage: 6D6 M.D.; Power Strike/Stab: 1D6x10+6, but counts as two melee attacks.
 - Simultaneous Blade Strike from "both" Lower (leg) Appendages: 1D6x10+6 M.D., counts as two attacks.
 - Tail Blade: 5D6 M.D.; power punch not possible.
 - Small Leg Blades (near hip): 4D6 M.D.
 - Small Spiked Legs (12): 2D6 M.D. each. Can stab in groups of 2, 4, or 6 but each leg strike counts as one melee action/attack. Used to stab and hold its opponent, so once they are stabbed "in" they are not released to stab again, but hold on.
 - Flying Body Block: 3D6 M.D. and a 01-80% likelihood of knocking any opponent its size or smaller off its feet (victim loses two melee actions and initiative).
2. **Magic Spells:** Freeze Water (8), Sheet of Ice (15), Hail (20), Shards of Ice (15), Wall of Ice (20), Ten Foot Ball of Ice (30), Orb of Cold (6), Foul Water (6), Float on Water (4), Liquids to Water (10), Lantern Light (1), Globe of Daylight (2), Thunder Clap (2), and Northwind (7). The predominantly Water Elemental Spells are described in *Rifts® Conversion Book One* and *Rifts® Book of Magic®*. All are cast at 6th level spell strength! Available P.P.E. for spell casting is 1D4x100+140.

Millipede Iron Juggernaut

The Millipede or Destroyer Iron Juggernaut is the latest brain storm of Tolkeen's mad scientists. It is a huge front-line assault vehicle that provides cover and support for ground troops and can plow through the most impressive enemy defenses and armored brigades. It is designed to disrupt and crush enemy infantry and take out its tanks and artillery. It gets its "Millipede" moniker because it is a long, caterpillar or millipede-like vehicle with 36 legs and a long, flexible body. It can scurry over any terrain, roll over debris, and even clamor over tanks and up the sides of walls 60 feet (18.3 m) high with ease. Likewise, it will plow right through armor clad troops, crushing and injuring (if not killing) them under its feet or massive body and stopping to fight in the thick of the enemy. This dull black monstrosity has an array of cannons, missiles and magic, but its most frightening

aspect is that it has a front end with huge arms as well as hind-quarters with a pair of robot-like upper torsos that punch and fight ground troops and vehicles, making the Millipede three lashing robots in one. The huge arms and hands of all three can swat and hammer troops, crushing them in their grasp, or punching through fortifications. They can also tussle with giant robots. In the front of the hellish thing are the biggest hands and arms for taking on the biggest opposition which can actually pick up and move or throw small to average truck-sized vehicles! Between these massive arms is a large circular portal with spikes pointing in, giving it a mouth-like appearance. It spits forth gouts of fire 12 feet (3.6 m) wide to fry whatever is in its path.

Six hundred Millipede Iron Juggernauts have been manufactured, and held back as one of the city of Tolkeen's "secret weapons." Only Tolkeen has them at her disposal.

Classification: Iron Juggernaut TW combat robot.

Crew: Uncertain, intelligence suggests 1-2 humans or D-Bees and one or two Elementals or primordial elemental force.

M.D.C. by Location:

- * Legs (36, 18 on each side) – 110 each
- * Steam Exhaust Tubes (11; plus additional "vents") – 100 each
- Forward Hands (2; giant) – 220 each
- Forward Forearms (2; giant) – 500 each
- Forward Forearm Mini-Missile Launchers (12; six per arm) – 40 each
- Forward Upper Arms (2; giant) – 600 each
- Forward Shoulder Cannons (2) – 400 each
- Small Forward Gun Turrets (2) – 150 each
- Flame Throwing Mouth (1) – 400
- Hind Section Robot Fighters (2) – 700 each (Arms 210 each, Hands 100 each)
- ** Main Body (forward three quarters) – 1880
- * Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a "called shot" to hit and even then he is -3 to strike.
- ** Complete destruction of the main body will destroy the magical construct and free whatever elemental forces are locked within. These forces do not linger or fight, but vanish in a swirl of wind in a matter of seconds. Inside the Juggernaut is the mortal remains of one humanoid. **Note:** The two rear Robots keep fighting and can tear away from the dead forward section. Each is a separate entity so both must be destroyed (700 M.D.C. each) to completely kill the Millipede! Each robot torso holds one humanoid.

Speed:

Running: Maximum speed of 100 mph (160 km); double at ley lines. It is an all-terrain vehicle that can climb inclines as steep as 90 degrees.

Leaping: Not applicable.

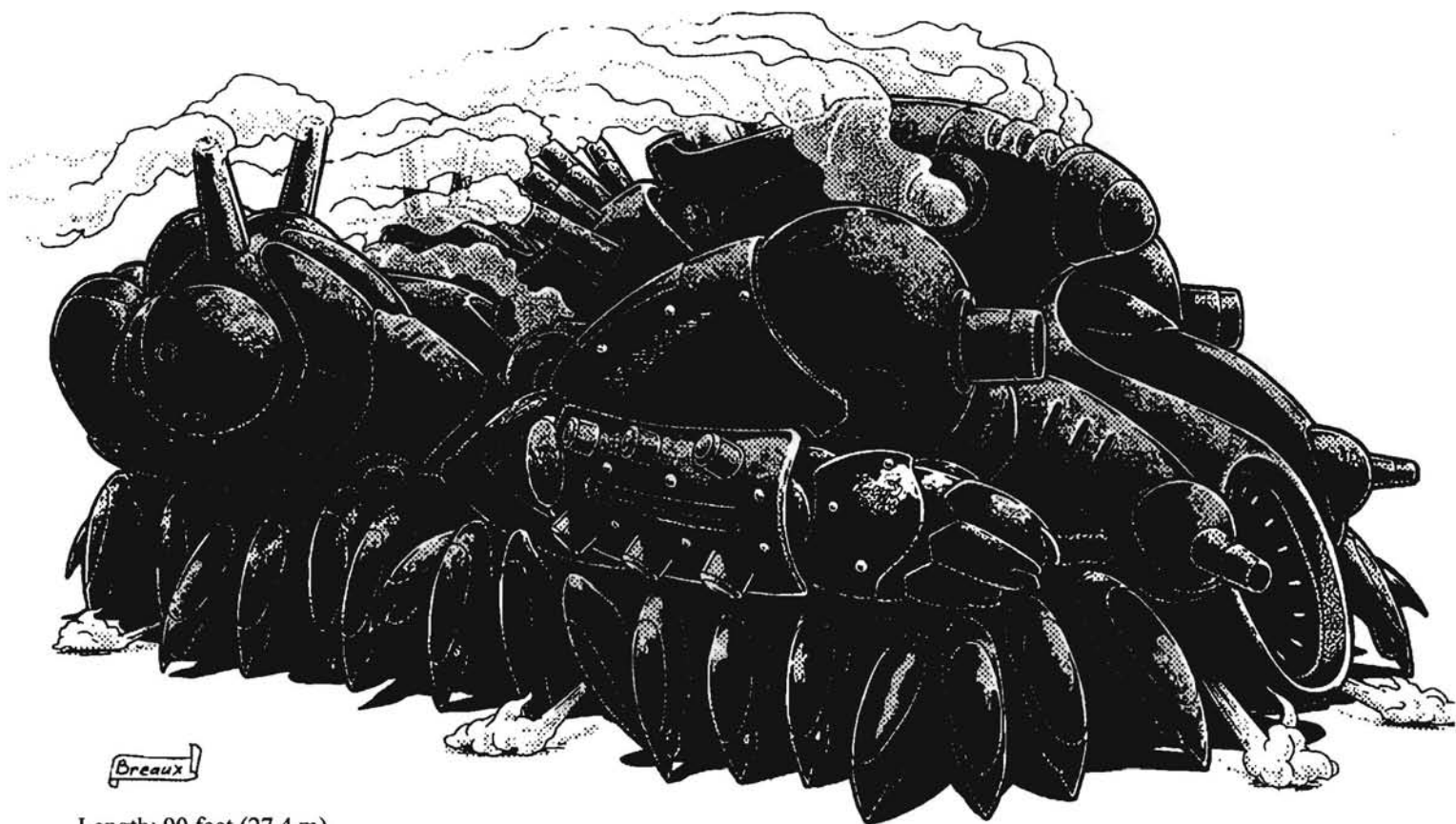
Flying: Not applicable.

Underwater Capabilities: The magical construct can function in and under water, floating and shooting through water at speeds of up to 150 mph (240 km or 129 knots). Maximum depth is five miles (8 km)!

Statistical Data

Height: 34 feet (10.4 m). Arm reach is 42 feet (12.8 m).

Width: 32 feet (9.75 m). Flame thrower mouth is 12 feet (3.6 m) wide and 15 feet (4.6 m) tall.



Length: 90 feet (27.4 m).

Weight: 146 tons.

Color: Black with blotchy patches that resemble rust or a red-dish-brown discoloration, plus a few bits of silver like the spikes in the mouth. In some places the black metal glows red as if it were molten or there was molten steel flowing underneath it.

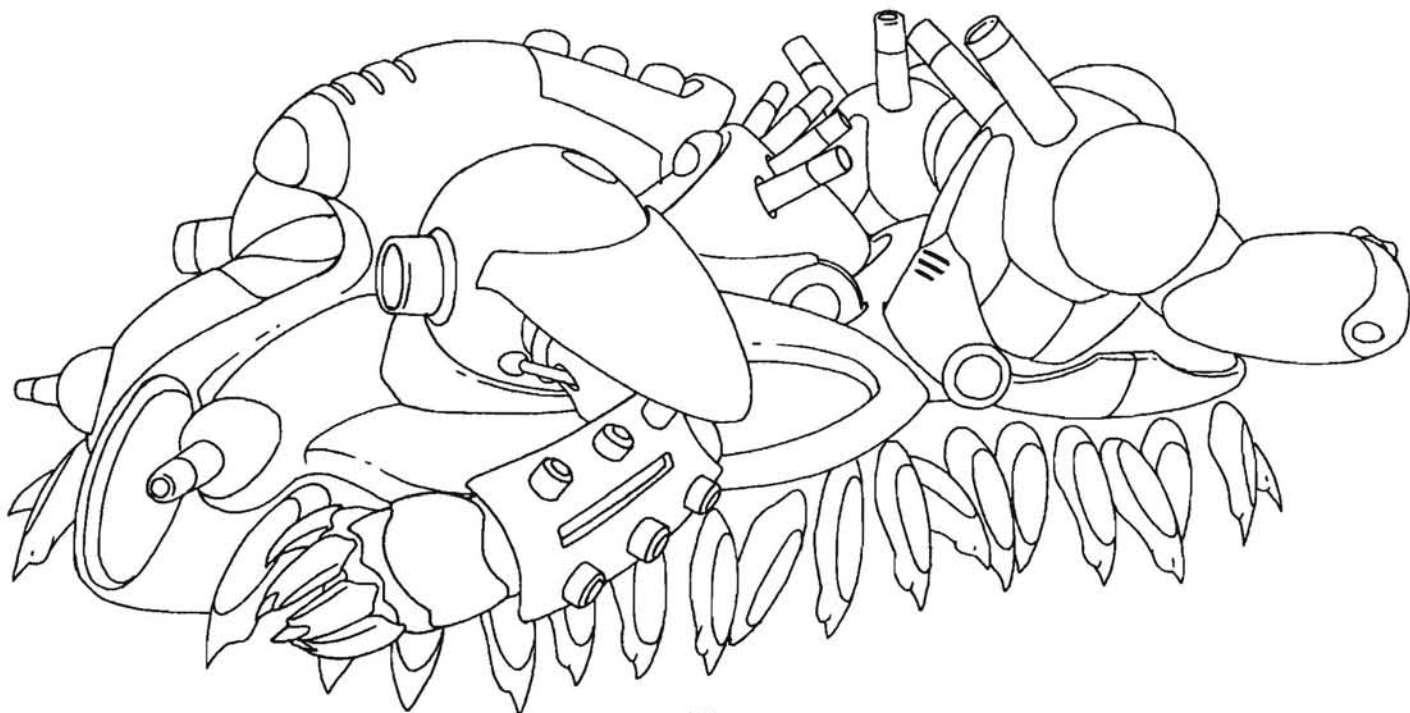
Power System: Magical and undetermined. Suspected to be a Major Fire and/or Earth Elemental that appears to supply an endless, renewable source of energy and power.

Cargo: None, but can carry up to a ton and pull over 600 tons (but reduce speed by 30%).

Cost: Presumably millions of credits, but acts and thinks like a living being, so it is less a possession or machine and more of a supernatural being made of iron and elemental fury. Not available for sale, although the Splugorth would love to get a few for the gladiatorial arena. And the Federation of Magic would love to learn the secrets of their creation for themselves.

Weapon Systems:

Note: Total number of attacks per melee from the forward section and energy weapons: 12.



1. Plasma Cannons (2): The twin shoulder cannons fire plasma energy bolts with excellent range, accuracy, and firepower. Each is built into a ball turret that can rotate 180 degrees in all directions.

Primary Purpose: Assault and Anti-Armor/Tank.

Mega-Damage: 1D6x10 M.D. per single blast or 2D6x10 M.D. per simultaneous blast at the same target, but counts as two melee attacks.

Range: 4000 feet (1219 m).

Rate of Fire: Each can fire six times per melee round.

Payload: Effectively unlimited.

2. Forearm Lasers (2): The pair of small ball turrets are high-powered lasers that can rotate 180 degrees in all directions.

Primary Purpose: Anti-Personnel.

Mega-Damage: 4D6 M.D. per blast.

Range: 2000 feet (610 m).

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

3. Giant Flame Thrower (1; mouth): The mouth-like area is a massive fire-blaster that belches out bolts and streams of fire.

Primary Purpose: Anti-Personnel.

Mega-Damage: Fire attacks can be fired simultaneously with other attacks.

Fire Bolt: 1D4x10+5 M.D. from a massive ball of fire.

Fire Stream: 5D6 M.D. and will set any flammable material (wood, dry grass, cloth, paper, explosives, fuel, etc.) on fire (300 foot/91.5 m range). Each Fire Stream lasts about four seconds and counts as one melee attack/action. The flame is 15 feet (4.6 m) tall and 12 feet (3.6 m) wide.

Range: Bolt: 2000 feet (610 m). Stream: 300 feet (91.5 m).

Rate of Fire: Each blast or stream counts as one melee attack.

Payload: Effectively unlimited.

4. Mini-Missile Launchers (12; forearms): Each of the forearms is protected with a heavy M.D.C. metal plate. On that plate are six short tubes. These are mini-missile launchers.

Primary Purpose: Anti-Aircraft and Anti-Missile.

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10), or a comparable mini-torpedo.

Mega-Damage: Varies with missile type.

Range: Usually about a mile (1.6 km).

Rate of Fire: One, two, four or six at a time.

Payload: 36 total. 18 per arm, three per launch tube.

5. Steam attack: A cloud of steam can be created from the vent tubes covering a 40 foot (12 m) diameter. It is hotter than a sauna and will inflict 3D6 S.D.C. damage every melee round. Those not protected by environmental body armor or helmet will be temporarily blinded (-9 to strike, parry and dodge). Characters inside M.D.C. structures from armor to vehicles are unhurt, but the steam creates a mist that reduces visibility by half and plays havoc with heat sensors.

6. Physical Combat (Main Forward Section): Its magical nature and supernatural P.S. means the Iron Juggernaut can battle and hurt other Mega-Damage robots, monsters, dragons and supernatural creatures.

Attributes of Note: Equivalent of a supernatural P.S. 40, P.P. 21. I.Q. varies from 7-14. Can not speak except in single words and short phrases (3-6 words) that sound like the growl of a bear.

Attacks per Melee Round: 12 physical (hand to hand or energy

blasts) or two by magic spell. Each spell attack counts as the equivalent of three physical attacks.

Bonuses (includes all possible bonuses): +5 on initiative, +9 to strike with punches, +5 to strike with energy weapons, +4 to parry, +1 to dodge, +4 to pull punch, +10 to save vs Horror Factor, +5 to save vs mind control and it does not seem to breathe or need to eat food, drink water or rest; can travel and fight without tiring.

Special Abilities: Hawk-like vision up to two miles (3.2 km) away, 180 degree peripheral vision, nightvision 6000 feet (1829 m), sees the invisible as well as the light spectrums of infrared and ultraviolet, magically understands all languages and regenerates the M.D.C. of its iron hide at a rate of 5D6 every melee round!

Furthermore, the Millipede Iron Juggernaut is impervious to possession, disease, gases, toxins, cold, heat, lightning, electricity and storms (including Ley Line Storms, tornados and hurricanes). Lasers, particle beams, ion blasts, explosives and most other weapons do full damage.

Vulnerability: Magic weapons that are the creation of Bio-Wizardry or Rune Magic or a Millennium Tree inflict double damage.

Damage: The Millepede does double damage to creatures vulnerable to silver or magic.

- Restrained Punch: 6D6+25 S.D.C. or 1D6 M.D. depending on how hard the Juggernaut desires to hit.
- Full Strength Punch or Rip/Tear Attack: 6D6 M.D.
- Power Punch: 1D6x10 M.D., but counts as two melee attacks.
- Ram/Body Block: 2D4x10 M.D. and a 01-80% likelihood of knocking any opponent its size or smaller off its feet (victim loses two melee actions and initiative).
- Running over ground troops and obstacles 20 feet (6 m) tall or smaller: 2D4x10 M.D.

Magic Spells: All first level Earth Elemental magic plus the following: Dirt to Sand (6), Crumble Stone (10), Mend Stone (15), Dig (8), Wall of Stone (15), Animate Object (12), Hopping Stones (6), Quicksand (15), and Sand Storm (15) at 6th level spell strength! Available P.P.E. for spell casting is 1D4x100+100.

7. Rear Robot Fighters (2; hindquarters): Located near the back of the Iron Juggernaut at what might be considered the hips are appendages that resemble the upper torsos of two stout robots (shaped something like the Thundering Iron Juggernaut without its blades).

The two rear Robots fight independent of the forward section and of each other, although all battle for the same cause and will work together. If the main forward section is destroyed, the rear section with both robots tears away from the dead front to continue to fight. Although attached to the same segment of legs (12), each is a separate entity so both must be destroyed (700 M.D.C. each) to completely kill the Millipede! Each robot torso holds one humanoid inside.

Attributes of Note: Both can rotate 360 degrees and have a Supernatural P.S. of 30 and a P.P. of 21. Each has a separate I.Q. of 7-12.

Attacks per Melee Round: Six hand to hand each or two by spell (each spell counts as three melee actions)! This is separate from the 12 for the forward section of the Millepede.

Bonuses (includes all possible bonuses): +3 on initiative, +8 to strike with punches, +4 to strike with energy weapons, +4 to parry, +3 to dodge, +3 to pull punch, +8 to save vs Horror Factor, +5 to save vs mind control and it does not seem to breathe or need to eat food, drink water or rest; can travel without tiring. Special Abilities & Vulnerabilities: Same as the Main Body forward section.

Damage:

- Laser Blasts from an eye slit in the bulbous head: 4D6 M.D.; Range: 2000 feet (610). Rate of Fire: Each blast counts as one melee attack. Payload: Unlimited. Both can not fire at the same target simultaneously, each counts as a separate attack.
- Restrained Punch: 5D6 S.D.C. or 1D4 M.D. depending on how hard the Juggernaut desires to hit.
- Full Strength Punch or Rip/Tear Attack: 3D6 M.D.
- Power Punch: 6D6 M.D., but counts as two melee attacks.
- Spells: Knows all Level One Fire Elemental Spells at 5th level proficiency. Available P.P.E. is 4D4x10 each.

Dynamo Armor

An experimental suit of Techno-Wizard body armor that not only provides its wearer with M.D.C. protection, but whose main function is to provide the wearer with extra P.P.E. and the power to create powerful energy discharges, this is an untested,

bug-ridden prototype that has never been perfected. However, with the city under siege, the desperate Tolkeenites are pulling out all the stops and drawing on every resource. There are a total of 13 suits of Dynamo Armor designed for field testing. **Note:** There are also two earlier prototypes, both with the same basic abilities but all at half strength (including half the M.D.C., bonuses and damage).

M.D.C. By Location:

Main Body — 300

Legs (2) — 50 each

Arms and Head — 100 each

Fair to good mobility, -10% penalty to prowl, climb, swim and perform similar activities.

Impervious to (outside) heat, fire and cold. All other types of energy (lasers, etc.) inflict half damage.

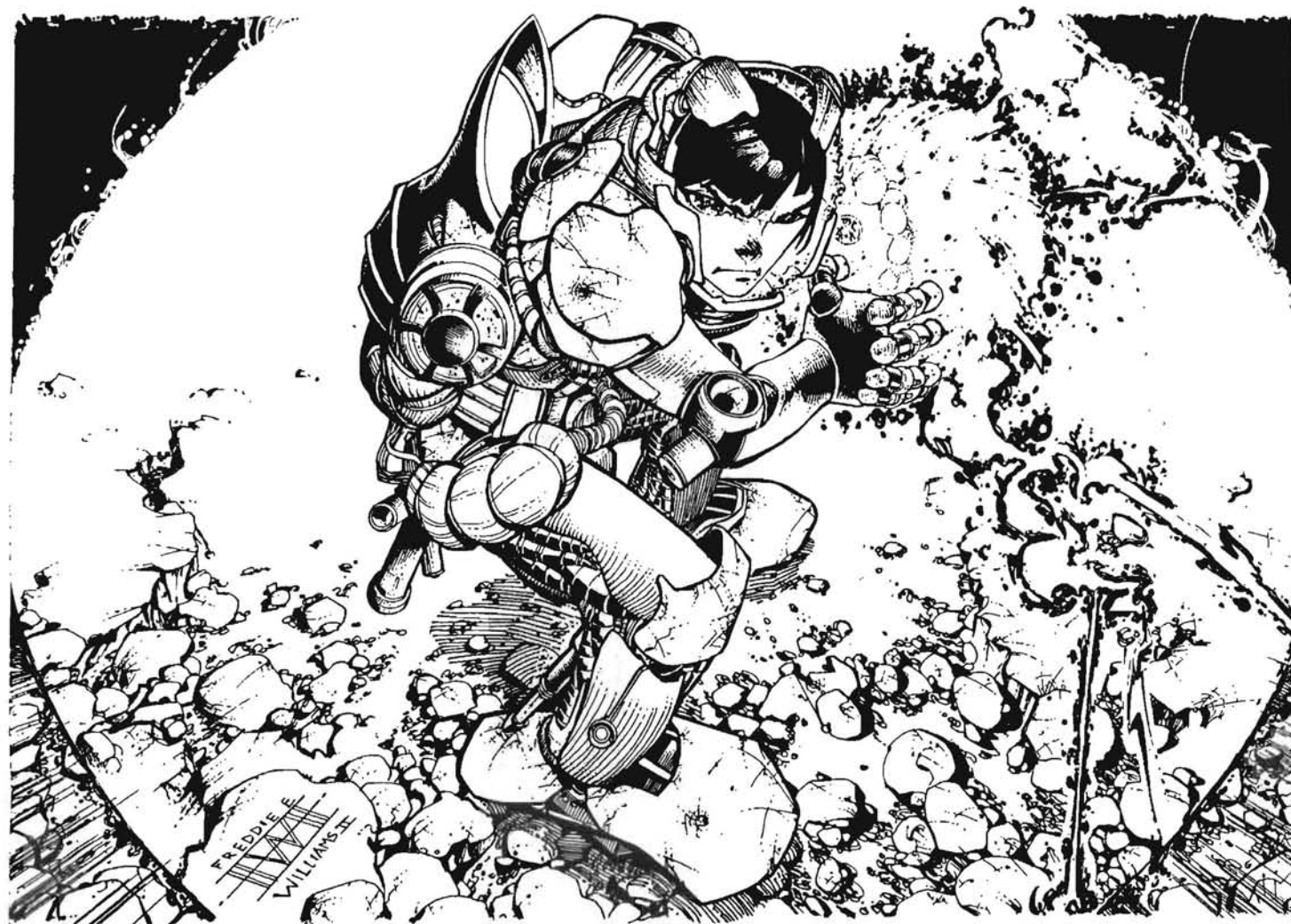
Environmental suit that protects the wearer from disease, gas, radiation and so on.

Magic Powers:

1. +2 to save vs magic, and +4 to save vs possession and mind control.

2. Provides the wearer with 333 P.P.E. for the use of creating energy blasts or casting magic spells available *from the suit*.

3. Available Spells: Lantern Light (1), Globe of Daylight (2), Light Target (6), Electric Arc (8), Magic Shield (6), Energy Bolt (5), Ignite Fire (6), Fuel Flame (5), and Energy Disruption (12). All are equal to the level of the wearer.



4. Constantly radiates an Aura of Power (everyone who sees the wearer in his suit is impressed and intimidated. He seems 50% more powerful than he really is and M.A. seems 3 points higher).

5. Can tap ley line energy at the rate of 10 P.P.E. per melee round.

Energy Discharge:

1. **Simple Energy Bolt:** Point and shoot a bolt of energy from the hand. M.D.: 3D6, Range: 1000 feet (305 m), Payload: Effectively unlimited. Does not use P.P.E.

2. **Dynamo Blast:** The user must put his hands in front of him, positioned as if holding an invisible sphere. Spending 5 P.P.E. creates an energy sphere from which a powerful bolt can be mentally directed by the wearer. If he can see it, he can hit it. M.D.: 1D4x10. Range: 4000 feet (1219 m). P.P.E.: 5. Payload: As long as there is available P.P.E.

3. **Super-Dynamo Blast:** Same as #2 above but counts as two attacks. M.D.: 2D6x10. Range: 6000 feet (1829 m). P.P.E.: 15. Payload: As long as there is available P.P.E.

4. **Dynamo Sphere:** In the alternative, the Dynamo energy sphere can be physically created, placed in the air someplace (inside or in front of a vehicle, wall, etc.) and left there. 3-30 seconds later it detonates (the creator's choice as to how long before it explodes). M.D.: 1D6x10 M.D. to a 10 foot (3 m) diameter.

Defects & Side Effects:

1. **Activation and warm-up:** The energy generator uses up two melee actions (takes 4-5 seconds) every round before a single Dynamo Blast can be fired or a Dynamo Sphere created. That means the character is last to attack in a melee round unless using spell magic or the simple energy bolt.

2. **Heat:** Gets uncomfortably hot inside after unleashing 1D4 energy bolts or casting of 1D4 spells. So hot that the wearer fatigues 10% faster and finds it difficult to focus: -2 on initiative and -5% to skill performance.

3. **Collateral Damage:** After unleashing 1D4 energy bolts or spells, each subsequent time an energy bolt is fired it releases residual energy that crackles around the character wearing the Dynamo Armor. Although the wearer is unharmed by this effect, the energy inflicts 1D6 M.D. to everything it touches, including allies, innocent people and items that get caught in its radius of effect. At first that radius of residual damage is only a few inches, but by the next blast it is six inches (0.15 m) wider and keeps expanding by six inches with each subsequent use of the armor!

Maximum Radius of damage is 10 feet (3 m); stops expanding at that point. However, the character may find himself standing in a blast crater several feet deep.

4. **God Syndrome:** This appears to be more than just the adrenaline rush that comes with combat and/or feeling powerful. No, the Dynamo Suit seems to imbue its wearer with an almost delusional sense of power. Which in turn makes the wearer take foolish risks and futile stands against impossible odds.

5. **Burns out the wearer:** Last and arguably worst, the energy of the Dynamo Suit burns out its wearer. The following penalties apply for 24 hours even after removing the suit. Reduce all physical attributes by 20%. Healing from injuries and recovery of P.P.E. and I.S.P. are all *half* and skill performance is done at

-10%. These penalties are accumulative, so if the wearer does not get more than a 24 hour period without using the suit again, the penalties are compounded. Using the suit repeatedly over a period of days without pause will leave the individual weak and frail. **Note:** Using/wearing the suit for more than eight hours at a stretch also causes the wearer to permanently lose 1D4 Hit Points (2D6 M.D. if a Mega-Damage creature).

Beasts of War

Tolkeen uses a variety of supernatural beings from Gargoyles and Brodkiel sub-demons to the Daemonix, Elementals and a host of others as slaves and servants. In addition to using them simply as superhuman "warriors," they also combine beast with machine. Sometimes the "beast" serves as a *weapon platform* carrying, and sometimes powering, the device. Other times they wear the weapon like a harness to give them extra firepower and artificial capabilities. And still other times the weapon or mechanism is bonded to the creature itself, merging living being with man-made devices. The most notable are described in the pages that follow.

The role Gargoyles play

Gargoyles serve the Shifters and Warlords of Tolkeen both as servants and warriors. As servants they may be outfitted with harnesses and riding seats to carry their master (or Warlord) like beasts of burden. In this capacity they function as both riding animal and inhuman protector. In the war, mages and Warlords are sometimes carried into combat on Gargoyle steeds. They are also used for slave labor to carry Portable Bunkers, cannons, equipment and supplies – their natural flying ability, speed, grace and intelligence making them more versatile and cunning than an ordinary vehicle. However, they are used primarily as winged marauders to raid the enemy lines and strike by surprise and given swords, pole arms and energy weapons and dispatched as giant winged warriors. Most enjoy the opportunity to fight and kill humans, and do so with surprising loyalty to their masters at Tolkeen. This has earned many a Gargoyle the trust and favor of their mortal masters. In the final days of Tolkeen there are at least 7,000 Gargoyles, most engaged in the battle in the sky.

Gargoyles are familiar with the use of energy weapons and simple machines. The Tolkeenites (and some of the European kingdoms) actually manufacture energy weapons. Gargoyles prefer heavy weapons like pulse rifles, particle beam and plasma rifles, and mini-missiles too. Gargoyles have a special like for rail guns, heavy energy weapons, explosives and Vibro-Blades. Gargoyles like accurate long-range guns and magic weapons (TW included). Both are always loyal to their tribe, even if that tribe has been adopted and is comprised entirely of non-Gargoyles. Such is the case at Tolkeen, where many Gargoyles and Gurgoyles consider the kingdom to be their adopted home and the Tolkeenites their fellow tribesmen! This is bad news, because Gargoyles are very territorial. Those who do not fight to the death will consider Minnesota to be their "home." They will be back! Generally, they work very well with others and in



teams or military environments. Males and females look nearly identical, with females looking to be a little more fleshy, a bit less muscular, and have small horns.

Note: For the complete range of descriptions for the various types of Gargoyles, the Gargoyle Lords, Mages, and impish Gargoylites (all employed by the Tolkeenites in some small number), see **Rifts® Conversion Book One**. For your convenience, we reprint the stats for the basic, winged Gargoyle and wingless Gurgyle.

Gargoyle & Gurgyle Stats

Alignment: Typically anarchist or evil, but can be any alignment.

Attributes (Gargoyle): The number of six-sided dice to roll is as indicated: I.Q. 2D6+2, M.E. 3D6+1, M.A. 2D6+2, P.S. 18+2D6, P.P. 18+2D6, P.E. 18+2D6, P.B. 2D6, Spd running 5D6, but speed flying is 2D4x10+10 (22-61 mph/35 to 97.6 km).

Attributes (Gurgyle): The number of six-sided dice to roll is as indicated: I.Q. 2D6, M.E. 3D6, M.A. 2D6, P.S. 24+2D6, P.P. 18+2D6, P.E. 18+2D6, P.B. 2D6, Spd running 10+6D6.

Hit Points: See M.D.C.; become Mega-Damage beings on Rifts Earth.

M.D.C.: Gargoyle: 1D6x100+100, Gurgyle: 1D4x100.

Size: Gargoyle 10 to 20 feet tall (3 to 6 m), wingspan is 20 feet (6 m). Gurgyles are 8 to 12 feet (2.4 to 3.6 m) tall.

Weight: 1000 to 2000 pounds.

Horror Factor: 16 Gargoyle and 14 Gurgyle.

P.P.E.: 2D6 for typical Gargoyles and Gurgyles, +1D4 per level of experience.

I.S.P.: 1D4x10 +M.E. attribute number.

Natural Abilities: Gargoyles can fly, both Gargoyles and Gurgyles have superior night vision (can see in one tenth the light needed by a human) and superior hawk-like day vision and are able to see a foot tall (0.3 m) target 2 miles (3.2 m) away. The tails are not prehensile, but are agile and strong enough to be used like an arm to hit a target. Gargoyles can leap 100 feet (30.5 m) gliding with their wings. Gurgyles can leap 40 feet (12 m). Both can bio-regenerate 4D6 M.D. every hour.

Attacks per Melee Round: Gargoyles: 6; Gurgyles: 5.

Damage: Restrained claw attack inflicts 4D6 S.D.C. damage plus P.S. bonus, full strength claw/punch or kick inflicts 3D6 M.D. (Gurgyles with a P.S. of 31 or higher do 4D6 M.D.), power punch does 6D6 M.D., strike with the tail does 2D6 M.D., bite does 2D6 M.D., or by weapon. Gargoyles can also perform a flying tackle that does 2D6 M.D. and has a 75% chance of knocking the person down (victim loses one attack and initiative), but counts as two attacks.

Bonuses: In addition to physical attributes, +2 on initiative, +1 to strike, +2 to parry and dodge, +4 to dodge while in flight, +1 to save vs psionic attacks, and +10 to save vs Horror Factor.

Psionics: I.S.P. is 1D4x10 +M.E. attribute number. Meditation, mind block, presence sense, sense magic, telepathy, resist hunger, resist fatigue and resist thirst. Equal to a 6th level psychic.

Magic: Only Gargoyle Mages can learn magic.

R.C.C.s: Effectively a born warrior.

R.C.C. Warrior Skills: Detect Ambush (10%), Detect Concealment (+10%), Escape Artists (Gargoyles only +10%), Intelligence (+8%), Track Humanoids (+10%), Wilderness Survival (+15%), First Aid (+5%), Prowl (+10), Climb (+10%), Swim (Gargoyles only +10%, Gargoyles are -10%), W.P. Sword, W.P. Energy Weapon of choice and two additional of choice (any), Speak Dragonese/Elven and Gobblely 98% and two other languages (+10%), plus can select six additional secondary skills from any category except electrical, mechanical, medical and science (no skill bonuses).

Level of Experience: Player characters use the same experience table as the Psi-Stalker. NPCs warriors will range 1D4 levels.

Habitat: Common to Rifts Europe and China, and especially common in Germany, Austria, Poland, Romania, Russia, Spain, France, and Italy. Gargoyles love mountainous and hilly terrain. Those at Tolkeen were summoned and brought in via a dimensional portal.

Average Life Span: 300 to 600 years, but some have been known to live as long as 1000 years.

Value: As a slave in the gladiatorial arena they can command a price of 75,000 to 150,000 credits.

Enemies: Although lumped into the category of demons by humans, Gargoyles and their kin do not get along well with most "true" demons or other supernatural beings; largely because they are considered to be primitive and weak "sub-demons," and bullied like slaves or lowly servants by them. Gargoyles hate vampires and detest Ghouls and Devilkins. Those at Tolkeen have also learned to despise Daemonix and Thornhead Demons. Gargoyles tend to stay with their own kind.

Allies: Often join forces with other nonhuman types, especially powerful warriors and mages. Friendly with the Splugorth who frequently employ them as guardians, scouts and slavers. The Splugorth have given a tribe of about 1000 Gargoyles dominion over the northwestern mountains of Atlantis.

EGM Missile Bunker

The Earth Ground Mobile Missile Bunker is a low-tech and magical Techno-Wizard artillery weapon that is as effective as it is simple. The bunker is designed as a mammoth "harness" and "platform" worn on the shoulders of an Earth Elemental (usually a Major one), giant (12-25 feet/3.6 to 7.6 m tall), young dragon or other appropriate beast. The entire unit is an M.D.C. fortress that can hold 6-8 human-sized soldiers or practitioners of magic on the upper level. There are a couple of light laser guns which can be fired by the human riders and the Earth Elemental or other creature can cast spells (if it has that ability), however, this is a mobile launch system that carries medium-range missiles.

An Earth Elemental is the preferred "carrier" because it can create earthworks for additional protection to hide behind, can use the *Chameleon* spell to hide it and the bunker, and can use the *Walk Through Earth/Stone* spell and ability to pass through solid earth and stone, including M.D.C. concrete and steel! Thus, it can walk through a hill or bunker or fortified wall right into the middle of the enemy and cut loose with magic, lasers and/or missiles! Usually targets enemy ammo-depots, bunkers,

fortifications and large vehicles like the Death's Head Transports.

Classification: TW mobile artillery.

Crew: Three to eight. All that is actually needed are two gunners (one for each laser) and a Communications Officer to read the radar, sensors and maintain radio contact with other combat units. Any additional troops are for additional support and can include gunners to fire on the enemy with rifles or rail guns from the protective ramparts of the top platform or practitioners of magic to cast spells and such upon the enemy.

M.D.C. by Location:

* Lasers (2; top platform above shoulders) – 50 each

Mini-Missile Launcher (center housing; top) – 140

** Top Platform Main Body – 420

Lower Platform – 300

* Lasers are small and difficult to strike. An attacker must make a "called shot" to hit and even then he is -3 to strike.

** Complete destruction of the top platform (main body) will destroy the top bunker where personnel hide, destroy the missile launch capability and cause the bottom platform to fall off (salvageable).

Speed:

Running: Maximum speed is 40% less than normal for the creature carrying it.

Flying: Not applicable.

Underwater Capabilities: Not applicable.

Statistical Data (for weapon platform only):

Height: 12 feet (3.6 m).

Width: 8 feet (2.4 m) deep.

Length: 18 feet (5.5 m) from shoulder to shoulder.

Weight: 15 tons.

Color: Grey concrete appearance.

Power System: Magical and undetermined. Suspected to be a Lesser Air Elemental that appears to supply an endless, renewable source of energy and power. Or could be the creature carrying it.

Cargo: Crew plus two tons.

Cost: Not available for sale; military unit.

Weapon Systems:

1. Medium-Range Missile Launchers. There are six, one shot, medium-range missile launch compartments. Once missiles are spent, must get more to reload back at base.

Primary Purpose: Anti-Armor and fortifications.

Missile Type: Any medium-range missile can be used, but standard issue is armor piercing (3D6x10 M.D.) or plasma (4D6x10), or a comparable torpedo.

Mega-Damage: Varies with missile type.

Range: 60 or 40 miles respectively (96 or 64 km).

Rate of Fire: One, two, or four at a time.

Payload: Six.

2. Pop-Up Mini-Missile Launcher (1): The center block where one of the large missiles is housed also contains a rack of mini-missiles which pop up from the top. Raised only to fire missile volleys, otherwise concealed.

Primary Purpose: Anti-Personnel, Anti-Tank and Anti-Aircraft & SAMAS.



Mega-Damage: Varies with missile type, but typically half fragmentation (5D6 M.D. to a 20 foot/6.1 m radius) and half plasma (1D6x10 M.D. to a 15 foot/4.6 m diameter).

Range: About one mile.

Rate of Fire: One at a time, in pairs or volleys of four or six.

Payload: 18 total.

3. Medium Lasers (2): At each end of the top weapon platform is a laser that can rotate in a 45 degree angle in all directions (up, down, right, left).

Primary Purpose: Anti-personnel and defense.

Mega-Damage: 4D6 M.D. per blast. Simultaneous blasts at the same target are not possible. Each laser has its own gunner and each must roll to strike independent of the other.

Rate of Fire: Each can fire six times per melee round.

Maximum Effective Range: 2000 feet (610 m).

Payload: Effectively unlimited.

4. Gunmen: As noted earlier, as many as five gunmen can find places to shoot from the elevated position of the top platform.

5. The creature: The creature lugging the missile platform around can also fight or cast spells. Of course, its fighting capabilities are hampered by the structure it carries (reduce the attack per melee round by two and bonuses by half).

6. Other Features: Radar, long-range radio, and combat & targeting computer.

Weapon Throne

The Weapon Throne is something of a mobile artillery unit carried on the back of a Minor Elemental, demon or giant (10-20 feet/3-6 m tall). It is magically made to float and has a special scooter and harness arrangement to make it easier to carry without tipping over from the weight and awkward size. Because it floats and is made to stand erect, the Weapon Throne can also be pulled or pushed by 2-5 Gargoyles or Gurgoyles or other large creatures with supernatural strength (but only at half their normal speed), or pulled or pushed by a heavy vehicle.

The Weapon Throne it is yet another simple combat device armed mostly with conventional weapons, but slightly tweaked by magic and using an inhuman creature to give it locomotion. It gets its name from the fact that the three guns are manned from a position that resembles a high-backed throne with guns on either side of it. There is also a lower platform where three additional human-sized soldiers can find a place to shoot from a protected and elevated position.

Classification: TW mobile artillery.

Crew: One to fire the energy weapons, but can also accommodate 1-3 more soldiers on the lower balcony; usually snipers or practitioners of magic to add to the overall firepower and defense of the weapon platform.

M.D.C. by Location:

* Laser, Ion Cannon, and Rail Gun (top platform above shoulders) – 50 each

Lower Balcony – 200

** Main Body – 320



* Lasers are small and difficult to strike. An attacker must make a "called shot" to hit and even then he is -3 to strike.

** Destroying the main body turns the Weapon Throne into so much worthless scrap metal.

Speed:

Running: Maximum speed is 40% less than normal for the creature carrying it.

Flying: Not applicable.

Underwater Capabilities: Not applicable.

Statistical Data (for weapon platform only):

Height: 12 feet (3.6 m).

Width: 8 feet (2.4 m) deep.

Length: 18 feet (5.5 m) from shoulder to shoulder.

Weight: 6 tons.

Color: Grey concrete appearance.

Power System: Magical and undetermined.

Cargo: Crew plus two tons.

Cost: Not available for sale; military unit.

Weapon Systems:

Note: The Gunner can fire as many times as he has attacks per melee round, +2. He can use any combination of the following weapons per round, staying with one type or switching with a thought, as desired.

1. Ion Cannons (1): The weapon on the right of the throne is an ion cannon. It fires electrically charged energy bolts with excellent range, accuracy, and firepower. Arc of fire up and down is 45 degrees.

Primary Purpose: Assault and Anti-Armor.

Mega-Damage: 6D6 M.D. per blast.

Range: 3000 feet (914 m).

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

2. High-Powered Laser Cannon (1): The long-barreled weapon on the left of the throne is the long-range laser. It can move side to side in 90 degree angle, and 180 degrees up and down.

Primary Purpose: Assault and Anti-Armor.

Mega-Damage: 4D6 M.D. per blast.

Range: 4000 feet (1219 m).

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

3. Rail Gun (1): The short-barreled weapon on the left of the throne is a rail gun. It can move side to side in 90 degree angle, and 180 degrees up and down.

Primary Purpose: Assault and Anti-Armor.

Mega-Damage: 6D6 M.D. per burst.

Range: 2000 feet (610 m).

Rate of Fire: Each blast counts as one melee attacks.

Payload: 100 bursts.

4. Gunmen: As noted earlier, as many as three gunmen can find places to shoot from the elevated position of the lower platform.

5. Other Features: Radar, long-range radio, and combat & targeting computer.



Lightning Fortress

This is another huge, but relatively simple Techno-Wizard creation that serves as both a heavy artillery weapon and a mobile fortress. It, like others, is magically lightened, but it still weighs a great deal. The Lightning Fortress can be pulled by a team of 2-4 giants (15-25 feet/4.6 to 7.6 m tall) or Iron Juggernauts, one or two dragons or Elementals, a team of 8-12 Gargoyles or a large, heavy vehicle.

Classification: TW Mobile Fortress.

Crew: Six minimum: Two Warlocks, a gunner, communications officer and two soldiers, but typically around 100. The entire unit is an M.D.C. fortress that can hold 16-20 human-sized soldiers or practitioners of magic on the rooftop floor, working as rooftop snipers and gunmen, and protecting the two or three Air Warlocks who are ultimately the prime ingredient making the Lightning Fortress a power to be feared, plus two platoons (80 troops) inside to be released as ground troops. A conventional double-barreled laser turret is mounted on the left side and the Lightning Thrower on the right. A lightning rod is also located on the roof. The commanders of this vehicle are two or three *Air Warlocks* as inexperienced as third level. It is they who call forth the electrical energy of nature and direct it as lightning bolts from the Lightning Rod and Thrower. Any other sorcerers are there only for additional support and firepower.

M.D.C. by Location:

* Laser Turret (1; left side) – 150

Mini-Missile Launcher (center housing; front) – 120

* Lightning Rod (1; rooftop) – 50

Lightning Thrower (1; right side, front) – 320

** Main Body – 1000

Wheels (2; 20 foot/6 m) – 200 each

** Complete destruction of the main body will destroy the magical construct and free whatever elemental forces are locked within. It vanishes in a burst of sparks and smoke without incident. If the crew or troops were on or within ten feet (3 m) of the fortress, they suffer 4D6 M.D. from the resulting release of energy.

Speed:

Running: Maximum speed is 60% less normal for than the creature(s) pulling it. Requires a combined supernatural P.S. of 80 or more.

Flying: Not applicable.

Underwater Capabilities: Not applicable.

Statistical Data (for weapon platform only):

Height: 66 feet (20.1 m); wheels are 20 feet (6.1 m) tall.

Width: 35 feet (10.6 m) including the wheel base.

Length: 30 feet (9.1 m).

Weight: 60 tons even with magic to lighten it.

Color: Grey concrete appearance with blue and gold highlights.

Power System: Magical and undetermined. Suspected to be a Major Air Elemental that appears to supply an endless, renewable source of energy and power.

Cargo: Crew plus two tons.

Cost: Not available for sale; military unit.

Weapon Systems:

Note: The Gunner can fire as many times as he has attacks per melee round, +2. He can use any combination of the following weapons per round, staying with one type or switching with a thought, as desired.

1. Lightning Thrower: The strange device on the right side of the fortress is the Lightning Throws. It seems to magically draw electrical energy from the sky and spits it back out. Only an Air Warlock can use this weapon!

Primary Purpose: Assault and Anti-Armor.

Mega-Damage: 2D4x10 M.D. per blast.

Range: 3000 feet (914 m).

Rate of Fire: Four times per melee round, regardless of how many attacks the Warlock controlling it may have.

Payload: Effectively unlimited.

2. Lightning Rod: The forked rod standing up on the left side of the fortress on the rooftop is also used by one of the Air Warlocks to cast lightning at the enemy. Only an Air Warlock can use this weapon!

Primary Purpose: Assault and Anti-Armor.

Mega-Damage: 5D6 M.D. per blast.

Range: 2000 feet (610 m).

Rate of Fire: Five times per melee round, regardless of how many attacks the Warlock controlling it may have.

Payload: Effectively unlimited.

3. Double-Barreled Laser Turret (1): A ball turret is located on the left side of the Lightning Fortress to help defend it. The turret can rotate 180 degrees up, forward and back.

Primary Purpose: Assault and Anti-Armor.

Mega-Damage: 4D6 M.D. per single blast or 1D4x10+3 per simultaneous double blast (counts as one melee attack).

Range: 4000 feet (1219 m).

Rate of Fire: Equal to the number of hand to hand attacks of the gunner.

Payload: Effectively unlimited.

4. Pop-Up Mini-Missile Launcher (1): The decorative center section where the harness for pulling the fortress is attached, conceals a mini-missile launcher that pops up from the top. Raised only to fire missile volleys, otherwise concealed.

Primary Purpose: Anti-Personnel, Anti-Tank and Anti-Aircraft & SAMAS.

Mega-Damage: Varies with missile type, but typically half fragmentation (5D6 M.D. to a 20 foot/1.6 m radius) and half plasma (1D6x10 M.D. to a 15 foot/4.6 m diameter).

Range: About one mile.

Rate of Fire: One at a time, in pairs or volleys of four or six.

Payload: 36 total.

5. Rail Guns (optional): 2-6 rail guns are often mounted on the rooftop and manned by troops on the roof (optional).

Primary Purpose: Assault and Anti-Aircraft.

Mega-Damage: 6D6 M.D. per burst.

Range: 2000 feet (610 m).

Rate of Fire: Each blast counts as one melee attacks.

Payload: 100 bursts.

6. Gunmen: As noted earlier, as many as a dozen gunmen (and/or rail gunners) can find places to shoot from the elevated position of the lower platform.

7. Other Features: Full range of communications and sensor equipment; radar, long-range radio, combat & targeting computer, etc.

8. Conveyance Team: Of course, the creatures used to pull the Lightning Fortress (if they did not just place the fortress in position and leave) will also fight to defend it.



Beast Tank

The Beast Tank is another one of those simple, but effective creations. Basically a tank-like bunker with heavy cannons mounted onto a giant animal like a Rhino-Buffalo or bigger animal (Fury Beetle, dinosaur, dragons, Hangdog Daemonix etc.).

Class: Animal Mounted Assault Bunker.

Crew: 3-5 total. Two gunners, one communications officer and one or two "riders" to control and direct the animal. Another

two or three human-sized personnel can squeeze into the bunker in an emergency.

M.D.C. by Location:

Main Cannons (4) – 140 each

*Side Mini-Missile Launcher (1) – 60

* Hatches (2; front side and rear) – 100 each

Side Sensor Cluster (1) – 30

** Main Body – 290

*Every item marked by a single asterisk is a small and difficult target to strike. An attacker must have a clear view,

make a "called shot" to hit and even then is -4 to strike.

**** Depleting the M.D.C. of the main body completely destroys the bunker. Kill the animal and the Beast Tank is immobilized.**

Speed:

Running: Maximum speed is 20% less than the creature carrying it, usual speed.

Flying: Not usually applicable.

Underwater Capabilities: Not applicable.

Statistical Data (for weapon platform only):

Height: 12 feet (3.6 m) to the top of the big gun.

Width: 8 feet (2.4 m).

Length: 13 feet (3.9 m).

Weight: 5 tons.

Color: Grey concrete appearance.

Power System: Magical and undetermined.

Cargo: Crew plus two tons.

Cost: Not available for sale; military unit.

1. **Four Heavy Laser Cannons (4):** Similar to the Coalition's C-T60. They are not as powerful, but have comparable range. The C-T60 is the standard cannon for most of the CS tanks and armored vehicles.

Primary Purpose: Although they can be used against large flying objects, the cannons are not designed as an anti-aircraft weapon. It is an anti-personnel and anti-armor (tanks, APCs, robots, etc.) weapon.

Mega-Damage: 1D4x10 M.D. per blast.

Rate of Fire: Each can fire six times per melee round (but at different targets).

Maximum Effective Range: 6000 feet (1828 m).

Payload: Effectively unlimited; internal generator and power supply.

2. **Mini-Missile Launcher (1):** Side launcher.

Primary Purpose: Anti-Personnel, Anti-Tank and Anti-Aircraft & SAMAS.

Mega-Damage: Varies with missile type, but typically half fragmentation (5D6 M.D. to a 20 foot/6.1 m radius) and half plasma (1D6x10 M.D. to a 15 foot/4.6 m diameter).

Range: About one mile.

Rate of Fire: One at a time, in pairs or volleys of four, six or eight.

Payload: 12 total.

Note: This is a completely conventional weapon with no magic capabilities whatsoever.

3. **Gunners' Ports:** There are three places (front and both sides) where a rifleman or spell caster can sit and shoot at the enemy. They are positioned and protected in such a way that the enemy returning fire must make a called shot to hit at -3 to do so.

4. **Other Features:** Basic combat radar, long-range radio, and combat & targeting computer the same as what one would find in a CS tank or robot.

Chatterlings

Chatterlings are sometimes mistaken for dragons, but they are a strange breed of mystical being visiting from an unknown world. They are long and serpentine, with thick, wrinkled flesh, ribbing along the spine, a long snaking tail and a crown of horns that resemble large feathers. The head, however, is more insect than reptilian with large, silver or gold eyes that look like gleaming metal and a small horn in the forehead between them. The hind legs are larger than the front ones and their hands are more human-like with thin, sensitive fingers.

Chatterlings are a rare and mysterious breed of serpent who have appeared, off and on, throughout Rifts Earth. If they can be said to be relatively plentiful anywhere in the world, it would be India and parts of Southeast Asia. Why, is unknown. The creatures claim they like the jungle environment, yet they seem most at home among humanoids and love civilization where they can engage in politics, crime, and skullduggery.

Like dragons, Chatterlings are creatures of magic, but they possess a very limited range of mystic knowledge. As their name suggests, the Chatterlings strength is the use of words to trick and manipulate others. It is said that a Chatterling could talk himself out of any situation, even a firing squad. Indeed they are masters of diplomacy, lies, deception and double-dealing. They like to be the power behind the throne, pulling strings, and establishing secret networks to engage in acts of spying, smuggling, theft, forging, extortion and racketeering. The foolish Tolkeen Shifters thought Chatterlings would make the perfect spies and assassins to use against the CS, but they turned out to be too self-serving and treacherous to be of much use. Most will sell their skills and knowledge to the highest bidder, or to the side they think will benefit them the most. Unfortunately, a couple dozen were summoned before anyone came to this conclusion, and they refuse to go home. A handful have worked for Tolkeen successfully, although there is no doubt that they have stolen money and magic for themselves and may have other schemes in the works.

Race: Chatterling

Alignment: Miscreant (55%), Diabolic (10%), Aberrant (10%), Anarchist (20%) and other (5%).

Attributes: I.Q. 2D4+12, M.E. 1D6+12, M.A. 2D6+15, P.S. 2D6+12 (supernatural), P.P. 2D4+12, P.E. 2D4+12, P.B. 2D4+6, Spd. 2D6+18 running (14-18 mph/22 to 29 km).

M.D.C. by Location:

Head - 150

Arms (2) - 80 each

Hind Legs (2) - 120 each

Tail (1) - 150

Main Body: P.E. attribute number x10 plus 1D4x10 per level of experience.

P.P.E.: P.E. attribute number x5 plus 10 per level of experience.

I.S.P.: M.E. attribute number x10 +2D6 per level of experience.

Horror Factor: 10

Size: 24-30 feet (7.3 to 9.1 m) from nose to tail tip; stand 10-12 feet (3 to 3.6 m) tall when sitting on haunches. Long and narrow, only 4-6 feet (1.2 to 1.8 m) wide at the shoulders. Weighs 2-5 tons.

Life Span: 200 to 290 years, sometimes live into the 300s.



Experience Level (average): 6-9th level for NPCs; a player character should start out at level one or two.

Natural Abilities: Nightvision 600 feet (183 m), can see in total darkness, see the invisible, climb (80/70%), prowl (65%), bio-regeneration 4D6 M.D.C. per minute and will regrow missing limbs (tail included) in 2D4+10 weeks, resistance to fire and cold (does half damage, including M.D. magic fire and plasma energy), impervious to disease, and magically understands and speaks all languages (95%). Must learn metamorphosis spell magic to change its shape.

R.C.C. Skills: Basic and Advanced Math (+25%), Literate in Dragonese/Elven and one language of choice (+20%), Speaks all languages, Law (+20%), Radio: Basic (+10%), Radio: Scramblers (+10%), Surveillance Systems (+15%), Interrogation Techniques (+15%), Find Contraband (+12%), Streetwise (+20%), Seduction (+15%) and Land Navigation (+10%). Also select three skills from each of these Categories: Domestic, Espionage, Rogue, Technical and W.P.

Secondary Skills: Select four other skills at level one and two additional skills at levels 3, 6, 10 and 14. Skill selections are limited to the categories of Domestic, Espionage, Medical, Rogue, Technical, Wilderness and W.P.

Combat Training: Natural combat ability.

Attacks per Melee: Five by hand to hand (includes prehensile tail) or psionics, +1 attack at levels 3, 6, 9, 12 and 15; or two by magic.

Bonuses (does not include attribute bonuses): +2 on initiative, +3 to strike, +4 to parry, +2 to dodge, +4 to pull punch, +2 to roll with impact, +2 to save vs magic and poison, +4 to

save vs illusions, +1 to save vs psionics and insanity, +4 to save vs Horror Factor.

Mega-Damage: As per Supernatural P.S. Typically 3D6 S.D.C. on a restrained punch or 1D6 M.D. on a full strength punch, 1D4 M.D. from a bite, 2D6 M.D. from a power punch (counts two melee attacks) and 2D6 M.D. from a tail whip.

Magic/Spell Knowledge: As a magic wielding thief and con-artist, the spell magic known to the Chatterling primarily to do with deception and theft. Spell descriptions not found in the *Rifts® RPG* are in *Federation of Magic™*; all spell descriptions are presented in the *Rifts® Book of Magic*.

Starts with Death Trance (1), Cleanse (6), Cloak of Darkness (6), Fool's Gold (10), Globe of Daylight (2), Featherlight (10), Levitation (5), Mask of Deceit (15), Multiple Image (7), Mystic Alarm (5), Mystic Fulcrum (5), and Tongues (12).

Additional spells come one per level of experience starting with level one. Spell selections are made from level 1-5 wizard magic. Select one Metamorphosis spell of choice at levels 4, 8, 12 and 16.

Psionics: Hypnotic Suggestion (6; Super), Psionic Invisibility (10; Super), Telemechanic (10; Super), Telemechanics Mental Operation (12; Super), Alter Aura (2), Empathy (4), Machine Ghost (12), Mask I.S.P. & Psionics (7), Mask P.P.E. (4), Mind Block (4), Object Read (6), Presence Sense (4), See Aura (6), See the Invisible (4), Read Dimensional Portal (6), Sense Dimensional Anomaly (4), Sense Evil (2), Sense Magic (3), Sense Time (2), Speed Reading (2), Telepathy (4), and Total Recall (2).

Weapons, Armor & Equipment: Chatterlings love magic items of every kind and appreciate technology. Many also enjoy works of art, jewelry, gems, and precious metals; again giving reason to why some people mistake them for dragons.

Value: Underworld figures find Chatterlings to make good spies, snitches and lieutenants, provided one doesn't mind the creature skimming 20-40% off the top. Most Chatterlings prefer to be their own boss.

Habitat: Claim to prefer jungles but thrive in cities and seem to genuinely like humans.

Enemies: Dislike Naruni, Splugorth and Sunaj. Love to trick, con and steal from dragons. Dragons in turn, especially adult and ancient ones, do not care for Chatterlings because the creatures do not show dragons the fear and respect they deserve.

Allies: None per se, they see everyone as a potential friend, ally, business partner or mark (sucker/victim waiting to be plucked).

Note: Most Chatterlings have a glib, affable and easy way about them. They tend (or pretend) to accept everybody as an equal and friend to be made, while simultaneously exhibiting a complete disregard for authority, the law, title or power.

Threno Bat-Thing

The Threno Bat-Thing is one of the most hideous creatures the Shifters of Tolkeen have managed to scrounge up from some dank dimension. Their hideous and bizarre appearance is a reflection of the monster inside. Vile, pernicious fiends who love to torture, torment and kill, drinking the blood of their victims and feasting on their internal organs. They were pursued and tracked down because it was said that the Threno Bat-Things hold the secrets of some dark soul-twisting magic. But if they do, it is not a secret they are willing to share with Earthlings. Instead, they have used the Threno to help them interrogate prisoners, hatch murderous plots against the enemy and sniff out and hunt down enemy patrols and spies. The Threno Bat-Things were especially active during the massacre following the Sorcerers' Revenge, and enjoy leading Monster Squads composed of Witchlings and Black Faeries.

No one is quite sure what the Bat-Things are, demons, creatures of magic or just some vile beast with an appetite for blood and sorrow. They appear as little more than a giant, floating bat head with massive ears and a terrible visage. A pair spindly, hairy arms that end in small, clawed, three fingered hands dangle down from where one might expect to find shoulders. The torso is truncated, with a stump where the belly should be. The stump and shoulders are usually protected by a covering of ornate armor, often covered in spikes. The Threno Bat-Thing hovers and floats but has no wings.

The vile things understand technology and like using Techno-Wizard devices. In fact, one band of Techno-Wizards created two gauntlets the Bat-Things can use for torture, physical examinations and surgery. Masters of torture, the creatures have an innate understanding of biology and physiology that could make them wonderful surgeons, but their wickedness makes them torturers and killers instead.

Race: An alien creature of magic, possibly a demon or sub-demon.



Alignment: Miscreant (60%), Diabolic (30%), or Aberrant (10%).

Attributes: I.Q. 1D6+14, M.E. 1D6+10, M.A. 1D6+6, P.S. 1D6+10 (supernatural), P.P. 1D6+10, P.E. 1D6+14, P.B. 1D4, Spd. 3D6+30 running (22-33 mph/35 to 53 km).

M.D.C. by Location:

Head – 160

Arms (2) – 90 each

Ears (2) – 50 each

Main Body: 200 +P.E. attribute number.

P.P.E.: P.E. attribute number x10.

I.S.P.: M.E. attribute number x20.

Horror Factor: 14

Size: 7-10 feet (2.1 to 3 m) from its rump to the tip of its ears.

Hovers about 7-10 feet (2.1 to 3 m) off the ground, making them seem larger than they really are. Weight: 1.5 to 2 tons.

Life Span: 700-900 years.

Experience Level (average): Equal to a 7-10th level Mind Melter. NPC villain only.

Natural Abilities: Nightvision 2000 feet (610 m), can see in total darkness, see the invisible, track by smell (70%, +20% to follow a blood scent), can smell blood, death/decay up to one mile (1.6 km) away, incredible range of hearing equal to that of the bionic *Ultra-Ear* and *Amplified Hearing*, bio-regeneration 3D6 M.D.C. per hour and will regrow missing limbs (ears included) in six weeks, impervious to disease, resistant to cold (half damage) and magically understands and speaks all languages (95%).

R.C.C. Skills: Equivalent skills of Basic and Advanced Math (95%), Speaks all languages (95%), Interrogation Techniques (90%), Streetwise (80%), Prowl (70%), Land Navigation (80%), Wilderness Survival (80%), Medical Doctor (75%), Pathology (65%), Biology (80%), Identify Plants & Fruits (90%), and Brewing (80%).

Select four Secondary Skills for Rifts Earth from the categories of Domestic, Medical, Technical, or Wilderness.

Combat Training: Natural combat ability.

Attacks per Melee: Six by hand to hand or psionics.

Bonuses (does not include attribute bonuses): +6 on initiative, +4 to strike, +2 to parry, +5 to dodge, +6 to pull punch, +2 to roll with impact, +2 to save vs magic, +6 to save vs poison, +1 to save vs psionic attack, +9 to save vs possession, and +8 to save vs Horror Factor.

Mega-Damage: As per Supernatural P.S. Typically 3D6 S.D.C. on a restrained punch or 1D6 M.D. on a full strength punch, 1D6 M.D. from a bite, and 2D6 M.D. from a power punch (counts two melee attacks).

Vulnerabilities: Sonic attacks do double damage, and ordinary silver weapons inflict their equivalent damage as M.D.C. (i.e. a dagger that does 1D6 S.D.C. does 1D6 M.D.).

Magic/Spell Knowledge: Understands and appreciates magic, loves Techno-Wizard devices, and has considerable P.P.E., but has no spell casting abilities.

Psionics: All Healing and Physical abilities plus the following: Object Read (6), Read Dimensional Portal (6), Sense Dimensional Anomaly (4), Sense Magic (3), Sense Time (2), Telepathy (4), Telekinesis (10+, Super), Telekinetic Force Field (30; Super), Mind Bolt (varies), and Mind Block (4). Healing powers are actually used to torture more often than heal.

Weapons, Armor & Equipment: Standard Threno Bat-Thing armor: 140 M.D.C.; love TW and magic items

Value: None.

Habitat: Any, but like environments that are dark or have many places to hide.

Enemies: Potentially everyone. Has no love for mortal beings, dragons or most life forms, even other evil creatures (highly competitive and aggressive).

Allies: None per se, they see everyone as a potential victim or food.

Note: Speaks in a wheezy and snarling voice. Always seem dark, sinister and dangerous. Most humans never feel comfortable around one of these things.

Wind-Water Sail Ray

This giant beast closely resembles the ocean rays of Earth in its general body shape but has a dorsal fin toward the back and a ridged tail. The most startling differences besides their size is the animals' gem-like eyes (all nine of them), the eight mouth tentacles and the fact that the Sail Ray can swim through the air as effortlessly as it swims through the water. Speaking of water, this exotic animal is equally at home in fresh or salt water, feeding along the bottom on plants, fish and other small sea animals like crustaceans and jellyfish.

These creatures are found along the Mississippi River, its many tributaries, and the Gulf of Mexico. They are highly intelligent and gentle animals easy to control even by human trainers. Those people with psionics or a natural affinity to animals, such as the Simvan and Psi-Stalker, can tame and turn the Sail Ray into a riding animal in a matter of minutes. Of course, they ride the beasts bareback and treat them with kindness and respect. Gentle and empathically attuned to its surroundings, the Sail Ray will often become attached to a particular group of people and let itself be used as a riding animal or beast of burden. All along the Mississippi and its tributaries one can find bold and enterprising farmers riding the great ray bareback with a plow or wagon hitched to it. The Sail Ray doesn't mind plowing fields or pulling wagons so long as it is not corralled and is allowed to leave (coming back the next morning to "play" some more). Communal creatures, they are often found in loose knit schools of 10-40, or small family clans of 1D6+2.

The Techno-Wizards and Warlords have taken the use of Sail Rays as riding animals several steps farther, attaching sensor wands, airtight environmental bubbles and even missile racks to the creatures. The Sail Rays do not mind having these artificial contraptions applied to them too much (the appendages are designed not to impair or harm the beasts). What they hate is being corralled, unable to leave for the river or sea, and being forced into combat situations. Sail Rays are not very aggressive and tend to avoid violence whenever possible. Forcing them to participate in "war" not only assails their senses but frightens and hurts them. If left to their own devices they would flee the Minnesota region completely until the fighting is over (as other wild Sail Rays have done).

Wind-Water Sail Ray

Race: Highly intelligent animal; smarter than a dog or chimpanzee.

Alignment: Effectively Scrupulous (85%), a few are Unprincipled (8%) or Anarchist (7%). Gentle and fun-loving.

Attributes: I.Q. 1D6+4 (high animal intelligence), M.E. 1D4+8, M.A. 1D6+14, P.S. 1D6+20 (supernatural), P.P. 1D6+8, P.E. 1D6+14, P.B. 1D6+8, Spd. 1D6+75 (approximately 54 mph/86 km) in the air, double underwater. Maximum depth tolerance of one mile (1.6 km). And can pull six times the normal amount of weight for its P.S.

M.D.C. by Location:

- * Large Crystal Eye (1) – 50
- * Dark Medium-Sized Eyes (2) – 25 each
- * Small Dark Eyes (6) – 5 each
- * Tentacles (8) – 25 each
- * Dorsal Fin (1) – 60

Head Area – 130

Wings (2) – 120 each

Tail (1) – 120

Main Body – P.E. x12

*Every item marked by a single asterisk is a small and difficult target to strike. An attacker must have a clear view, make a "called shot" to hit and even then is -4 to strike.

** Depleting the M.D.C. of the main body kills the animal. Damaging or destroying a wing will reduce speed by 30% (60% if both are destroyed). Injured wings will heal, but if destroyed the animal is crippled for life. Likewise, eyes that

are destroyed or removed (some Necromancers and Bio-Wizards use them in their magic) are gone; can not be regenerated.

P.P.E.: P.E. attribute number x2.

I.S.P.: M.E. attribute number x6.

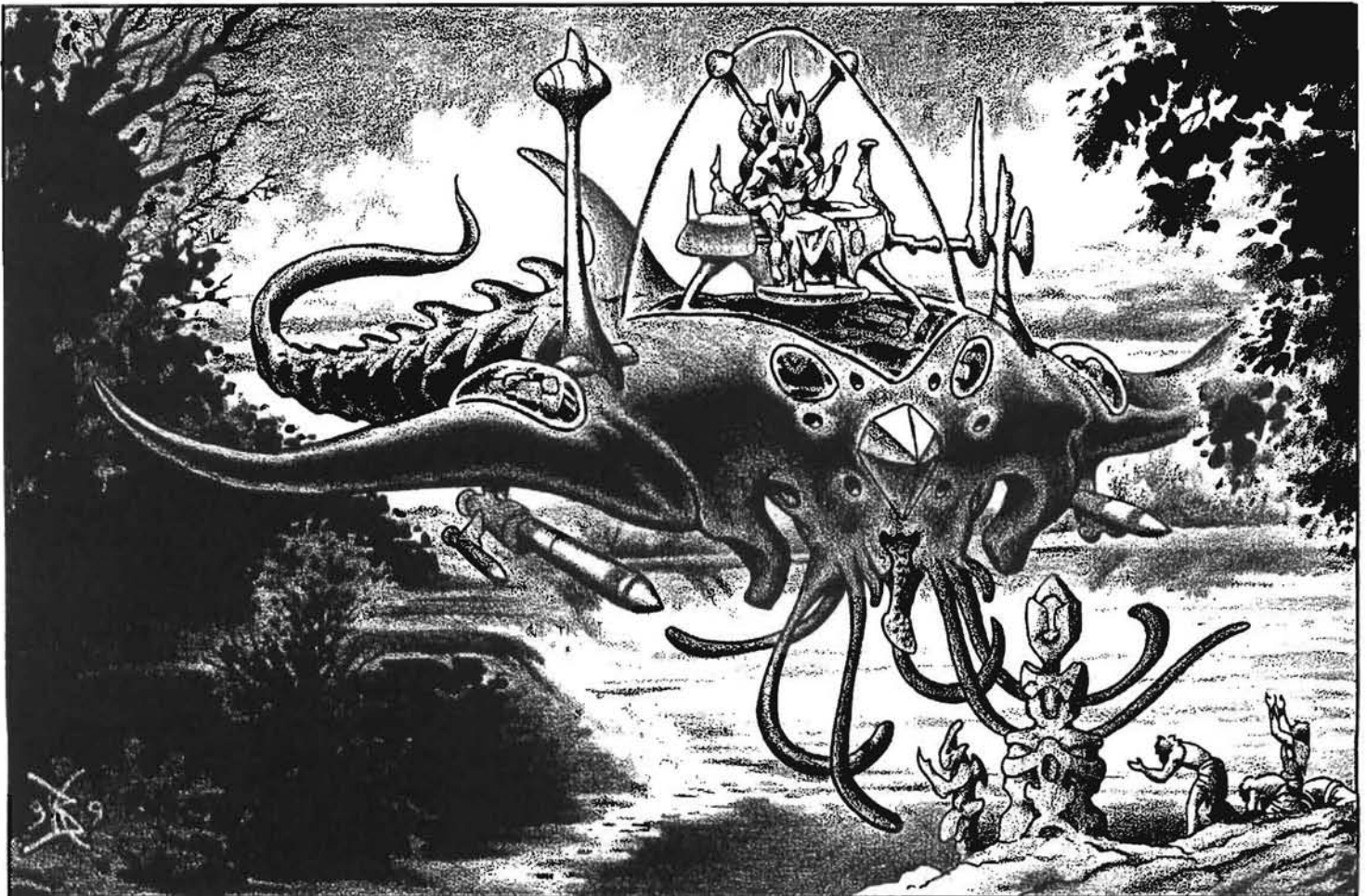
Awe Factor: 10; despite its tentacles and size, the Sail Ray is an attractive and appealing creature that most people find beautiful and serene. Using this magnificent creature for war is a crime.

Size: 30-40 feet (9.1 to 12.2 m) long from its Crystal Eye to the tip of its tail. The mouth tentacles are 10-12 feet (3 to 3.6 m) themselves but dip down and do not add to its actual length. Wingspan is 30-36 feet (9-11 m). Typically hovers about 6-12 feet (1.8 to 3.6 m) above the ground or surface of the water when airborne. Weight: 3-5 tons.

Life Span: 200 years.

Natural Abilities: Swim, breathe air and underwater, maximum depth tolerance of one mile (1.6 m), glide through the air or under water, nightvision 1000 feet (305 m), can see in total darkness, can see all spectrums of light, see the invisible, track by smell (60% +10% underwater), impervious to cold, bio-regeneration 6D6 M.D.C. per 24 hours and will regrow tentacles and tail, and seems impervious to disease.

R.C.C. Skills: Equivalent skills. Prowl (60%), Land Navigation (90%), Wilderness Survival (98%), Track by Sight (50%), Identify Plants and Fruits (which it can eat, 80%) and fishing (catches them with its tentacles; 90%).



Those trained by humanoids can learn to understand (not speak) three different languages (usually American, Spanish and one other at 65% proficiency), and four Secondary Skills it can learn from humans. Selections are limited to Cowboy (excluding riding a horse), Technical and Wilderness.

Combat Training: Natural instinctive ability.

Attacks per Melee: Six by hand to hand or psionics.

Bonuses (does not include attribute bonuses): +2 on initiative, +4 to strike, +1 to parry, +4 to dodge, +8 to pull punch, +3 to roll with impact, +1 to save vs magic, +4 to save vs poison, +1 to save vs psionic attack, and +5 to save vs Horror Factor.

Mega-Damage: As per Supernatural P.S. Typically 3D6 S.D.C. on a restrained tentacle strike or 1D6 M.D. on a full strength tentacle strike or tail whip, or 2D6 M.D. from a body slam; can not do a power punch.

Vulnerabilities: Fire, plasma and heat attacks do double damage.

Magic/Spell Knowledge: None, other than a basic idea of what it is.

Psionics: Healing Touch (6), Increased Healing (10), Deaden Pain (4), Restore P.P.E. (4), Suppress Fear (8), Resist Fatigue (4), Empathy (4), Presence Sense (4), Sense Evil (2), Mind Block (4), and Meditation.

Weapons, Armor & Equipment: None. Does not use human tools and equipment.

Value: No real market for these wild animals, although they are beloved and highly valued by most wilderness people, including Simvan, Psi-Stalkers, Indians, and Wilderness Scouts.

Habitat: Rivers and lakes along the Mississippi River and in the Gulf of Mexico. Nobody knows where they came from.

Enemies: None per se, other than predators like the Craaphery.

Allies: None per se, although they seem to like most humanoids especially gentle, peaceful ones. It is a fish and plant eater.

Note: Speaks using deep baritone calls, moans and humming. Most humans and D-Bees find Sail Rays to be very comforting, beautiful and serene creatures. They mate and bear young in deep waters. It is believed they mate for life. Thousands are found up and down the Mississippi river with thousands more in the Gulf of Mexico.

Equipped for War: Typical TW and machine attachments.

Environmental Bubble: Most can seat/accommodate 2-5 passengers. Maximum depth is 600 feet (183 m).

Sensor Wand: Basic, power armor type, radar and/or sonar, long range communications (100 miles/160 km).

Wing Missile Launchers: Typically one short-range or medium-range missile and one or two mini-missiles on *each* wing. May substitute for six mini-missiles on each wing.

Laser Gun (1): 4D6 M.D., 2000 foot (610 m) range.

Tail Vibro-Blade: 2D6 M.D., but the Sail Ray will try not to use it.

Craaphery Demon Snake

This wicked predator originates from some alien world and gives seafarers reason to fear the seas and Mississippi River. It tends to avoid smaller river tributaries and is found primarily in the Gulf of Mexico, Caribbean Sea and Atlantic waters around Florida and the West Indies. Some say they originate from the Bermuda Triangle.

These nasty creatures are as dangerous and vile as they appear, preying on humanoids, dolphins, whales, Sail Rays and other large animals. They are a few notches less intelligent than the Sail Ray or dolphin, but are nearly as aggressive as a shark. Worse, they have a mean streak and kill for pleasure, as well as toy with their prey, particularly humanoids.

Although not all that common as far north as Minnesota, the Shifters and other Summoners have called forth a few thousand to supplement Tolkeen's naval forces. These beasts are either controlled by Simvan or by a Techno-Wizard vehicle-like attachment that makes the Craaphery Demon Snake a living weapon. The Demon Snake would not hesitate killing its controllers but does not mind the violence and opportunities to hunt and kill. In fact, those used in the Coalition-Tolkeen War have developed a new fondness for humanoid meat and will continue to stalk the waters of Minnesota (and elsewhere) for years to come in search of human and D-Bee prey.

At first glance the Craaphery (pronounced cray fur-ree) looks like a hideous, giant eel, then one usually notices that the body trails off from behind the head into four, long, ribbon-like tentacles! This only adds to this monster's grisly appearance.

Craaphery Demon Snake

Race: Intelligent animal; nearly as smart as a chimpanzee or dolphin.

Alignment: Effectively Miscreant (50%) or Diabolic (50%).

Attributes: I.Q. 1D4+4 (high animal intelligence), M.E. 1D4+6, M.A. 1D4+4, P.S. 2D4+24 (supernatural), P.P. 2D4+12, P.E. 1D4+20, P.B. 1D4, Spd. 2D4+75 (approximately 55 mph/88 km) underwater. Maximum depth tolerance is three miles (4.8 km). Slithering on dry land for brief periods, Speed is 18.

M.D.C. by Location:

* Large Black Eyes (2) – 30

Tentacles (4; large) – 125 each

** Main Body – P.E. x10

*Every item marked by a single asterisk is a small and difficult target to strike. An attacker must have a clear view, make a "called shot" to hit and even then is -4 to strike.

** Depleting the M.D.C. of the main body kills the animal. Destroying a tentacle reduces the monster's number of melee attacks by one and reduces its Spd by 10%.

P.P.E.: P.E. attribute number.

I.S.P.: M.E. attribute number x3.

Horror Factor: 13

Size: 20-34 feet (6.1 to 10.3 m).

Life Span: 160 years.

Natural Abilities: Swim, breathe underwater, maximum depth tolerance of three miles (4.8 m), can breathe in the air on dry



land for 72 minutes at a time before beginning to dehydrate and weaken. Nightvision 1200 feet (366 m), can see in total darkness, can see infrared and ultraviolet spectrums of light, see the invisible, track by smell (75% +10% to follow blood scent underwater), impervious to cold, bio-regeneration 2D6 M.D.C. every hour and will regrow tentacles within 2D4 weeks if they are lost.

R.C.C. Skills: Equivalent skills. Prowl (55%), Land Navigation (90%), Wilderness Survival (98%), Track by Sight (55%), and fishing (catches them with its tentacles or mouth; 95%).

Those trained by humanoids can learn to understand (not speak) three different languages (usually American, Spanish and one other at 60% proficiency).

Combat Training: Natural instinctive ability.

Attacks per Melee: Eight by hand to hand or psionics.

Bonuses (does not include attribute bonuses): +4 on initiative, +5 to strike, +4 to parry, +3 to dodge, +4 to pull punch, +2 to roll with impact, +1 to save vs magic, +6 to save vs poison, +1 to save vs psionic attack, and +8 to save vs Horror Factor.

Mega-Damage: As per Supernatural P.S. Typically 5D6 S.D.C. on a restrained tentacle strike or 2D6 M.D. on a full strength tentacle strike, 4D6 M.D. from a power strike (counts as two attacks), 3D6 M.D. from a body slam and 4D6 M.D. from its terrible bit.

Vulnerabilities: Fire, plasma and heat attacks do double damage.

Magic/Spell Knowledge: None, other than a basic idea of what it is.

Psionics: Deaden Senses (5), Death Trance (1), Resist Fatigue (4), Empathy (4), Presence Sense (4), and Mind Block (4).

Weapons, Armor & Equipment: None. Does not use human tools and equipment.

Value: No real market for these wild animals.

Habitat: The warm southern seas of the Gulf of Mexico, Carribean, West Indies, and Bermuda Triangle. May travel up the Mississippi River and into deep lakes.

Enemies: None per se.

Allies: None per se, although the Tolkeenites have used them for combat.

Note: Speaks to one another using growls, grunts and whistles. Can roar when head is above water.

Equipped for War: The Tolkeen engineers have created a unique underwater vehicle that attaches to the top of the Craaphery in order to control and "drive" the monster. A system of gears and pulleys to steer the beast in a similar way that a bit and bridle steer a horse. Fairly smart creatures, the Craaphery learn the signals quickly within 7-10 days. Those trained by a Simvan or psychic with an affinity for animals learn how to respond in only a day or two. Stubborn monsters learn that the forward part of the vehicle that covers its head delivers a painful electrical shock to procure its cooperation and good behavior. Aggressive predators, their Tolkeen masters earn their participation by allowing the sea monsters to feast upon the enemy without restraint, often letting the Craaphery stalk and play with its victims. Although the creatures would cheerfully devour those who control them, at least they get to have some fun. As noted earlier, thanks to

their Tolkeen masters, a few thousand Craaphery have “learned” to be man-eaters, preferring the taste of humanoid meat above all others. They even recognize CS and Techno-Wizard water vessels, submersibles and identifying markings.

The following are the basic stats and weapons for the Craaphery Control and Driver Vehicle.

Blue Laser: Mounted on the right side of the vessel is a blue laser that inflicts 5D6 M.D. and has a range of 2000 feet (610 m). Payload is effectively unlimited.

Mini-Torpedo Launchers: Concealed on each side of the vessel is a mini-torpedo launch tube. M.D. 6D6, range: approx. one mile (1.6 km), payload: Four total, two in each tube.

Electro-Lance: The long spear or lance-like rod that extends from the monster’s headpiece can be charged with electricity and inflict 3D6 M.D. by touch or fire a short-range bolt that does 1D6 M.D. up to 60 feet (18.3 m) away.

Vehicle Stats: The driving vehicle can move on its own without the Craaphery, so if the beast is slain, the vessel can unhook itself and return to base or keep fighting under its own power. Speed is a modest 25 mph (40 km or 21.5 knots), has a maximum depth tolerance of 4000 feet (1219 m), full environmental and life support systems, basic vehicular sensors and communications, and can seat the pilot and two others comfortably.

The Unbidden

The Unbidden are creatures not summoned by Tolkeen’s mages, but which have come through dimensional Rifts on their own. A few were in the process of being contacted by a Shifter, but negotiations and bindings were not yet complete when the creature(s) was able to take advantage of the chaos and come through “unbidden.” Most of these monsters stepped through dimensional portals created by the out of control ley lines and nexus points gone crazy around Tolkeen and the tri-city area. The war torn city of Tolkeen is beset by random dimensional anomalies and events that tear unwanted holes through the fabric of space and time, bridging Tolkeen to other worlds and foul realms of existence. Nothing untoward slithers out from the great majority of these Rifts, but from others, hideous monsters and demons emerge, eager to make their mark on a new world. These creatures have no allegiance to either side in the war, and are very much predators and opportunists taking advantage of a good situation for them. Consequently, they are as likely to feed upon, threaten, harass and prey upon Tolkeenites and adventurers as they are the Coalition. In fact, those with a high intelligence, magic or supernatural powers are likely to prowl the streets of the besieged cities in search for plunder, magic items and foul delights. The **Minnesota Aftermath** sourcebook will present a number of such unbidden creatures.

Vampires

None. Vampires are one of the few demonic beings the leaders and Shifters of Tolkeen have *not* enlisted. These creatures are regarded as a “plague” rather than monsters to be enslaved and controlled. Thus, they are avoided at all cost. To anyone’s knowledge, no undead have appeared in the tri-city area from a dimensional Rift or from the south.

Tolkeen NPCs

By Kevin Siembieda & Bill Coffin

Throughout this war between magic and machinery, Tolkeen’s greatest strength has been its people. The many mages and mystics who fill Tolkeen’s ranks are also *living weapons*, possessing incredible powers and skills that have made them (until now) a match for the terrible war machine of the Coalition States. Independent heroes have been especially valuable, as their unique abilities have enabled them to carry out tasks that much larger conventional forces would find impossible. The Kingdom of Tolkeen itself is commanded by a large assembly of such heroes, mighty individuals who have gathered from the farthest ends of Rifts Earth and even the Megaverse itself. From King Robert Creed to his Circle of Twelve and the groups of adventurers who have made Minnesota their home, Tolkeen has long depended most on the efforts of the few for the benefit of the many. And in the final days of the Coalition invasion of Minnesota, it may prove that these weary final few will provide the last and best line of defense for a Kingdom that has fought the best it could, but knows that defeat is not far off.

This section covers a number of Tolkeen’s mightiest and most noteworthy individuals. Not all of them are world-shaking titans or powerhouses. Indeed, a fair number of them are just soldiers and patriots with uncommon skill, luck or vision, whose contributions to the war effort have been anything but ordinary. For the purposes of running the final stages of the Siege on Tolkeen, these NPCs can be used as ready-made *friends* or *opponents*. When the city falls, it is left to the individual G.M. to determine who among these characters will live or die. Who will escape Minnesota and fight on against the Coalition, or battle to the bitter end for glory, revenge, or saving others.

The war against the Coalition will not end when Tolkeen is destroyed. Those who escape the fall of Tolkeen will scatter like seeds on the wind. Some will build new lives elsewhere. Some will try to reclaim and rebuild Tolkeen. Others will dedicate themselves to hate and revenge. Building their strength to fight on against their hated enemy. It shall be fighters such as these, both well intentioned and those driven by hate, who will make the Coalition learn the hard way that the sorcerers of Tolkeen can never truly be defeated with a single military campaign. And if the Coalition wishes to hold on to Minnesota, then Tolkeen’s remaining patriots will be there to make that occupation long, bloody, and difficult.

Additionally, the Tolkeen survivors will move to other lands, where their skills and experience might make the further expansion of the Coalition States more difficult. *The Colorado Baronies*, *Lazlo*, and even the *Federation of Magic* might find itself flush with companies of disenfranchised Tolkeen war veterans with no home left to speak of, but a gut full of hate and a war

still to fight. For most hate-filled warriors, the struggle will never end until Chi-Town is a smoking crater, and the heads of the Prosek family rest atop pointed stakes.

King Robert Creed

Robert Leonard Creed was born in Tolkeen 53 years ago when it was still an independent city and the embodiment of a dream. A place where people of all races and backgrounds could live together in relative peace. Here, magic and learning was embraced and young Robert embraced it as well. Highly intelligent, creative and imaginative, Robert Creed excelled in many areas, but poetry, history, math and magic were his favorites. Robert decided to become a Ley Line Walker and at the young age of 22 was nominated to the Circle of Twelve (the youngest ever). It was not just his magic skills that made him a candidate, but his creative way of thinking, ability to see the big picture and powers to get things done. And not only done, but often finding a better way to do it. Robert Creed was also incredibly charming and charismatic, winning friends and favor among people in high places, and showing great natural aptitude as a resourceful leader and clever strategist. But even Robert was stunned when nominated to the inner circle of Tolkeen's leaders. He was elected and distinguished himself in the ten years he served as one of the Twelve. So much so that he was appointed the new king at age 33, shortly after the aging ruler of Tolkeen died of a mysterious illness.

Robert Creed started life as an energetic, enthusiastic idealist with the ability to make many of his dreams come true. Since he had his finger on the pulse of Tolkeen society, his dreams were the reflection of those dreamt by the people. This made him one of the most widely respected and popular kings to take the throne. Working closely with the Circle of Twelve and inspiring other leaders and common folk alike, he helped to bring the kingdom into a new age of achievement, learning and prosperity. Years of progress that garnered the attention of the world and attracted D-Bees, practitioners of magic and people of learning to the kingdom in record numbers each successive year. The City of Tolkeen and the region around it had become a boomtown.

Tolkeen's new success and explosive growth also caught the burning eyes of Chi-Town, who recognized a kingdom of monsters growing on their doorstep. The city of Tolkeen and clusters of smaller D-Bee towns and farms had existed in Minnesota for nearly a hundred years (and earlier settlements pre-date that). The problem was that this cluster of rabble was turning into something different. It was turning into a real nation with the long-time city-state of Tolkeen and Freehold: City of Dragons at its core. That made it more dangerous than ever. In the past, CS raids and purges into the region helped to frighten away prospective settlers, but since around 80 P.A., such tactics had become less effective. With the rise of the new king, Robert Creed, in 89 P.A., nothing seemed to stop the deluge of misanthropes and mages pouring into the region in greater numbers with every passing year.

Moreover, this king was quick to challenge CS aggression. An increased Coalition military presence along Tolkeen's bor-

ders prompted King Creed to build the largest army in the nation's history. Tolkeen border patrols became routine and skirmishes between the rival powers more frequent. King Creed took a hard line against CS imperial aggression, so when the Coalition became more intrusive and brutal, Tolkeen's forces responded in kind. When the Coalition increased its military presence, so did Tolkeen. When one attacked, the other retaliated. It took a generation, but looking back, all-out war was inevitable.

There can be no doubt that the Coalition State of Chi-Town was both the instigator and aggressor. Neither Tolkeen or any of the smaller communities did anything to start trouble, and mostly kept to themselves. Although the old American State of Iowa is claimed by Chi-Town, much of it is wilderness and farmland, so there was little in jeopardy from the predominantly peaceful Kingdom of Tolkeen even if they did transgress against Chi-Town. True, D-Bees and practitioners of magic traveled through Iowa, but they never challenged CS dominion, nor tried to seize the land for themselves. Squatters, bandits, raiders and vagabonds are found everywhere in post-apocalyptic Earth, Iowa and Tolkeen included. However, the CS chose to see every vagrant, every incident involving sorcerers or nonhumans, no matter how inconsequential, as some sort of provocation from Tolkeen. It was simply a matter of the intolerant, xenophobic Chi-Town being unable to come to terms with the fact that a nation of D-Bees, sorcerers and freethinkers was so close to it. In the end, it came down to justifying a declaration of war on Tolkeen so Chi-Town could find peace of mind.

By this time, the Kingdom of Tolkeen had reached the end of its rope too. It was tired of the threats, sabotage, raids and killing. King Creed and the Circle of Twelve, supported by the people, resolved to do whatever was necessary to preserve their "nation." When faced with war they accepted the challenge. It was time someone took a stand against the tyrannical Coalition States, and the Kingdom of Tolkeen was prepared to be the one.

Unfortunately, patriotism, justice and reason soon gave way to obsessive hatred, revenge and a need to win at all costs. Coalition brutality and ruthlessness was matched and sometimes exceeded at every turn. Cunning strategies, attention to detail and the masterful exploitation of its strengths, the element of surprise, and use of magic gave Tolkeen a string of impressive victories that stymied the Coalition offensive and confounded its soldiers. Military victories that culminated with the *Sorcerers' Revenge* and the unprecedented defeat of the Coalition Army!

Although there are hundreds of people responsible for the Kingdom's years of military success over a superior foe, much of it rests on the shoulders of King Creed. It was the King who invited the development of new technology and revolutionary ideas that led to the creation of the Iron Juggernauts, other TW war machines, The Barrens, and Elemental Alley, among others. It was King Creed who lobbied first to win the Circle of Twelve and then the people, to draw upon monsters and the supernatural to fight on Tolkeen's behalf. It was he who helped earn the support of the Daemonix and keeps them on a short leash. It was King Creed who built bridges to bring the outcast Necromancers, Witches, Temporal Raiders, Shifters and other masters of "dark magic" into the fold, and establish parameters in which they could operate against the enemy with a free hand. It was the noble King who appealed to the Cyber-Knights and brought them into the fold. In fact, King Creed was instrumental in every aspect of the Kingdom's legions of magic-based defenders.

While others like the Dragon Kings and Warlocks might actually lead the way or implement the actual strategies, tactics, defenses and combat, many were things King Creed either formulated or put into motion. And for the people of the magic nation, King Creed was the face of themselves. The bold and resolute reflection of their dreams, their fears, their hate and their commitment.

The last four or five years of war, has changed the King. Here too, he is a grim reflection of his nation. He has become hard and ruthless. Driven by hate, fueled by vengeance and resolute in the destruction of the Coalition Invasion Force. Hatred that has made him a pale counterpart to Emperor Prosek. For the King and much of his Circle, Warlords and citizens, winning means everything and the ends justifies the means. They have become immune to savagery, torture and wholesale slaughter – such “resolve and tactics” are a necessity justified with the excuse that their enemy would do no less to them. Atrocities are accepted as the “unfortunate byproduct of war,” ignored and forgotten (some would say, even encouraged). Things that seemed unthinkable in the past are now eagerly considered. Many Tolkeenites have come to despise the Coalition States as a whole. Thinking of all its people as evil monsters to be wiped form the face of the planet or punished for the sins of its leaders. They would love nothing more than to bring the CS to its knees by crushing its army, assassinating its Emperor and destroying the City of Chi-Town. With the success of the Sorcerers’ Revenge, their thoughts shifted to power. If Tolkeen can, indeed, vanquish the Coalition Army, it could be on the fast-track to becoming the new power in North America (which is ultimately why the Federation of Magic chooses not to support them).

King Robert Creed

Race: Human.

Alignment: King Creed was once Scrupulous, but politics, war, pride and hate have turned him into *Aberrant evil*.

Attributes: I.Q. 19, M.E. 18, M.A. 23, P.S. 14, P.P. 20, P.E. 15, P.B. 22, Spd. 12

Mega-Damage: Via light body armor (40 M.D.C.), Techno-Wizard body armor (150 M.D.C.) and/or by magic.

Hit Points: 53, S.D.C.: 32.

Awe Factor: 13; due to his charisma, high M.A. and position as King of Tolkeen.

Weight: 180 lbs (81 kg). **Height:** Six feet, one inch (1.85 m).

Age: 53 years (but looks to be in his thirties).

P.P.E.: 213

Experience Level: 10th level Ley Line Walker and something of a historian and scholar.

Skills of Note:

O.C.C. Skills: Pilot Hover Craft (98%), Mathematics: Basic (98%), Mathematics: Advanced (98%), Anthropology (85%), Computer Operation (98%), Speak American (98%), Speak Dragonese (98%), Speak Gobblely (98%), Literate in America and Dragonese (91%), Intelligence (80%), Land Navigation (82%), and Wilderness Survival (91%).

Technical: Lore: D-Bees (95%), Lore: Magic (98%), Lore: Psychic (83%), Lore: Demons & Monsters (91%), Lore: Indians (85%), History of the West (91%), History of North America (General; 85%), History: Pre-Rifts 45%, Writing (90%) and Law (91%).



Secondary Skills: First Aid (98%), Fishing (98%), Swimming (90%), Dance (91%), Horsemanship: General (93%/73%), Radio: Basic (98%) and Art (95%).

W.P.s: Hand to Hand: Basic, W.P. Energy Pistol and W.P. Energy Rifle (all 10th level).

Special Line Walker Abilities: Sense ley line and magic energy, read ley lines, ley line transmission, ley line phasing, ley line drifting, ley line rejuvenation, ley line observation ball.

Spell Knowledge: King Creed knows *all* invocations, levels one through six, as well as many higher level spells. (Magic not found in the *Rifts® RPG* is found in *Federation of Magic*.)

Opponents must roll a 15 or higher to save against King Creed's spell magic.

Level One: Blinding Flash (1), Cloud of Smoke (2), Death Trance (1), Globe of Daylight (2), Lantern Light (1), See Aura (6), See the Invisible (4), Sense Evil (2), Sense Magic (4), and Thunderclap (4).

Level Two: Aura of Power (4), Befuddle (3), Chameleon (6), Climb (3), Cleanse (6), Cloak of Darkness (6), Concealment (6), Detect Concealment (6), Fear (5), Heavy Breathing (3), Levitation (5), Manipulate Objects (2+), Mystic Alarm (5), Shatter (5), Throwing Stones (5), and Turn Dead (6).

Level Three: Armor of Ithan (10), Breathe Without Air (5), Create Wood (10-20), Energy Bolt (5), Fingers of the Wind (5), Float in Air (5), Fuel Flame (5), Ignite Fire (6), Impervious to Fire (5), Invisibility: Simple (6), Life Source (2+special), Light Healing (6), Light Target (6), Magic Shield (6), Mystic Fulcrum (5), Negate Poisons/Toxins (5), Orb of Cold (6), Paralysis: Lesser (5), Resist Fire (6), Telekinesis (6), and Wave of Frost (6).

Level Four: Astral Projection (10), Blind (6), Carpet of Adhesion (10), Chromatic Protection (10), Charismatic Aura (10), Cure Minor Disorders (10), Deflect (10), Electric Arc (8), Energy Field (10), Fool's Gold (10), Fireblast (8), Fire Bolt (7), Fist of Fury (10 or 50), Ley Line Transmission (30), Magic Net (7), Multiple Image (7), Reflection (7), Repel Animals (7), Ricochet Strike (12), Seal (7), Shadow Meld (10), Swim as a Fish (6), Trance (10), Watchguard (10), and Weight of Duty (10).

Level Five: Armor Bizarre (15), Aura of Death (12), Calling (8), Circle of Flame (10), Death of Curse (Special), Distant Voice (10), Domination (10), Energy Disruption (12), Escape (8), Eyes of Thoth (8), Featherlight (10), Fly (15), Heal Wounds (10), Horrific Illusion (10), Horror (10), House of Glass (12), Implosion Neutralizer (12), Influence the Beast (12), Instill Knowledge (15), Lifeblast (15), Mend the Broken (10+), Mental Blast (15), Sleep (10), Superhuman Endurance (12), Superhuman Strength (10), Superhuman Speed (10), Sustain (12), and Swim as a Fish — Superior (12).

Level Six: Apparition (20), Barrage (15), Call Lightning (15), Compulsion (20), Create Water (15), Crushing Fist (12), Cure Illness (15), Energize Spell (12+), Fire Ball (10), Fire Blossom (20), Fortify Against Disease (15), Frequency Jamming (15), Frostblade (15), Ice (15), Illusion Booster (15), Illusory Wall (15 or 30), Impervious to Energy (20), Magic Pigeon (20), Mask of Deceit (15), Memory Bank (12), Power Bolt (20), Reduce: Self (20), Sheltering Force (20), Targeted Deflection (15), Teleport: Lesser (15), Time Slip (20), Tongues (12), and Words of Truth (15).

Level Seven: Agony (20), Ballistic Fire (25), Constrain Being (20), Dispel Magic Barrier (20), Fly as the Eagle (25), Globe of Silence (20), Heal Self (20), Invisibility: Superior (20), Invulnerability (25), Lightblade (20), Mental Shock (30), Metamorphosis: Animal (25), Negate Mechanics (20), Purification (Food/Water) (20), Sub-Particle Acceleration (20), and Wind Rush (20).

Level Eight: Commune with Spirits (25), Eyes of the Wolf (25), Exorcism (30), Forcebonds (25), Greater Healing (30), Invincible Armor (30), Lightning Arc (30), Locate (30), Magical Adrenal Rush (45), Negate Magic (30), Power Weapon (35), Sorcerous Fury (70), Wall of Wind (40), Wisps of Confusion (40), and World Bizarre (40).

Level Nine: Aura of Doom (40), Beat Insurmountable Odds (70), Dessicate the Supernatural (50), Mute (50), Phantom Mount (45), Protection Circle: Simple (45), Purge Self (70), Speed of the Snail (50), Tame Beast (60), Transferral (50), Wall of Defense (55), and Water to Wine (40).

Level Ten: Armorbane (100), Banishment (65), Mystic Portal (60), Plane Skip (65), Purge Other (100), Restore Limb (80), Speed Weapon (100), and Warped Space (90).

Level Eleven: Anti-Magic Cloud (140), Create Magic Scroll (100), Re-Open Gateway (180), See in Magic Darkness (125), and Summon Fog (140).

Level Twelve: Calm Storms (200) and Time Hole (210).

Level Thirteen: Protection Circle: Superior (300), Sanctum (390), Restore Life (275), and Swap Places (300).

Level Fourteen: Close Rift (200+), Id Barrier (600) and Restoration (750)

Level Fifteen: Circle of Travel (600) and Dimensional Portal (1000).

Combat Training: Hand to Hand: Basic.

Attacks Per Melee: 6

Combat Bonuses: +1 on initiative, +4 to strike, +5 to parry and dodge, +4 to roll with punch/fall/impact, +4 to pull punch, +2 to damage, +4 to save vs Horror Factor, +2 to save vs psionic attacks and insanity, and +3 to save vs magic.

Other Combat Info: Restrained punch: 3D6 S.D.C., full strength punch: 1D6 M.D., power punch: 2D6 M.D. (counts as two attacks). Jump kicks (all), critical strike: 18-20, paired weapons (all), and leap attack (critical strike).

Weapons: As King of Tolkeen, he has access to virtually any weapon, body armor, vehicle or piece of equipment available to his army and the defense of the Kingdom.

Favorite items the King usually has on his person include a TW Starfire pistol (3D6 M.D., 12 shots, 1000 foot/305 m range), pair of TW Demon Claws (1D4 M.D. uncharged, 2D6 M.D. when magically activated), TW Shadow Cloak, and four Flash Freeze Grenades.

Scrolls from the Book of Ten: King Creed will have One *Warrior Horde* and one *Slowness* spell scrolls with him in the final hours of the Siege on Tolkeen. He will give two *Metropolis* scrolls to trusted mages among those who participate in the exodus he leads before Tolkeen's fall, and another one to a group of Cyber-Knights evacuating civilians to the west.

Poor Yorick: King Creed leaves the famed oracle skull, Poor Yorick, on a pedestal in his throne room in the King's Tower. He is tired of its jibes and taunts and wants nothing to do with the cursed object.

Although Poor Yorick was instrumental in many of the kingdom's strategies, defenses and victories throughout the war, it has also predicted the fall of Tolkeen almost from the beginning. Right down to a cryptic prophecy that warned about the return of General Jericho Holmes:

"The impossible strikes and the impossible happens. Magic is lost. The fire of vengeance consumes all in its path, for in the north is the swarming horde."

It is one prophecy the Tolkeenites never correctly figured out. They interpreted the "impossible strike" to be their own blitz on the CS, "the impossible happens" their victory from the Sorcerers' Revenge, the "fire of vengeance" theirs consuming the CS, and the "swarming horde" the Xiticix destroying Holmes. They could not have been more wrong.

What fate may befall this coveted artifact, we leave to the individual Game Masters. It may get buried under thousands of tons of rubble when the King's Tower is bombarded by the CS. It may be spirited away by one of the members of the Circle of Twelve, or a Warlord or a lucky Tolkeen warrior (or demon or dragon). It is not likely to fall into the hands of the player group, and if it does, they are not likely to hold on to it. Nor will any but the most powerful, for there are countless individuals who would not hesitate to steal or kill to acquire it.

Body Armor: Light non-metal body armor (typically with 40 M.D.C.) or TW armor with 150 M.D.C. or magical protection from spells. **Mobility:** Full mobility; no prowling penalty to either.

Money: Before the fall of Tolkeen he is rich beyond his wildest dreams. After the fall, Robert Creed will leave his kingdom with nothing but the clothes on his back and the gear in his hands. However, this includes one million in gems and the armor, TW items and scrolls noted above.

Siege Notes for King Creed

When the city of Tolkeen falls under siege, King Creed pulls out all the stops to win the war. He will do anything to win and best the Coalition Army including unleashing Tolkeen's secret weapons and making unholy alliances. Poor Yorick chides and laughs at every desperate effort.

The King cannot accept the idea of defeat, and never stops to consider the consequences the war has had on his people. It is not until the very last few days of the Final Siege that he can no longer deny the truth. By this time, the city of Magestock has fought its last battles, half of Freehold is a smoldering crater although its defenders fight on, and the city of Tolkeen is a crumbling ruin. Fires burn everywhere and the bodies of the dead fill the streets. Only the King's Tower and inner core of the city (filled to the brim with innocent citizens screaming to him for salvation) and scattered zones of resistance remain. The Coalition Invasion Force is closing in for the kill. It will be a miracle if the city survives another 36 hours.

It is only in the city's death throes that King Creed realizes he has lost an entire Kingdom, and that he and he alone is responsible for the deaths of a million or more people of Tolkeen (he does not include the demons and monsters or the CS losses). It is only now that he realizes he has let pride and hate destroy something that was grand and beautiful. It is a realization that crushes his spirit

The din of war and cacophony of gunfire, screams and sobbing seem to fade into a dull roar like the crashing of waves. The noise is replaced by the words of his beloved mentor, Erin Tarn, echoing in his head. Why couldn't he hear her petitions and warning back when this all began, he wonders. She came to him to try to find reason. She spoke. He listened. But he did not hear what she was trying to say. Now her words ring in his mind with crystal clarity. How, he asks himself, could he have let this happen? How could he have encouraged it all?

King Creed weeps like a baby. Alone and consumed with grief and shame, he wishes the motherly Erin Tarn was at his side to comfort him. He wonders if she will ever be able to forgive him. He wonders if the countless people who had placed their trust in him – only to be rewarded with suffering and death – can ever forgive him. He knows, he can never forgive himself.

For the first time, in a very, very long time, the hate that blinded and drove him is gone. Completely gone. He no longer loathes the Coalition or sees them as monsters. He realizes too late, that he had become a monster too, and that he has wrought the death and destruction of Tolkeen as much as they. The Coalition people are like frightened children, terrified of that which they don't understand. Lost in fear, they turn to a bully to protect them, Emperor Prosek. A man who uses their fear, their ignorance, and their trust to his own ends. To build an empire where he is god and all submit to his power and mad dreams. Creed honestly feels sorry for them and hopes someday they will see the light and bring down the bully so they can live in peace with their fellow sentients regardless of their appearance and otherworldly place of origin.

King Creed is awash with horror and sorrow as he realizes that the fall of Tolkeen will only fuel the hate in those who survive. That it will only perpetuate the hate and fear. That it will undoubtedly bring about decades of violence and acts of terrorism and murder in the name of retribution. Worst of all, it is a legacy that he has helped father, and it makes him weep again.

The changing tide. King Creed's epiphany comes too late to save Tolkeen. He is a changed man stricken by grief, regret and new awareness. He is so filled with these emotions that he can barely stand to keep living. However, suicide is out of the question. He is King of Tolkeen. Once upon a time that made him the King of dreams and high ideals. In his final moments he hopes to restore a little bit of the old dreams and do what little he can to save at least some of his people.

To this end, King Creed will lead a titanic effort to get tens of thousands of civilians to safety. It can never make amends for the lives he has condemned in a futile war of hate and arrogance, but it is something. Before that, however, he addresses his people, taking full responsibility for all that has transpired and denouncing all of it as wrong. He begs his people to let go of their hate and to forget about retribution of any kind. "The wrong that is done," he decrees, "is done. Let it die with Tolkeen." He then charges them to flee and save themselves. To somehow escape and build a new and better life. He tells them they carry in their hearts the "true" spirit of Tolkeen – the high ideals and dreams of peace and learning. That is the life they must pursue. That if they build a new kingdom, they must use the seeds of Tolkeen's ideals to create a better place in the world. "Let Tolkeen be remembered for its hopes and dreams.

Let it inspire new generations to greatness and peace. And let its sad fate be remembered only so that the mistakes of the past can be avoided in the future."

The speech is made live before a multitude of Tolkeen's citizens, but is also broadcast via magical and conventional means and across the battlefield. The message is so impassioned and moving that all who hear it on both sides of the war are touched by it, causing a momentary pause in the battle. The unexpected calm and quiet only adds to the impact of what King Creed has to say. Sadly, the war is too far gone to be stopped by words now, and resumes in full force moments after it ends.

The speech has a profound effect.

The last of the Daemonix (only a few thousand) feel used and betrayed, and immediately leave the field of battle. Others follow their lead in panic rather than indignation, causing the last of the defensive lines to buckle and the CS to swarm the last remaining ramparts.

Warlord Scard and the revenge filled psychotics who follow him, see this as weakness and the King betraying the cause. They too abandon the fight leaving their traitorous, weakling king to die at the hands of the Coalition. The fate of Tolkeen is sealed. If King Creed should survive, he will top Warlord Scard's List of Traitors to be hunted down and slain.

While defenders hold the wobbling lines in defense of the inner city, King Creed summons what is left of his best practitioners of magic and what warriors can be spared to attempt a mass exodus out of the besieged city. To do this, they must make their way to one of the ley lines, ideally a nexus point. While the mul-

titude follow him to the blue-light promise of freedom, he also dispatches 20 smaller teams, each with one thousand civilians, to try to sneak out of the city by squeezing through holes in the enemy's line. Of these, only half will be successful. Of his attempt, two thirds perish. Only a third of the refugees (1D6x1000+6,000) make it through the Dimensional Rift they open.

The Fate of King Creed. The exact fate of the King we leave to *you*. In the final hours of Tolkeen, he lives only to save as many people as he can, and otherwise welcomes death. When all the refugees of the first exodus have been Rifted away, King Creed stays behind, closes the portal and goes back to rescue more. Any future rescue of civilians will be much smaller and requires finding some other avenue of escape. The King will fight any who get in his way. He will kill when necessary, but his goal is to help save lives, fighting only enough to get people to safety.

One Possibility: Death: There is the very real possibility the King will sacrifice his own life and go down fighting to save others. He will take crazy chances and risk his own life dozens of times.

A Second Possibility: Survival: If King Creed is knocked out or loses consciousness due to an injury, those who fight at his side or the civilians he is trying to save, will whisk him away to safety. And there's the rub for him, that he should live when his actions have condemned so many to death. Should he live, Robert Creed will be lost to grief and is likely to become a *hermit* as he tries to figure out why he lives and what he should do with his life. He is likely to vanish without a trace and take a new identity, avoiding civilization and living where people will not recognize him. However, at some point, years (decades?) down the road, he is likely to be drawn back into the world of the living where he may again assume the mantle of a leader or hero. Even before then, he will take a stand against injustice and come to the aid of those in need as he stumbles across them. He does this grudgingly because he hates the limelight and rejects any suggestion that he is a hero, accepting only the basic necessities (food, water, shelter) as any reward.

A Third possibility: Insanity: King Creed may suffer from amnesia and disassociation. The grief, shame, and trauma of it all shatters his mind, forcing him to forget who he is and what he has done. If this happens, he will remember having participated in the battle for Tolkeen and fighting to rescue innocent civilians. He will also remember witnessing countless atrocities, but never participating in them. He sees himself as having been a grunt, and King Creed as a separate individual. A tragic figure. A once noble King who lost his way to hate and brought ruin to a kingdom of wonder. Although sympathetic to King Creed, he condemns his actions, holds him accountable for the many atrocities of the war and hopes the man is as haunted by it all as much as he is. Personally, he is quite sure the King is dead, and is glad that in the final moments of his life, King Creed tried to redeem himself by rescuing a few thousand civilians. Of course, nothing the King could have done in those final hours could ever make amends for the horror and ruin he brought to his nation.

This melancholy vagabond has given up adventuring, and chooses to wander through life as a disheveled and grubby hobo. He hates the Daemonix and Black Faeries, and slays them wher-



ever he finds them. He also has no love for Witchlings, Brodkil, Gargoyles and other demons and monsters who served Tolkeen during the war, and opposes them whenever they are found harassing innocent people. The man calls himself *Erin Roberts* and believes himself to be a 6th level Ley Line Walker and amateur historian (and his spells, skills and abilities all reflect being sixth or seventh level, although his Hit Points, S.D.C. and P.P.E. suggest otherwise). He has no ill will toward the CS, although he knows them to be cruel and dangerous hate-mongers. He dislikes the Federation of Magic and any Tolkeen survivor who prompts hate, war or revenge.

If he and Warlord Scard should ever cross paths, it will be ugly. Scard will recognize him no matter what he looks like, and despises him as a traitor and a weakling. Scard will attack Creed/Roberts intent to kill! Only under this circumstance will Erin Roberts fight with the full strength and experience of King Robert Creed. Quite literally a different person, Creed may be satisfied with Corin Scard's defeat and let him live. Allowing Scard to live is a mistake that can only lead to more trouble for the King, the CS and those Scard has dedicated his life to punish and destroy. It is not a mistake Creed/Roberts will make twice.

Note: If Creed should win this confrontation (player character intervention is welcomed) he will revert back to *Erin Roberts* immediately thereafter, and ignore any evidence that suggests he is something more. Under this scenario, King Creed's insanity and denial is so profound that he can not be cured. Forcing him to accept the truth will send him into a catatonic state and he will waste away and die.

Any of the events surrounding King Creed in the final hours of Tolkeen, from rescuing refugees (or the King and other heroes of Tolkeen) to the King's survival and future, all make for stirring adventures.

The Circle of Twelve

Although King Robert Creed holds absolute authority in Tolkeen, it is his famous body of lieutenants and advisors known as the *Circle of Twelve* who have played the central role in running the war effort against the Coalition. The Circle of Twelve are the greatest of Tolkeen's sorcerers, but greatness is not measured by age and experience alone, but by such intangibles as leadership, wisdom and imagination. Among these top-echelon warriors and adventurers are:

Warlord Corin Scard, the man who some say has been the *real* power behind the throne and the top player in defense of Tolkeen;

Mida Elektis, a high level Earth and Fire Warlock, with a keen sense of the world around her;

Malik Savant, the youngest of the Twelve, an idealistic Techno-Wizard and designer of magical war machines;

Baarrtk Krror, a banished Dragon King and representative of Freehold;

Anya Svetska, rogue Mystic Kuznya from Russia and chief engineer of Tolkeen's city defenses whose pure warrior mettle has earned her the respect of all Tolkeenites;

Glorissa Trenshire, Conjurer and the ultimate guerrilla warrior whose experience fighting in the 'Burbs gave her the skills to make the Coalition's invasion of Tolkeen a costly one;

Denwyn Ironheart, a Ley Line Walker who has transferred his living essence into the body of a great Iron Golem, becoming the kind of mystic and monster the Coalition fears most;

Rostigor Dur Grola, a winged reptilian Battle Magus for whom the war in Tolkeen has been nothing more than an extended exercise in honing the battle skills of a nation;

Salkind, a Shifter whose alliance with the mysterious Drolian race has transformed him into a frightful and fearsome kind of Techno-Wizard cyborg;

Cervega Klister, possessing incredible psychic and magic powers, this figure remains enigmatic even to the other members of the Circle of Twelve;

Kueda the Grey, the "Sage" of Tolkeen, who has spent his life being Tolkeen's sole voice of reason in a quest to chart a peaceful course for his people;

and finally, **Maxim Current**, a Warlock of water, this natural leader is also an expert in small-scale blitzkrieg tactics and has put many Coalition invasion units through a living hell.

King Robert Creed is the supreme power in Tolkeen, but the *Circle of Twelve* are his top advisors and supporters. Each brings a particular point of view and experience to the table. Most hold a position of extreme political or military power.

Note: Each of these individuals carries a one million credit bounty with the Coalition. The bounties are all "dead or alive," but preferably *dead*. The boys from Chi-Town have spent years tangling with each of Tolkeen's top dogs, and would gladly pay a steep price if it could assure the death or capture of *any* of these individuals. They have all caused the Coalition enough hardship to merit their death sentences three times over, and there is a veritable army of Special Ops agents, freelance assassins and bounty hunters in and around Tolkeen hoping to get a chance at one of them. In the course of battle or the aftermath of the Final Siege, new opportunities to bag one of these Twelve (13 including the King) may avail itself to some lucky individual or group. Many a treacherous soul will keep an alert eye for these marked CS "war criminals."

Warlord Corin Scard

Corin Scard (pronounced "core-in scarred") was an aggressive, angry, power-hungry soul long before he became *Warlord of Tolkeen* and *Supreme Commander of the Tolkeen Defense Force*. He was bold, fearless, driven and hard as nails from the beginning, living in the New West near the border of Minnesota. He might have become almost anything but it was hate that drove him. Hate and a lust for power. His parents were harmless nomads who lived off the land and wandered from place to place. As a boy, this exposed Corin to numerous cultures and people. Although human himself, he learned early on never to judge a person by their appearance. In fact, he knew as many D-Bees as he did humans. What he hated was how the powerful seemed to pick on the weak. Life in the wilderness is all too often one of violence, conflict, running away and hiding for peaceful vagabonds regardless of race. This made the boy want

to grow up strong and to become powerful. When he lost his parents and two older brothers and three sisters in a raid by Coalition troopers, they gave him a new enemy to hate. The family had been squatting in the Iowa portion of the State of Chi-Town when the CS launched one of its "purges." The family had been traveling with a family clan of thirty D-Bees so they were seen as worthless, contaminated "D-Bee lovers." Only three of the D-Bees, with ten year old Corin in tow, managed to escape. A Quick-Flex Alien Gunslinger calling himself Donny Lightning had befriended the boy weeks earlier and took the orphan under his wing. After a period of mourning and wandering, Corin began to learn the trade of being a Gunslinger. He liked the fast talking and faster shooting Donny Lightning and the *respect* that "slinging iron" garnered. Their adventures and encounters with practitioners of magic also gave Corin a healthy respect for magic. A learned man, the Gunslinger taught Corin how to read and write as well as how to use a gun. By age 13, Corin Scard (not his real name, by the way, he's really Corbin Scarborough) had killed his first man and was a third level Gunfighter.

Donny Lightning was lost in a gunfight when Corin was 16, so the kid headed out on his own. He was accepted by a clan of *Simvan Monster Riders* and rode with them for two years, picking up new skills and tactics, before deciding he wanted a taste of civilization. The Colorado Baronies were too tamed for his taste, and the Chi-Town 'Burbs proved to be a little too volatile, getting him in trouble with the law his first month there. He stayed in the Chi-Town 'Burbs for a couple of years rabble-rousing, robbing, smuggling and harassing Coalition soldiers and the CS in general before things got too hot and he had to leave.

After drifting for a while, Corin found his way to Tolkeen where he was hired as a mercenary. There he showed himself to be a bold, determined warrior with a head for tactics and the ability to instantly size-up a situation and seize any available opportunity. This gave Corin Scard the advantage in almost every situation, especially when he was cornered. Thus, he and his men regularly slipped out of tight situations, seized the upper hand and won skirmishes that seemed nearly impossible. His absolute confidence in himself (without being overconfident) was contagious, and quickly earned him the respect of those under his command as well as those who saw him in action.

Corin Scard was brought to the attention of the Circle of Twelve by Colonel Glorissa Trenshire. When war with the Coalition States began to look like reality, and a seat opened up in the Circle of Twelve, she nominated Corin for the position, as well as Warlord status and a command of his own. As political wrangling began and protest mounted against this little known "outsider," a report arrived crediting the 22 year old warrior with thwarting a surprise Coalition raid on the town of *Adamsville* (a portent of things to come). Not only that, but King Creed happened to be visiting the town and joined the battle. Accordingly, the King and Corin (not knowing who Creed was at the time) fought side by side and won the day against overwhelming numbers. Perhaps needless to say, the King lobbied for Corin's appointment to the Circle of Twelve, won the agreement (6 to 5) and the two became close cohorts. Although there were initial doubts and opposition (not to mention resentment by older, more established Warlords), the young Warlord Scard won the respect of his peers in short order.

Until the war, the public knew little about this man, but with each victory his renown grew (in the early years, Scard did not seem to know the meaning of defeat). By its end, he is one of the most famous leaders in the Kingdom. However, he is both respected and feared. It was Warlord Scard who devised, orchestrated and led the *Sorcerers' Revenge*. He is also responsible for encouraging the savage aftermath and the orgy of murder that followed. Warlord Scard is responsible for many atrocities and encouraging his troops to do whatever is necessary to win. He is ruthless in the extreme and knows not the meaning of mercy. With each passing day he becomes more bloodthirsty and vindictive. Preserving the Kingdom of Tolkeen vanished with the victory of the Sorcerers' Revenge. Since that day he has lusted for the complete destruction of Chi-Town. He has gone on record saying that his life will not be complete until he can place Emperor Prosek's head on a pike and watch Chi-Town burn. He has also started the rumor that he wears the imprisoned soul of Emperor Prosek's youngest son, Jason, in a soul gem around his neck. Supposedly a gift from "new friends" at the Federation of Magic. It is rhetoric that inflames and inspires his own troops but also the soldiers of the Coalition States. The mere thought that his son's soul might be held hostage (whether the report is true or not) has made the Emperor's blood boil, placing Warlord Scard at the very top of the Tolkeen hit list. This rumor also angers many of the Emperor's trusted commanders and loyal troops, all of whom dream of being the ones to bring this monster to justice – and with any luck, find the soul gem, free Jason's life essence and win the life long gratitude of the Emperor.

Warlord Scard does not care that his critics and even King Creed have begun to chastise his tactics, warning that he goes too far. He revels in the horrors of war and uses both physical and psychological warfare with sadistic skill. His only goal is to punish, torture and destroy Chi-Town and deal the Coalition States a crippling blow. He consorts freely with demons and fails to notice that monsters comprise three quarters of his followers. For they worship cruelty and power, and Warlord Corin Scard is their living god!

In the final weeks of the war, Warlord Scard is a demonic killing machine who sacrifices his troops to win the day, not the war. He fears the King grows tired and fearful that they might lose, but Warlord Scard lies and assures him otherwise. He has convinced his liege that an Army from the Federation of Magic is on its way, and that his own demon hordes are stronger and greater in number than they really are. He promises victory and points to his stunning (if savage) victory of the Sorcerers' Revenge and many other battles others thought were lost.

And so a weary and nervously trusting King Creed puts the fate of his Kingdom in the hands of a madman.

Siege Notes: By the time the City of Tolkeen falls under siege, Warlord Scard borders on a being a raving lunatic. He will not admit defeat and is obsessed with fighting and destroying the Coalition. Not just the invasion force, but the Coalition States. Any who oppose his views, speak against him, or fail to support his suicidal strategies and tactics are charged with cowardice and treason. Some are slain where they stand and others given a verbal lashing, but all are placed on his list. The Warlord has actually begun making a written List of Traitors whom he shall suitably punish after Tolkeen has won the war. The

most notable of whom are etched in his mind and forever despised. Included on that list are those who even suggest defeat, retreat or the evacuation of innocent civilians. He is so lost to megalomania that he will do anything and sacrifice anyone if he thinks the effort will hurt the Coalition. He will even sacrifice the lives of hundreds of thousands of civilians rather than show the Coalition Army any hint of fear or the possibility of defeat.

All the madman cares about is winning and hurting the CS. If some suicidal charge of troops under his command will help them win the day (but lose the battle), or will do serious damage to on the CS, he directs that it be done. If there is hesitation or protest, he strikes down the loudest dissenters and commands his troops to do as they are told.

Scard's own sense of self-importance and preservation are so great, however, that he will not sacrifice his own life. He reasons that he will be needed to build a new army and lead a new war against the conquering Coalition States to free the (decimated) Kingdom of Tolkeen. In short, he is too valuable to "the cause" to let himself perish.

Warlord Scard will lead and direct numerous bloody campaigns to hold the defensive line around the perimeter. Without him, the city would fall to the Coalition much sooner. However, he can not stem the tide. Scard will also lead the last stand and fight near the bitter end, but when his trusted King admits defeat, it is a blow that makes him abandon the fight, taking (if possible) his closest and most trusted lieutenants and elite fighters (6D6 total) with him. Escape will be by whatever magic, ley lines and means of teleportation is available to him/them.

Be assured, that this is most definitely *NOT* the last of Warlord Corin Scard, for though he may remain hidden, licking his wounds for months, he *will* resurface with a vengeance. When he does, Scard will have a number of plots to execute against the enemy. One will be a *campaign of retribution* involving the hunting down and execution of the "cowards and traitors" because of whom Tolkeen fell (or so he believes). These will include Anya Svetska, Lord Coake and other specific Cyber-Knights as well as the Cyber-Knights in general and the kingdom of Lazlo. This campaign will also include targeting notable CS leaders and soldiers who participated in the siege on Tolkeen.

Another will be a *campaign of freedom* in which Warlord Scard will continue to raise armies, nurture marauders and bandits, solicit demonic beings, and devise schemes against the Coalition forces left to hold Minnesota.

The last is his *campaign of destruction* in which he will orchestrate a war of terrorism against the CS. He is bent on bringing blood, death and sorrow to the States any way he can and will use whatever means, magic and monsters fall to his disposal.

Strangely enough, he does not consider the *Federation of Magic* to be an enemy or a traitor, but a potential ally and kindred spirit who share his radical views about destroying the Coalition States, starting with Chi-Town. He is likely to throw in with the Federation on missions against the CS that are especially violent and promise to take thousands of lives or kill any of its leaders. He might even join the Federation provided they give him enough freedom to hatch his own plots and the troops to execute them.

Warlord Corin Scard

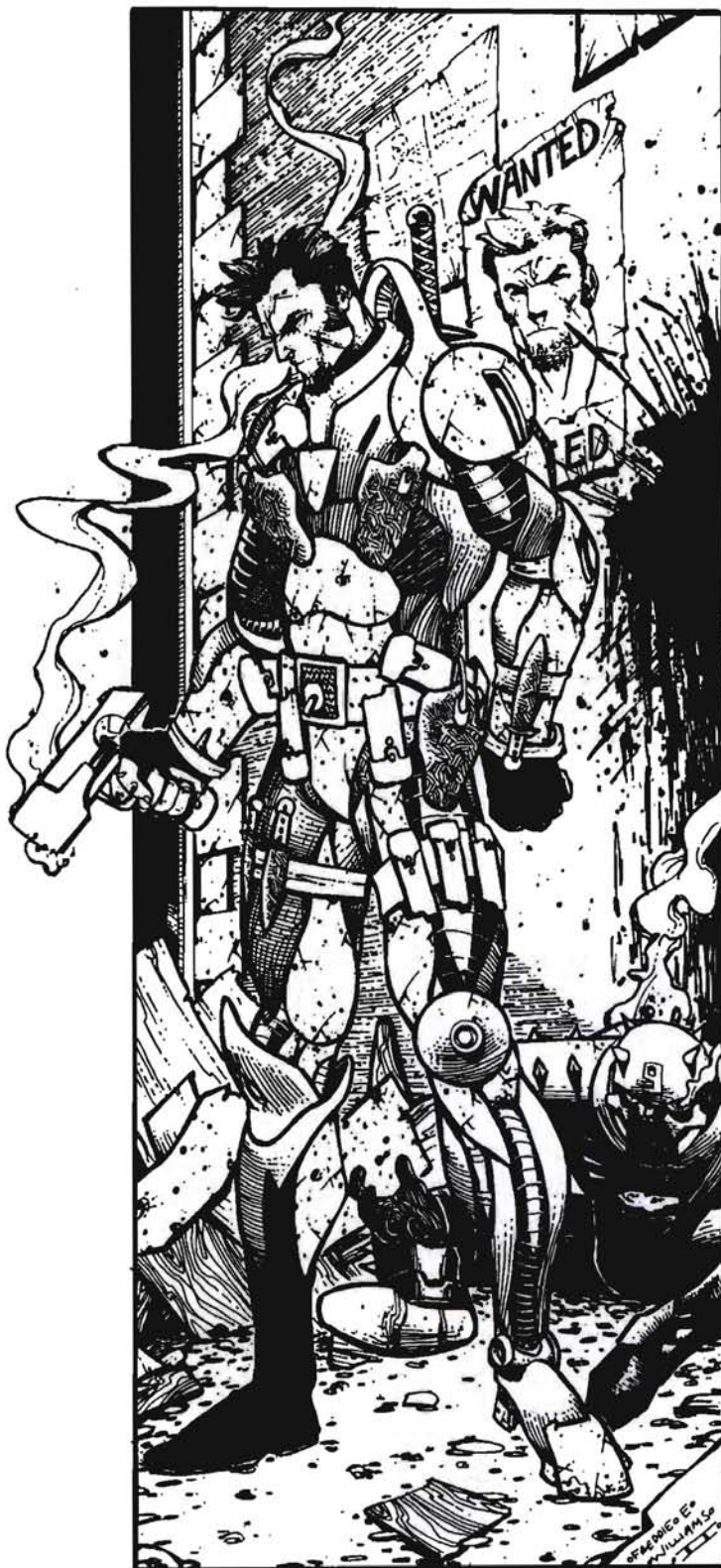
Race: Human.

Alignment: Started out Anarchist, became Aberrant and is currently *Diabolic*.

Insanities:

Obsession: Revenge against the Coalition. Particularly its military and Emperor Prosek.

Obsession: Punish all traitors. Revenge and punishment of those who turned their backs on Tolkeen including Plato of Lazlo, Erin Tarn, other leaders of Lazlo and Lazlo in general.



The same applies to the Cyber-Knights in general and specifically those Knights who refused to fight but wasted their time protecting civilians and leading refugees to safety. Sir Rigeld Baltacle, Sir Taloquin and Lord Coake among them.

Mania: Corin Scard suffers from megalomania and delusions of grandeur as the self-appointed avenger of Tolkeen.

Sadomasochism, hyper-aggression and mass murder. To say that Corin Scard has become a ruthless, cold-blooded killer is the ultimate understatement. He now lives to kill and destroy without mercy, as well as engage in physical and psychological torture. His favorite plots are those where hundreds or thousands of people will suffer or die in the carnage he has wrought.

Paranoia. It is paranoia that makes Scard judge those who openly oppose him to be cowards, traitors and enemies to be eliminated. One is either for him or against him.

Attributes: I.Q. 13, M.E. 9 (was 11), M.A. 21, P.S. 26, P.P. 21, P.E. 20, P.B. 10, Spd. 22

Hit Points: 70, S.D.C.: 56.

M.D.C.: By magic or body armor.

Horror Factor: 12

Weight: 200 lbs (90 kg) of muscle. **Height:** Six feet (1.83 m).

Age: 28

P.P.E.: 10; **I.S.P.:** 70.

Experience Level: 11th level Gunfighter and Warlord/General (i.e. a leader of men and a cutthroat strategist).

Skills of Note:

O.C.C. Skills: Armorer (98%), Basic Electronics (90%), Recognize Weapon Quality (98%), Find Contraband (82%), Detect Concealment (85%), Detect Ambush (98%), Land Navigation (94%), Tracking (75%), Wilderness Survival (85%), Horsemanship: Cowboy (84%/64%), Horsemanship: Exotic Animals (74%/64%; picked up during his tenure with the Simvan), Speaks American (98%) and Simvan (80%), and literate in American (98%).

Espionage: Detect Ambush (60%), Detect Concealment (55%), Escape Artist (60%), Intelligence (57%).

Military: Demolitions (85%), Demolitions Disposal (85%).

Physical: Climbing (65%/55%), Swimming (98%), Running, and Prowl (50%).

W.P.s: Sniper, Sharp Shooter, W.P. Revolver, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Bolt-Action Rifle, W.P. Assault Rifle, and W.P. Knife.

Secondary Skills: Basic Math (80%), Radio: Basic (80%), Cardsharp (60%), and History of the West (74%).

Special Abilities:

Weapons Master: Can pick up and use most types of handguns, rail guns, rocket launchers and light artillery.

Weapon Repairs: Can take apart, clear, clean, repair and modify most weapons of which he is a master (see above). Can also recharge E-Clips using the energy from a vehicle or generator, or another E-Clip (i.e. drain an enemy's clips to power his own).

Quick Draw Initiative: Handguns & Rifles. +2 on initiative when using most types of handguns and rifles; energy or projectile.

+1 on initiative when using a bow and arrow, throwing a knife, spear or other "projectile."

Paired Weapons: Revolvers & Pistols. Can draw and shoot two handguns simultaneously at the same target (counts as one melee attack) or at two different targets simultaneously (counts as one melee attack but the damage is divided between two targets; one gun shoots at one target, the other gun at a completely different target. Roll to strike for both targets.).

Sharpshooting Specialties: Revolver, Energy Pistol and Energy Rifle only! +1 to attack when using these types of weapons for the entire melee round, plus:

Can fire a two-handed weapon with one hand without penalty.

Can shoot over his shoulder using a mirror, without penalty.

Can shoot accurately while riding or from a moving vehicle, but the strike bonus is half and a "called shot" is not possible.

Can shoot accurately upside down or standing on his head.

Dodge, roll or somersault and come up shooting, but without benefit of bonuses (straight, unmodified die roll to strike).

Ricochet Shot – can bounce a projectile off a hard surface to hit a different target. The first surface takes only one point of damage, the second (main) target takes full damage. Bonuses to strike are half when using a Ricochet Shot.

Psionics: Major Psychic. 70 I.S.P. and the following abilities: Intuitive Combat (10), Mask I.S.P. & Psionics (7), See Aura (6), See the Invisible (4), Sixth Sense (2), and Nightvision (4).

Combat Training: Hand to Hand: Commando.

Attacks Per Melee: 6 in hand to hand, 8 when using handguns or rifles (energy or conventional) for an entire melee round.

Combat Bonuses (all): +6 on initiative, +8 on initiative when using handguns or rifles. +6 to strike, +6 to parry and dodge, +2 to auto-dodge (can dodge without using up a melee action), +3 to roll with punch/fall/impact, +6 to pull punch, +3 to disarm, +3 to disarm on a "called shot," +2 to body flip, +12 to damage, +3 to save vs poison, drugs and disease, +3 to save vs magic, +10% to save vs coma/death and +8 to save vs Horror Factor.

Weapons:

Wilk's 330 Sniper Laser Pistol (1): M.D.: 2D6, Payload: 12 shots standard E-Clip, 24 long. Range: 1000 feet (305 m), +3 bonus to strike on an aimed shot.

Wilk's 547 "Double Dealer" Rifle (2): M.D.: 3D6 laser, 3D6 M.D. to a 12 foot (3.6 m) radius with grenade. Payload: 40 shots for the laser with a long E-Clip, eight grenades. Range: 2000 feet (610 m) laser or 500 feet (152 m) grenade., +1 bonus to strike on an aimed shot.

Wilk's Laser Knife (1): M.D.: 3D6! Payload: 30+1D4x10 minutes per standard E-Clip.

Extra Ammo: 12 spare long E-clips.

1863 Colt .44 Revolvers (2): S.D.C. damage: 4D6+3. Payload: 6 rounds. Range: 130 feet (39.6 m). Usually loaded with silver bullets and tucked away in his saddlebags; has an extra 120 rounds.

TW Spitfire Revolvers (2): Twin, silver plated, pearl handled revolvers. M.D.: 3D6. Payload: 6 shots per 10 P.P.E. or 20 I.S.P. (can use the P.P.E. in a talisman he wears). Range: 200 feet (39.6 m). Among Scard's favorites.

TW Old Lightning Rifle (1): M.D.: 5D6 per shot. Payload: 6 shots per 90 P.P.E. or 180 I.S.P. (15 P.P.E./30 I.S.P. for one

shot; can use the P.P.E. in a talisman he wears). Range: 1200 feet (366 m).

Pair of Silver Plated Throwing Knives: 1D6+1 S.D.C. damage; concealed in his boots.

P.P.E. Talisman: A gold, gem encrusted medallion worn around his neck containing 120 P.P.E. points that regenerates completely every 24 hours. The Warlord uses it to cast scroll spells and power Techno-Wizard devices. It was given to Scard by Lord Dunscon of the Federation of Magic. Could this be the soul gem that contains the essence of Jason Prosek!?

Scepter of Command: M.D.: 2D6 as a blunt weapon. The wielder can command 2D6 Ghouls (10 P.P.E.) or animate and control dead (20 P.P.E.), as well as cast a Domination spell (10 P.P.E.). See page 53 of *Coalition Wars One* for complete details.

Ring of Elder: The Ring reduces the amount of P.P.E. needed to cast a spell by half, it doubles the duration, and doubles the range. See page 47 of *Coalition Wars™ One* for complete details.

Ironbane: Warlord Scard was given this fabled weapon to use when Tolkeen fell under siege and he still has it. M.D.: 2D6x10 M.D. against non-living M.D.C. material (power armor, robots, metal alloys, ceramics, walls, etc.)! 1D6x10 M.D. against Elementals, 2D6x10 S.D.C. against S.D.C. materials and only 1D6x10 Hit Points/S.D.C. against any other living creatures. See page 45 of *Coalition Wars One* for complete details.

Scrolls made from the Book of Ten: One *Blood and Thunder*, one *Steel Rain* and one *Mystic Quake*. Each scroll is easily worth 100,000 credits, triple to the Federation of Magic.

Body Armor: Personalized Techno-Wizard armor (Head/Helmet: 100 M.D.C., Arms: 80 M.D.C. each, Main Body: 180 M.D.C.). Bonuses: Magically lightweight, Breathe Without Air, Superhuman speed of 30 mph (48 km, +2 to parry, +6 to dodge) and Mystic Portal. Note: This suit was originally stolen from a Coalition depot and has since been modified both to suit the individual's unique physiology, as well as to add certain aesthetic changes to make the armor look different from Coalition issue.

Other Equipment: Tinted goggles, gas mask, NG-S2 Survival Pack, robot medical kit, IRMSS, infrared distancing binoculars, language translator, passive night-sight scope, 50 feet (15 m) of strong rope/cord, utility belt, backpack, bedroll, knapsack and canteen.

Vehicle: An Arabian Robot Horse: 240 M.D.C. Main Body, 120 mph (192 km) max. speed and can leap 20 feet (6 m) high or 50 feet (80 m) long. Kick does 1D6 M.D. or 2D6 M.D. (rear legs).

Money: Warlord Scard has secreted away two million credits to a bank in the Colorado Baronies and 1D6x100,000 on him, not including what weapons and armor he escapes with. In addition, he has two secret weapon and equipment caches (one in South Dakota and one in southeastern Iowa under the nose of the CS) with enough gear and Wilk's weapons to fully equip 40 men plus himself. There is also a hidden Universal credit card with 500,000 credits at each plus an E-Clip charger, eight hovercycles and an Arabian Robot Horse (his). He also has connections at the Federation of Magic.



Mida Elektis

Mida Elektis is one of the few women in the Circle of Twelve. She is a 12th level Earth & Fire Warlock with a keen sense of the world and elements around her. She is the chief liaison between King Creed and the kingdom's Warlocks. These masters of Elementals and Elemental forces have played a pivotal roll in the defense against the Coalition Invasion Force. It is Mida and her colleagues who erected the Earth works, towers, bunkers and barriers in The Barrens and the outer perimeter of the tri-city area. They were also fundamental in thwarting the Coalition Navy along the Mississippi River and the many other waterways found throughout Minnesota and Wisconsin. It was Mida's idea to create *Elemental Alley* and let the Warlocks cut loose with the full fury of the elemental powers under their control. Thus, Elemental Alley and The Barrens have borne witness to some of the most devastating battles and elemental maelstroms ever unleashed in North America. Minor and Major Elementals reign supreme in this wasteland and even now the Barrens resist complete Coalition conquest.

At age 496, Mida Elektis is a the Grand Dame of the Circle of Twelve, having served in the Circle for 84 years. Despite her advanced years, the aging Elf is surprisingly spry and as sharp as ever. Mida is a consummate politician, manipulator and conniving plotter and schemer with a head for strategy and ambush.

Although she denies it, rumor has it she appeared on Rifts Earth during the Dark Ages approximately 50 years after the Great Cataclysm. She is said to have traveled the world, lived in England for a century, escaped slavery from the Splugorth, fought vampires and even done a bit of dimensional traveling (Wormwood among the worlds she has visited). It was only in her twilight years (for an Elf) that she decided to finally settle down in the bustling town of Tolkeen. Even back then she could see the potential in the country communities and the magic community that had blossomed in Minnesota. With her prodding and nurturing, Tolkeen became a place of learning and mystic studies. Mida helped to establish the colleges of magic, encouraged the creation of the various museums and bio-domes and brought Warlock into the fold. At one point she was almost appointed "Queen" but she declined, believing she could do more behind the scenes within the Circle of Twelve and through the society of Warlocks. In fact, it was Mida who helped to establish the Circle of Twelve in the first place. She envisioned it as a sort of secondary body of government that would help direct, build and protect the city-state and fledgling nation.

Mida knows both Erin Tarn and Plato of Lazlo, but her methods are too manipulative for their tastes. The trio respect each other, but prefer to keep their distance. Despite that, she is welcomed at Lazlo anytime.

Siege Notes: Mida is too old and wise to harbor any delusions about Tolkeen's chances against the Second Coalition Invasion Force. When the Sorcerers' Revenge *seemed* to have been a success, there was a brief moment when she thought they may have won the war. But when the CS began to re-mobilize along the border she feared the worst. When the announcement came that Free Quebec and Chi-Town were at peace, she knew the war was over and Tolkeen had lost. Not one to make waves or attract attention to herself, Mida slipped out of town three days before General Jericho Holmes' air attack on Tolkeen.

She has gone to *Lazlo* to seek political asylum where she is received as an honored dignitary in exile from a sovereign nation. Her first act is to petition Lazlo to open its doors to refugees from the fallen kingdom and to offer what aid they can to the refugees without bringing the wrath of the Coalition States (or Free Quebec) down upon themselves. Second, she informs them that she believes *Warlord Scard* is quite insane, and that he and his delusional followers are likely to target Lazlo and its leaders for perceived crimes against Tolkeen. She warns them so that they might protect themselves and watch out for assassins and saboteurs. Third, Mida will plot her next move from Lazlo. She is likely to become involved with rescue and relief missions for refugees, and even help to establish an *underground resistance movement* to thwart Coalition military operations and settlements in Minnesota. However, unlike some pie in the sky dreamers and fanatics such as Warlord Scard, she knows Tolkeen can never be rebuilt, at least not in Minnesota. Meanwhile, she wonders if she should get involved in trying to build a new nation of magic or whether she should spend the rest of her days in quiet solitude.

Race: Elf.

Alignment: Anarchist.

Attributes: I.Q. 18, M.E. 21, M.A. 15, P.S. 12, P.P. 18, P.E. 20, P.B. 11 (was once 24), Spd. 9

Hit Points: 59, **S.D.C.:** 30.

Weight: 180 pounds (81 kg). **Height:** Six feet (1.83 m).

Age: 496 (looks to be in her 70s or 80s by human standards).

P.P.E.: 218

Experience Level: 12th level Earth and Fire Warlock.

Skills of Note: Speak Elemental, Speak American, Speak Euro, Speak Dragonese, Speak Gobblely, Literate in American, Lore: Demons & Monsters, Lore: Faerie Folk, Lore: Religion, Basic Math, Botany, Land Navigation, Wilderness Survival, Pilot Hover Craft, Swimming, Sing, Dance, Cook, First Aid, Holistic Medicine, and Radio: Basic, all at 98%; plus W.P. Blunt and W.P. Energy Pistol.

Special Abilities: Sense Elementals within 120 feet (36.6 m), sense chosen elements (air & water, 85%), see invisible Elemental (75%), summon Lesser Elemental (60% +10% on ley line, +20% at a nexus), summon Greater Elemental (30%), is impervious to normal fire, and magic and M.D. fires do half damage. Instinctively knows recognize plants and fruit (65%), recognize all natural minerals (86%), sense tremors in the earth or fire up to 40 miles (64 km) away, sense danger in the earth (80%) and air temperature (90%).

Earth Warlock Spell Knowledge:

Level One: Rock to Mud (6)

Level Two: Grow Plants (8)

Level Three: Encase Object in Stone (10)

Level Four: Animate Object (12), Quicksand (15) and Sand Storm (15).

Level Five: Little Mud Mound (30) and Travel Through Walls (20).

Level Six: Travel Through Stone (35)

Level Seven: Petrification (40)

Level Eight: Create Golem (80) and Suspended Animation (80).

Fire Warlock Spell Knowledge:

Level One: Globe of Daylight (2) and Stench of Hades (4).

Level Two: Darkness (8) and Swirling Lights (8).

Level Three: Circle of Cold (10) and Fire Ball (10).

Level Four: Flame Friend (20)

Level Five: Screaming Wall of Flame (30)

Level Six: Dancing Fires (35) and Flame of Life (40).

Level Seven: Ten Foot Wheel of Fire (40)

Level Eight: Plasma Bolt (60; does 6D6 M.D., 1200 ft/366 m range)

Combat Training: Hand to Hand: Basic.

Attacks Per Melee: 6 hand to hand or two by spell magic.

Combat Bonuses: +4 to strike, +5 to parry and dodge, +2 to damage, +4 to roll with punch/fall/impact, +4 to pull punch, +3 to save vs psionics and insanity (+5 with Psi-Blocker Helmet), +4 to save vs magic, +1 to save vs possession and +2 to save vs Horror Factor.

Other Combat Info: Kick attack 1D6, critical strike: 18-20, paired weapons (all), body throw/flip (1D6 S.D.C.).

Weapons: Just a pistol of some kind, her cane (1D6 S.D.C.) and a silver dagger (1D6 S.D.C.).

TW Psi-Blocker Helmet: Disguised as a regal headdress. Works like a Mind Block, plus the wearer is impervious to See Aura, Sense Evil, and Remote Viewing. **Bonuses:** +2 to save vs psionic mind control and magic illusions, and +1 to save vs possession. See *Coalition Wars™ One*, page 67, for complete details.

TW Thought Projector: Turns one's thoughts into life-sized holographic, moving images. See *Coalition Wars™ One*, page 67, for complete details.

Founder's Stone: Mida is in possession of the fabled Founder's Stone. Exactly where she acquired it, she will not tell. The magical artifact can cast the Warlock spells *Tornado*, *Earthquake*, *River of Lava* and *Tidal Wave* all at the level of the spell caster (Mida is 12th level). It also contains 200 P.P.E. which can be tapped for the casting of the *four spells* (regenerates spent P.P.E. at a rate of 10 points per hour). Mida (and any Warlock) can use the stone to cast these spells for HALF the usual P.P.E. cost. **Note:** See page 46 of *Coalition Wars™ One* for complete details and descriptions of the four spells at its command.

Body Armor: TW Armor: Main Body 100 M.D.C. Mobility: Full mobility; no prowl penalty. Special Features: Escape, Shadow Meld, Lightweight and Breathe Without Air.

Other Equipment: A handful of personal items, first-aid kit, flint and charcoal, silver cross, elemental symbols, and a throne-like TW Floating Chair (15 mph/24 km).

Money: Has 60 million credits in a bank at Lazlo, plus one million in Universal Credits and 30 million credits worth of jewelry. She lost another 40 million in Tolkeen.

Malik Savant

Malik Savant is the youngest of the Circle of Twelve. He is a spirited, good-hearted individual brimming with ideas, high ideals and a sense of wonder that can not be contained. To him the world is a dynamic place of endless possibilities and potential. Malik is a bona fide genius who could read and write by age three, build and take apart machines by age six, cast spells by eight and built his first Techno-Wizard device by nine! His sharp mind and insatiable curiosity knows no boundaries, and he has a keen (almost instinctive) understanding of both magic and technology, and how they can be combined. Thus, as a Techno-Wizard inventor, Malik believes anything and everything is possible. The only stumbling block: Nobody may have yet figured out how to do it. Which is exactly the kind of challenge the young man loves to solve. It was Malik who solved the problem with the integrated power and pilot system that make the Iron Juggernauts possible. It was Malik who helped perfect the TW Teleportation Stations and design the Turbo-Wing Board. It is Malik who has improved existing Techno-Wizard technology, creating better lightweight, non-metallic body armor, including partial armor that provides the protection of full environmental systems and which have six or seven magic capabilities, rather than only four. He loves to invent, build and make life better and safer.

Malik is one of the few in Tolkeen who opposed the war and expressed doubts about Tolkeen's chances for victory. Moreover, to Malik, all life is valuable, and he sincerely believes people of all races and cultures can learn to accept one another to live in harmony. Taking the unpopular highroad, Malik (and a few others) supported abandoning Minnesota to build a new kingdom of magic elsewhere. He realizes one can not, and should not, run away from conflict, and that the test of one's

mettle is taking a stand against evil and injustice. Only in this case, he saw war as an all around losing proposition that would cost the lives of hundreds of thousands and, in the end, they would lose everything they sought to preserve.

Malik meant no disrespect or slight, the facts and data simply told him winning was improbable. Highly improbable. And the price of war would be a terrible one. This, among other things, earned the Techno-Wizard the lasting disapproval and disdain of Warlord Scard and some of the other warmongers and super-patriots.

When the Circle voted for war, the young idealist was disappointed but gave it his full support. Loyal and brave, he thought, maybe, just maybe, his efforts, his creations, could make a difference. After all, nothing is impossible, only improbable.

Although he hates war and inhumanity, Malik has created his share of weapons and defenses to protect Tolkeen from the CS invasion. He has been working desperately trying to create a force field mechanism to replace cumbersome body armor as well as a personal teleportation system, but both continue to elude him. He has created and uses a few of his prototypes for himself to field test and study, but all fall way short of his expectations (See Malik's Weapons and Body Armor for details).

Everybody was stunned when gentle "Malik the Dreamer" and "Baarrtk Krror the Terrible," a Great Horned dragon who is an outcast even among the outcast Dragon Kings, became best friends. Many still can not believe it. At first glance, this odd couple seems inconceivable. One opposes war and revenge, the other lives for it. One sees only the beauty and wonder of life, the other only its ugliness and brutality. One is barely out of his childhood and finds each new day reveals another one of life's mysteries, while the other is thousands of years old and finds each new day to be painful and another disappointment. Yet the two have become inseparable. Malik reminds the dragon of youthful exuberance and promise, and gives the dragon reason to hope again. Meanwhile, the dragon tempers the youth with cynical pragmatism and shares his centuries of knowledge and experience. The two can be found discussing philosophy, art, politics, magic, scientific theory, war and everything in between.

Malik opposed the alliance with the Daemonix and other evil supernatural forces, as well acts of torture, massacre and the Sorcerers' Revenge. He has been continually appalled at the atrocities committed on both sides of the conflict. Malik has never known the sting of prejudice for being a black man, but he has seen racial hatred, genocide and madness directed at him because he is a practitioner of magic and at others for being D-Bees. He can not understand how anyone could hate another individual, let alone an entire race, simply because they are different. He can accept that there may be cultural differences, misunderstandings, opposing views and even fear, but not hate. And not to the point that the hate (and fear) causes people to persecute, hurt, enslave or destroy those who are different. Despite his giant intellect and the things he has seen and experienced, his heart can not reconcile the facts. He accepts that it happens, but remains at a loss to explain or understand it.

Siege Notes: Until now, the war has been a distant thing for Malik. He has spent much of his time at the computer or drawing board designing, tinkering and building Techno-Wizard devices. Although he has done a fair amount of exploring in and

around Tolkeen (he was born there), he has very little combat experience. Malik prefers to resolve conflict with reason, understanding, compromise and fair play, not with his fists or magic. He is no coward and stands by his convictions like a rock. It is just that Malik is a compassionate and caring soul who prefers to find an alternative to violence whenever possible. Ironically, he is highly competitive, bold and willing to take risks. During the war years, when not working in the lab or overseeing the construction of some new machine, weapon or fortification, Malik is busy studying spell casting with Baartk or meeting with the Circle of Twelve to solve problems, devise strategies and tactics for the survival and defense of the kingdom and coming up with ideas and suggestions. In short, he has been where he has been needed most, and that has NOT been on the battlefield. There are plenty of people willing and able to fight. Minds and spirits like Malik are needed elsewhere.

When the City of Tolkeen falls under siege and the tri-city area is surrounded, Malik is one of the few who is not surprised (although he feels he should have recognized the weakness of the northern perimeter and seen something like General Holmes' air raid coming). Malik, with Baartk Krror at his side, is prepared. He has his prototype TW armor, flaming sword and other gizmos ready to go.

Like the Cyber-Knights, Malik sees the only purpose for defending the city as buying time to rescue and evacuate as many innocent people as possible, by whatever means possible. His first attempt to do so is to break out 3,000 Turbo-Wing Boards held in reserve for the military and give them to civilians he has gathered. He also gives each of them a canteen full of water and two weeks worth of food rations in a kit (also commandeered from the military), and points them west through a hole in the Coalition's offensive line, before sending them on their way. The mighty dragon Baartk escorts them 50 miles (80 km) beyond the city, taking care of any Coalition opposition to the escape, before he returns to the side of his friend. After that he helps others to escape via a Teleportation Station he manages to rig power to from the ley lines. Another 3000 escape this way before the CS destroys it. As the siege intensifies in the latter days, Malik and Baartk spend much of their time fighting fires, repulsing enemy raiders, rescuing civilians and defenders and getting them to a hospital or a shelter.

Malik is brave and resourceful, helping thousands to escape and rescuing thousands more (for the moment) from certain death at the hands of CS invaders. He and Baartk Krror seem to be everywhere and their exploits will become a thing of legend. Despite his good intentions and the protection of the one-eyed Dragon King, Malik can not save the multitudes. Without the aid of his dragon mentor, he would have been counted among the heroic casualties. However, he is smart enough to know when to quit. A few days before the city's complete collapse, he will join a group of refugees and head for the west. They are already well beyond the city when he hears his King's speech. It helps to validate that his own rescue efforts were the right thing to do, and it makes him proud of the King he has served so faithfully.

Malik's troubles do not end with exiting the city, especially with refugees in tow. He and Baartk Krror must escort several hundred to the anticipated safety of the west. However, it will be slow going and the group will fall under attack from CS pursuers and other menaces. In fact, they will have to fight their way

out of Tolkeen to begin with. Noble and courageous, Malik will not hesitate to sacrifice his own life to save innocent people, especially women and children. If he is seriously injured, Baartk Krror will rush to his defense, destroy his attackers and try to heal him the best he can. Should Malik be slain at any point, Baartk will go crazy. *Also see the description for Baartk, which follows.*

Race: Human.

Alignment: Scrupulous.

Attributes: I.Q. 27, M.E. 23, M.A. 22, P.S. 12, P.P. 22, P.E. 14, P.B. 19, Spd. 17

Hit Points: 41, **S.D.C.:** 30.

M.D.C.: 290 via his experimental TW armor and force field.

May also use magic or conventional armor.

Weight: 150 lbs (67.5 kg). **Height:** Six feet (1.83 m).

Age: 21 years old.

P.P.E.: 120; **I.S.P.:** 49.

Experience Level: 8th level Techno-Wizard and boy genius.

Skills of Note: (Includes a +13% skill bonus from I.Q.)

O.C.C. Skills: Literacy: American (98%), Literacy: Dragonese (78%), Speak American and Technocan (98%), Speak Dragonese/Elf (88%), Basic and Advanced Math (98%), Mechanical Engineer (78%), Electrical Engineer (78%), Radio: Basic (98%), Carpentry (83%), Computer Operation (98%), Computer Programming (93%), Computer Repair (93%), Pick Locks (73%), Basic Electronics (98%), Automotive Mechanics (93%), Read Sensory Equipment (98%), and Land Navigation (93%).

Pilot Skills: Hovercraft (89%) and Hovercycle (98%).

Secondary Skills: Recognize Weapon Quality (78%), Trap/Mine Detection (73%), Demolitions Disposal (93%), Swimming 98% and General Athletics.

Techno-Wizard Abilities: Limited spell knowledge and spell casting abilities as well as a few psionic powers. Also see Psionics, Bonuses and TW weapons.

Psionics: Mind Block (4), Speed Reading (2), Total Recall (2), Telemechanics (10). Considered a Minor psychic and needs a 12 or higher to save vs psionic attacks.

Spell Knowledge: Thanks to his Dragon King mentor and genius I.Q., Malik knows a wide range of spells, more than most Techno-Wizards twice his age. Although Malik knows a lot of spells, as per all Techno-Wizards, any spells he casts are *HALF* the normal range and duration, and do half damage or provide half the usual M.D.C. Spells not found in the *Rifts® RPG* can be found in *Federation of Magic™* or the new *Rifts® Book of Magic* (out end of 2001).

Opponents need a 14 or higher to save versus Malik's magic.

Level One: Blinding Flash (1), Cloud of Smoke (2), Death Trance (1), Globe of Daylight (2), Lantern Light (1), See Aura (6), See the Invisible (4), Sense Evil (2), Sense Magic (4), and Thunderclap (4).

Level Two: Aura of Power (4), Befuddle (3), Chameleon (6), Cleanse (6), Climb (3), Cloak of Darkness (6), Concealment (6), Detect Concealment (6), Fear (5), Heavy Breathing (3), Levitation (5), Manipulate Objects (2+), Mystic Alarm (5), Shatter (5), Throwing Stones (5), and Turn Dead (6).

Level Three: Armor of Ithan (10), Breathe Without Air (5), Create Wood (10-20), Energy Bolt (5), Fingers of the Wind (5),



Float in Air (5), Fuel Flame (5), Ignite Fire (6), Impervious to Fire (5), Invisibility: Simple (6), Life Source (2+special), Light Healing (6), Light Target (6), Magic Shield (6), Mystic Fulcrum (5), Negate Poisons/Toxins (5), Orb of Cold (6), Paralysis: Lesser (5), Resist Fire (6), Telekinesis (6), and Wave of Frost (6).

Level Four: Blind (6), Carpet of Adhesion (10), Chromatic Protection (10), Charismatic Aura (10), Cure Minor Disorders (10), Deflect (10), Electric Arc (8), Energy Field (10), Fireblast (8), Fire Bolt (7), Ley Line Transmission (30), Magic Net (7), Multiple Image (7), Reflection (7), Repel Animals (7), Ricochet Strike (12), Seal (7), Shadow Meld (10), and Swim as a Fish (6).

Level Five: Armor Bizarre (15), Calling (8), Distant Voice (10), Energy Disruption (12), Escape (8), Eyes of Thoth (8), Featherlight (10), Fly (15), Heal Wounds (10), Implosion Neutralizer (12), Lifeblast (15), Mend the Broken (10+), Mental Blast (15), Sleep (10), Superhuman Endurance (12), Superhuman Strength (10), Superhuman Speed (10), Sustain (12), and Swim as a Fish: Superior (12).

Level Six: Barrage (15), Call Lightning (15), Compulsion (20), Create Water (15), Crushing Fist (12), Cure Illness (15), Energize Spell (12+), Fire Ball (10), Fire Blossom (20), Fortify Against Disease (15), Frequency Jamming (15), Frostblade (15), Ice (15), Impervious to Energy (20), Magic Pigeon (20), Mask of Deceit (15), Memory Bank (12), Power Bolt (20), Reduce: Self (20), Sheltering Force (20), Targeted Deflection (15), Teleport: Lesser (15), Time Slip (20), and Tongues (12).

Level Seven: Ballistic Fire (25), Constrain Being (20), Dispel Magic Barrier (20), Fly as the Eagle (25), Globe of Silence (20), Heal Self (20), Invisibility: Superior (20), Invulnerability (25), Lightblade (20), Negate Mechanics (20), Purification (Food/Water; 20) and Sub-Particle Acceleration (20).

Level Eight: Eyes of the Wolf (25), Fire Globe (40), Forcebonds (25), Greater Healing (30), Invincible Armor (30), Lightning Arc (30), Negate Magic (30), Power Weapon (35), Shockwave (35), and Winged Flight (35).

Level Nine: Create Steel (68), Curse: Phobia (40), D-Step (50), Dessicate the Supernatural (50), Phantom Mount (45), Protection Circle: Simple (45), Purge Self (70), and Transferal (50).

Level Ten: Armorbane (100), Plane Skip (65), Restore Limb (80), Speed Weapon (100). **Level Eleven:** Energy Sphere (120) and See in Magic Darkness (125).

Level Twelve: Ensorcel (400), Ironwood (50+), and Time Hole (210).

Level Thirteen: -0-

Level Fourteen: -0-

Level Fifteen: Circle of Travel (600) and Teleport: Superior (600).

Combat Training: Hand to Hand: Basic; taken at level six so it is only Third Level!

Attacks Per Melee: Four physical or psionic attacks per melee, or two by spell.

Combat Bonuses: +5 to strike, +7 to parry and dodge, +2 to roll with punch/fall/impact, +2 to pull punch, +2 to spell strength (opponents need a 14 oR higher to save), +2 to save vs magic, and +2 to save vs Horror Factor. +12 to save vs magic, +8 to save vs poison, +5 to save vs psionics and insanity, +30% to save vs coma/death.

Weapons: Malik carries into combat a handful of his prototype Techno-Wizard weapons and gizmos.

Wilk's 227 Pulse Pistol: Damage: 2D6 M.D. per single blast, 4D6 per double pulse. Range: 900 feet (274.3 m), Payload: 12 double shots or 24 single with a standard E-Clip or 24/48 with a Long E-Clip. Extra Ammo: Has two standard and five Long E-Clips.

TW Pistol: Has one of every type in his collection. Pick one (see *New West* or the *Rifts® Book of Magic* for available types of TW handguns).

TW Grenades: Has two of each: Flash Freeze, Globe of Daylight flare, and two Goblin Bombs of Carpet of Adhesion, Fear, Smoke, and Extinguish Fire. Carried in a shoulder bag.

TW Shadow Cloak: M.D.C. of Cloak is 15, +20% to hide in shadows, Shadow Meld (same as spell; 10 P.P.E. to activate) and can make his own shadow move and seem to be alive (same as Necromancer's Shadows of Death spell; 45 P.P.E. to activate).

TW Force Field Gauntlet (left arm): Force Shield: Malik wears a lightweight, ceramic and metal gauntlet that rather resembles those worn by ancient Samurai, only this has obvious circuitry. By means of a verbal command or (silently) punching a six digit code, a Magic Shield appears. This is a semi-transparent disc of energy that can be used to parry or deflect M.D. energy blasts and physical attacks. However, the act of parrying an energy blast suffers a penalty of -3. P.P.E. Activation Cost: 15, Duration: 20 minutes. Damage: 2D6 H.P./S.D.C. damage as a blunt weapon. Bonus: +1 to parry melee weapons. Payload: It can be activated by the user pumping in 15 P.P.E. points, but it also has a P.P.E. storage cell that can hold 30 P.P.E. to be drawn upon as needed at a later time without having to use one's personal reserve.

Force Fist: In the alternative, the Force Field Gauntlet can be made to create a force field around the entire hand and gauntlet covered forearm. This enables the wearer to handle molten ore or hot coals, plunge his hand in fire or boiling or freezing liquids, parry M.D. weapons such as Vibro-blades and flaming swords, and take the bite of an M.D.C. creature with that hand and arm. P.P.E. Activation Cost: 15, Duration: 10 minutes. Damage: One M.D. point of damage when making a *power punch* with the force field up (counts as two melee actions); a normal punch with the field on does 2D6 Hit Point/S.D.C. damage. Note: Although he usually wears only one gauntlet, Malik has a complete pair, one for each hand and a spare for the left one. While the force field covers the hand, it can not effectively pick up, hold or use weapons because the hand has no sensation of them being held (half the usual skill proficiency and no combat bonuses apply). Note: Somehow utilizes the spells *Sub-Particle Acceleration* (20), *Magic Shield* (6) and *Deflect* (10).

TW Radiant Sword Wristband (right arm): This is a wristband made of leather, metal, ceramics and circuitry. When activated, a Lightblade magically appears in the hand of the wearer. P.P.E. Activation Cost: 15, Duration: 4 minutes. Damage: 1D4x10+2. Glitches: Each time it is used, roll percentile dice to see how well it works.

01-20% Blade keeps flickering and does only 3D6+1 M.D. damage.

21-30% The blade seems more intense than usual and does 1D4x10+12 M.D.

31-45% The blade looks and works fine (1D4x10+2 M.D.), but blinks out in two minutes instead of four (same P.P.E. cost despite the shortened duration).

46-00% Works perfectly.

Light Sphere: The Radiant Sword Wristband can also be used to cast the Lantern Light spell. In this case, a small sphere of light appears in the air above the wristband. It radiates the equivalent of a lantern's light and follows the movement of the arm. P.P.E. Activation Cost: 2, Duration: 20 minutes. Damage: None. Glitches: 01-12% chance that the light sphere does NOT move, suspended above the arm, but remains hanging in the air, stationary at the point it was first created.

TW Flaming Sword (standard): P.P.E. Activation Cost: 8, Duration: 16 minutes. Damage: 4D6 M.D.

Portable TW E-Clip Charger: About the size of an electronic notebook. Slap the E-Clip in, pump 40 P.P.E. into it, and a standard E-Clip is fully charged (70 P.P.E. for a Long Clip). The entire process takes one melee round (15 seconds). Glitches: Roll percentile dice: 01-03% chance the clip will burn out, making it worthless. 04-15%. The clip is only half charged, even though the full P.P.E. amount is spent. 16-00% works like a dream.

TW Multi-Optic Unit: Can be worn as a headset or built into a helmet. Gives the wearer the abilities of the spell *Eyes of the Wolf*: Nightvision 120 feet (36.6 m; amplified), See the Invisible (75%), Identify Plants/Fruit (70%), Identify Tracks (85%), Track (50%) and Recognize Poison (50%). P.P.E. Activation Cost: 12 per every three minutes, Duration: Three minutes. Extra: *Targeting* for an extra 6 P.P.E.; works like a laser targeting system firing an invisible beam of light. When the light hits, the character is on target (+1 to strike). The character also knows the exact distance up to 1600 feet (488 m).

TW Body Armor: Malik has created a unique suit of TW armor that incorporates his new, experimental force field technology and other magical features. The chest, back and shoulders are covered in M.D.C. ceramic and plastic plates with additional plating suspended below the waist like a skirt to protect the groin area. Wires and electrical components are built into portions of the chest plates. A tunic or sleeveless long-coat made of M.D.C. padding and miracle fibers is worn over that to provide additional protection to the body and legs. A hood is pulled over the head. In addition to all this, metal and ceramic plates protect the thighs, knees, and lower legs. The Featherlight spell is permanently applied to the entire armored suit which makes it seem no heavier or bulkier than a light jacket (no movement penalties).

M.D.C. without Force Field: 50

M.D.C. of the Force Field: 240 (sort of, see glitches). A unique combination and application of *Sub-Particle Acceleration* (20), *Impervious to Energy* (20), *Armor of Ithan* (10) and *Magic Shield* (6) are used to create a force field that surrounds the wearer. Regenerates 1D4x10 M.D.C. per hour (very inconsistent).

P.P.E. Activation Cost: 25, Duration: 13 minutes. Damage: Not applicable. Limitations: Can not use the force field gauntlet or conventional weapons (projectile or energy shooters) while the force field is up, because it covers them too, preventing them from shooting or cutting. However, the Lightblade, Flaming Sword and other energy weapons can be held and used without

interference from the field. Magic can also be cast while the force field is up and blunt weapons work as good as always.

Glitches: Each time the force field is raised, roll percentile dice to see how well it works.

01-25% Half the M.D.C. (120)!

26-50% Knock out the Frequency Jamming and one of the other features randomly (roll 1D4 to determine which (knocks out corresponding number until the force field is turned off)).

51-00% Works perfectly.

Special Features:

1. Breathe Without Air for protection against gas, smoke and fouled air. P.P.E. Activation Cost: 5, Duration: 30 minutes.

2. Supernatural Strength: Turns P.S. into *Supernatural P.S. of 30*. P.P.E. Activation Cost: 10, Duration: 10 minutes.

3. Fly like the Eagle: The armor enables the character to take flight. Speed: 50 mph (80 km); maximum altitude: 15,000 feet (4572 m). P.P.E. Activation Cost: 10, Duration: 15 minutes.

4. Electric Arc. P.P.E. Activation Cost: 4, Duration: Instant. Damage: 2D6, Range: 180 feet (55 m).

5. Frequency Jamming. While this magic is in effect, the wearer of the suit can not be detected by electronic means. No intelligible readings can be made on it. Malik has tweaked and combined magic so that a magical or psionic Sense Magic, Sense Evil and See Aura are also scrambled (can't get reliable reading/impressions). P.P.E. Activation Cost: 8, Duration: 10 minutes.

6. Implosion Neutralizer: Activates automatically the instant the wearer is struck by a powerful concussion force (i.e. missile, grenade or other type of explosion). The TW version reduces the damage from explosions so they do *one quarter* (25%) their normal damage to a radius that is 25% its normal size. Maximum amount of damage that can be diminished is 150 M.D.C.; any damage above and beyond that overwhelms the system and does normal damage. This magic is powered by the energy and magic of the suit itself!

Other Equipment: Hand-held computer, portable tool kit, lock pick, PDD-V Pocket digital disc video and audio recorder, portable language translator, RMK Robot Medical Kit, IRMSS Robot Surgeon System, first aid kit, sketch pad, six markers, canteen, sunglasses, hooded cape, bedroll, and backpack.

Money: Has 200,000 in Universal Credits and roughly 600,000 in various gems and components for TW work.

Baarrtk Krror

Baarrtk Krror (pronounced "bear-rock crow" with rolling R's) is the unofficial representative from Freehold. He is a crusty, ancient Great Horned Dragon and one of the banished *Dragon Kings*. For the last two thousand years, his heart has been like stone and he lived for vengeance and war. He, like Mida Elektis, is one of the original founders of the Circle of Twelve and has served in the Circle for 84 years. Baarrtk knows *Mida Elektis* well, and respects her, but he does not particularly trust or like her. Then again, except for King Creed and young Malik, the dragon doesn't really like anybody. While one might think *Warlord Scard* and the dragon would be kindred spirits, the two are bitter rivals who hate each other.

Baartk came to Rifts Earth 280 years ago during the Dark Ages along with the rest of the Dragon Kings. The Dragon Kings' rise to power, fall and banishment washed away what few shreds of compassion and idealism Baartk had left. Plunged into the depths of despair, Baartk wallowed in his misery and lashed out at all around him. Disillusioned and disgusted with his own people, the dragon drunk himself into oblivion, devoured those who annoyed him and allowed himself to be worshiped as a god in some backwoods village in China for a generation or two. Bored and unappreciative of his worshipers, when the town was overrun by one of the Yama Kings' demon hordes, Baartk left, rather than fight.

Next, he found himself in the Splugorth's Atlantis where his belligerence caused him to get into constant trouble. At some point he fought and nearly slew *Styphathal*, the self-proclaimed "Son of Styphon" and ruler of Dragcona, the Atlantis City of Dragons. Styphathal pulled victory out of defeat through treachery and had Baartk Krror captured and tortured for his insolence. The end result was eight months of agonizing torture at the hands of Splugorth minions and the permanent loss of his right eye. The masters of Bio-Wizardry worked some sort of magic that prevents the dragon's natural regenerative powers from working to regrow the eye.

Ashamed and hurting, the melancholy brute returned to **Freehold** on the banks of the Mississippi in Minnesota. He was surprised to see that a number of small humanoid communities had sprung up around their sanctuary, but thought nothing much about it. In the decades that followed, Baartk was mocked and taunted by his fellow Dragon Kings. The loss of his eye was a humiliation that forever marked him as an embarrassment to his own kind. Even the Dragon Princes and hatchlings dared to snicker behind his back. Frustrated and angry, Baartk would fly into the Hivelands to vent his rage, slaughtering hundreds of Xitix in a single afternoon of tension relieving combat. Or else he'd go looking for trouble with a pack of Loup Garou, Armored Slayers or an unsuspecting demon. The dragon soon found the Coalition States and its military a worthy and fun opponent as well.

The only place he seemed welcome was the sprawling town of Tolkeen. Here he was treated with courtesy and respect, even when he did not deserve it. He was not worshiped, but treated as a wise elder and honored visitor. With time, he accepted many of the humans and D-Bees as friendly acquaintances and was regularly approached by sorcerers and men of learning to share with them his experience and teach them the things he knew. When the Circle of Twelve was being formed decades later (84 years ago), he was invited to join and help lead them into the future. Tolkeen being the one place that ever felt anything like *home*, he accepted. Baartk has since gone on to become the Circle's doomsayer, always quick to point out the worst case scenario, risks, stupidity and problems of any given plan.

For the last several thousand years, Baartk Krror has been a cold, pragmatic, bellicose brute who hates his life, hates the Dragon Kings and has little use for most people in the world. He is still quick to anger, welcomes battle and has a tendency to use deadly force to settle matters or dispatch those whom he finds annoying. He is unafraid of war and is a valiant if ruthless combatant – a force of unbridled aggression and vengeance. However, from the very beginning he has feared war with the CS would destroy the kingdom and all he and other have worked to

build. Furthermore, he fears involvement by the Dragon Kings in Freehold will only make thing worse, and he counsels against it.

For reasons not entirely clear even to him, Baartk has taken a liking to *Malik Savant*, the young Techno-Wizard. Perhaps Baartk is attracted to the youth's inventiveness and insatiable hunger for knowledge – reminding the great beast of his own hatchling days. Or perhaps the dragon is attracted to his courage and gentle spirit Malik tries to hide under a facade of bravado and technology (again, reminding Baartk of himself). Whatever the case, the young man has touched something deep inside the dragon, softening his stone-cold heart and compelling Baartk to "mentor" the lad. The one-eyed dragon is fascinated by Techno-Wizardry and can spend hours discussing theory, concepts and new (and old) applications of magic. Malik has even gotten the stodgy old beast to use some TW items which he has designed specifically for the dragon (including a TW bionic eye).

Somehow the gentle and intuitive Techno-Wizard can see through the dragon's angry, threatening exterior to find a brilliant mind and caring individual who has been so hurt and scarred by a cruel life that his ideals and spirit have been all but crushed. Still, there is a spark that Malik has been able to find and fuel to soften the monster's rage and make him dare to dream and hope again, at least a little. Something Baartk has not dared to do in thousands of years.

Siege Notes: The one-eyed dragon would like to take wing and join the battle in the skies overhead, but has decided to remain with Malik Savant and assist the lad with the evacuation of civilians. He does so if for no other reason than to protect his human friend from danger within and without. For in addition to the Coalition threat and Malik's lack of combat experience, the Techno-Wizard has earned the wrath of Warlord Scard. Their actions to evacuate people are in defiance of the Warlord's direct order to stand and fight. As members of the Circle of Twelve, they are not bound to Scard's commands, but that does not excuse them in the Warlord's mind. In fact, Baartk thought Warlord Scard was going to have a stroke when Malik told the crazed Warlord to his face that the war was lost, and that he (Malik) would set about to save lives rather than take them. Had he not been present, the dragon is sure Scard or one of his Daemonix would have struck the lad down where he stood. Instead the madman glared and raged at them, calling them traitors and hoped they would die for their cowardice, before storming off to kill more of the enemy.

Even when the Cities of Tolkeen and Freehold fall to the Coalition, Baartk Krror's spirit is not broken. He will continue to rediscover the beauty and wonders of life – at least as long as he has his friend Malik at his side to show him the way. However, if Malik is slain, Baartk will go berserk and become a monster of hate and vengeance. A primordial force of destruction that will impress Warlord Scard and frighten even the other Dragon Kings. Sadly, Baartk will fight to the death, for the loss of his friend is more than he can bear. **Note:** The dragon will not react this way a few years after Tolkeen's fall, as Baartk's time with Malik will give the dragon the hope and resolve to change his ways and live a better life (will become Anarchist with strong leanings toward Unprincipled) with or without his friend at his side. In fact, should Malik perish in the future, the dragon will dedicate himself to trying to live in a way his friend would endorse (reaching an Unprincipled alignment and sticking with it).

Baarrtk Krror (pronounced “bear-rock crow”)

Also known as The Terrible One, Baarrtk the Terrible and One-Eye Baarrtk.

Race: Great Horned Dragon.

Alignment: Aberrant evil. Striving to become Unprincipled.

Attributes: I.Q. 23, M.E. 22, M.A. 19, P.S. 39 (supernatural), P.P. 20, P.E. 23, P.B. 19, Spd 64 (44 mph/70.4 km) running, 176 flying (120 mph/192 km). All were once 20% higher before Baarrtk lost a Shadow Self.

M.D.C.: 6,100 (was around 9,000 before losing one of his Shadow Selves).

Horror/Awe Factor: 15 (was 18 before losing one of his Shadow Selves).

Weight: 30 tons.

Size: 30 feet (9 m) tall, 70 feet (21.3 m) long, 120 foot (36.6 m) wingspan.

Age: 9,892 years.

P.P.E.: 1120 (was 1400), **I.S.P.:** 136 (was 170).

Experience Level: 16th level Great Horned Dragon (was 20th level before losing one of his Shadow Selves).

Skills of Note:

R.C.C. Skills: Basic and Advanced Math, Speak/Literate: Dragonese/Elven, Speak/Literate: American, Speak/Literate: Demongogian, Speak/Literate: Euro, Speak/Literate: Spanish, all at 98%. Plus Cook, Sing, Dance, Demon & Monster Lore, Faerie Lore, Gemology, Basic Electronics and Computer Operation, all at 98%.

Communications: Radio: Basic, Cryptography, and Surveillance Systems, all 98%.

Espionage: Detect Ambush, Escape Artist, Intelligence, and Tracking, all at 98%.

Physical: Swim, Climb and Prowl, all at 98%.

Pilot: Boat: Sail Type, Boat: Motor & Hydrofoils, Hover Craft (ground), Horsemanship and Horsemanship: Exotic Animals, all at 98%.

Pilot Related: Navigation, Read Sensory Equipment, and Weapon Systems, all at 98%.

Rogue: Card Sharp, Palming, Find Contraband, Pick Locks, and Streetwise, all at 98%.

Science: Anthropology and Astronomy at 98%; in addition to Math.

Wilderness: Wilderness Survival, Land Navigation, Track Animals, Skin Animals, Preserve Food and Identify Plants & Fruits, all at 98%.

W.P.s: W.P. Blunt, W.P. Sword, W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Heavy Energy Weapons.

Special Abilities: Great Horned Dragon: Nightvision 100 feet (30.5 m; can see in total darkness), see the invisible, turn invisible at will, bio-regenerate 2D4x10 M.D. per minute, resistant to fire and cold (does half damage, including M.D. magic fire and plasma), teleport self (92%), dimensional teleport (52%), and metamorphosis at will (no duration limit).

Dragon King Ability to Create Shadows of Oneself, i.e. Shadow Dragons.

Shadow Dragons are splintered life essences that are effectively savage, evil primordial versions of their creator with only a fraction of their creator's power – in other words, true “shad-

ows” of the originator. A Dragon King can make as many as FOUR Shadow Dragons, each only 20% as powerful as its maker. While one or more Shadow Dragons are loose, the originator sleeps and sees what his other selves are doing as if he were dreaming about it.

Baarrtk Krror has lost one of his Shadow Selves, which has permanently diminished his raw power and contributes to his anger and foul disposition (he used to be 20th level). It also means he can only make three Shadow Dragons (rarely unleashes more than two).

Each of his Shadow Dragons is only 20% as powerful as he is (20% the M.D.C., P.P.E., skill proficiencies, etc.). Spells are cast at 3rd level strength with a total of 224 P.P.E. available. Only *offensive* spells are known to Shadow Dragons.

Damage from Shadow Dragon: Bite or head butt 4D6 M.D., tail swipe 6D6 M.D., claw strike 5D6 M.D., breath attack 4D6+12 (60 foot/18.3 m range), and bolts of fire doing 6D6+6 M.D. (300 foot/91.5 m range). +4 on initiative, +10 to strike, +2 to parry, +4 to dodge, +3 to roll with impact, +6 to save vs psionics, and +12 to save vs Horror Factor. Impervious to normal S.D.C. weapons, fire, cold, poison and disease. Vulnerable to all M.D. weapons, magic and psionic attacks (all inflict full damage). Color of Baarrtk's Shadow Dragons: Black. **Note:** See pages 109-112 of *Coalition Wars™ Three: Sorcerers' Revenge™* for complete details about Shadow Dragons.

Psionics: (See the description for *Tannhauser* under the *Dragon Kings of Freehold* elsewhere in this NPC section for a complete list of all Healing, Physical and Sensitive psionics).

Healing: All.

Physical: All.

Sensitive: All.

Super Psionics: Bio-Manipulation (varies), Psi-Sword (30).

Spell Knowledge: All spells, levels 1-15. (See the mighty *Tannhauser* under the *Dragon Kings of Freehold* elsewhere in this NPC section for a complete list of all invocations, levels 1-15.)

Combat Training: Natural combat abilities.

Attacks Per Melee: Eight physical or psionic attacks per melee, or four fire breath and four physical, or three by magic. Favorite weapon is, of course, magic.

Combat Bonuses: +4 on initiative, +11 to strike, +12 to parry and dodge, +4 to pull punch, +4 to roll with impact, +12 to save vs psionics and insanity, +12 to save vs magic and poison, +4 on all other saving throws, +30% to save vs coma/death.

Other Combat Info (as a Great Horned Dragon): Restrained punch: 1D6x10 S.D.C., full strength punch: 6D6 M.D., power punch: 1D6x10+20 M.D. (counts as two attacks), kick or slashing tail attack: 6D6 M.D., bite: 6D6 M.D., fire breath (Mega-Damage: 6D6 M.D., Range: 100 feet (30.5 m), Rate of Fire: Can be used as often as four times per melee).

Weapons, Body Armor & Other Equipment: Like most Dragon Kings, Baarrtk Krror does not rely on much other than his own incredible powers, magic and savagery. When in humanoid disguise, the dragon may wear body armor and use guns only to keep up appearances. Living in a “human's” world, the creature knows how to use and operate a computer, hover vehicles (loves boating) and basic equipment. In combat or in peacetime, One-Eye Baarrtk is a creature of

magic, first and foremost. That having been said, in a pinch, he will consider using anything at his disposal, and thanks to Malik Savant, he has taken a liking to Techno-Wizard devices.

TW Bionic Eye: Malik has managed to create a Techno-Wizard eye to replace the one the Splugorth minions took away from Baartk when they tortured him almost 100 years ago. It took a few years to get the dragon to try it, but now that he has, he loves it. The device is worn like a mechanical eye-patch and sends visual signals and data to nerves that enables the brain to translate them as images. The dragon can see as well with it as he can his real eye. P.P.E. Activation Cost: None. As a creature of magic, the TW eye is constantly powered and working (can be turned off to go to sleep), Duration: Working constantly like a real eye.

Optic Extras: By pumping in a little extra P.P.E., Baartk can enjoy the following "special" optical enhancements: See the Invisible (5 P.P.E.), recognize poison 50% (5 P.P.E.), Infrared vision (2 P.P.E.), Thermo-Imaging (8 P.P.E.; works like the ordinary optics), telescopic sight (1600 feet/488 m, +1 to strike, for 3 P.P.E.), magnification (5x, 10x, 20x and 30x power or works like a microscope for 6 P.P.E.) and Targeting (6 P.P.E.; works like a laser targeting system firing an invisible beam of light. When the light hits, the character is on target; +1 to strike. The character also knows the exact distance up to 1600 feet/488 m).

Scrolls made from the Book of Ten: One of each unless noted otherwise: *Blight of Ages*, *Blood and Thunder*, *Metropolis* (2), *Mystic Quake* (2), *Sanctuary*, *The Slowness*, *Steel Rain*, and *Vicious Circle*. Each scroll is easily worth 100,000 credits; triple to the Federation of Magic. See page 37 of *Coalition Wars One* for complete descriptions.

Money: Only 200,000 credits on him, but the untrusting Baartk has cash stashed everywhere. Two million in a bank at the Colorado Baronies, one million at Kingsdale, half a million at Dweomer and Lazlo, 200,000 at New Lazlo, half million in gems (plus some TW weapons) buried in one of the Chi-Town 'Burbs and even a cool million in Atlantis! Over eight million in gold, gems and magic items in China (assuming it hasn't been discovered).

Anya Svetska

Anya Svetska, known to the public as Lady Smith, has lived in Tolkeen for close to seven years now, but she obviously was not born in Minnesota. She hails from the Siberian wastes, where for much of her life she practiced her sacred art of crafting *magic weapons*. Like any *Mystic Kuznya*, she never allied herself with any of the Warlords of Russia, preferring to let her own warrior skills and the weapons she crafted (and let go to the select few worthy to wield them) make their mark on the world. Still, her career was hardly unblemished, since at some point, a number of other *Mystic Kuznya* came to her and gave Anya a choice: leave Russia forever or face every single other *Mystic Kuznya* in a battle to the death. Why and how Anya found herself in this predicament is something she refuses to elaborate on. She will admit that this threat is the reason why she traveled over the pole and came to North America, but that is all. She ventured southeast and found the City of Tolkeen, a place where

her warrior heart might find fulfillment, and where her incredible skills would be acutely appreciated.

Though she is part of the Circle of Twelve, Anya is a fiercely independent free thinker and functions as the Circle's strategist and tactician. She is one of the few in the Circle who commands no real political power, just the status of being a senior warrior and honored member of the group. She has refused a position as Warlord, preferring to have free rein in what she does and where she goes. Anya has, however, been known to lead squads and



platoons of elite warriors, and has a commanding presence on the battlefield. It is her sharp mind, keen intuition and ability to size up a situation in a glance, and cut to the chase, that got her appointed to the Circle of Twelve. Her aggressive, bold and militant nature is welcomed among the Twelve.

Anya refuses to mass produce magic weapons for Tolkeen's arsenals, but will create a weapon for the rare warrior who really deserves one. She does not believe that she has violated the sacred code of the Mystic Kuznya, although her rival Mystic Smiths back home might think otherwise. Whether any of them care to follow her to Tolkeen and enforce their views, well, that is another story altogether. In the meantime, Anya busies herself with fighting the Coalition invaders the best she knows how and applying her skills to the fortification of Tolkeen.

Siege Notes: Anya is in the King's Tower when Tolkeen is attacked and is first to realize and accept that General Holmes' sneak air strike and the targeting of magic containment systems has doomed the Kingdom. Tolkeen, the rock on which the foundation of the entire kingdom is built, has been crippled. Yes, they can hold out for a few weeks, maybe longer, but they can not win against the CS invaders. While she agrees that anything is "possible" and that some *miracle* could possibly turn the battle in their favor, to hold out for such a miracle is clutching at straws. It is Anya who insists their duty now lies with evacuating as many Tolkeenites to the west or deep south as possible. She is infuriated when she is voted down and the city's ramparts must be held no matter what. That Tolkeen must not – can not – fall to the Coalition States.

Her loyalty to Tolkeen and her comrades compels Anya to join the defense of the city with her taking over as the chief of Crisis Control (i.e. she directs all emergency services: firefighting, clearing streets, rescuing victims trapped in burning buildings or under debris, first-aid services, and coordinating operations with Civil Defense and Medical Services.

However, after a few days (1D4), she can no longer ignore the fact that Tolkeen is doomed and turns her position over to a lieutenant so she can go about evacuating the civilian population of Tolkeen en masse. She turns to a number of sorcerers from the Colleges of Magic and has them gather family groups of 40-120 and teleport them out of Tolkeen via the unstable ley lines. She also turns to Cyber-Knights, most of whom (66%) have already committed themselves to the protection of the citizenry rather than engage in open combat. They concur that, win or lose, as many citizens as possible should be evacuated to the west. The Cyber-Knights welcome Lady Smith's "official" support as well as her strategies and organizational skills in launching the operation. Lady Smith's actions infuriate Warlord Scard and several others in the Circle of Twelve who see evacuation as admitting defeat, encouraging the enemy by letting the CS think it is winning, and borders on cowardice and treason. To no one's surprise, Anya does not flinch from her position and stares down the enraged Warlord. Ever the diplomat, King Creed and a few others in the Circle intercede, saying the evacuation doesn't matter. They have more important things to focus on regarding the defense of the city. Let the "cowards" flee.

Anya Svetska has just made an enemy for life. And there are others among the Twelve, Warlords and warriors who will share Scard's view that she and the mages and Cyber-Knights who support her, are cowards and traitors. A stain that will mark

them for life and may see acts of retribution leveled against them after the war. Anything but a coward, Anya will stay in Tolkeen until the city is about to be overrun. At that point, she and a group of practitioners of magic and Cyber-Knights will try to get one last thronging horde of civilians out of the city, even if they have to fight their way out all the way to the New West and beyond. Whether Lady Smith's final effort is successful and whether she lives or dies, she will be responsible for saving tens of thousands of innocent Tolkeenites; humans and D-Bees. (G.M.'s, these rescue operations of the final, great escape, can make for grand adventures for heroic player characters so inclined.)

Also Known as Lady Smith; her official title in Tolkeen.

Race: Human.

Alignment: Scrupulous with leanings toward Unprincipled as she becomes disillusioned in people and especially the authorities. She has just reasons for seeing the CS as an enemy but she has never sanctioned murder or atrocities. In fact, she tried to step down from the Circle of Twelve after getting word about the slaughter that took place during and after the Sorcerers' Revenge, but was talked into staying to help the greater good for the people. She has no love for the Daemonix or the Monster Squads and has consistently voted against the use of evil supernatural beings. Warlord Scard and other hardliners hate her, as do the Daemonix.

Attributes: I.Q. 15, M.E. 18, M.A. 9, P.S. 42 (supernatural), P.P. 15, P.E. 22, P.B. 18, Spd. 24

M.D.C.: 146, plus body armor (if any).

Weight: 200 lbs (90 kg). **Height:** Six feet (1.8 m).

Age: 30

P.P.E.: 225

Experience Level: 8th level Mystic Kuznya; see *Rifts® World Book 18: Mystic Russia* for complete details about this magical O.C.C. and others.

Skills of Note:

Special Mystic Kuznya Skills: Gemology (90%), Metalwork & Forge (84%), Shape, Engrave, and Etch & Emboss Metal (94%).

O.C.C. Skills: Basic Math (98%), Speak Russian (98%), Speak Euro (98%), Speak American (98%), Lore: Demons & Monsters (85%), Field Armorer (98%), Recognize Weapon Quality (98%), General Repair/Maintenance (85%), Find Contraband (64%), Cook (80%), Art (80%), Prospecting (80%), Land Navigation (74%), and Horsemanship (88%).

Military: Military Etiquette (70%), Military Fortification (70%), Trap Construction (70%), and Trap/Mine Detection (70%).

Secondary Skills: Swim (85%), Prowl (60%), Climb/Scale Walls (75%/65%), Running, First Aid (80%), Dance (65%), and Sing (70%).

Weapon Proficiencies: W.P. Blunt, W.P. Sword, W.P. Spear, and W.P. Shield.

Special Abilities:

The Mettle of Kuznya Sorcery: This has transformed Anya into a minor Mega-Damage creature.

Limited Invulnerability: Anya's hard M.D.C. body is impervious to S.D.C. weaponry and natural heat/fire and cold. Magical fire does full damage, magical cold does half damage, and

all M.D. weapons (explosives, energy blasts, Vibro-blades, etc.) do full damage.

Spell Knowledge:

Level Two: Extinguish Fire (4) and Manipulate Objects (2+).

Level Three: Fuel Flame (5) and Ignite Fire (6).

Level Four: Deflect (10) and Ricochet Strike (12).

Level Five: Implosion Neutralizer (12) and Superhuman Strength (10).

Level Eight: Power Weapon (35)

Level Nine: Create Steel (60)

Level Ten: Speed Weapon (100)

Level Fifteen: Enchant Weapon (400-1000+)

Combat Training: Hand to Hand: Martial Arts.

Attacks Per Melee: 5 physical or two by spell magic.

Combat Bonuses: +3 on initiative, +3 to strike, +4 to parry and dodge, +2 to roll with punch/fall/impact, +6 to pull punch, +5 to disarm, +2 to save vs Horror Factor, +2 to save vs possession, psionics and insanity, +4 to save vs poison & magic, +14% to save vs coma/death.

Other Combat Info: Restrained punch: 1D6x10 S.D.C., full strength punch or kick: 6D6 M.D., power punch: 2D4x10 M.D. (counts as two attacks). Critical strike: 18-20, paired weapons (all), and leap attack (critical strike).

Weapons:

Magic Sledgehammer: Mega-Damage: 6D6 M.D. (double damage to supernatural creatures). Bonuses: +1 to strike, +2 to parry or disarm. Note: Requires a supernatural P.S. of 35 or higher to wield effectively.

Indestructible Golden Hammers (3): These are considered lesser magic items crucial as tools in the forging of metal magic items. Without them, the Mystic Kuznya cannot forge magical creations. As weapons, each of the small gold hammers inflicts 2D6 M.D. and is +1 on initiative, +2 to strike and parry and is a well balanced, precision instrument. Striking two of the hammers together will cause a spark that can be used to start a fire.

Indestructible Golden Tongs (3): These are also considered lesser magic items, and also are crucial in the forging of magical creations. They are impervious even to magic fire and are said to be able to hold a burning star. As a weapon, these tongs inflict only one point of M.D., but they can be used to parry or grab magic weapons, including flaming swords; +2 to parry and +2 to disarm when used against melee weapons, even magic ones.

Body Armor: M.D.C. Chain Mail (M.D.C.: 400).

Money: She has 100,000 in Universal Credits on her, but she is not concerned with money.

Glorissa Trenshire

Glorissa is one of Tolkeen's few Conjurers – an obscure type of mage whose skills lie in creating things out of thin air. While most other mystics view conjuring as a somewhat trivial mystic art, Glorissa has the military resume to prove otherwise. For most of her life, she has prowled various Coalition settlements, using her skills as her personal arsenal against the enemy. Waging a never-ending guerrilla war against the CS imperials, Glorissa has traveled far and wide throughout the heartland of North America. Over the last few years, though, she has settled



down in Tolkeen where the rest of her family lives. Her conjuring skills quickly caught King Creed's eye, as did her impressive guerrilla record. Before long, the scrappy fighter had found herself in command of an elite unit of fellow Conjurers and a handful of other talented individuals (10% of her group are *Auto-Gs* and 5% *Psi-Ghosts*).

Colonel Glorissa Trenshire took these novices under her wing and forged them into the **Invisible Workshop**, a tight-knit group assigned to perform high-risk commando raids and sabotage against Coalition units and installations along Tolkeen's borders. Once the Siege on Tolkeen got underway, Glorissa's Invisible Workshop found itself with all the business it could handle. When not in the field, they were back in the City of Tolkeen, recruiting additional members to the team and teaching the arts of Conjuring to whomever seemed like a promising student. The team has grown to eighty members from the original eight who founded it.

As for Glorissa, the many commendations and promotions her work has earned her have also placed her farther and farther away from the battlefield, and more into a lofty command position at Tolkeen. She is honored to be a member of the Circle of Twelve, but she still gets out into the thick of combat, heading Special Operations whenever she can.

Siege Note: With a full flung siege on the City of Tolkeen itself, Colonel Glorissa (who is being groomed to become a Warlord) has been placed in charge of internal security. Included in this job is sniffing out and terminating Coalition spies, infiltrators and reconnaissance teams. Meanwhile, half the *Invisible Workshop* has been charged with sneaking behind enemy lines to locate and assassinate key Coalition Officers, engage in sabotage and uncover enemy plans. The Invisible Workshop has already thwarted one Coalition attempt to launch short-range tactical nuclear missiles on *Freehold*, causing the missiles to explode and nuke a mobile base near the Coalition's *Fort Barron*. Over one thousand CS troops were lost along with the nukes and a "Fire Storm" Mobile Fortress; two Death's Head Transports were also damaged.

Colonel Trenshire will fight till the end but make certain she and her remaining team of Invisible Workshop operatives sneak out alive. She, like Warlord Scard, is a militant hardliner who will crave revenge on the Coalition and those she sees as traitors. Glorissa resents Lazlo and the Cyber-Knights but she has no desire to lash out at them, and she respects Lady Smith even though they sometimes clash. Those she resents most are the Federation of Magic, the Dragon Kings and, of course, the Coalition States. That having been said, she might consider working with Warlord Scard, but she is most likely to return to Minnesota to continue to battle and undermine the CS and try to rebuild the Kingdom of Tolkeen.

Also known as Colonel Trenshire and The Invisible Hand.

Race: Human.

Alignment: Anarchist with leanings toward Aberrant evil.

Attributes: I.Q. 15, M.E. 15, M.A. 17, P.S. 17, P.P. 19, P.E. 20, P.B. 14, Spd. 21

Hit Points: 60, S.D.C.: 30.

Weight: 180 lbs (81 kg). **Height:** Six feet (1.83 m).

Age: 27

P.P.E.: 180

Experience Level: 8th level Conjurer.

Skills of Note:

O.C.C. Skills: Speak/Literate: American (98%), Speak/Literate: Techno-Can (98%), Basic & Advanced Math (98%), Carpentry (70%), Basic Electronics (70%), Mechanical Engineer (70%), Armorer (80%), Computer Operation (85%), Biology (75%), Animal Husbandry (80%), Lore: Cattle/Animals (80%), Lore: Demons/Monsters (85%), Wilderness Survival (80%).

Communications: Radio: Basic (80%).

Espionage: Intelligence (60%), Forgery (55%), and Disguise (60%).

Medical: First Aid (80%).

W.P.s: W.P. Sword, W.P. Knife, W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Heavy Energy Weapons.

Special Abilities: Sense ley line energy and magic energy, as per the Ley Line Walker.

Spell Knowledge: Lantern Light (1), Globe of Daylight (2), Fool's Gold (10), Ignite Fire (6), Water to Wine (40), Purification (Food & Water) (20), Spoil (Food & Water) (30), Superhuman Strength (10), Create Wood (10-20), Create Water (15), Create Steel (60), Create Golem (700 or 1000).

Conjuring: For the full details on Conjuring (the mystic art of creating objects out of thin air), see the **Federation of Magic™** sourcebook, p. 83). For now, just the P.P.E. costs of various Conjuring tasks will be given.

Weapons: 10 P.P.E.: Small and Simple (short sword, knives, blackjack, six darts or throwing stars), 15 P.P.E.: Medium and Simple (broad sword, spear, morning star, mace, 12 arrows), 25 P.P.E.: Large and Simple (claymore, pole arm, lance, giant-sized weapons).

Objects: 5 P.P.E.: Small and simple objects with no moving parts and under 10 lbs (4.5 kg), such as a ball, bowl, pot, sack, gloves, a pair of socks, a dozen sewing needles, spoon, stool, 20 feet (6.1 m) of rope, etc.). 10 P.P.E.: Small and simple objects with 1-2 moving parts (scissors, pliers, yo-yo, manacles, etc.).

12 P.P.E.: Medium objects under 25 lbs (11.3 kg) like a chair, light table, trunk, saddle, pool stick, large pot, pan, kettle, a pair of pants, a jacket, 8 feet (2.4 m) length of chain, etc. 22 P.P.E.: Medium objects with 1-2 moving parts, such as a fishing pole, vice or clamp, a medium metal trap, hedge cutters, etc.

35 P.P.E.: Large and simple objects weighing 30+ lbs/13+ kg, such as a plow, banquet table, couch, large trunk, robe or cloak, a 4 foot (1.2 m) long steel pole, a large sheet or plank of wood, etc. 50 P.P.E.: Large objects with 1-2 moving parts, such as a pulley, a winch, a large metal trap, giant-sized manacles, a spinning wheel. **Note:** Add 5 P.P.E. for each extra moving part or specialized component for all complex objects. G.M.s, don't be afraid to prohibit players from conjuring excessively complicated devices, high-tech devices, or devices the Conjurer is not sufficiently familiar with.

Animals: 15 P.P.E.: Animals with 10 Hit Points or less. 25 P.P.E.: Animals with 11-30 hit points. 40 P.P.E.: Animals with 31-50 Hit Points. 75 P.P.E.: Animals with over 50 Hit Points.

Combat Training: Hand to Hand: Martial Arts.

Attacks Per Melee: 5

Combat Bonuses: +5 on initiative (+7 on initiative to conjure something quickly or before an opponent attacks/strikes), +6

to strike, +6 to parry and dodge, +1 to roll with punch/fall/impact, +1 to pull punch, +4 into disarm, +2 to damage, +2 to spell strength, +2 to save vs Horror Factor, +5 to save vs magic, +2 to save vs poison, +2 to save vs possession, +1 to save vs mind control, and +10% to save vs coma/death.

Other Combat Info: Karate kick: 2D4, snap kick: 1D6, crescent kick: 2D6, backward sweep, tripping/leg hook, jump kicks (all), critical strike: 18-20, paired weapons (all), and leap attack (critical strike).

Weapons: Just because she can conjure weapons for herself does not mean that Glorissa is opposed to throwing down with some good old-fashioned TW hardware or conventional weapons. In fact, she rarely goes anywhere without being well equipped with magic weapons..

TW Hellfire Shotgun: Mega-Damage: 6D6 M.D. per magical fire ball. Rate of Fire: Single shot only; each shot counts as a single attack. Range: 300 feet (91.5 m) Payload: Two fire balls. Requires 16 P.P.E. to reload the weapon with another two fire balls.

TW Firebolt Pistol: Mega-Damage: 4D6 M.D. per magical blast of fire. Rate of Fire: Single shot; each shot counts as a single attack. Range: 450 feet (137 m). Payload: 10 shots; requires 20 P.P.E. to recharge, or can be reloaded with a simple P.P.E. clip.

TW Spin-Disks Shooters (2): Mega-Damage: 3D6 M.D. each. (Since the disks are silver-edged, they inflict double damage against the undead and other creatures vulnerable to silver). Rate of Fire: It costs one action to fire such a weapon, and another action to reload it. Glorissa wears two of these weapons mounted on forearm guards, so she can fire two disks before reloading. Range: 400 feet (122 m). P.P.E. Cost: 5 points to charge each disk to make it a magical M.D. attack (otherwise it does 3D6 S.D.C.).

TW Knucklebusters (2): Mega-Damage: 1D6 M.D. per melee hit. P.P.E. Cost: 12 P.P.E. to activate. Penalties: The weight and rigidity of the Knucklebusters inflicts a -10% penalty on all skills requiring manual dexterity; -1 to strike when using a gun. Glorissa prefers to use these weapons in a pair. Duration: Five minutes (20 melees) per 12 P.P.E.

Body Armor: Juicer Assassin's Plate Armor (Main Body: 45 M.D.C., Mobility: Good; -5% prowl penalty). Note: Glorissa won this armor from the Juicer outlaw *Viktor X*, and wears it both for protection and as a trophy. Many Juicers are incensed at the thought of a non-Juicer wearing their traditional garb. Glorissa does not care, however. She has dealt with angry Juicers in the past, and anybody who wants a shot at her is more than welcome to try, she reckons.

Other Equipment: Glorissa generally conjures whatever equipment she needs as she needs it, but if embarking on a long-term operation, she brings along a full load of equipment and personal gear to save P.P.E.

Money: Has 80,000 in Universal Credits on her and 150,000 credits hidden away someplace. Glorissa connections with the Black Market means she has underworld contacts as well as a 200,000 line of credit with Bandito Arms (see the *New West™* world book). She also has a few secret weapon caches with enough weapons and gear to outfit herself and 12 others.

Denwyn Ironheart

The Ironhearted One gained his position of prominence when he abandoned his mortal body in favor of an Iron Golem he constructed himself. Denwyn had been a formidable Ley Line Walker prior to that, but only once he became a living Golem did he become one of the premier *warrior mages* of Tolkeen. Flush with the additional power his new body gave him, Denwyn became more aggressive, fearless, and unwilling to back down from a fight. Employing his considerable spell knowledge and his Mega-Damage body, he took to hunting Coalition soldiers in the field, bringing the fight to *them*. Apparently believing himself invincible (he might be tough, but certainly not invincible), Denwyn conducted his own offensive against encroaching Coalition soldiers.

Combining his skills, ability to soak up damage, magic and sheer luck, Denwyn soon racked up an incredible number of Coalition kills: personnel, Skelebots, power armor, vehicles, the whole nine yards. Before long, Ironheart, as he came to be known, was a name to be feared by any Coalition units scouting along Tolkeen's borders. King Creed located the aloof Golem-mage and brought him into his newly formed Circle of Twelve as a special military advisor. Denwyn did not have to assume any special responsibilities. He just had to keep on sticking it to the Coalition like he'd been doing on his own for the last decade. Only now he would share his knowledge of countermeasures and skill at battling Coalition armored troops with the other Warlords and military leaders of Tolkeen, as well as lead his own troops. Warriors and mystics were anxious to follow the legendary Ironheart into battle. Where their metallic hero would strike, they would follow regardless of the odds before them. Together, this informal battle group of an enigmatic warrior and his well-armed fan club would strike fear into the hearts of Coalition invaders throughout Minnesota. To the rest of Tolkeen, the Irongolo group (as Ironheart's troops are known) serves as a morale unit, with both an uncommon operational success rate and ability to lift the fighting spirits of Tolkeenites throughout the Kingdom, no matter how dark their future might appear. It is through the efforts of those like Ironheart that Tolkeen has found the collective will to keep fighting long past the point where victory seems feasible anymore.

Siege Notes: Ironheart and his men were stationed along the eastern perimeter of Tolkeen itself, but to restore confidence and hold off the advance of General Holmes, they now battle along the northern border. Indeed, it is questionable if any of Tolkeen's other Warlords or leaders could have rallied the troops and gotten them to regroup so quickly, let alone throw themselves at the legendary Coalition General with such conviction as they do for Ironheart. His efforts and high visibility have kept absolute pandemonium from sweeping the city and give many of the fighting men, women and monsters the (false) confidence that they can repel the Coalition Invasion Force.

For the most part, Denwyn lives in his own little world, lost in the alien sensorium that his Golem body provides. He scarcely acknowledges the presence of his followers, much less commands or organizes them (they pretty much follow his lead and do the rest themselves). He just fights on and makes sure he



does not blast any of his hangers-on in the process. He loves conflict and battle, and does not believe he or the City of Tolkeen can be destroyed. Consequently, he fights like a demon with a supreme confidence that is contagious. While that can be a good thing, it also means thousands will cheerfully follow him to his doom. Ironically, pitted against the forces and cunning of General Holmes, Ironheart is likely to be the first to *fall* before the Coalition onslaught. Whether or not he manages to survive (perhaps seems dead but really isn't, or he gets buried beneath debris, or a building falls on top of him requiring weeks or

months of intervention to dig him out) to fight another war, those who follow him will all get mowed down.

Ironheart led the blitzkrieg attack known as the Sorcerers' Revenge and participated in the slaughter that took place during and afterward. Thus, he is hated by the soldiers of the Coalition Army, any of whom would consider it a great honor to help destroy him.

Also known as the Ironhearted One and Lord Ironheart, but most simply call him Ironheart.

Race: Originally an Elf, but several years ago, Denwyn somehow transferred his life essence into a specially crafted Iron Golem! The transfer has transformed the Ley Line Walker into a minor Mega-Damage creature, but one that is slowly losing his mind. The alien sensation of inhabiting an Iron Golem's body is proving too much for Denwyn to handle, and he is slowly going mad. See *Insanities*, below, for more details.

Alignment: Aberrant with leanings toward Diabolic.

Attributes: I.Q. 14, M.E. 10 (and fading), M.A. 11, P.S. 26 (supernatural), P.P. 13, P.E. 25, P.B. 7, Spd. 8

M.D.C.: 80 (which regenerates 1D6 points per hour). In combat he wears a suit of heavy armor with 300 M.D.C., as well as using a variety of magic spells for protection.

Horror Factor: 16

Insanities: Obsession: Solitude, Obsession: Secrecy. Obsession: Destroy the Coalition. Delusion: Can not be destroyed.

Weight: Four tons. **Height:** Ten feet, nine inches (3.28 m).

Age: 53

P.P.E.: 260

Experience Level: 10th level Ley Line Walker (and Golem).

Skills of Note:

O.C.C. Skills: Climbing (90%/80%), Land Navigation (76%), Wilderness Survival (85%), Pilot Hover Craft (98%), Lore: Demons & Monsters (95%), Math: Basic (98%), Speak American (98%), Speak Dragonese/Elven (98%), and Speak Techno-Can (98%).

Science: Biology (85%), Botany (80%), Chemistry (85%), Chemistry: Analytical (80%), and Mathematics: Advanced (98%).

Technical: Writing (75%), Lore: D-Bee (85%), Lore: Faerie (90%), Lore: Magic (90%), and Lore: Psychic (90%).

W.P.s: W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons.

W.P. Heavy, W.P. Sword, and W.P. Chain.

Golem Abilities: Impervious to disease, poison, drugs and gases, impervious to normal fire and cold, but magic fire does half damage. M.D. regenerates 1D6 M.D. per hour.

Special Line Walker Abilities: Sense ley line and magic energy, read ley lines, ley line transmission, ley line phasing, ley line drifting, ley line rejuvenation, ley line observation ball.

Spell Knowledge: All spells, levels one through nine! Denwyn is hard at work to increase his mystic knowledge, and will likely gain mastery over several more levels of spells within the next few years, provided his studies are not too badly disrupted by the fall of Tolkeen. **Note:** His magical iron body interferes with his spell casting, reducing the duration of the magic spell by 25% and range by half.

Level One: Blinding Flash (1), Cloud of Smoke (2), Death Trance (1), Globe of Daylight (2), Lantern Light (1), See Aura (6), See the Invisible (4), Sense Evil (2), Sense Magic (4), and Thunderclap (4).

Level Two: Aura of Power (4), Befuddle (3), Chameleon (6), Climb (3), Cleanse (6), Cloak of Darkness (6), Concealment (6), Detect Concealment (6), Fear (5), Heavy Breathing (3), Levitation (5), Manipulate Objects (2+), Mystic Alarm (5), Shatter (5), Throwing Stones (5), and Turn Dead (6).

Level Three: Armor of Ithan (10), Breathe Without Air (5), Create Wood (10-20), Energy Bolt (5), Fingers of the Wind (5), Float in Air (5), Fuel Flame (5), Ignite Fire (6), Impervious to Fire (5), Invisibility: Simple (6), Life Source (2+special), Light Healing (6), Light Target (6), Magic Shield (6), Mystic Fulcrum (5), Negate Poisons/Toxins (5), Orb of Cold (6), Paralysis: Lesser (5), Resist Fire (6), Telekinesis (6), and Wave of Frost (6).

Level Four: Astral Projection (10), Blind (6), Carpet of Adhesion (10), Chromatic Protection (10), Charismatic Aura (10), Cure Minor Disorders (10), Deflect (10), Electric Arc (8), Energy Field (10), Fool's Gold (10), Fireblast (8), Fire Bolt (7), Fist of Fury (10 or 50), Ley Line Transmission (30), Magic Net (7), Multiple Image (7), Reflection (7), Repel Animals (7), Ricochet Strike (12), Seal (7), Shadow Meld (10), Swim as a Fish (6), Trance (10), Watchguard (10), and Weight of Duty (10).

Level Five: Armor Bizarre (15), Aura of Death (12), Calling (8), Circle of Flame (10), Death of Curse (Special), Distant Voice (10), Domination (10), Energy Disruption (12), Escape (8), Eyes of Thoth (8), Featherlight (10), Fly (15), Heal Wounds (10), Horrific Illusion (10), Horror (10), House of Glass (12), Implosion Neutralizer (12), Influence the Beast (12), Instill Knowledge (15), Lifeblast (15), Mend the Broken (10+), Mental Blast (15), Sleep (10), Superhuman Endurance (12), Superhuman Strength (10), Superhuman Speed (10), Sustain (12), and Swim as a Fish: Superior (12).

Level Six: Apparition (20), Barrage (15), Call Lightning (15), Compulsion (20), Create Water (15), Crushing Fist (12), Cure Illness (15), Energize Spell (12+), Fire Ball (10), Fire Blossom (20), Fortify Against Disease (15), Frequency Jamming (15), Frostblade (15), Ice (15), Illusion Booster (15), Illusory Wall (15 or 30), Impervious to Energy (20), Magic Pigeon (20), Mask of Deceit (15), Memory Bank (12), Power Bolt (20), Reduce: Self (20), Sheltering Force (20), Targeted Deflection (15), Teleport: Lesser (15), Time Slip (20), Tongues (12), Words of Truth (15).

Level Seven: Agony (20), Animate/Control Dead (20), Ballistic Fire (25), Constrain Being (20), Dispel Magic Barrier (20), Fire Gout (20), Fly as the Eagle (25), Globe of Silence (20), Heal Self (20), Invisibility: Superior (20), Invulnerability (25), Life Drain (25), Lightblade (20), Mental Shock (30), Metamorphosis: Animal (25), Negate Mechanics (20), Purification (Food/Water) (20), Second Sight (20), Sonic Blast (25), Spinning Blades (20), Sub-Particle Acceleration (20), and Wind Rush (20).

Level Eight: Commune with Spirits (25), Eyes of the Wolf (25), Exorcism (30), Fire Globe (40), Forcebonds (25), Greater Healing (30), Hallucination (30), Invincible Armor (30), Lifeward (40), Lightning Arc (30), Locate (30), Luck Curse (40), Magical-Adrenal Rush (45), Metamorphosis: Human (40),

Minor Curse (35), Negate Magic (30), Oracle (30), Power Weapon (35), Shockwave (35), Sickness (50), Sorcerous Fury (70), Spoil (Water/Food) (30), Stone to Flesh (30), Wall of Wind (40), Winged Flight (35), Wisps of Confusion (40), and World Bizarre (40).

Level Nine: Aura of Doom (40), Beat Insurmountable Odds (70), Create Steel (68), Curse: Phobia (40), D-Step (50), Dessicate the Supernatural (50), Dragon Fire (40), Familiar Link (55), Illusion Manipulation (25-60), Metamorphosis: Insect (60), Mute (50), Phantom Mount (45), Protection Circle: Simple (45), Purge Self (70), Realm of Chaos (70), Summon & Control Canine (50), Speed of the Snail (50), Tame Beast (60), Transferral (50), Wall of Defense (55), and Water to Wine (40).

Combat Training: Hand to Hand: Basic.

Attacks Per Melee: 6 physical or two by spell magic.

Combat Bonuses: +3 on initiative, +2 to strike, +3 to parry and dodge, +2 to roll with punch/fall/impact, +4 to disarm, +2 to spell strength, +4 to save vs Horror Factor, +8 to save vs magic, +5 to save vs poison, and +20% to save vs coma/death.

Damage from Supernatural P.S. & Other Combat Info: Restrained punch: 5D6 S.D.C., full strength punch: 3D6 M.D., power punch: 6D6 M.D. (counts as two attacks). Jump kicks (all), critical strike: 18-20, paired weapons (all), leap attack (critical strike), and body throw/flip.

Weapons: None. Prefers to use his spell abilities and supernatural strength. That, and his oversized Golem hands make it difficult to use standard-sized small arms. However, he can use large guns or magic weaponry should he choose to do so and owns a *TW Deathbringer Sword*.

Body Armor: Denwyn has an overblown sense of his own durability and believes his Mega-Damage form can protect him from any harm. While he is tough, he is hardly indestructible and he is still sane enough to wear a suit of heavy Mega-Damage armor (300 M.D.C.) and uses a succession of magical body armor and other means of magical protection in combat.

Other Equipment: Ironheart has amassed an incredible scroll collection over the years. It was from many of these scrolls that the Ley Line Walker learned most of his own spell repertoire. For game purposes, Denwyn can be considered to have 1D4 scroll versions of each spell he knows that is above 6th level. As Tolkeen's chances of survival dwindle, Ironheart has become more generous with his collection, handing out the scrolls as disposable weapons to Tolkeen's defenders. He once had 1D4 scrolls for every spell he knew.

Money: All of the Iron One's money is lost with Tolkeen, not that he really cares.





Rostigor Dur Grola

Many prominent Tolkeenites take on battlefield pseudonyms for a variety of reasons, mostly to prevent Summoners from gaining power over them and to confound Coalition intelligence gatherers. *The Winged Fury* is the name taken by a Rostigor Dur Grola, a leather winged reptilian Warlord from another world. He has not come to Rifts Earth as part of a large group or invasion force, but rather, he is a loner looking for just two things: opportunities to increase his personal reputation as a great warrior, and opportunities to sharpen his fighting and spell casting abilities. Hooking up with Tolkeen was the perfect way to do both.

Rostigor came to Rifts Earth through an extra-dimensional portal that dropped him off somewhere in the New West. Getting into scraps with roving adventurers and bandits held little appeal for this fighting machine. Periodically, he ran into Cyber-Knights (tussling with them has always been worth the effort) as well as agents from Tolkeen, who were always formidable and impressive opponents. After a while, Rostigor, now calling himself *The Winged Fury*, decided he would visit this faraway place, Tolkeen, and see what to make of it. So, he traveled to Minnesota looking to wage war on one of Tolkeen's champions. By the time he arrived, King Creed and Colonel Trenshire were already waiting for him. Much to Rostigor's pleasure, the King announced that the reputation of the Winged Fury had preceded him, but rather than have the great warrior injure or kill one of Tolkeen's champions, King Creed offered him a position in the Tolkeen Army as a general (i.e. Warlord) and the opportunity to battle one of the greatest powers on the continent, the Coalition Army. Ultimately, King Creed wanted to harness this relentless powerhouse and point him in the right direction against the CS.

Although *The Winged Fury* had heard of the Coalition, he had never encountered them. King Creed told him where he could find an armored squad of SAMAS (a couple Super Sams among them) to test their mettle and see for himself that they were worthy adversaries. The Winged Fury took the challenge, engaged the SAMAS and barely won. Satisfied, the Winged Fury returned to accept the King's offer. He knew a good thing when he saw it. Plus, he felt King Creed was a leader worthy of respect – strong, courageous, and decisive. Rostigor allied himself with this human Wizard-King and has never looked back.

Since then, the Winged Fury has become a famous battalion leader for Tolkeen's defense force, routinely leading troops into battle against the Coalition invaders. From the initial border skirmishes to purges in The Barrens, to the Sorcerers' Revenge, the Winged Fury has been at the forefront of it all.

Siege Notes: The Winged Fury is one of chief leaders involved in the air war in the skies above Tolkeen. Not only does the Warlord lead and direct airborne troops, but he is in the thick of the carnage. He fears that Tolkeen is outmatched and overrun by the Coalition's Second Invasion Force and this cunning General Holmes, but he is in all his glory and will fight to death. This is the greatest battle of his life and if he is to die, then he is glad to die in the sky battling to the end. He only hopes to send a thousand of the enemy to Hell before him. The Winged Fury is already in Nirvana and looks forward to a glorious warrior's death.

Race: An alien, winged, reptilian giant (a Gromek to be exact).

Alignment: Aberrant.

Attributes: I.Q. 12, M.E. 11, M.A. 9, P.S. 24, P.P. 19, P.E. 18, P.B. 7, Spd. 10 running, 34 flying

Hit Points: 65; **S.D.C.:** 60.

Natural S.D.C. Armor Rating: 12, but wears magical M.D.C. armor into battle.

Horror Factor: 14.

Weight: 700 lbs (315 kg). **Height:** Nine feet (2.7 m) tall.

Age: 56

P.P.E.: 196

Experience Level: 9th level Battle Magus (see *Federation of Magic™* for this O.C.C.).

Skills of Note:

O.C.C. Skills: Demon Lore (98%), Speak/Literate: Gromek (98%), Speak/Literate: American (98%), Speak/Literate: Dragonese/Elven (98%), Basic Math (98%), Boxing, Wrestling, Intelligence (83%), Tracking (90%), Land Navigation (87%), Horsemanship: General (96%), Detect Ambush (85%), Interrogation Methods (95%), Military Etiquette (90%), Recognize Weapon Quality (80%), Prowl (80%), and Body Building/Weightlifting.

Communications: Radio: Basic (90%).

Espionage: Escape Artist (75%), Intelligence (68%), Pick Locks (70%), and Sniper.

Mechanical: Basic Mechanics (70%).

Medical: First Aid (85%).

Wilderness: Wilderness Survival (80%).

W.P.: W.P. Sword, W.P. Blunt, W.P. Archery & Targeting, W.P. Spear, W.P. Chain, W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Heavy Energy Weapons.

Natural Abilities: Flight, keen hawk-like vision, resistant to fire (does half damage).

Special Abilities: In addition to winged flight ...

One with the Body: Fatigues at one third the normal rate, can hold his breath for nearly 4 minutes, and +10% to maintain balance.

One with the Mind: Spells, psionic attacks, drugs and disease that cause confusion, dizziness or dull the senses are half as effective (reduce penalties and duration by half).

Master of Weapons: Quick-Draw Initiative, Paired Weapons, and W.P. Sharpshooting Specialities.

Pilot Automaton: Pilots *Federation of Magic* Automaton. His two favorite are the fast flying *Ice Drake* (see FoM, page 106) and the *Fire Demon* (see FoM, page 104), both of which are at his disposal. This type of magic and fighting is native to his alien home dimension (not the world of *The Palladium Fantasy RPG*®), although the Federation provided the Automaton.

Combat Spell Knowledge:

Level One: Blinding Flash (1), Cloud of Smoke (2), Death Trance (1), Globe of Daylight (2), Lantern Light (1), and Thunderclap (4).

Level Two: Befuddle (3), Fear (5), Manipulate Objects (2+), Shatter (5), and Throwing Stones (5).

Level Three: Armor of Ithan (10), Breathe Without Air (5), Energy Bolt (5), Ignite Fire (6), Light Target (6), Magic Shield (6), Orb of Cold (6), Paralysis: Lesser (5), and Wave of Frost (6).

Level Four: Blind (6), Carpet of Adhesion (10), Deflect (10), Electric Arc (8), Energy Field (10), Fireblast (8), Fire Bolt (7), Fist of Fury (10 or 50), Magic Net (7), Multiple Image (7), Ricochet Strike (12), and Shadow Meld (10).

Level Five: Armor Bizarre (15), Circle of Flame (10), Domination (10), Energy Disruption (12), Escape (8), and Lifeblast (15).

Level Six: Barrage (15), Call Lightning (15), Frostblade (15), and Impervious to Energy (20).

Level Seven: Ballistic Fire (25), Dispel Magic Barrier (20), Spinning Blades (20), and Sub-Particle Acceleration (20).

Level Eight: Invincible Armor (30), Lightning Arc (30), Power Weapon (35), Shockwave (35), and Sorcerous Fury (70).

Level Nine: Beat Insurmountable Odds (70), Dessicate the Supernatural (50), Dragon Fire (40), and Wall of Defense (55).

Combat Training: Hand to Hand: Martial Arts.

Attacks Per Melee: 9 physical or two by spell magic.

Combat Bonuses: +8 on initiative, +5 to strike (+4 to all aimed and "called shots" regardless of weapon type), +7 to parry, +7 to dodge (+11 in flight), +9 to damage, +3 to roll with punch/fall/impact, +8 to pull punch, +6 to disarm, +6 to save vs Horror Factor, +2 to save vs coma/death, +4 to save vs disease/poison, +1 to save vs mind control, +4 to save vs possession, +2 to save vs magic, and +6% to save vs coma/death.

Other Combat Info: Bite: 1D6+13, Claw: 1D6+11, Kick: 2D6+11, roundhouse kick: 3D6+9, tripping/leg hook, backward sweep, jump kicks (all), critical strike: 18-20, paired weapons (all), leap attack (critical strike), body throw/flip.

Weapons:

Telekinetic (TK-60) Light Machine Gun: Mega-Damage: 2D4 M.D. per single shot, 4D4 M.D. per short burst, 4D6 M.D. per long burst, and 2D4x10 M.D. from a full melee burst of 30 shots. Rate of Fire: Standard machine gun burst firing only. A short burst fires 3 shots. A long burst fires 6 shots. And a full melee burst fires 30 shots. Range: 2000 feet (610 m); double at ley lines. Payload: 30 shots per P.P.E. clip.

TW Starfire Pistol: Mega-Damage: 3D6 M.D. per single shot. Rate of Fire: Single shot. Range: 1000 feet (305 m); double at ley lines. Payload: 12 shots per P.P.E. clip.

TW Flaming Sword (Giant-sized): Mega-Damage: 4D6.

TW Chainsaw: Mega-Damage: 1D4x10 M.D. per strike. Payload: 20 P.P.E. to activate. Duration: Three minutes (12 melee rounds) per 20 P.P.E. Modifiers: -4 to strike, -6 to parry.

Extra Ammo: A crossover bandoleer of twenty-four P.P.E. clips for the TK-60.

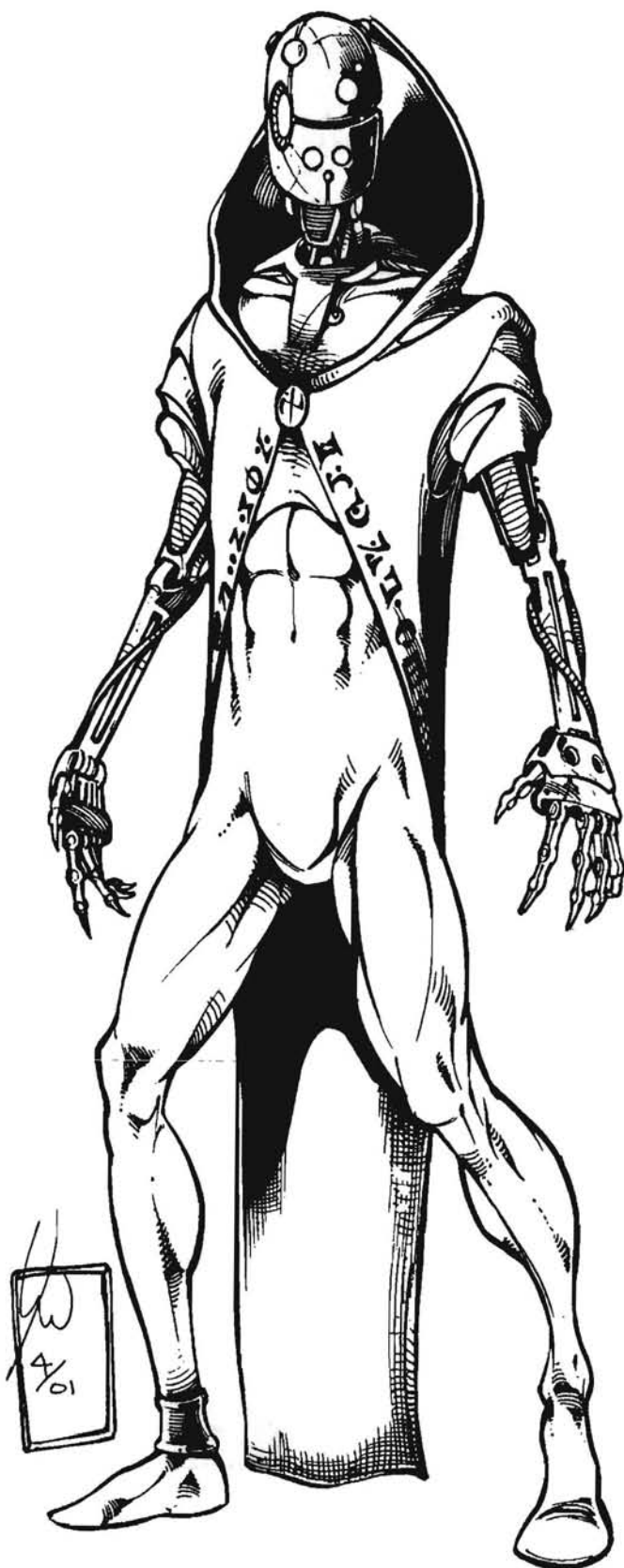
Body Armor: TW studded leather and plate armor (150 M.D.C., magically restored by 100 P.P.E. points. Mobility: Excellent; -5% prowl penalty). It is said to be made from the hide of a Poptal Dragon Slayer!

Money: Any possessions and wealth he may have accumulated is lost with the fall of Tolkeen.

Salkind, the Metal Mage

This bizarre Shifter was born in Tolkeen and learned his craft there, but it was in another dimension, far across the Megaverse, where he truly came into power. Shifters are not much admired in the world, and even in Tolkeen the traditional arts of Ley Line Walking and Techno-Wizardry carry a lot more weight than the dark arts of Necromancy, Summoning, Diabolism, or Shifting. As a young apprentice, Salkind was disappointed in the knowledge being taught to him. Unlike most of his colleagues, who were content to empower themselves with alliances to demons and alien entities, Salkind wished to ally himself with something truly powerful and unique.

Salkind managed to befriend a Temporal Wizard and joined him on adventures to other worlds. After searching the



Megaverse long and hard, he opened a connection with a little-known race of ancient Techno-Wizards known as the *Drolians*. The *Drolians* were only too happy to supply Salkind with additional mystic knowledge, but they gave him something more – a set of freakish Techno-Wizardry cybernetics that have left him looking more the monster than mortal. Thus transformed, Salkind returned to Tolkeen and established himself as a heavy hitter with unique powers and natural leadership abilities.

During the earliest days of the Coalition aggression, Salkind conducted numerous missions against overwhelming Coalition opposition. The instance that won him the notice of King Creed involved “The Metal Mage” destroying a formation of UAR-1 Abolishers operating in the deep forests to the west of the Kingdom. The Coalition robots thought themselves apart from any Tolkeen opposition, but by the time Salkind was through with them, all of the robots lay crippled and their crews were dead – ripped out of their robot vehicles and slain. The Metal Mage demonstrated an uncommon skill at military strategy and guerrilla tactics, not to mention an ability for dismantling the enemy in more ways than one. His reputation among the border people and his battlefield techniques were perfect. He fought as if he was not just one person, but the culmination of a dozen or more tactical geniuses all putting their gifts together on the field. (Little does anybody know how close to the truth that is.) King Creed recruited Salkind into the Circle of Twelve as a master battlefield strategist, tactician and Commander. It is a responsibility the strange, dimension-spanning cyborg has taken with relish.

Siege Notes: Salkind is a villain and a survivor, so when the going gets tough, he is outta there. In fact, he would have left weeks before the fall if not for the voices that talk to him. They wanted to see out the “Tolkeen adventure” to the very end, promising Salkind that they would do everything in their power to make certain he was not killed. Thus, the freakish cyborg-mage goes into hiding shortly after General Holmes attacks, to watch what unfolds from the King’s Tower and other relatively safe positions. He continues to offer tactical advice and sends a number of defenders on suicide missions, but does not enter the action himself. He placates Warlord Scard by saying all the right things and pretending to be incredibly busy directing the city defenders and strategizing. Meanwhile, the self-serving villain secretly steals as much as he can, teleporting to safety when the King’s Tower is overrun by CS troops. Also see *Supernatural Link*.

Real name: Unknown.

Race: Originally human, now as much an alien machine as a man.

Alignment: Miscreant evil.

Attributes: I.Q. 13, M.E. 18, M.A. 13, P.S. 20 (supernatural), P.P. 15, P.E. 15, P.B. 4, Spd. 12

Mega-Damage: Main body 180, Head 140, Arms 60 each and hands 30 each.

Hit Points: 50 and **S.D.C.:** 40; mainly his lower body and legs.

Horror Factor: 13, due to his freakish appearance.

Weight: 160 lbs (72 kg). **Height:** Five feet, six inches (1.67 m).

Age: Unknown! Even he is not sure but believes he is 110.

P.P.E.: 215 (may also draw on an extra 160 from the *Drolians*).

Experience Level: 8th level Shifter and dimensional traveler.

His unique situation makes Salkind effectively a Shifter & Ley Line Walker.

Skills of Note:

O.C.C. Skills: Astronomy (80%), Mathematics: Basic (95%), Lore: Demons & Monsters (95%), Lore: Faerie (95%), Speak American (98%), Speak Spanish (98%), Speak Gobblely (98%), Land Navigation (74%), and Wilderness Survival (75%).

Technical: Lore: D-Bee (85%), Lore: Demons & Monsters (85%), Lore: Juicer (85%), Lore: Magic (85%), and Lore: Psychic (85%).

Secondary Skills: First Aid (80%), Swimming (48%), Radio: Basic (80%), Intelligence (60%), Pilot Jet Pack (70%), and Pilot Hover Craft (85%).

W.P.s: W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Heavy Energy Weapons.

Note: Also see *Supernatural Link: Drolian*.

Special Abilities:

Dimensional Rift Home: For 150 P.P.E., Salkind can teleport back to Rifts Earth (his home world) from anywhere in the Megaverse. He can also teleport into the Drolians' "holding dimension."

Sense Rifts: Can feel the ripples and surges of energy whenever a Rift is within 50 miles (80 km), or when a new Rift appears. He will instantly know what general direction the Rift is located and whether the Rift is big or small.

Familiar Link: Salkind can mentally and physically link with an animal or creature from a Rift (such as an animal from some world other than Earth). Generally, the animal is small and inconspicuous, the perfect choice for a spy. However, Salkind has no familiar at the time being. Ever since his episode on the Drolian home world, he has shown no interest in obtaining a new familiar. Perhaps the torrent of Drolian advice and commentary going through his mind is enough for him.

Supernatural Link: Drolian. Just as he can connect himself to an animal familiar, Salkind can connect himself to a supernatural force which grants him certain powers of mind and body. The force he has connected to is the sinister *Drolian Council*, the ruling body of the Drolian home world, crown jewel in a large extra-dimensional empire Salkind has himself never visited.

He first contacted the Drolians after opening a small Rift through which he intended to meet an alien intelligence and strike a power deal with it. On a fluke, he contacted the Drolians, a race virtually unheard of on Rifts Earth. These beings made Salkind a disturbing but enticing offer. They would bestow upon him an incredible breadth of mystic knowledge if he were to offer himself as a guinea pig for a bizarre line of Techno-Wizard cybernetics the Drolians were developing. The power-hungry Shifter agreed and entered into a specially created Rift opened by the Drolians themselves. Salkind entered and immediately lost consciousness. When he came to, he was back on Rifts Earth, his body altered into a Techno-Wizard oddity. It was only after the fact that he learned the Drolians planned to make substantial cybernetic modifications, including his entire upper body, arms and head!

Horried and depressed at first, he soon learned his new body commanded great power. Ever since, he has been in constant contact with his Drolian counterparts (there are eight in all), each of whom maintains a telepathic link with their human TW monstrosity. Voices that urge Salkind to explore certain possibilities and take certain actions. They, like their plaything, are evil, so their advice and encouragement usually involves acts of cruelty, selfishness and villainy. The Eight also offer him advice, strategy and tactics about everything. **Note:** This actually gives Salkind a super-wide range of knowledge and skill, although it comes in the form of verbal instruction from a third party. Thus, he can be given advice, suggestions, offered their views and consensus opinion, and even "talked through" instructions on how to do things or use certain types of equipment.

Strangely enough, he has learned to deal with the alien voices in his head without them driving him completely insane. Salkind knows they can see and hear (perhaps even feel) everything he does, but he does not know if they can read his mind. He suspects they can read at least surface thoughts and intense emotions. He also suspects that they are something of explorers who are using him and his strangely altered Techno-Wizard body as a conduit by which they can explore, experience, and interact with another world without physically visiting the place themselves or putting themselves in danger. In short, his Drolian creators/companions live vicariously through him.

They seemed to really enjoy the excitement and carnage of Tolkeen. Now with that little adventure over, they will compel Salkind to escape in one piece to find new entertainment. They seem quite interested in this "Coalition States" as well as the Calgary Rift, Federation of Magic, The Vampire Kingdoms of Mexico, The New German Republic and Atlantis. Exactly where they might manipulate him to go is yet to be determined. They might let him stay for a while to see what the *aftermath* might bring.

Spell Knowledge: Salkind knows *all* invocations, levels 1-12 (**Note:** See *Tannhauser* under the *Dragon Kings of Freehold* elsewhere in this NPC section for a complete list of all invocations).

For a moderately experienced Shifter, he commands an inordinate mastery of magic. This comes not from his studies or aptitude, but because he has established (permanent) contact with the eight Drolians who turned him into the Techno-Wizard cyborg.

The alien TW cybernetics are beyond human comprehension, even by the likes of Malik Savant, and can not be replicated. A shame considering they are designed in such a way that they do NOT interfere with Salkind's ability to cast spells. Moreover, The Eight can funnel extra P.P.E. (presumably their own) into him whenever they so desire, providing as much as an extra 160 P.P.E. per 24 hours!

Combat Training: Hand to Hand: Basic.

Attacks Per Melee: 5 physical or two by spell magic.

Combat Bonuses (including TW Cyborg bonuses): +6 on initiative, +3 to strike, +3 to parry and dodge, +2 to roll with punch/fall/impact, +4 to disarm, +6 to pull punch, +3 to save vs Horror Factor, +4 to save psionic attacks and insanity, and +2 to save vs magic.

Other Combat Info: Restrained punch: 3D6 S.D.C., full strength punch: 1D6 M.D., power punch: 2D6 M.D. (counts as two attacks). Jump kicks (all), critical strike: 18-20, paired weapons (all), and leap attack (critical strike). Can NOT be surprised from behind.

Weapons:

Wilk's 547 "Double Dealer" Rifle (2): M.D.: 3D6 laser, 3D6 M.D. to a 12 foot (3.6 m) radius with grenade. **Payload:** 40 shots for the laser with a Long E-Clip, eight grenades. **Range:** 2000 feet (610 m) laser or 500 feet (152 m) grenade. +1 bonus to strike on an aimed shot.

TW Starfire Pistol: **Mega-Damage:** 3D6 M.D. per single shot. **Rate of Fire:** Single shot. **Range:** 1000 feet (305 m); double at ley lines. **Payload:** 12 shots per P.P.E. clip.

TW Searing Pike: Salkind commissioned this unusual weapon some time ago from a freelance Techno-Wizard living

in the foothills of the Colorado Baronies. It resembles the long, pointed staff carried by most Shifters, only the spike tip resembles that of a spear, and as many of Salkind's enemies have learned, it packs quite a punch.

Mega-Damage: Unenergized, the pike can stab for 1D6 M.D. Once energized, the spiked tip glows white-hot with burning magical energy, stabbing for 4D6 M.D. or it can fire a brilliant white heat beam inflicting 4D6 M.D. **Rate of Fire:** Each stabbing attack or blast of the heat beam counts as one melee attack. **Range:** 800 feet (244 m) for blast or by Hand to Hand. **Payload:** Energizing the pike requires 10 P.P.E., and will last for one hour, regardless of usage. Each time the heat beam is fired, however, it costs another 2 P.P.E. points. A fully charged battery has 50 shots. **Note:** This weapon has a built-in P.P.E. battery that can store 100 P.P.E. at maximum charge. The user can charge the battery days before entering combat so that the weapon will draw on its battery reserve rather than use his own P.P.E. Aside from the internal battery, the pike can not accept any kind of TW clip or power pack.

TW Cybernetics:

TW Sensor Dome (head): Salkind's head and neck have been replaced with a robot-like metal dome studded with numerous spherical TW optical lenses and sensors. This alien piece of hardware not only houses Salkind's human brain, but it also features the Techno-Wizard equivalent of a number of otherwise common cybernetic implants. They include an *ultra-ear*, a *sound filtration system*, a set of 12 *multi-optic eyes* (infrared, ultraviolet, thermo-imaging, passive night sight, telescopic vision, magnification and polarized filters) placed all over the dome and imparting full 360 degree sight (giving a +3 to initiative and making it impossible to surprise Salkind), *video camera eyes*, and *optic nerve implants*. This piece of alien technology has permanently drained Salkind of 20 P.P.E. to keep operating.

In addition, the dome enables Salkind to maintain a kind of enhanced telepathic contact with his Drolian benefactors. Instead of keeping contact with one extra-dimensional entity, he is in constant contact with the eight-man Drolian Council. Each of these eight top Drolians have a hot line into Salkind's mind, and they are constantly communicating with him, giving advice and so on. The Drolians promised they can restore his human head and other body parts when their little experiment with him is over, but have given him no indication when that might be, and he suspects it is a lie.

Insanity: The constant barrage of Drolian input, as well as the strain of adapting to the alien sensorium of his TW Sensor Dome, is slowly eating away at Salkind's sanity. He is already disassociated from humans and other flesh and blood humanoids, viewing them with both envy and a sense that they are vastly inferior to him. With each passing year he can relate less and less to humanoids, making him cold and merciless when it comes to their welfare. He is also becoming sadistic and cruel, engaging in mind games and physical torture. Salkind dislikes beautiful people and enjoys messing with them. Lately he has begun to provoke brawls and instigate people to attack him so he has an excuse to disfigure, maim or kill them. He has also become condescending and enjoys mocking and belittling others, including his peers. With time he will lose all sense of humanity and become a self-serving machine who sees himself as above the laws and morals of ordinary people. For him, people will be-

come little more than stupid sheep waiting to be sheared. Surprisingly, Salkind has actually grown to enjoy the company of "the voices" and the advice and power they give him. Should he ever lose them, he will go completely insane (schizophrenia plus 1D4+1 random insanities, in addition to those he already has).

TW Arms: Salkind's arms and hands have also been replaced with TW cybernetics (60 M.D.C. each for arms, 30 for hands). Each limb has permanently drained him of 10 P.P.E., but they bring him power. These arms impart a supernatural P.S. of 20 and the ability to lift and carry great weight, since his shoulders and spine have been reinforced with alien cybernetics and living steel that is like the rest of Salkind's TW cyberwork. The arms have been outfitted with a number of weapons, including:

Retractable Blades: Three long, knife-like blades can pop out of the knuckle housings. **Mega-Damage:** +2D6 M.D. to hand attacks – increasing full strength punches to 3D6 M.D. and power punches to 4D6 M.D.

Magical Energy Blaster: Salkind can fire a crackling sphere of magical energy from either hand at will. Each hand has a blaster port housed in the palm; each blast counts as one melee attack. **Mega-Damage:** 3D6 per blast. Salkind can fire both blasters at once for a combined 6D6 M.D., but it counts as two attacks. **Range:** 800 feet (244 m). **Payload:** Unlimited!

TW Living Steel: Ceramic & Alloy body. Although known as the "Metal Mage," most of Salkind's mechanical body parts are made from a unique combination of alien alloys and ceramics. Whatever it is, the M.D.C. Material does not interfere with spell casting abilities or magic energies (P.P.E.). It has the look of brushed metal.

Salkind's head, neck, spine, pelvis, shoulders, arms and upper body have all been replaced with "living steel." The rest of his body had been cybernetically "reinforced." The upper body has 180 M.D.C., head 140, arms 60, hands 30, but the lower body is flesh and blood (Hit Points and S.D.C.). Magic and conventional armor and other means of protection are also used.

TW Nano-Repair System: An alien system of nano-machines are constantly at work repairing both the cybernetic and flesh and blood body. Artificial parts and limbs can be completely rebuilt, although severe damage like losing an arm may require scraps to be converted into a replacement limb. Flesh and blood internal organs can also be repaired, although the loss of a foot or leg is beyond the Nanites' capabilities to "fix."

Body Armor: May wear conventional armor over his own, human-sized body. Otherwise, Salkind's cyborg body, made of something the Drolians call "living steel," has its own M.D.C. (180 main body), plus it can "heal" itself thanks to a combination of magic and alien nano-technology (repairs internal and external damage, M.D.C. and Hit Points/S.D.C. at a rate of 1D6+1 an hour).

Other Equipment: Salkind has carefully and quietly plundered as much wealth, magic and valuables as he possibly could. Unfortunately, he waited until Tolkeen was practically bankrupt and most of the truly valuable weapons and magic items were deployed in the field of combat.

Money: Has ferreted away 1.3 million in Universal Credits, plus he has absconded with over 60 million credits worth of precious, pre-Rifts books, art and artifacts looted from Tolkeen's museums while it was under siege. This was easy considering

Salkind volunteered and led a platoon of soldiers to help "stop the looting." Basically whatever he captured from looters (and liked for himself) he kept.

mary distinction is a wide array of psychic abilities in addition to magic knowledge. The truth, however, is that Cervega is a sinister creature from another dimension. One that excels at keeping a low profile and turning people against each other for his own advantage and amusement. He has wormed his way into the heart of the powerful community, securing positions of wealth and power, and then using the people and opportunities to make a fortune and have some fun.

Armed with a powerful magic mask (that both granted him incredible spell casting abilities as well as hides his hideous, deformed face), Cervega came to Tolkeen masquerading as just another wandering Mystic looking to increase his power and to lend aid to the beleaguered magic nation. Over the years, he has repeatedly lent his genius and skills to Tolkeen's numerous causes, chief among them the ongoing defense against the Coalition States. Whether it was confronting Dead Boys in the field or (more commonly) inciting others to do the same for him,

Cervega has been a major figure in foiling the Coalition's incessant plots to undermine Tolkeen's strength. This is what convinced King Creed to reluctantly appoint him to a position on the Circle of Twelve. The King was opposed to giving Cervega any real power because there was something about the fellow he just did not trust. Still, Cervega's contributions to Tolkeen had been numerous and consistent over the years, and in the end, King Creed decided to take a chance and place the Mystic among his innermost advisors. Of course, the King's hesitance was well justified. Cervega had foreseen years ago that the Coalition States would launch a full-scale war against Tolkeen and that the city would be destroyed. However, he knew with war there would be ample opportunities to exploit power, to hold the lives of thousands in his hands (what a rush) and gain fame, glory and wealth for himself – how could he pass up such a wonderful opportunity like this? He would just have to make sure he did not get caught in the end game when the Kingdom finally came crashing down.

Siege Notes: Cunning and farsighted, Cervega got into the nation's good graces long before war was declared. Ingratiating himself to the King before Creed and putting the Kingdom in his debt. It was a plan that worked marvelously (of course). Over the years, he has made himself trusted by the Warlords and others in positions of power. He is beloved, trusted and cheered by the people, and has made himself a fortune in business and gathering artifacts (some looted from his comrades). Most of all, he has felt the exhilarating joy of wielding life and death power. It has been a blast, quite literally sometimes, but now it is time to go.

Cervega will use the days that Tolkeen is under siege to extract revenge from those who have crossed him in the past. This will involve extortion, outright robbery (striking down those who oppose him), threats, torture and murder. The most fun he'll have will be with those he has set up to die ("Did I say, don't worry I can get you to safety? I'm sorry, you must have misunderstood me." Or, "No, I'm sorry, five million credits is not enough. Circumstance has driven the price to five times that." Or, "Follow me! This way. Oops," and so on). In the last days of Tolkeen, Cervega will stomp through the burning wreckage of the once great city, cutting down Coalition soldiers and anyone else who gets in his way. He will loot what valuables, art treasures, magic and artifacts he can from the muse-



Cervega Klister

Of all of the Circle of Twelve's members, Cervega remains one of the most enigmatic to the other members. With a blend of psychic powers and a natural gift for magic and deception, Cervega has managed to hide his true nature from them all. To the Circle, Cervega is merely another *Mystic*, one whose pri-

ums, private businesses and homes. He may even clash with Salkind out doing the same thing (the cyborg is the one who will back down).

If anybody goes back to get the enchanted Skull, **Poor Yorick**, it will be Cervega. Likewise, if he finds out somebody beat him to it (Salkind, Royal Guard, an unsuspecting refugee?) he will try to track said individual down and take it from them. However, what he wants more than anything else is the **Book of Ten**. And Cervega will do anything – lie, cheat, steal and kill (as many people as it takes) to get the book, including other members of the Circle of Twelve! Even if he does not actually understand spell magic and could never decipher the invocations into spells, he wants the Book for its value as a rare, priceless and powerful magic artifact.

Note: The source of Cervega's spell casting power and the deception that he is good, honest and caring is an illusion maintained by his marvelous mask, a magic item of tremendous value in and of itself. Should he lose it somehow, it will reveal the side of the face it once covered to be a hideous, shriveled husk like that of an ancient mummified corpse. The skin is hard and gray, the eyes sunken deep in the sockets – the true face of the man inside. A black-hearted schemer who has no love for Tolkeen, but only the power, riches and fame he can garner from his association with the city and the leaders who server her. The *Quicksilver Mask* is described under *Weapons*.

Real Name: Unknown.

Race: Unknown; an alien that is either a creature of magic or a supernatural being.

Alignment: Miscreant, but the rest of the Circle mistakenly believes he is Unprincipled.

Attributes: I.Q. 15, M.E. 25, M.A. 14, P.S. 15, P.P. 13, P.E. 14, P.B. 12, Spd. 11

M.D.C.: 400 plus another 210 M.D.C. from his magical body armor.

Horror Factor: 13

Weight: 200 lbs (90 kg). **Height:** Six feet, four inches (1.9 m).

Age: Unknown; Cervega claims to be immortal. Appears to be thirty-something.

P.P.E.: 40 (of his own); **I.S.P.:** 250.

Experience Level: Effectively an alien, 9th level Mystic.

Skills of Note:

R.C.C. Skills: Horsemanship (98%), Prowl (70%), Play Musical Instrument (80%), Speak/Literate: Dragonese/Elven (98%), Speak/Literate: Techno-Can (98%), Speak/Literate: Euro (98%), and Speak/Literate: American (98%).

Espionage: Detect Ambush (70%), Detect Concealment (75%), Escape Artist (80%), Intelligence (75%), Interrogation Techniques (90%), Pick Locks (80%), Pick Pockets (75%), and Wilderness Survival (85%).

W.P.s: W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Heavy Energy Weapons.

Special Abilities: See the invisible, nightvision (90 feet/27.4 m), and recognize illusions (90%).

Magic: See the *Quicksilver Mask*.

Psionics: Level of proficiency is equal to a 9th level Mind Melter.

Healing: All. Bio-Regenerate (self; 6), Deadened Pain (4), Detect Psionics (6), Exorcism (10), Healing Touch (6), Increased Healing (10), Induce Sleep (4), Psychic Diagnosis (4), Psychic

Purification (8), Psychic Surgery (14), Resist Fatigue (4), Restore P.P.E. (4), and Suppress Fear (8).

Physical: All. Alter Aura (2), Deaden Senses (4), Death Trance (1), Ectoplasm (varies), Ectoplasmic Disguise (12), Impervious to Cold (2), Impervious to Fire (4), Impervious to Poison (4), Levitation (varies), Mind Block (4), Nightvision (4), Resist Fatigue (4), Resist Hunger (2), Resist Thirst (6), Summon Inner Strength (4), Telekinesis (varies), Telekinetic Acceleration Attack (10-20), Telekinetic Leap (8), Telekinetic Lift (6), Telekinetic Punch (6), Telekinetic Push (4).

Sensitive: All Sensitive psionics! Astral Projection (8), Clairvoyance (4), Commune with Spirits (6), Empathy (4), Intuitive Combat (10), Machine Ghost (12), Mask I.S.P. & Psionics (7), Mask P.P.E. (4), Mind Block (4), Object Read (6), Presence Sense (4), See Aura (6), See the Invisible (4), Read Dimensional Portal (6), Remote Viewing (10), Sense Dimensional Anomaly (4), Sense Evil (2), Sense Magic (3), Sense Time (2), Sixth Sense (2), Speed Reading (2), Telepathy (4), and Total Recall (2).

Super Psionics: Bio-Manipulation (10), Bio-Regeneration (Super) (20), Empathic Transmission (6), Electrokinesis (varies), Telekinesis (Super) (10+), Telekinetic Force Field (30), Mentally Possess Others (30), Mind Block Auto-Defense (special), Mind Bond (10), Mind Wipe (special), Psi-Shield (30), and Psi-Sword (30).

Combat Training: Hand to Hand: Basic.

Attacks Per Melee: 5 physical or psionic attacks. Or two by spell magic.

Combat Bonuses: +2 on initiative, +2 to strike, +3 to parry and dodge, +2 to roll with punch/fall/impact, +2 to pull punch, +4 to disarm, +6 to save vs Horror Factor, +5 to save vs psionics and insanity.

Other Combat Info: Restrained punch: 4D6 S.D.C., full strength punch or kick: 1D6 M.D., power punch: 2D6 M.D. (counts as two attacks). Jump kicks (all), tripping/leg hook, backward sweep, critical strike: 18-20, paired weapons (all), leap attack (critical strike).

Weapons of Note: Cervega prefers to rely on his psionic abilities and spell casting powers granted by his magic mask. Were he without his mask, he would undoubtedly array himself with various high-tech energy weapons. In the past, he has been very fond of just about anything made by Triax and adores magic items.

Silver plated dagger: Damage: 1D6 H.P./S.D.C.

CP-30 Laser Pulse Pistol: Mega-Damage: 2D4 M.D. per single shot or 4D6 M.D. per triple shot pulse. Range: 600 feet (183 m). Payload: 21 single shots or 7 pulse blasts per standard E-Clip or 30 and 10 from a long clip. Has four long and two short E-Clips.

C-29 "Hellfire" Heavy Plasma Cannon: Mega-Damage: 1D6x10. Range: 1400 feet (428 m), Payload: 8 blasts per energy canister. Cervega's is a TW canister that can be recharged with 15 P.P.E. or 30 I.S.P.

The Magic Mask: Cervega's prime possession is an enchanted mask made of a luminescent silver that is so reflective that it almost seems to move as if alive. This is the *Quicksilver Mask*, so named not only because of its chrome appearance, but because it masks reality. Peel it away, and the deception slips away like *quicksilver* to reveal the terrible truth.

The Mask covers the left side of the face only. The side which appears withered, dead and evil (P.B. 2; Horror Factor 13). But the mask is more than just a cosmetic appliance to cover up some natural or misbegotten disfigurement. It masks the "true" face of the person who wears it. When the individual puts the Quicksilver Mask on, it magically adheres to his face and can not be removed for 48 hours. After that, the mask has bonded with the individual and it can bestow upon him (or her) its full bounty of magic and cause truth and reality to slip away.

The Quicksilver Mask is some sort of *rune artifact* (the runes are on the inside of the mask). It is a magic of incredible power, able to conceal the true nature of its wearer. Although the Mask must be intelligent and is bound to the wearer telepathically and empathically, it does not speak to him directly, nor does it try to enforce its will. Instead, it instantly disguises his true nature and responds to his every thought. **Note:** Can only be worn by characters of *evil* alignment, and can be taken from its current owner. The previous owner can sense the mask's general location and WILL try to track it down to get it back. Once linked to the mask, the individual can always don it to access its Masking Powers and spell magic. Without it, the character has no spells or other special abilities and his evil and ugliness is permanently etched on the left side of his face. (Can not be surgically repaired. Any attempt to do so only causes greater disfigurement.) Since the previous owner almost always comes looking to get it back, most thieves slay him in the first place to avoid having to watch their back.

The powers of the Quicksilver Mask:

1. Masking Power: Masks the evil character's true alignment, making him seem to be Principled, Scrupulous or Unprincipled, whichever lie seems easiest to maintain.

Masks treachery: The wearer seems kind, honest and trustworthy. M.A. of 28! 94% chance to evoke feelings of trust, sincerity and truthfulness.

Masks true level of experience: Seems to be three levels lower or higher than he really is, whichever serves the wearer's purpose.

Mask P.P.E. and I.S.P.: The character will be known to possess magic and psionic abilities, but it is impossible to get a read on whether it is a lot or little. Blocks even a magic or psionic scan to sense good, evil, or magic.

Mask Thoughts: Can not have his thoughts or emotions read; impervious to telepathy, empathy, and possession.

Mask Aura: The aura fluctuates and is unreadable.

Mask Truth: Impervious to magic, psionics and drugs that force one to tell the truth.

2. Bonuses: +5 to save vs mind control and emotional assaults (i.e. psionic Empathic Transmission, magical fear, etc.), impervious to possession, impervious to disease, +3 to save vs poison, +5 to save vs illusions (sees the truth), +4 to save vs Horror Factor. Also makes the character seem more attractive than he really is by raising P.B. 1D4+1 points (at least for the part of the face one can see). Natural life span of the wearer is extended by 40%.

3. Youthful appearance: While the Mask is worn, the individual appears to be thirty-something regardless of the true age. This and the bonuses lead some wearers to believe they are immortal.

4. Body of Steel: Adds 1D6x10+60 M.D.C. to the wearer. If not a Mega-Damage creature before, he is when the Mask is worn. If an M.D. creature to begin with, the M.D.C. is added to the natural amount. (In S.D.C. environments, the wearer gets 1D6x10+60 S.D.C. and a natural A.R. of 15).

5. Extra P.P.E.: The wearer can draw upon the Mask's own store of 250 P.P.E. which regenerates 10 points per hour. This P.P.E. can be used to cast *any* invocation known to the Mask.

6. Cast Magic Spells: The wearer knows what magic the Mask knows and can cast them as if he were a skilled sorcerer. When the Mask is gone, all knowledge of magic and extra P.P.E. goes with it.

Spell Knowledge of the Quicksilver Mask: Spells Level 1-8 at 8th level proficiency.

Level One: Blinding Flash (1), Cloud of Smoke (2), Death Trance (1), Globe of Daylight (2), Lantern Light (1), See Aura (6), See the Invisible (4), Sense Evil (2), Sense Magic (4), Thunderclap (4).

Level Two: Aura of Power (4), Befuddle (3), Chameleon (6), Climb (3), Cleanse (6), Cloak of Darkness (6), Concealment (6), Detect Concealment (6), Fear (5), Heavy Breathing (3), Levitation (5), Manipulate Objects (2+), Mystic Alarm (5), Shatter (5), Throwing Stones (5), Turn Dead (6).

Level Three: Armor of Ithan (10), Breathe Without Air (5), Create Wood (10-20), Energy Bolt (5), Fingers of the Wind (5), Float in Air (5), Fuel Flame (5), Ignite Fire (6), Impervious to Fire (5), Invisibility: Simple (6), Life Source (2+special), Light Healing (6), Light Target (6), Magic Shield (6), Mystic Fulcrum (5), Negate Poisons/Toxins (5), Orb of Cold (6), Paralysis: Lesser (5), Resist Fire (6), Telekinesis (6), Wave of Frost (6).

Level Four: Astral Projection (10), Blind (6), Carpet of Adhesion (10), Chromatic Protection (10), Charismatic Aura (10), Cure Minor Disorders (10), Deflect (10), Electric Arc (8), Energy Field (10), Fool's Gold (10), Fireblast (8), Fire Bolt (7), Fist of Fury (10 or 50), Ley Line Transmission (30), Magic Net (7), Multiple Image (7), Reflection (7), Repel Animals (7), Ricochet Strike (12), Seal (7), Shadow Meld (10), Swim as a Fish (6), Trance (10), Watchguard (10), Weight of Duty (10).

Level Five: Armor Bizarre (15), Aura of Death (12), Calling (8), Circle of Flame (10), Death Curse (Special), Distant Voice (10), Domination (10), Energy Disruption (12), Escape (8), Eyes of Thoth (8), Featherlight (10), Fly (15), Heal Wounds (10), Horrific Illusion (10), Horror (10), House of Glass (12), Implosion Neutralizer (12), Influence the Beast (12), Instill Knowledge (15), Lifeblast (15), Mend the Broken (10+), Mental Blast (15), Sleep (10), Superhuman Endurance (12), Superhuman Strength (10), Superhuman Speed (10), Sustain (12), Swim as a Fish — Superior (12).

Level Six: Apparition (20), Barrage (15), Call Lightning (15), Compulsion (20), Create Water (15), Crushing Fist (12), Cure Illness (15), Energize Spell (12+), Fire Ball (10), Fire Blossom (20), Fortify Against Disease (15), Frequency Jamming (15), Frostblade (15), Ice (15), Illusion Booster (15), Illusory Wall (15 or 30), Impervious to Energy (20), Magic Pigeon (20), Mask of Deceit (15), Memory Bank (12), Power Bolt (20), Reduce: Self (20), Sheltering Force (20), Targeted Deflection (15), Teleport: Lesser (15), Time Slip (20), Tongues (12), Words of Truth (15).

Level Seven: Agony (20), Animate/Control Dead (20), Ballistic Fire (25), Constrain Being (20), Dispel Magic Barrier (20), Fire Gout (20), Fly as the Eagle (25), Globe of Silence (20), Heal Self (20), Invisibility: Superior (20), Invulnerability (25), Life Drain (25), Lightblade (20), Mental Shock (30), Metamorphosis: Animal (25), Negate Mechanics (20), Purification (Food/Water) (20), Second Sight (20), Sonic Blast (25), Spinning Blades (20), Sub-Particle Acceleration (20), Wind Rush (20).

Level Eight: Commune with Spirits (25), Eyes of the Wolf (25), Exorcism (30), Fire Globe (40), Forcebonds (25), Greater Healing (30), Hallucination (30), Invincible Armor (30), Lifeward (40), Lightning Arc (30), Locate (30), Luck Curse (40), Magical Adrenal Rush (45), Metamorphosis: Human (40), Minor Curse (35), Negate Magic (30), Oracle (30), Power Weapon (35), Shockwave (35), Sickness (50), Sorcerous Fury (70), Spoil (Water/Food) (30), Stone to Flesh (30), Wall of Wind (40), Winged Flight (35), Wisps of Confusion (40), and World Bizarre (40).

Body Armor: Cervega wears ornate magic plate & mail armor: **M.D.C.:** Head/Helmet: 75, Arms: 65 each, Legs: 85 each, Main Body: 160. **Mobility:** Fair: -10% prowl penalty. **Note:** This armor looks like the big, bulky plate mail worn by European knights of ancient times. Cervega's armor, of course, is intricately engraved and ornamented, as if it came from a royal armory. Since he is a man of mystery, he has a number of faces with their mouths poised as if to say "who" or trying to speak covering the armor. Cervega does not really need the armor, but prefers to wear it because of the regal look it imparts and to add to his deception (and power).

Money: Has 250,000 credits on him, plus 60,000 in gems and jewelry. 140 million credits more is socked away somewhere along with 100 million in works of art, magic and other treasures, kept only Cervega and god knows where. Who knows what he might add as he loots the city.

Kueda the Grey

One might think it odd for a peaceful old Grey Seer to serve Tolkeen (especially now that the mage nation has become corrupt and warlike), but not Kueda the Grey. The kindly old Sage of Tolkeen has long been a voice of reason and wisdom, offering his insight to any problem the nation faces. King Creed considers Kueda one of his most trusted and reliable advisors, and Kueda likewise feels that King Creed is a noble and good man, even if he has had some moral lapses of late.

Kueda has known and warned about the Siege on Tolkeen for years. He has foreseen the low-level combat that preceded the invasion, as well as the Siege itself, the Sorcerers' Revenge, and the Final Siege (when the Coalition returns and destroys Tolkeen, although he did not see General Holmes' attack from the north). Kueda has long believed that although Tolkeen's fate was almost impossible to change, it was his duty to try anyway. Thus, he has been a loud and persuasive voice of reason and pacifism that for many years helped to keep Tolkeen stay on a more or less peaceful track. As things heated up with the Coalition, the King and his people gradually grew tired of Kueda's peaceful philosophy. They wanted revenge. To strike back at their most hated arch-enemy, the Coalition States. They wanted

blood, not kind words. And so, Kueda fell from being one of the Kingdom's most respected voices to a doddering old fool in the eyes of the public.

A lesser man might have been crushed by this, but Kueda is built of sterner stuff. He laments Tolkeen's fall into hatred and aggression, but he also knows that it was pretty much inevitable. The circumstances the Kingdom finds itself in now have been building up for the last fifty years or more, and against such a gradual and inexorable tide of change, sometimes there is little a single man can do but watch in horror as a society unmakes itself.

Meanwhile, he has tried to keep others on the right track. He is a friend, mentor and confidant of Malik Savant, and is there for King Creed when the King realizes the error of his ways and



seeks some small measure of redemption by saving refugees from the crumbling city. Even Baartk the Terrible has come to appreciate the man's words and wisdom, as do Lady Smith and Mida Elektis.

Siege Notes: Kueda has vowed to stay in Tolkeen city even when it falls into Coalition hands. Like all Grey Seers, he is a pacifist, so he has not nor will he take part in any of the fighting. Also, his powers are psionic in nature, not magical. These two circumstances might convince Coalition soldiers to spare him when they storm the city. Dead Boys have a history of letting Grey Seers escape with their lives. Whether or not they allow Kueda, a noteworthy leader of Tolkeen, to do so will depend on the character of the soldiers who find him at war's end. Blood-thirsty killers will simply see an old man with a million credit price on his head; *dead* or alive. More level-headed troops will see a valuable prisoner who should be captured but left unharmed. And noble, just troops will recognize this man for what he is: a tireless crusader for peace who never wanted to bring any harm to the Coalition. Though he consorts with the enemy, in the Coalition's view, there is an inherent nobility and goodness about Kueda that is sorely lacking in this world (especially in war-torn Minnesota). That the Coalition troops who capture him recognize this and let him live is not entirely out of the picture.

If captured, the Coalition will probably interrogate him severely for a while, but will eventually let him go or might send him back to Chi-Town to live the rest of his life under house arrest. Either way, Kueda would be allowed to live on and try in his own way to make the world a better place.

Should the *Sage of Tolkeen* survive the fall of the city and escape capture, he will probably stay in Minnesota, acting much as he had before as a dispenser of wisdom and insight.

Race: Human.

Alignment: Scrupulous.

Attributes: I.Q. 19, M.E. 24, M.A. 20, P.S. 10, P.P. 9, P.E. 11, P.B. 9, Spd. 12

Hit Points: 51, S.D.C.: 30.

Weight: 210 lbs (94.5 kg). **Height:** Six feet, three inches (1.91 m).

Age: 64

P.P.E.: 158; **I.S.P.:** 120.

Experience Level: 10th level Gray Seer (Clairvoyant psychic; see *Psyscape*™ for more details).

Skills of Note:

O.C.C. Skills: Speak/Literate: American (98%), Speak Euro (98%), Basic & Advanced Math (98%), Lore: Demons & Monsters (95%), Lore: Magic (90%), Wilderness Survival (90%), Land Navigation (82%) and Swimming (90%).

Communications: Radio: Basic (80%).

Domestic: Cook (70%), Dance (70%), and Sing (75%).

Espionage: Intelligence (60%) and Escape Artist (65%).

Medical: Holistic Medicine (60%), Animal Husbandry (75%), and Brewing (75%).

Secondary: Camouflage (55%), Horsemanship (General) (78%), Swimming (85%), Computer Operation (75%), Computer Programming (65%), Running and Art (85%).

W.P.s: W.P. Blunt.

Special Abilities:

Sense Supernatural Evil: Range: 400 feet (122 m).

Opening Oneself to the Supernatural: Invisibility (98%); even if detected, the character is +8 to save versus psionic attack and +4 to save versus magic attacks while in trance state.

Sense Death: The Grey Seer can sense death and destruction, which means he can tell if an individual has ever killed another being, whether they have the blood of one or more people on their hands, and if they enjoy killing. This ability is especially adept at detecting the presence of undead. Vampires can be detected out to 20 feet (6.1 m). Zombies, Mummies, Ghouls, Banshees and animated dead within 500 feet (152.5 m), but their numbers or exact location can not be pinpointed. No I.S.P. cost.

Sense Life: The seer can sense life, birth and creation. In particular, he can sense the presence of supernatural good within 500 feet (152.5 m), but can not pinpoint their exact location or numbers. Similarly, he can recognize great good in an individual through close contact. No I.S.P. cost.

See Future Possibilities: The Grey Seer can look at a person and often see some vague hints of things to come. Some might say this is simply reading the personality of others, and extrapolating on the obvious, except such observations and speculations aren't so obvious or easy to accurately read. For example, the Grey Seer might look at a character, identify certain personality traits and come to the conclusion that, say, a positive person will overcome adversity in the near future, or will fail to notice something important, or is so blinded by his positive feelings and/or faith in himself or others that he will not recognize (or won't accept) signs of trouble or danger and is rushing headlong into defeat or sorrow, and so on. Likewise, if a character is headed toward a confrontation, the Grey Seer will sense it, although he is not likely to see the outcome. These mystics can also see the positive in defeat and humility and time for contemplation in success. No I.S.P. cost.

Psionics: Major Psionic.

Sensitive: Astral Projection (8), Clairvoyance (4), Commune with Spirits (6), Empathy (4), Mind Block (4), Object Read (6), Presence Sense (4), See Aura (6), See the Invisible (4), Sixth Sense (2), Telepathy (4), Total Recall (2).

Super Psionics: Mind Bond (10).

Spell Knowledge:

Level Two: Cleanse (6), Turn Dead (6).

Level Three: Armor of Ithan (10), Impervious to Fire (5), Invisibility: Simple (6), Life Source (2+special), Magic Shield (6), Negate Poisons/Toxins (5), Telekinesis (6).

Level Four: Cure Minor Disorders (10), Ley Line Transmission (30), Multiple Image (7).

Level Five: Eyes of Thoth (8), Instill Knowledge (15), Mend the Broken (10+), Sustain (12).

Level Eight: Oracle (30).

Combat Training: None.

Attacks Per Melee: Two "actions" per melee round.

Combat Bonuses: +5 to save vs psionics and insanity. Automatic dodge.

Weapons: Kueda is an avowed pacifist and does not carry or use weapons of any kind. If threatened, he will first try to talk his way out of trouble, and then will resort to evasion and flight.

Body Armor: Huntsman Padded Armor: Main Body: 40 M.D.C. Mobility: -10% to prowl.

Other Equipment: Canteen, holy symbol, an S.D.C. utility knife, binoculars, air filter and gas mask, flashlight, flint, 50 feet (15.2 m) of lightweight cord and grappling hook, walking staff, S.D.C. hand axe, language translator, sketch books, mechanical pencil and extra lead.

Maxim Current

A daredevil and glory hound from the word go, the sinister Maxim Current has long been a major force behind Tolkeen's leadership. Gaining quick mastery over his elemental abilities, the arrogant young Warlock soon entered into politics and became a leader known for his ability to strike fear into his underlings rather than earn their respect. After becoming the *de facto* ruler of certain provinces in the northern end of the Kingdom, King Creed decided to rein in this maverick by naming him to the Circle of Twelve. That way, he could keep a closer eye on this power-hungry and ruthless individual.

Those who befriend Maxim and serve him diligently can expect great rewards for their toil. Those who fail him can expect the harshest treatment Tolkeen society will permit. As wartime has turned life in Minnesota upside down, Maxim has become infamous for killing his own subordinates in the field when they disobey him or fail to carry out certain missions. This troubles both King Creed and the Circle of Twelve, with the exception of Warlord Scard, of course, who sees Maxim as a true champion. Maxim remains in their good graces because he is a brilliant military tactician, because Warlord Scard defends and supports his every action, and because he has performed exceptionally well against the Coalition during the Siege on Tolkeen. To remove him from command now would seriously demoralize his own troops as well as the legions of ordinary Tolkeenites who have come to regard Maxim as a true hero. Maxim was in the thick of things during the Sorcerers' Revenge and stayed in the field with "extermination squads" for weeks after the blitzkrieg. Ironically, he warned that the CS would return with a vengeance and he lobbied for a stronger outer perimeter defense, especially along Elemental Alley.

Siege Notes: With the Coalition Army closing in for the kill, a mad dog like Maxim can be a lethal weapon. At present, Colonel Maxim and his troops are stationed in the southern quadrant of the city, where he commands a large force of warrior-mages and Elementals fighting a losing battle. Maxim wonders if he was stationed here to be disposed of by Coalition troops, or at least to be discredited by the sound thrashing his own forces are receiving. Not that it is Maxim's fault – he is vastly outgunned and outnumbered. He begins to fear that in the end, Maxim Current might just be another nameless corpse littering the plains of Tolkeen, his bones ground to dust by the passing of Coalition boots and tank treads. However, fate may have other plans for Maxim.

His troops in the south will be some of the last to fall. Before then, he will see the King's Tower come tumbling to the ground and he will know the war is lost. As his line buckles and the Coalition horde surges, he will find an opening in their lines in which he and a company (about 200 men) can push through forward and come out the other side. Using Elementals under his command, he and most of his men can escape the Coalition In-



vasion Force and head to Elemental Alley, across the river to Wisconsin, or anywhere but the direction they came. Maxim will choose to live to fight another day, and may later join forces with Warlord Scard or start his own resistance group to continue to harass and terrorize the enemy.

Race: Human.

Alignment: Diabolic.

Attributes: I.Q. 14, M.E. 18, M.A. 15, P.S. 15, P.P. 18, P.E. 14, P.B. 14, Spd. 30

Hit Points: 59, S.D.C.: 30.

Weight: 180 pounds (81 kg). **Height:** Six feet (1.83 m).

Age: 33

P.P.E.: 194

Experience Level: 9th level Water Warlock.

Skills of Note: Speak Elemental (98%), Speak American (98%), Speak Dragonese (98%), Speak Gobblely (98%), Literate in American (80%), Lore: Demons & Monsters (90%), Lore: Faerie Folk (90%), Land Navigation (78%), Wilderness Survival (85%), Pilot Hover Craft (95%), Running, Body Building, Swimming (90%), Climbing (80%/70%), Prowl (65%), First Aid (85%), Holistic Medicine (70%), Tracking (70%), Wilderness Survival (85%), Radio: Basic (75%), Radio: Scrambler (65%), Cryptography (40%), W.P. Sword, W.P. Automatic Pistol, W.P. Semi- and Automatic Rifles, W.P. Energy Pistol, W.P. Energy Rifle.

Special Abilities: Sense Elementals within 120 feet (36.6 m), sense chosen element (water) (70%), see invisible Elemental (80%), summon Lesser Elemental (45%), summon Greater Elemental (23%). Instinctively can hold breath for five minutes. Instinctively swim (65%), sense location and direction of body of water (80%), and sense water contamination (75%).

Water Warlock Spell Knowledge:

Level One: Cloud of Steam (10), Create Fog (5), and Purple Mist (5).

Level Two: Breathe Under Water (6), Fog of Fear (7), and Walk the Waves (10).

Level Three: Circle of Rain (20), Resist Cold (6), and Sheet of Ice (15).

Level Four: Create Water (10), Hail (20), Shards of Ice (15), Swim Like the Dolphin (15), and Water Wisps (30).

Level Five: Earth to Mud (20), Snow Storm (40), Ten Foot Ball of Ice (30), and Whirlpool (40).

Level Six: Heal Burns (25), Hurricane (50), Part Waters (50), Encase in Ice (40), Little Ice Monster (40).

Level Seven: Rain Dance (60), Summon Storm (60), Drought (70).

Level Eight: Tidal Wave (80) and Creature of the Waves (70).

Combat Training: Hand to Hand: Basic.

Attacks Per Melee: 6 physical attacks or two by magic.

Combat Bonuses: +3 on initiative, +5 to strike, +7 to parry and dodge, +2 to damage, +4 to roll with punch/fall/impact, +2 to pull punch, +5 to disarm, +2 to save vs psionics and insanity.

Other Combat Info: Snap kick: 1D6, karate kick: 2D6, crescent kick: 2D6, roundhouse kick: 3D6, jump kicks (all), critical strike: 18-20, paired weapons (all), leap attack (critical strike), body throw/flip, +2 to save vs Horror Factor, +1 to save vs magic, +1 to save vs possession.

Weapons:

NG-IP7 Ion Pulse Rifle: Mega-Damage: 3D6 M.D. for a single shot, 1D4x10 M.D. for a multiple pulse burst (counts as one attack but consumes three shots). Rate of Fire: Standard. Range: 1,600 feet (488 m). Payload: 30 shots per standard E-clip.

NG-Super Laser Pistol and Grenade Launcher: Mega-Damage: 2D4. Rate of Fire: Standard. Range: 2D4 per laser blast. Grenades inflict 2D6 M.D. to a blast area of six feet (1.8 m). Payload: 20 laser blasts per standard E-clip. The grenade launcher holds six internally within the gun plus an additional eight in a top-feeding grenade clip.

TW Flash Freeze Grenades (6), see page 65 of *Coalition Wars One*.

Goblin Grenades: Two Orbs of Cold, two Lightning Bombs and three Storm Flares.

Vibro-Sword: Mega-Damage: 2D6 M.D. (large).

Extra Ammo: 20 long E-clips, six grenade clips for the Grenade Launcher.

Body Armor: Black Bushman armor: Main Body: 60 M.D.C. Mobility: Good; -10% prowl penalty.

Other Equipment: NG-S2 survival pack, backpack and satchel, canteens, binoculars, tinted goggles and air filter/gas mask, flashlight, first-aid kit, flint and charcoal, wooden cross, elemental symbol, and some personal items. Anything else he had, including money, was lost when Magestock (his home town) fell.

The Atlanteans

Unlike most prominent adventuring groups, this notable crew of adventurers has not adopted a formal name. They are content to be known merely as the *Atlanteans*, especially since fame is the last thing they desire.

The group consists of *runaways* from the Splynn Dimensional Market, on Atlantis. The exact circumstances of the group's escape are unknown, except that the breakout involved a huge fiasco in the middle of the marketplace resulting in a riot and street battle that left dozens dead, hundreds injured, and these four heroes at the top of Atlantis' *Most Wanted List*. Thankfully for them, they managed to slip off the island and make it to North America, where they disappeared into the vast wilderness and lived for a while, on the run, but free. After a while, freelance Atlantean hunter parties caught the group's trail and opened pursuit. After a couple nasty skirmishes with their pursuers, these four souls decided their best option was to ally themselves to a larger power in the hopes of getting a little sanctuary in return. The beleaguered mage nation of Tolkeen was the closest option at the time, and so the quartet ventured into Minnesota. Slipping past Coalition patrols (and dispatching a few others that could not be avoided), the Atlanteans arrived at Tolkeen's gates a few short months ago. Pleading to be let in, King Creed himself heard their case and weighed their request. On one hand, the city could definitely use more warriors of this caliber. But they also brought with them death marks from Atlantis. Such things were not easy to live with, and should the Splugorth learn that Tolkeen were harboring known fugitives,

trouble would certainly result. However, what could the Splugorth do that the Coalition wasn't already putting into motion? Seeing no reason to turn them away, Creed welcomed the Atlanteans (and the generous gift of Kittani hardware they brought with them; see the description of the character *Gyger*, below, for details).

Since then, the Atlanteans have sallied forth from the city on numerous occasions to carry out missions no other volunteers will even consider. That the group comes back successful time and again speaks of their skills, natural powers, teamwork, and collective luck. Since those things are currently in short supply in Tolkeen, the Atlanteans have fast become folk heroes and trusted battlefield comrades. There is scarcely a single Tolkeenite unit that would not welcome the Atlanteans into their ranks.

The Atlanteans consist of just four individuals:

Gyger, the Rulian Translator who is also the group's leader, a level headed and logical leader who also knows when to throw caution to the wind and take crazy chances.

Shora Kobe, an Altara Warrior Woman who broke her bonds of slavery to live free or die trying. She is the strong, silent member of the group and is most familiar with the methods used by the Atlantean Enforcers on the group's trail.

Mr. Slithers, an Octoman who, once freed from his degrading slave life in the Splynn Dimensional Market, turned his formidable natural abilities into a successful gun-fighting career, much to the detriment of numerous Atlantean Slavers and Coalition troops who tend to underestimate this odd-looking adventurer.

And finally, **Vedder Nexus**, a Scorpion Man who somehow can not remember a single thing about his life prior to arriving on Rifts Earth through a tear in the Megaversal fabric, but has since become a fearless champion of freedom and scourge of slavers everywhere.

Gyger

Born with the soul of a poet but forced to mold it into the soul of a warrior, the individual known as Gyger has found celebrity status in both Tolkeen and Atlantis. Born into slavery, Gyger followed the typical path of his kind – learning new languages and other intensive scholastic study. Somewhere along the line, he grew tired of a life in bondage and became obsessed with winning his freedom. It would not be easy, but he was convinced it could be done. With that in mind, he recruited a number of like-minded slaves from all over the Dimensional Market area, and trained them in secret. Even Gyger himself learned how to fight, and became the leader of a tiny revolutionary force that would flee Atlantis or find freedom in death.

Gyger's crew broke free in what has become one of the worst incidents of civil unrest at the Splynn Dimensional Market. Amid the fighting, Gyger and company made it to the Atlantis wilderness, with numerous slave hunters hot on their trail. Half of the crew died getting to the wilderness, another half died in the chase off the island, but those who have survived ultimately followed Gyger to Tolkeen, where they all currently reside.

Gyger is a writer at heart, and has kept a travelogue of his adventures to date. Periodically, he prints off copies and circulates them to an eager public, who seem to have an endless taste for



Gyger's prose style and adventure stories. Should he live through the war, Gyger will write a full account of his experiences before embarking on a full-fledged adventuring career, mostly so he can get new material to write about. "This world needs a few good novelists," he is fond of noting. "I suppose it's up to me to become one of them."

Team Siege Notes: Gyger is a sound strong, leader who will do everything in his power to see that he and his three compatriots escape the fall of Tolkeen. They are no cowards, but they are no fools either. The Atlanteans realize the mage nation is doomed when the Second Coalition Invasion Force appears on the scene. They are sent out to scout the Wisconsin border and make a report from the field. It is the last duty they perform for Tolkeen, for after they finish, the report they have had enough, bid them well, and keep on going. The group heads northeast, not completely sure where they are going. Maybe to New Lazlo near the ruins of Detroit, or Lazlo farther north. Maybe someplace else entirely. It is a bad choice. When the Atlanteans leave Tolkeen, word has not yet been announced that the Coalition States and Free Quebec have reached a peace settlement. Or that the northern troops are pulling up stakes and headed toward the Kingdom of Tolkeen. Consequently, the Atlanteans find themselves on the same path as tens of thousands of CS troops coming from the direction they are headed. Troops hungry for some revenge. Troops raiding and slaughtering any D-Bees they encounter along the way. The Atlanteans again find themselves on the defensive and on the run, fighting and hiding. More importantly, these heroes can not turn a blind eye to the peril of others, and frequently stop to rescue, defend and protect innocent people from squads of ravaging CS soldiers and other menaces. Sometimes hooking up with other adventurers in the process, before going their separate ways.

It is not out of character for these four to leave Tolkeen like they do. For one, they were freelance volunteers. For another, they have served the Kingdom well, saving lives, dispatching the enemy, finishing their missions and contributing weapons to the cause. They leave now, because the reduction of troops makes the defense of Tolkeen impossible. A fact the Kingdom's leadership will not accept. They would have stayed to help refugees evacuate, but again, the leaders of the nation refuse to do so, instead huddling its masses at Tolkeen, Freehold and Magestock. Condemning, the Atlanteans fear, them all to death. Moreover, they have grown uncomfortable with Tolkeen's reliance upon demons and other vile creatures. The Atlanteans escaped one kingdom of monsters already, they have no desire to be part of a different one. They had planned to leave after the Sorcerers' Revenge, but stayed a little longer at the King's request.

Race: Rulian Translator.

Alignment: Scrupulous.

Attributes: I.Q. 19, M.E. 19, M.A. 18, P.S. 10, P.P. 10, P.E. 10, P.B. 9, Spd. 13

Hit Point: 40, **S.D.C.:** 30.

Weight: 160 lbs (72 kg). **Height:** Six feet (1.83 m).

Age: Unknown, but he insists he is roughly middle-aged compared to other Rulians.

P.P.E.: 11; **I.S.P.:** 140.

Experience Level: 7th level Rulian Translator R.C.C.

Skills of Note:

R.C.C. Skills: Languages: 98% (Pretty much every Rifts Earth language under the sun), Basic and Advanced Math (98%), Radio: Basic (98%), TV/Video (69%), Cryptography (80%), Sing (90%), Cook (70%), Lore: Demons & Monsters (80%), Lore: Faerie (80%), and Lore: Adventurers (+80%) (SPECIAL! This skill gives the practitioner detailed knowledge of the exploits of legendary heroes, villains and freebooters like Coake, Erin Tarn, King Arthur, etc.).

Technical: Writing (80%) (Taken twice, providing a professional level of skill), Computer Operation (95%), Computer Programming (85%), Computer Hacking (55%), Literacy: Euro (85%), and Art (75%).

W.P.s: W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Heavy Energy Weapons.

Special Abilities: Natural telepathic and empathic receiver: 90%. Learn new languages instantly: 98%/75%. (Note: Gyger already knows over *three hundred* different languages! He is fluent in most languages currently used on Rifts Earth.)

Psionics: Sensitive: Astral Projection (8), Clairvoyance (4), Empathy (4), Meditation, Mind Block (4), Presence Sense (4), Sixth Sense (2), Speed Reading (2), Telepathy (4), and Total Recall (2). **Super Psionics:** Mind Bond (10).

Combat Training: Hand to Hand: Basic.

Attacks Per Melee: 5

Combat Bonuses: +2 on initiative, +2 to strike, +3 to parry and dodge, +2 to roll with punch/fall/impact, +2 to pull punch, +4 to disarm, +6 to save vs Horror Factor, and +2 to save vs psionics and insanity.

Other Combat Info: Snap kick: 1D6, karate kick: 2D4, backward sweep, tripping/leg hook, jump kicks (all), critical strike: 18-20, and paired weapons (all).

Weapons:

Dragon Rod: This rare and priceless rune weapon is the only gun Gyger keeps on him. He apparently stole the device during his flight from Atlantis, a story he is uncharacteristically reticent to describe. Suffice it to say that whoever owned this device will go to great lengths to get it back. Being such a conspicuous magic item, word of "Gyger's Dragon Rod" has spread throughout the Kingdom of Tolkeen and is even known to the Coalition Invasion Force. It is only a matter of time before a Splugorth hunting party arrives looking to take it, and the murdering thief who has it, back to Atlantis where harsh justice awaits. Likewise, it is one of those items that the CS likes to collect and lock away in their notorious *Black Vault*. Just another thing that marks Gyger and his team as wanted men.

This weapon is truly unique because it resembles a gun with a dragon's neck and head for the barrel. It has no moving parts, however, and is entirely powered by rune magic. It possesses the eight standard rune abilities plus the following:

Spell Magic: Can cast the following spells as often as three times each per 24 hours, at 12th level proficiency: Circle of Flame, Fly, Magic Pigeon, and Metamorphosis: Human and Animal.

Offensive Powers: The weapon can also shoot from its mouth a variety of energy and magic attacks without limit. Each blast counts as one melee attack/action.

Energy Bolt: 2D6 M.D., range: 1000 feet (305 m).
Fire Ball: 1D4x10+8 M.D., range: 1000 feet (305 m).
Lightning Blast: 2D4x10, range: 2000 feet (610 m).
Carpet of Adhesion: Equal to a 12th level sorcerer.
Magic Net: Equal to a 12th level sorcerer.

Wind Rush: 1D4 M.D., plus the same effects and consequences as the spell, only the range is doubled to 240 feet (73 m).

When used as a blunt weapon, the Dragon Rod inflicts 4D6 M.D.

Extra Ammo: Not that he needs it, but Gyger carries spare grenades and E-Clips for his comrades, should they run low during a fight. Gyger's typical load is a knapsack filled with 30 long E-clips and 10 short E-clips.

Heavy High Explosive Grenades (12): Mega-Damage: 4D6 M.D. Blast Radius: 6 feet (1.8 m). Throwing Range: 40 yards/meters. Note: Again, Gyger keeps these mostly for his friends to use. He prefers to stick just to his Dragon Rod when in combat.

TW Goblin Grenades (12; various): Carpet of Adhesion (2), Fear Grenades (3), Fire Bombs (3), Orb of Cold (3) and Extinguish Fire (1). See page 63-64 of *Coalition Wars™ One* for complete details about these grenades..

Body Armor: Modified CA-7 Special Forces Heavy "Dead Boy" Armor: M.D.C.: Helmet 60 M.D.C., Arms 60 each, Legs 80 each, Main Body 100 M.D.C.

Armor's Weapons: Retractable forearm Vibro-blades (2): 1D6 M.D. each; Garrote cord in left wrist (1) to strangle S.D.C. opponents.

Mag-5 Jet Pack: Maximum Speed is 60 mph (96 km), Maximum Altitude is 1200 feet (365 m); Power Supply: Four E-clips for 80 minutes of total flight time.

Note: This armor was pilfered off an unfortunate Coalition trooper shortly after Gyger arrived in North America. The armor has since been heavily modified to lose much of its distinct Coalition look. However, the helmet had to be seriously rebuilt to accommodate Gyger's unusually long, alien head. It is said that the Rulian's name came about because of the odd bio-mechanical look to both his armor and especially his helmet (which has a Kittani Power Jaw assembly built in to allow Gyger to bite for 2D4 M.D.). Gyger still does not get the joke.

Other Equipment: Gyger had a large cache of Kittani small arms as well as a dozen Spider Gun Platforms, which he donated to Tolkeen for the city's last-ditch defense as a show of good will. He has of cache of three of each of the following weapons hidden in a small town on the Michigan-Ohio border. He hid them there on the group's way to Tolkeen. The following were donated to Tolkeen.

K-4 Laser Pulse Rifle (48): Mega-Damage: 3D6+6 M.D. per single shot, or 1D6x10+6 per three-shot burst. Rate of Fire: Standard. Range: 3000 feet (914 m). Payload: 30 shots per long E-clip. Bonuses: +1 to strike on an aimed shot.

KEP-Special Energy Pump Pistol (48): Mega-Damage: 5D6 M.D. Rate of Fire: Equal to the number of hand to hand attacks. Range: 200 feet (61 m). Payload: 10 blasts per standard E-clip, 20 blasts per long E-clip.

K-E4 Plasma Ejector (24): Mega-Damage: 6D6 M.D. Rate of Fire: Standard. Range: 2000 feet (610 m). Payload: 20 shots per standard E-clip, 30 shots per long E-clip.

K-1000 Spider Defense System (12): Mega-Damage: 4D6 M.D. for a light laser blast or 1D4x10 M.D. for a heavy laser blast. 3D6 S.D.C. for a short-range (20 feet/6.1 m) electrical current fired from the base of the unit's legs to chase away curious animals and pests. Furthermore, it can fire as many as four smoke grenades to create cover, a distraction, or to signal allies (range 100 feet/30.5 m; no damage). Rate of Fire: Standard. Range: 4000 feet (1219 m) for the light laser, 3000 feet (915 m) for the heavy laser. Payload: 100 light blasts and 40 heavy blasts before requiring a two-hour period to energize back to full capacity. An E-clip can be used in case of emergencies, providing 10 light blasts or 5 heavy blasts). Robot Defense System: Combat data file enables it to relocate to a better position, hide and take evasive action (+2 to dodge), and to recognize 1000 different targets. Bonus of +2 to strike, six attacks per melee (fire light or heavy or mix). The unit has a Speed of 22 and 50 M.D.C.

Money: Has saved up 46,000 Universal Credits over the last four years and has 4000 credits worth of gems.

Shora Kobe

A good quarter of the total population of Altara Warrior Women resent their slavery and yearn to break free. Of those, a small percentage actually snap their chains and escape. Of those, an even smaller percentage live to talk about it. Bucking the odds, Shora Kobe has won her way into that elite circle of successful renegades to escape slavery. She attributes much of her survival to Gyger's foresight and effective leadership (which are uncommon in Rulians, who are more prone to following orders than to giving them). But Gyger hardly deserves all of the credit, for Shora has proven herself to be a lethal and fearsome combatant. Time and again, she has dispatched Splugorth Slavers and Coalition opponents more powerful than she, thanks to her level head, inventive combat tactics and amazing speed and agility. Specifically trained by a cadre of warriors who specialize in mass combat, Shora finds herself most in her element when surrounded by enemies and the chaos of battle. Her blindness and special senses put her at home in situations when others tend to get confused, scared or frazzled. This explains incidents like the Battle of Tenmore, when Shora attacked a double-strength platoon of Coalition foot soldiers in the dead of night. And slew all of them by dawn. It also explains the Battle of the Arches, in which she confronted a UAR-1 Abolisher by herself and distracted it long enough for Tolkeenite backups to arrive on scene and destroy the unit.

Shora tends to be the strong, silent type, famous for speaking sentences of three words or less. She has a wicked sense of humor, though, and when she is not in the business of killing, she can be a surprisingly open and friendly comrade to spend time with. If only her chilling reputation as a Warrior Woman didn't precede her so much...

Note: Shora rather enjoys wearing the skimpy outfits the Warrior Women are known for, something that has made her, unknowingly, a bit of a pinup queen among other Tolkeenite soldiers and mercenaries. The "Blind Beauty" has practically

become a celebrity among her fellow soldiers on her good looks alone. That she is a supreme warrior seems secondary to these guys.

Race: Altara Warrior Woman.

Alignment: Unprincipled.

Attributes: I.Q. 14, M.E. 18, M.A. 20, P.S. 27, P.P. 27, P.E. 27, P.B. 24, Spd. 32

Hit Points: 76, **S.D.C.:** 120.

Mega-Damage: Protected by a magic talisman; see Armor below.

Weight: 160 lbs (72 kg). **Height:** Six feet (1.83 m).

Age: 20

P.P.E.: 8, **I.S.P.:** 180.

Horror Factor: 12; this largely comes from the reputation of being one of the feared Altara Warrior Women. Outside of Atlantis, not many are familiar with this, so this Horror Factor only applies to those who really know what the Warrior Women are all about or who see her in action.

Experience Level: 6th level Altara Warrior Woman R.C.C.

Skills of Note:

R.C.C. Skills: Boxing, Gymnastics, Athletics (General), Running, Climbing (75%/65%), Swimming (85%), Prowl (50%), Land Navigation (61%), Wilderness Survival (70%), Identify Plants (55%), Skin and Prepare Animal Hides (65%), Preserve Food (60%), Cook (65%), Demon and Monster Lore (70%), Ba-

sic Math (90%), Intelligence (57%), Paramedic (75%), Hunting, and Speaks American (75%), Euro (90%) and Kittani (90%).

Secondary Skills: Detect Ambush (55%), Detect Concealment (50%), Disguise (50%), Escape Artist (55%), Pick Locks (55%), and Tracking (50%).

W.P.s: W.P. Archery, W.P. Blunt, W.P. Knife, W.P. Sword, W.P. Energy Pistol, and W.P. Energy Rifle.

Special Abilities:

Heightened Sense of Hearing: Equal to cybernetic amplified hearing.

Heightened Sense of Smell: Recognize specific odors: 90%. Recognize a specific person or animal by scent alone: 76%. Recognize poisons and toxins: 86%. Track by scent: 80% (Only 60% in cities or 'Burbs).

Heightened Sense of Touch: Can recognize items by feel: 78%.

Radar Sense: Enables the warrior to know/sense the location of people, objects, movement and the general shape of the environment around her. Interpret shapes: 85%, estimate distances: 95%, estimate direction: 81%, estimate speed: 81%, and estimate exact location: 81%.

Extraordinary Physical Endurance: Unnatural physical endurance, reflected by augmented P.E. and S.D.C. scores.

Note: Also see Psionics.



ramon perez · 2001

Penalties: Senses are fouled by storms of all kind, rain, snow, sand, dust, ley line storms and even smoke. Reduce all radar, hearing and smell abilities and combat bonuses by half.

Psionics: Considered a Major Psychic (180 I.S.P.). Sixth Sense (2), Presence Sense (4), Empathy (4), Sense Magic (3), Sense Evil (2), Object Read (6), Clairvoyance (4), and Mind Block (4).

Combat Training: Hand to Hand: Martial Arts.

Attacks Per Melee: 6

Combat Bonuses: +4 on initiative, +9 to strike, +11 to parry and dodge, +12 to damage, +6 to roll with punch/fall/impact, +2 to pull punch, +4 to disarm, +4 to save vs psionic attack, +2 to save vs insanity, +7 to save vs magic, +6 to save vs poison, +4 to save vs Horror Factor, and +34% to save vs coma/death.

Other Combat Info: Karate kick: 1D8+12 S.D.C., roundhouse kick: 3D8+12 S.D.C., tripping/leg hook, backward sweep, karate punch: 1D6+12 S.D.C., jump kicks (all), critical strike: 18-20, paired weapons (all), leap attack (critical strike). No penalties for being blind or in total darkness (psionically compensated for lack of sight).

Weapons: She can pick up and use most any type of ancient or modern weapon, but the following are her favorite and standard weapons.

Kittani Laser Wrist Blasters (2): Mega-Damage: 2D6 M.D. per blast. Rate of Fire: Up to five blasts per melee. Range: 1200 feet (366 m). Payload: 60 blasts; small backpack recharges in four hours.

Fangs (2): Mega-Damage: 4D6 M.D. Note: These are simple dagger-like Mega-Damage Splugorth Bio-Wizard weapons. Shora likes to fight with these as a paired set, and they are her primary weapons. In case something happens to these weapons, she carries a spare set that are somewhat smaller and inflict 3D6 M.D. per strike.

Longbow: This is an ordinary long bow that fires a variety of high-tech arrowheads. At any given time, Shora will have a quiver of 24 arrows on her person, as well as another quiver of 24 stashed in whatever vehicle she is riding in, or slung amid her traveling gear. Among them are the following:

High Explosive Arrowheads: 3D6 M.D.

Gas Arrowheads: Arrowhead shatters on impact, releasing a toxic gas that fills a 10 foot (3 m) area. Everybody in the gaseous area must roll to save vs harmful drugs (15 or higher). Gas effects might include tear gas (-4 to strike, parry and dodge, lose initiative, lose one attack per melee), tranquilizer gas (sleep/knockout for 1D6 melees), and paralysis gas (temporary paralysis for 1D6 melees).

Neural Disrupter Arrowheads: Save vs non-lethal poison (16 or higher) or suffer the following penalties: -8 to strike, parry, and dodge for 2D4 melees. Each subsequent hit will increase this duration by another 2D4 melees.

Smoke, Flare and Tracer Bug Arrowheads: No damage. Effects are identical to the equipment items of the same name.

Body Armor: Magic Talisman: Shora's only armor is a standard issue Splugorth magic talisman that enables her to cast an Armor of Ithan spell on herself three times a day. Duration: Ten minutes (40 melee rounds). M.D.C.: 100. Note: Unlike the usual Talisman of the Rifts world, this Splugorthian device fully recharges every 24 hours.

Other Equipment: None to speak of, canteen, backpack, bedroll, the usual basics.

Money: Has saved 30,000 Universal Credits.

Mr. Slithers

This wily Octoman chose his moniker because he is convinced that if his real name were made known, it would somehow make it easier for Atlantis to track him down. Apparently, the fact that he is practically the only Octoman in all of Minnesota is lost on him. His preoccupation with recapture has served this fighter well; on three different occasions, his unwillingness to expose himself to excessive danger actually saved Gyger's entire crew from walking into Coalition or Splugorth traps! It has now gotten to the point that the entire crew will green light or scotch a battle plan based on Mr. Slithers' "gut" reaction to it. If he likes it, success is assured. If not, then there must be some unforeseen element of disaster that should be avoided.

Mr. Slithers is a cranky and rather unlikable fellow, but that has not stopped him from becoming one of the more popular soldiers of Tolkeen. Maybe it is his outlandish looks, maybe it is his combat skill, or maybe it is his gift for critical understatement ("The Coalition seems to have a problem with alien types.") that so endear him to others. Whatever it is, this Octoman has become an honorary member of over a dozen semi-autonomous military units fighting for Tolkeen, and there are at least another eight Merc groups that would not mind adding him to their ranks.

Race: Octoman

Alignment: Unprincipled

Attributes: I.Q. 9, M.E. 6, M.A. 4, P.S. 18, P.P. 22, P.E. 15, P.B. 3, Spd. 14

M.D.C.: 100

Horror Factor: 13

Weight: 150 lbs (67.5 kg) **Height:** Four feet (1.22 m) tall but can triple that height by stretching up and standing on the tips of his leg tentacles. The arm tentacles have a reach of five feet (1.5 m), the somewhat thicker legs, 10 feet (3 m).

Age: 26

P.P.E.: 20

Experience Level: 6th level Headhunter.

Skills of Note:

O.C.C. Skills: Radio: Basic (85%), Radio: Scramblers (70%), Detect Ambush (65%), Detect Concealment (65%), Tracking (60%), Land Navigation (66%), Weapon Systems (75%), Read Sensory Equipment (65%), Pilot Jet Pack (74%), Pilot Tanks & APCs (66%), Pilot Hovercraft (80%), Pilot Truck (65%), Lore: Demon & Monsters (75%), Speak/Literacy: American (98%), Speak/Literacy: Euro (+98%), and Speak: Spanish (98%).

Rogue: Prowl (50%), Streetwise (40%), Pick Pockets (60%), Pick Locks (65%).

Secondary: Climb (85%/75%), Swimming (75%), Running, and First Aid (70%).

W.P.s: W.P. Sword, W.P. Knife, W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Heavy Energy Weapons.

Natural Abilities: Ambidextrous, double-jointed and able to use all four arms in a simultaneous attack or two in a simultaneous attack and two to parry. Heals at a rate of 2D6 M.D.C. per day and lost tentacles will completely regenerate within 2D6+22 days!



Combat Training: Hand to Hand: Expert.

Attacks Per Melee: 7

Combat Bonuses: +2 on initiative, +6 to strike, +11 to parry and dodge, +3 to damage, +2 to roll with punch/fall/impact, +2 to pull punch, +3 to entangle, +4 to disarm, +6 to save vs Horror Factor.

Other Combat Info: Tentacle strike: 2D6+3 S.D.C., tentacle kick: 3D6+3 S.D.C., head butt: 1D6+3 S.D.C., paired weapons (all), critical strike: 18-20.

Weapons:

Octurill Charged Particle Ejectors (4): Mega-Damage: 1D4x10 per blast. Rate of Fire: Single shot only. Range: 3000 feet (914 m). Payload: 20 blasts per E-clip.

Octurill Vibro-Axes (4): Mega-Damage: 3D6+4 M.D. Rate of Fire: Equal to the number of hand to hand attacks per round.

Plasma Grenades (8): Mega-Damage: 5D6 M.D. Blast Radius: 12 feet (3.6 m). Throwing Range: 40 yards/meters.

Extra Ammo: 16 spare E-clips.

Magic Scrolls: Since Mr. Slithers can read and has 20 P.P.E., he was given a few scrolls to help them in their work at Tolkeen. The number of P.P.E. is indicated in parenthesis; to cast a scroll spell counts as four melee actions. Has one of each of the following: See the Invisible (4), Befuddle (6), Cloak of Darkness (6), Fists of Fury (10), and two Chameleon (6).

Body Armor: None. Finding something to fit an Octomur body shape is next to impossible. Besides, being an M.D.C. creature, he prefers to go without "wearing a shell." However, he does wear a stolen Altara Armor of Ithan talisman to use when most needed. The Splugorth talisman enables him to cast an Armor of Ithan spell on himself three times a day. Duration: Ten minutes (40 melee rounds). M.D.C.: 100. Note: Unlike the usual Talisman of the Rifts world, this Splugorthian device fully recharges every 24 hours. It is a valued possession.

Cybernetics: Multi-optic eyes, video camera eyes, optic nerve video implants. This character lost both eyes to Splugorth torturers long ago and has had them replaced by high-end cybernetics. These peepers also each sport a hidden laser blaster. Each blaster has a range of 300 feet (91 m), hits for 1D4 M.D. (2D4 M.D. when striking simultaneously), and can fire six times each before requiring six hours to recharge.

Other Equipment: Gas mask and air filter, tinted goggles, robot medical kit, IRMSS, tent, knapsack, backpack, two canteens, freeze-dried food rations, and various personal items.

Money: 18,000 in Universal Credits.

Vedder Nexus

Last but hardly least, Vedder Nexus is the group's heavy weapons and demolitions expert. But instead of specializing just in mass destruction, Vedder prefers to focus on his real passion: hunting down evil humanoids and bringing them to justice. In particular, Vedder chases after Slavers and villains from Atlantis, often turning those who hunt him and his group into the hunted. During the Atlanteans' flight from their home island, it was Vedder who racked up the highest number of kills against their pursuers. Typically, the *Scorpion Man* brings up the rear, ever watchful for bad guys on their trail, and all too willing to

pop off a couple of high energy bursts at the first sign of danger. Aside from his sharp aim and cool head under fire, he is also fond of covering the group's tracks with explosive charges, a sure way to lay low careless hunters coming after the group.

Like Mr. Slithers, Vedder receives a little extra attention because of his extraordinary appearance. However, the man's inner nobility has a way of shining through, and as the Atlanteans have participated in the Siege on Tolkeen, the Scorpion Man's willingness to endanger himself for the benefit of others has become well known. Although Vedder enjoys putting the hurt to the Splugorth and their minions, he takes much greater pleasure simply from doing the right thing and being a champion in a world that needs them. As the Siege on Tolkeen has progressed, Vedder has distinguished himself numerous times on the battlefield, and has been awarded the King's Cross twice for exceptional bravery under fire. The first time was when he snuck into a Coalition camp under cover of darkness and rigged the whole thing with explosives (scratch 350 Dead Boys). The second time was when he ran out into an open plain, exposing himself to tremendous amounts of enemy fire, to retrieve wounded comrades from the field. One of these comrades turned out to be guerrilla fighter *Sandor Gravate*, who later went on to assassinate three Coalition senior officers during the Sorcerers' Revenge.

Vedder suffers from partial amnesia. For reasons unknown, he can not recall any details of his life prior to his arrival on Rifts Earth, thirteen years ago. He was given his name by the Splugorth who owned him on Atlantis, and he has assembled a fair set of memories and emotional experiences since then, but until Vedder learns the full story of his life, he will always feel that there is a gaping hole in it. This, more than anything, accounts for his generally low Mental Affinity. Should Vedder restore his memory, he will become a lot more agreeable, and his M.A. score will go up by another 2D6+1.

Race: Scorpion Man.

Alignment: Scrupulous.

Attributes: I.Q. 10, M.E. 9, M.A. 8, P.S. 27 (supernatural), P.P. 17, P.E. 20, P.B. 9, Spd. 35

M.D.C.: 110 (natural) plus body armor (200 M.D.C. main body).

Horror Factor: 10

Weight: 1000 lbs (450 kg) **Height:** Seven feet (2.13 m) tall and 16 feet (4.88 m) long, including the tail and stinger.

Age: 31

P.P.E.: 6

Experience Level: 6th level Bounty Hunter.

Skills of Note:

O.C.C. Skills: Basic Math (70%), Radio: Basic (80%), Surveillance Systems (60%), Intelligence (67%), Tracking (65%), Land Navigation (66%), Wilderness Survival (75%), Detect Ambush (65%), Climbing (65%/55%), and Running.

Espionage: Detect Ambush (60%), Detect Concealment (55%), Escape Artist (60%), Intelligence (57%), and Sniper.

Military: Demolitions (85%) and Demolitions Disposal (85%).

Pilot: Pilot Truck (70%) and Pilot Hovercraft (85%).

W.P.s: W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons, and W.P. Heavy Weapons.

Natural Abilities: Bio-regeneration 4D6 M.D.C. per hour, special pincer attack (add 1D6 M.D. to usual punch damage, can

grapple and hold victims, who are at -2 to parry and dodge until they can break free), supernatural strength and endurance. These eight-legged creatures can also walk on walls and upside down on ceilings at half their normal speed, swim 60%, prowl 50%, and are resistant to poison and drugs (half damage or effect, plus they get a high bonus to save).

Combat Training: Hand to Hand: Martial Arts (Note: Vedder's fighting style is rumored to be a weird kind of unarmed combat invented by Scorpion Men that puts their hands, pincers and tail into equal play.)

Attacks Per Melee: 7

Combat Bonuses: +6 on initiative, +5 to strike, +7 to parry and dodge, +2 to roll with punch/fall/impact, +4 to pull punch, +2 to disarm, +4 to save vs Horror Factor, +6 to save vs poison, drugs and disease, +3 to save vs magic, and +10% to save vs coma/death.

Other Combat Info: Stinger: 1D6 M.D. (4D6 S.D.C. on a restrained attack) and injects a paralyzing poison (save vs 15 or victim is -4 to strike, parry and dodge for 1D4 melee rounds). Critical strike: 18-20.

Weapons:

Kizh Ion Rifle: Mega-Damage: 4D6 per blast for the ion beam and 2D6+2 M.D. for the Vibro-Axe attachment. Rate of Fire: Standard for the ion beam, and equal to the number of hand to hand attacks for the axe. Range: 1800 feet (548.6 m) for the ion beam. Payload: 25 blasts per E-clip.

Kizh Plasma Pistol: Mega-Damage: 3D6+4 M.D. per quad-blast for the plasma pistol and 1D6 M.D. for the



Vibro-Blade attachment. Rate of Fire: Equal to the number of attacks of the wielder for both weapon systems. Range: Plasma blast: 450 feet (137 m). Payload: 15 blasts per E-clip.

Extra Ammo: 20 spare E-clips carried in a large crossover bandoleer and ammo belt.

Explosives: CS Fusion Blocks: Two Light (1D4x10 M.D. each), two Medium (2D6x10 M.D. each) and one Heavy (4D6x10 M.D.), plus six hand-held flares, two smoke grenades and four CS plasma grenades (5D6 M.D.).

Body Armor:

Personalized CA-6C Heavy "Dead Boy" Armor: Head/Helmet: 100 M.D.C., Arms: 100 M.D.C. each, Main Body: 200 M.D.C. Bonuses: +1 to strike. Note: This suit was originally stolen from a Coalition depot and has since been modified both to suit the individual's unique physiology, as well as to add certain aesthetic changes to make the armor look different from Coalition issue.

Other Equipment: Gas mask and air filter, tinted goggles, NG-S2 Survival Pack, robot medical kit, IRMSS, infrared distancing binoculars, language translator, portable tool kit, passive nightsight scope for Kizh Ion Rifle, 4 sets of handcuffs/manacles, 50 feet (15 m) of strong rope/cord, utility belt, backpack, knapsack.

Money: Has managed to save 19,500 credits for use by the group.

The Hackers' Consortium

This adventuring group formed when Coalition hostilities reached a fever pitch just before the Sorcerers' Revenge. During the early fighting, Tolkeen scientists and scholars noted that the Coalition Skelebots seemed especially easy to bewilder and defeat by magic. The numerous Skelebot graveyards now standing in Minnesota are a silent testament to that. Indeed, the Skelebots have been a grave disappointment for Chi-Town, but for the top minds of Tolkeen, they represent a golden opportunity. Some of these thinkers believe that some of the weaknesses in the Skelebot designs are present in virtually *all* Coalition technology. If this is the case, then it might be possible for a brilliant mind to discern a single weakness that could be exploited against the entire Coalition war machine, rendering it inert in a single mighty stroke.

The group known as the *Hackers' Consortium* is dedicated to finding out 1) if indeed a "universal weakness" exists within Coalition technology (it does not), and 2) if so, how to exploit it. The group has decided to focus on the artificial intelligence chips used by the Skelebots. Not only are they easily confused under battlefield conditions, but there is a rumor that a corrupt Coalition officer (*Colonel Alex Flint*) fighting in Free Quebec stole a few thousand Skelebots and hacked their networking software to control them all at once in his mad dash to freedom. (This is true! For details, check out the **Free Quebec** sourcebook, page 183.)

The Hackers' Consortium would like to replicate what Flint did so they can understand the fine connectivity aspects of the Skelebot brain. Then, they want to find how the communica-

tions modules of other Coalition power armor, fighting vehicles and such work to see if other units could be similarly "hacked." The idea is that with the right mixture of hacking software and hardware know-how, one might be able to override the controls of thousands of Coalition armor units, turning back entire units of robots, armor and tanks without firing a shot.

Right now, this is all just unproven theory, but the promise of it could mean Tolkeen's salvation! To start work on this, the Hackers' Consortium has spent a great deal of time in the field, salvaging the brains of fallen Skelebots as well as computer chips from destroyed and disabled Coalition vehicles, armor and robots. They have done this for about a year, often having to participate in many of the war's toughest battles to do so. After the Sorcerers' Revenge, the HC had access to vast stores of Coalition technology, and have since been dissecting these machines to find a common design flaw that could be used against them all.

The Hackers' Consortium at one point had over 20 members. However, all but four have given up and left, or died in the fighting that threatens to consume all of Minnesota. As Tolkeen enters its final days, these scrappy inventors and adventurers are working feverishly to find the "silver bullet" that might be the undoing of the Coalition war machine. The four remaining HC members include:

Miramar, a D'norr Devilman Rogue Scientist in search of a way to turn the Coalition's vast technological arsenal upon itself.

Gordo, Miramar's slothful Lamac companion, who has turned in a remarkable military career, despite his aversion to any kind of formal training or hard work.

Sgt. Felix Ashcroft, an AWOL Coalition soldier who has had a remarkable change of heart and abandoned his Coalition post in favor of fighting for Tolkeen.

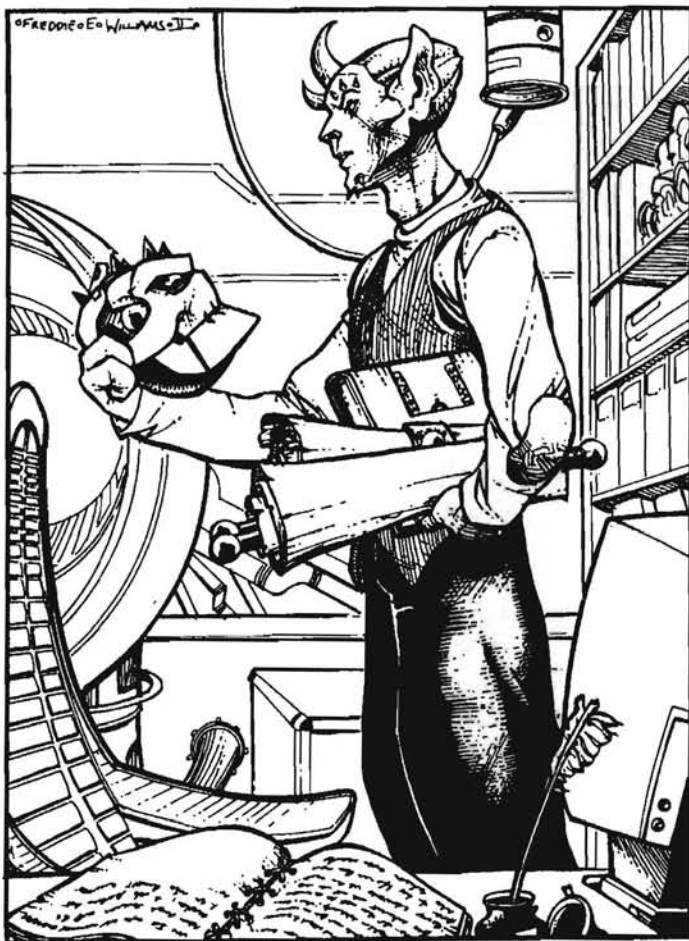
Gunnar Kilgore, an *Asgardian Dwarf* who is adventuring on Rifts Earth so he might learn its technology and bring those secrets back to the workshops of Asgard.

Miramar

Miramar is the brain who originated the theory that all Coalition technology could be disabled by exploiting their common design flaws. He is obsessed with networking and higher level artificial intelligence in particular, and believes that the extensive computerization present in nearly every piece of heavy Coalition machinery is the Achilles' Heel he has been searching for. If only he could just come up with that one big breakthrough he needs...

Unfortunately for Miramar, his colleagues believe him to be a patriotic but misguided member of Tolkeen's small scientific community. With the city's fate all but sealed, people like Miramar should be spending their precious time and resources on more tangible ways to save lives, not wasting effort on some pie-in-the-sky way to stop the war instantly.

Miramar disregards such outlooks. Even if he is not the smartest scientist around, he is convinced he sees something in Coalition technology that other people either can not or will not see. All he needs is time to make the technical breakthrough to prove that he is right. Sadly, time has just run out.



Siege Notes for the Team: Despite their best efforts, the HC have failed to find a universal flaw to exploit in all CS artificial intelligence and computer systems (although they think they might have found out how to usurp control over Skelebots). Realizing Tolkeen is lost, the officer they worked under told them to trash their computers and get the heck out of town. So it was, the last members of the Hackers' Consortium snuck out of the city a week or so after it fell under siege. They have decided to head north, skirt around Xiticix Territory and probably head east for *Lazlo* or one of the towns near it. There has also been some talk of hooking up with the *Tundra Rangers* instead, but they haven't made up their minds. Nor have they decided to continue their research on Skelebots and CS computer systems. Although they take what data files and pertinent notes they had, they had to leave CS hardware behind.

The top secret research of the Hackers Consortium (HC) is a double tragedy. One, because they failed to find anything applicable in time to do the Kingdom any good, and two, because the Coalition High Command has learned of their research and unknown to the HC, wants them dead! This death mark has put a bounty of 250,000 credits on each of the team's members, including those who left months earlier, as well as Coalition hunters, assassins and Commandos on their trail. Exactly how the CS learned about the project or got their names and photographic I.D. is unknown, but it screams that there was a spy or mole within Tolkeen's Military Research Department. Could there have been one in the group itself? If there was, it is not one of these four. Meanwhile, Coalition assassins and Commando teams are gunning for them and will not give up until they have been terminated. A few could have made it into the city even be-

fore it falls and picked up their trail. Likewise, the CS wants ALL data files, notes and anybody who knows anything about this project destroyed.

Story ideas: Game Masters, this can be the groundwork for a number of possible adventure avenues. 1. The player characters could find out the CS is after the HC and try to find and warn or protect these four, or any of the *eight* other team members who still survive as well as Tolkeenite officers and even janitors who know anything about the project. This could make for a find and rescue or find and protect or find and escort (to a presumably safe place) type adventure, to simply stop the CS. If the player characters are too good at sleuthing and learn about the particulars of the project – and if the CS discovers they have – they may be added to the list of people to terminate! If that happens, the group may have to stop the Coalition squad that knows about them and kill them or wipe their minds before they can tell anyone else about the player group (and in so doing, avoid being marked for death).

The player characters can get involved using the old standby of drawing them in with a seemingly random encounter. You know, the old, camped out in the woods somewhere (or saloon or church or wherever), minding their own business when, boom, out of the blue this guy or gal or band of people, run up to them begging for help. It is explained the Coalition is after them for reasons unknown (or so they claim) and they want the player characters to hide them, or protect them or distract their CS pursuers long enough for them to make good their escape, or one of them is in need of medical attention, and so on. At some point the CS shows up (they can burst onto the scene with guns blazing in hot pursuit, or show up to quietly roust people or in disguise, searching for their quarry).

For a murder mystery approach, perhaps weeks or months later the people in a refugee camp or a particular group of adventurers in a town or the 'Burbs are found murdered, their computers and discs (because most of these guys are scientists or computer engineers) stolen or destroyed. Maybe folks they have been talking to are also found murdered, especially if they are Rogue Scientists, Scholars or City Rats. The link is that they all worked on or knew something about "The Hackers' Consortium." Similarly, wherever members of the HC go, the CS, unidentified murders, death or trouble follows, with innocent people getting caught in the secrecy (i.e. kill anybody who might know about the HC project or knows the HC team just to be safe). This can result in the heroes protecting truly innocent people who don't know anything.

In all cases, there should be some person or place where the HC can go to find protection. Or similarly, one or two particular enemy groups (like a CS squad and an independent mercenary group or bounty hunter out for the money) who, if destroyed or avoided, give the hunted HC time to catch their breath and make their way to safety on their own.

Note: In the meanwhile, the CS is changing the Skelebot A.I. to circumvent their being overridden and controlled by the enemy, as well as making other changes and improvements to make the Skelebots a 100% reliable combat unit. The CS is also reviewing all its computer systems to make sure there is no universal flaw or weakness that a cunning high-tech enemy could exploit to their disadvantage.

Miramar

Race: D'norr Devilman.

Alignment: Unprincipled.

Attributes: I.Q. 15, M.E. 15, M.A. 23, P.S. 14, P.P. 13, P.E. 13, P.B. 12, Spd. 14

Hit Points: 61, **S.D.C.:** 40. Needs armor for M.D.C. protection.

Weight: 160 lbs (72 kg). **Height:** Five feet, seven inches (1.73 m).

Age: 101

P.P.E.: 40

Experience Level: 8th level Rogue Scientist.

Skills of Note:

R.C.C. & O.C.C. Skills: Basic and Advanced Math (98%), Literacy: American and Technocan (90%), Speaks American (98%), Anthropology (65%), Art (80%), Land Navigation (68%), Literacy (98%), Radio: Basic (90%), Read Sensory Equipment (85%), and Pilot Automobile (84%).

Computer & Electrical: Basic Electronics (85%), Computer Operation (95%), Computer Programming (80%), Computer Repair (70%), Electrical Engineer (75%), Robot Electronics (75%).

Mechanical: Aircraft Mechanics (70%), Automotive Mechanics (70%), Locksmith (70%), Mechanical Engineer (70%), Robot Mechanics (75%), and Weapons Engineer (70%).

Science: Astronomy (80%), Biology (85%), Chemistry (85%), and Chemistry: Analytical (80%), in addition to the two math skills.

Secondary Skills: Cryptography (60%), Laser (65%), Optic Systems (65%), Radio: Scramblers (70%), Surveillance Systems (65%), T.V./Video (53%), Computer Hacking (65%), Concealment (48%), Pick Locks (85%), Prowl (60%), and Streetwise (48%).

W.P.s: W.P. Energy Rifle and W.P. Energy Pistol.

Combat Training: Hand to Hand: Basic.

Attacks Per Melee: 5

Combat Bonuses: +2 on initiative, +2 to strike, +3 to parry and dodge, +2 to roll with punch/fall/impact, +2 to pull punch, +4 to disarm, -1 to save vs Horror Factor, -1 to save vs insanity, +1 to save vs mind control, +1 to save vs illusion, +3 to save vs possession.

Other Combat Info: Karate kick: 2D4, roundhouse kick: 2D4, backward sweep, tripping/leg hook, jump kicks (all), critical strike: 18-20, paired weapons (all), leap attack (critical strike).

Weapons:

CP-50 Dragonfire: **Mega-Damage:** 2D6 M.D. per single blast or 6D6 M.D. per triple-blast burst. Micro-fusion grenades, fired from the underbarrel grenade launcher, do 6D6 M.D. to a 12 foot/3.6 m diameter blast area. **Rate of Fire:** Laser fires single shots or triple bursts equal to hand to hand attacks per melee round. Grenade launcher fires single shots or bursts of four. **Range:** 2,000 feet (610 m) for laser, 1,200 feet (365 m) for grenade launcher. **Payload:** 30 single blasts and 12 grenades.

C-20 Laser Pistol: **Mega-Damage:** 2D6 M.D., **Rate of Fire:** Standard. **Range:** 800 feet (244 m). **Payload:** 30 shots per long E-Clip.

Extra Ammo: 10 long E-Clips, 12 micro-fusion grenades.

Body Armor: The Crusader: Main Body: 55 M.D.C. **Mobility:** Full mobility; no prowling penalty.

Other Equipment: One pocket digital disc recorder & player and a dozen blank discs, notepad, various pens/pencils/markers, portable hand-held computer with micro-printer, pocket laser distance finder, conventional tape measure, digital still/video camera and a dozen memory discs, multi-optics band, pen flashlight, large flashlight, hand pick (1D4 S.D.C.), survival knife (1D6 S.D.C.), backpack, knapsack, utility belt, ammo belt, canteen, tinted goggles, walkie-talkie, air filter/gas mask, 100 feet (30.5 m) of lightweight rope, lock picks, and tool kit.

Vehicles: Owns a standard Big Boss A.T.V., which is usually fitted with some kind of heavy energy weapon on the roof. In combat, another three occupants can ride on top of the vehicle; although they will be fully exposed to enemy fire, they will also provide the vehicle with a lot more firepower than it would otherwise have. Lots of Tolkeen civilian vehicles have become jury-rigged APCs and offensive vehicles in this manner: load up some civvy cruiser with as many gunmen as it will handle and throw it into battle. When these vehicles get hit, it spells doom for the riders, but when they connect, the massed onslaught of these gunners can prove deadly, especially when they are manning heavy weapons like rail guns or rocket launchers. Given the armor shortages Tolkeen is currently facing, pressing such vehicles into combat is becoming more and more common.

Money: Not much, 5,000 Universal Credits; most of his work was free.

Gordo

This fat waste of potential is proud only of his gluttony, and inspired only to drink way more Psi-Cola than is healthy. He has been a sidekick of Miramar's since they were children, which is why he is among the Hackers' Consortium's distinguished company today. Although Gordo has proven himself time and again on the battlefield, he has contributed nothing to the ongoing experiments of the HC into finding a way to disable Coalition technology. The way Gordo figures it, it is up to guys like Miramar to do the brainy work (or any work for that matter). If he is really needed, somebody will ask for him. Until then, Gordo is content to kick back with a two-liter of Psi-Cola and drink until his head hurts, thank you very much.

Despite his lazy attitude and addiction to Psi-Cola, Gordo is a loyal friend to Miramar and the rest of the crew. He does not take kindly to people troubling or threatening his friends and always comes to their defense when he's aware of trouble. Aware being the operative word. Sometimes Gordo is not aware of the nose on his face.

Race: Larnac.

Alignment: Anarchist.

Attributes: I.Q. 9, M.E. 9, M.A. 7, P.S. 35, P.P. 13, P.E. 22, P.B. 6, Spd. 8

M.D.C.: 70 (natural) plus M.D.C. from body armor.

Horror Factor: 12

Weight: 500 lbs (225 kg). **Height:** Seven feet (2.13 m).

Age: Gordo says he is 45, but let's face it: Gordo's a liar.

P.P.E.: 4; **I.S.P.:** 60.

Psi-Cola Addiction: Gordo is hopelessly addicted to the debilitating substance, *Psi-Cola*. At any given time, he will be found to have at least three 2-liter bottles of the stuff on him.



Since he has come to Tolkeen, he has established a few reliable Psi-Cola connections, and any money he makes goes straight to his dealers. When jazzed on Psi-Cola, Gordo receives a temporary I.S.P. boost (+2D6 I.S.P. plus another 1D4 I.S.P. for each additional can or 12 ounces of cola thereafter).

Experience Level: 7th level Vagabond.

Skills of Note:

R.C.C. Skills: Cook (85%; 98% concerning any dish that has eggs in it), Land Navigation (80%), and Wilderness Survival (85%).

O.C.C. Skills: Speak American (90%) and Gobblely (90%), Pilot Automobile (77%).

Rogue: Concealment (44%), Palming (70%), Pick Locks (60%), Pick Pockets (55%), and Streetwise (44%).

W.P.s: W.P. Blunt, W.P. Chain, W.P. Heavy, W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Heavy Energy Weapons.

Special Abilities: Nightvision 300 feet (91.5 m), recovers 2D6+3 M.D.C. per day, can go without food for as long as a week and without water for four days without feeling any ill effects.

Psionics: Major Psychic! Gordo is that most rare Larnac with extraordinary psionic ability. Too bad he's so poorly motivated, else he might have *really* developed his powers.

Physical: Deaden Senses (4), Impervious to Cold (2), Impervious to Fire (4), Impervious to Poison (4), Resist Fatigue (4), Summon Inner Strength (4), Telekinetic Leap (8), Telekinetic Punch (6).

Combat Training: Hand to Hand: Basic.

Attacks Per Melee: 5 (6, but only when highly motivated, like when his life is hanging by a thread).

Combat Bonuses: +3 on initiative (again, only when highly motivated), +2 to strike, +3 to parry and dodge, +20 to damage, +2 to roll with punch/fall/impact, +2 to pull punch, +6 to disarm, +6 to save vs Horror Factor, +10 to save vs poison, +6 to save vs disease and drugs, +4 to save vs magic, +14% to save vs coma/death.

Other Combat Info: Snap kick: 1D6+20 S.D.C., karate kick: 2D4+20 S.D.C., crescent kick: 2D4+22 S.D.C., axe kick: 2D6+20 S.D.C., roundhouse kick: 3D6+20 S.D.C., jump kicks (all), critical strike: 18-20.

Weapons:

Thunder Club: Mega-Damage: 3D6 M.D. Note: This is basically a great, big club with various Vibro-blades and Vibro-spikes jutting out of it.

WI-GL20 Automatic Grenade Launcher: Mega-Damage: Fragmentary: 4D6 M.D. to a blast area of 12 feet (3.6 m). Armor-piercing: 1D4x10 M.D. to a blast area of 3 feet (0.9 m). Can also fire smoke, illumination and chemical rounds. NOTE: A burst is 10 rounds! A burst of fragmentary grenades inflicts 2D6x10 M.D. with a blast area of 40 feet (12 m). A burst of armor-piercing grenades does 3D6x10 M.D. with an 8 foot (2.4 m) blast radius. Rate of Fire: Standard. Range: 3,000 feet (914 m). Payload: 40 round magazine or 200 round belt.

Extra Ammo: Gordo keeps one 200-round belt loaded into his WI-GL20, and wears another two belts across his chest, bandoleer-style. He also has a knapsack with a dozen 40-round clips that he will lug into battle if he thinks he needs them. Usually, he would rather sling a few extra bottles of Psi-Cola along, though.

Body Armor:

CA-6EX Heavy "Dead Boy" Armor: Head/Helmet: 100 M.D.C., Arms: 100 M.D.C. each, Legs: 120 M.D.C. each, Main Body: 200 M.D.C. Bonuses: +1 to strike, +8 P.S., +14 Spd, +10 feet/3 m to length of leaps, reduces rate of fatigue by 50%. Note: This suit of specialty armor was actually cobbled together from *two* CA-6EX suits because one would never cover all of Gordo's big, fat body. A Tolkeen weaponsmith crafted the suit especially for Gordo as a favor to his D'norr guardian angel, Miramar.

Other Equipment: None, really. Gordo is a big mooch and will simply borrow or steal whatever he needs when he needs it. So long as he's got his grenade launcher, his club, his armor, and a steady supply of Psi-Cola, he's golden. He'll have six cases of Psi-Cola when they leave.

Money: You have got to be kidding.

Sgt. Felix Ashcroft

What would make a decorated Coalition commando, a man with a wife and three kids back in Chi-Town, and an avowed hater of magic and aliens turn away from everything he knows and join forces with the enemy? Ask Sgt. Felix Ashcroft. For him it all began three years ago. He was on the fast track to a brilliant career within Coalition Special Forces. Then he volunteered for duty in the First Invasion of Tolkeen, and his sense of good and evil changed forever. At first, he participated in many raids and reconnaissance missions against Tolkeen. Shortly before the Sorcerers' Revenge, however, Sgt. Ashcroft discovered a horrifying truth: that the Coalition was indeed herding

Tolkeenites into concentration camps and inflicting hideous tortures upon them. For Ashcroft, father and patriot, this was too much to bear. He has never understood D-Bees or practitioners of magic, and that was the basis for his fear of them. But when he toured the camps of Wisconsin, he saw a kind of misery and cruelty he could not imagine or reconcile. Nobody deserved this. Not even stinking D-Bees. He also realized he could no longer fight for any nation that inflicted such treatment upon innocent civilians.

After a battle during the Sorcerers' Revenge, Sgt. Ashcroft got separated from his unit and wandered alone through the wastelands of Minnesota. In the western reaches of the state, he turned himself in to the first Tolkeen patrol he found. They turned out to be the Hackers' Consortium, themselves on their way to plunder a Skelebot Graveyard. They took Sgt. Ashcroft prisoner, but treated him with far more kindness than he expected. Shortly thereafter, the group ran afoul of a Coalition aggressor unit composed of power armor and fighting robots. During the battle, Sgt. Ashcroft broke free of his bonds, grabbed a weapon, and fought valiantly on his captors' behalf! Impressed by his valor, and willing to take a chance, the HC allowed the Coalition turncoat to tag along as an honorary member. In time, he earned their trust and outfitted himself with weapons and equipment befitting a mercenary, so other Tolkeenites would not think him a Coalition spy. However, he continues to use the Coalition gear he was originally issued, largely because he believes it all to be lucky (he has never gotten so much as a scratch in battle).



Since he has joined the HC, Ashcroft has fought bravely against the remaining Coalition units in Tolkeen. He knew his CS brethren would return to Tolkeen, and when they did, the entire nation would suffer gravely for it. As for himself, he has forsaken the family and life he once knew as a subject of the Coalition States. He has decided to live and die as an adventurer, learn about other people and try to find what they have in common rather than focus on their differences. He is still rather confused and lost about his place in the world. He feels like his world has been turned upside down and he can never turn right again. This sense of disorientation is compounded every time he learns some new "truth" the CS has concealed or lied about. Meanwhile, he was dismayed to see so many Tolkeenites turn to dark magic, monsters and barbarism when they got the upper hand during the Sorcerers' Revenge. Still, he finds his association with D-Bees and outcasts to be more honest and real.

Although Ashcroft (he has tossed away his military rank of Sergeant) finds D-Bees to be as "human" as the next guy and freely associates with them, he can not abide demons, Daemonix or supernatural monsters and gladly exterminates them whenever he gets the opportunity. He also finds dragons and practitioners of magic to be unnerving and does not completely trust them. Until he was identified as a member of the Hackers' Consortium, "Sergeant Ashcroft" was MIA and presumed dead. Now he is branded a traitor to the Coalition States and wanted dead or alive by the Coalition Army – ideally *alive* so he can stand trial and be publicly executed so all can see what happens to turncoat D-Bee lovers. CS soldiers would love to catch this rogue. His old Commando unit has volunteered to track him down and bring Ashcroft in "alive."

Alignment: Anarchist.

Attributes: I.Q. 14, M.E. 13, M.A. 17, P.S. 20, P.P. 18, P.E. 20, P.B. 10, Spd: 20

Hit Points: 50, **S.D.C.:** 50; needs body armor for M.D. protection.

Weight: 185 lbs (83.2 kg). **Height:** Six feet, three inches (1.91 m).

Age: 25

P.P.E.: 9

Experience Level: 6th level Special Forces Commando.

Skills of Note: Basic Math (90%), Radio: Basic (85%), Radio: Scramblers (70%), Land Navigation (66%), Language: American (98%), Language: Spanish (98%), Intelligence (62%), Streetwise (56%), Lore: Demon/Monster (65%), Pilot: Jet Pack (72%), Pilot: Robots & Power Armor (94%), Pilot: Robot Combat Elite: Special Forces SAMAS, Wilderness Survival (63%), Climbing (80%/70%), Prowl (65%), Running, Boxing, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons.

Combat Training: Hand to Hand: Commando.

Attacks Per Melee: 7

Combat Bonuses: +3 to initiative, +4 to strike, +7 to parry and dodge, +5 to damage, +5 to roll with punch/fall/impact, +10% vs coma/death, +3 to save vs poison and magic, +2 vs Horror Factor.

Other Combat Info: Knockout/stun on a Natural 20, body flip/throw (+1), paired weapons, body block/tackle, backward sweep kick, disarm, automatic body flip (+1), automatic dodge, critical body throw/flip.

Weapons:

CP-50 Dragonfire: Mega-Damage: 2D6 per single blast or 6D6 per triple-blast burst. Micro-fusion grenades, fired from the underbarrel grenade launcher, do 6D6 M.D. to a 12 foot/.3.6 m diameter blast area. Rate of Fire: Laser fires single shots or triple bursts equal to hand to hand attacks per melee round. Grenade launcher fires single shot or burst of four. Range: 2,000 feet/.610 m for laser, 1,200 feet/.365 m for grenade launcher. Payload: 30 laser shots per long E-Clip and 12 grenades in grenade launcher.

CP-30 Laser Pulse Pistol: Mega-Damage: 2D4 per single blast or 4D6 per triple-blast burst. Rate of Fire: Equal to hand to hand attacks per melee round. Range: 600 feet/.183 m. Payload: 30 laser shots per long E-Clip.

C-5 Pump Pistol: Mega-Damage: 4D6, Rate of Fire: Standard; see Modern Weapon Proficiency section. Range: 800 feet/.244 m. Payload: 5 rounds, loaded manually one round at a time. A speed loader will load all five rounds in four seconds (one melee action).

Fragmentation Grenades (4): Mega-Damage: 2D6 M.D. Blast Radius: 20 feet (6 m). Throwing Range: 40 yards/meters.

Heavy High Explosive Grenade (4): Mega-Damage: 4D6 M.D. Blast Radius: 6 feet (1.8 m). Throwing Range: 40 yards/meters.

Plasma Grenade (4): Mega-Damage: 5D6 M.D. Blast Radius: 12 feet (3.6 m). Throwing Range: 40 yards/meters.

Vibro-Sword: Mega-Damage: 2D6.

Extra Ammo: 16 long E-Clips, 5 C-5 speed loaders, 24 micro-fusion grenades in a crossover bandoleer.

Body Armor: CA-7 Special Forces Heavy "Dead Boy" Armor: Head/Helmet: 75 M.D.C., Arms: 60 M.D.C. each, Legs: 80 M.D.C. each, Main Body: 100 M.D.C. Weapons: Retractable forearm Vibro-blades (2; 1D6 M.D. each), garrote cord in left wrist (1) to strangle S.D.C. opponents. Mag-5 Jet Pack: Maximum Speed is 60 mph (96 km), Maximum Altitude is 1200 feet (365 m); Power Supply: Four E-clips for 80 minutes of total flight time.

Power Armor: In combat, the rogue sergeant prefers to wear a suit of Special Forces "Striker" SAMAS armor (see *Coalition War Campaign*, page 119) to his CA-7 body armor. Before he joined Tolkeen, the Sergeant stole three such suits from a Coalition armory, each in perfect condition. He keeps one suit of armor in a special weapons locker within the city, another is hidden in Wisconsin near the site of one of the P.O.W. camps. And he wears the other for their journey out of Tolkeen. In the past, when one suit got too severely damaged to continue using, he simply turned it in to Techno-Wizards and wore one of his other suits while repairs were made to the damaged suit. This way, he was never without.

Other Equipment: Four signal flares, binoculars, robot medical kit, pocket computer, utility belt, air filter & gas mask, short-range radio (5 mile/8 km) range, canteen, food rations bag, 30 feet (9.1 m) of climbing cord, fire starter kit, S.D.C. saw-wires (3), hunting/fishing kit, compass/inertial mapper, flashlight.

Money: 6,300 Universal Credits.

Gunnar Kilgore

Hard-bitten and ready for action, Gunnar Kilgore has been adventuring on Rifts Earth for a decade, wandering the wastelands and getting into more scrapes than he cares to recall. He was sent to this world by his master and deity, *Odin*. Gunnar was charged by the All-Father to learn as much technical information as he could until he was called home to Asgard. At first, the Dwarf thought this was a bum deal, since he has never had a chance to learn the runic crafts of his brethren, but he has warmed up to the assignment, and rather enjoys his life as a roving grease monkey. For this adventurer, the power of machinery has become infinitely more alluring than magic could ever be.

Gunnar linked up with the Hackers' Consortium about a year ago, intrigued by their notion that the methods used to hack the hell out of Coalition Skelebots could somehow be applied to other Coalition heavy machinery, too. Personally, Gunnar does not believe this can happen (the Coalition are just too smart for that), but he enjoys all the tinkering, new theories and challenges the HC is involved in. That, and their exploits give him plenty of opportunities to fight Dead Boys (he loves a good scrap) and to scrounge spare parts for his ever-growing collection of odd techno-junk.

Side note: Gunnar believes his fate has been predetermined by Odin, and that it is not his destiny to die in Tolkeen. To that end, he often shows a lot more bravery than is healthy, but so far, it has held just fine. During the course of the Siege on Tolkeen, Gunnar has participated in over 70 different battles and has never been critically injured. He has long since lost count of the number of Coalition soldiers and pilots he has sent to the grave. The thought of all the bloodshed sometimes makes him a little somber, but then he tells himself that perhaps he will meet these fallen foes in Valhalla when it is *his* time to go there, too. He is the only one in the group who will find the HC being hunted by CS assassins to be an exciting challenge.

Race: Asgardian Dwarf (see *Rifts® Conversion Book TWO: Pantheons of the Megaverse®* for details about Asgardians and other deities and their minions).

Alignment: Unprincipled.

Attributes: I.Q. 15, M.E. 14, M.A. 5, P.S. 22 (supernatural), P.P. 14, P.E. 20, P.B. 6, Spd. 11

M.D.C.: 100 (natural), may also wear M.D.C. armor or magic for additional protection.

Weight: 225 lbs (101.2 kg) **Height:** Four feet (1.22 m).

Age: 77 (a stripling in Dwarf years).

P.P.E.: 10

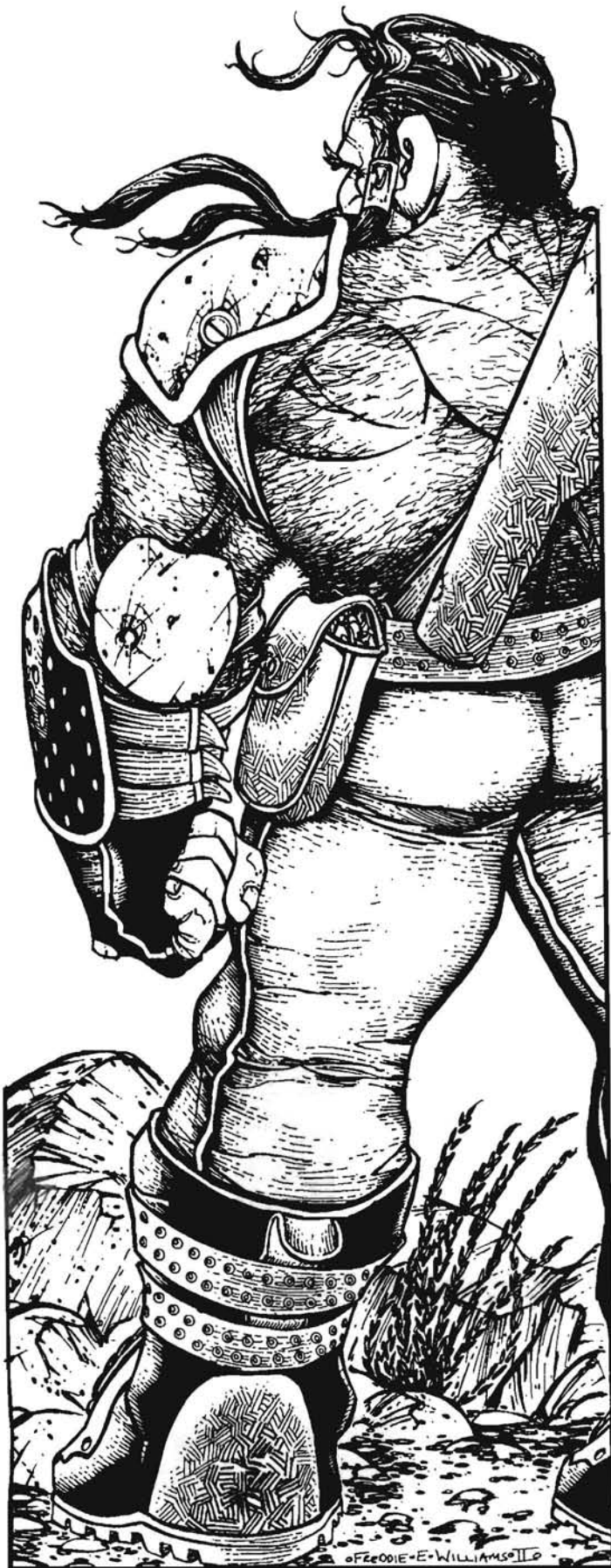
Experience Level: 5th level Operator. Would love to learn Techno-Wizardry but does not have a head for spell magic.

Skills of Note:

O.C.C. Skills: Language: Dwarven (98%), Language: Dragonese/Elven (98%), Language: Old Norse (98%), Language: Techno-Can (98%), Language: American (98%), Basic Math (95%), Radio: Basic (90%), Read Sensory Equipment (80%), Pilot Tanks & APCs (77%), Pilot Robots & Power Armor (98%), Pilot Hover Craft (95%), and Robot Combat: Basic.

Electrical & Computer Skills: Electrical Engineer (80%), Computer Operation (75%), Computer Repair (65%), Robot Electronics (70%).

Mechanical: Mechanical Engineer (75%), Weapons Engineer (70%), Aircraft Mechanics (65%), Automotive Mechanics (65%), Locksmith (65%), and Robot Mechanics (70%).



Military: Field Armorer (75%), Demolitions (98%) and Demolitions Disposal (98%).

W.P.s: W.P. Blunt, W.P. Sub-Machine Gun, W.P. Automatic Pistol, W.P. Automatic & Semi-automatic Rifles, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons.

Special Abilities: Nightvision 90 feet (27.4 m), can see in total darkness, impervious to natural cold and disease. Natural aptitude for weapon design, mechanics and manufacturing.

Combat Training: Hand to Hand: Expert.

Attacks Per Melee: 5

Combat Bonuses: +2 on initiative, +2 to strike, +3 to parry and dodge, +2 to roll with punch/fall/impact, +6 to save vs Horror Factor, +3 to save vs poison, +3 to save vs magic, +10% to save vs coma/death; impervious to Earthly disease.

Other Combat Info: Restrained punch: 4D6+7 S.D.C., full strength punch or kick: 2D6 M.D., power punch or kick: 4D6 M.D. (counts as two attacks).

Weapons:

TX-16 Pump Rifle: Mega-Damage: 4D6. Rate of Fire: Standard. Range: 1,600 feet (488 m). Payload: 16 rounds loaded manually one at a time. A speed loader will load 8 rounds in four seconds (one melee action).

NG-11S "Sawed-Off": Mega-Damage: Shotgun shell: 4D6 S.D.C. or 8D6 (double blast). Solid slugs: 5D6 S.D.C. or 1D6x10 S.D.C. (double blast counts as one attack). Explosive shell: 2D6 M.D. to a 10 foot (3 m) diameter, or 3D6 M.D. to a 20 foot (6.1 m) diameter for a double blast. Explosive shell (plasma): 3D6 M.D. to a 6 foot (1.8 m) diameter area, or 5D6 M.D. to a 12 foot (3.6 m) diameter area for a double blast. APRJ (armor-piercing ramjet rounds): 3D6 M.D. per shot or 6D6 M.D. for a double blast. Rate of Fire: Single shot or double shot only. Range: Shotgun shells or slugs: 300 feet (91.4 m). Explosive shells and APRJ: 500 feet (152 m). Payload: Two shots. Reloading the gun takes one melee round.

TX-5 Pump Pistol: Mega-Damage: 4D6. Rate of Fire: Standard. Range: 800 feet (244 m). Payload: 5 rounds loaded manually, one at a time. A speed loader will load all five rounds in four seconds (one melee action).

NG 6 Plastique: Mega-Damage: 1D6 points per ounce or 2D4x10+20 M.D. per pound (.45 kg). Gunnar has three pounds (1.35 kg) of this stuff.

Type Three NG Anti-Vehicle Mine (6): Mega-Damage: High Explosive: 2D6x10 M.D. to a 70 foot (21 m) blast radius. Plasma: 1D4x10 to a 30 foot (9.1 m) blast radius.

TW Thundergun: P.P.E. Cost to Activate: 15 points. Damage: 3D6 S.D.C. to mortal beings and S.D.C. material but 5D6 M.D. to practitioners of magic, dragons and other creatures of magic (including Asgardians and gods. 1D6x10 to supernatural evil! Range: 500 feet (152 m), Payload: Six silver bullets. Extra Ammo: 144 rounds of silver bullets.

Extra Ammo: Ten TX-16 speed loaders, 10 TX-5 speed loaders, 12 armor-piercing ramjet rounds for the NG-11S and 12 explosive plasma rounds for the NG-11S.

Body Armor: None, prefers to fight without it.

Other Equipment: Portable tool kit with an electric screwdriver and additional interchangeable heads, wrenches, etc., large tool kit, soldering iron, laser torch (for welding), a roll of duct tape, two rolls of electrical tape, pen flashlight, large flashlight, a dozen flares, 200 feet (60 m) of super light-

weight rope, a couple of S.D.C. knives, notebook, portable disc recorder, portable language translator, protective goggles, work gloves, one pair of thin doctor's gloves, and similar tools of the trade.

Vehicle: Gunnar keeps most of his gear on the Mountaineer A.T.V. (*Rifts*®, page 227) that he drives. Gunnar is in the process of armoring his vehicle (which will ultimately double the craft's M.D.C.) and adding numerous weapons mounts so the ATV can act as an urban tank when the Coalition finally assaults Tolkeen city. This Dwarf is not going down without a fight.

Note: As servants of Asgard, all Asgardian Dwarves enjoy the protection of the Norse gods. Thor is especially fond of the Dwarves, since they gave him the gift of his mighty hammer, Mjolnir. That said, Gunnar has knowingly entered a major war zone and any requests he makes for divine intervention on his behalf are likely to go unanswered. He is a big

boy, and he knew what he was getting into. If Gunnar persists, however, there is a 10% chance his distress calls will be answered by a Norse God, most likely Thor himself! Should such a figure show up in Tolkeen during the heaviest fighting, there is no telling what kind of effect it might have on the momentum of the battle. (**G.M. Note:** As tempting as it might be to have a powerful Norse deity show up and thrash entire divisions of Coalition forces, it is unlikely that a god would get so involved in a battle among mortals, but he might fight long enough to deliver Gunnar (and friends) from danger, and to even the sides a bit, but nothing more. It is not for gods like him to severely alter the course of mortal history on Rifts Earth (especially since there are few, if any who worship him there). Were that so, the entire planet would be overrun with warring gods each looking to carve a chunk of Rifts Earth out for him/herself.



The Timewalkers

This small group consists of just four people: the powerful Temporal Wizard **Lord Balgazar**, and his three Temporal Warrior bodyguards, a cadre known collectively as the **Graycoats**. Long considered a crew of ruthless mercenaries, the Timewalkers have never been trusted much by Tolkeen's elite. As the final hours of the conflict against the Coalition draw

near, however, such opinions crumble before the crushing need to find friends wherever one can. Lord Balgazar is an admitted freebooter and treasure-seeker, but he is also no friend of the Coalition. As long as Tolkeen is willing to give him the money and respect he feels he deserves, he will gladly pledge his life to the mage nation's defense. Of course, Balgazar's motives are more ambitious than simple freelance patriotism. He knows that Tolkeen's chances of surviving the second Coalition invasion

are slim to none. He also knows that he and his silent Graycoats can leave Minnesota whenever they like under their own magical power. That being the case, they have decided to stick it out in the City of Tolkeen and fight the Coalition as best they can. If, by some miracle, Tolkeen survives the onslaught and lives on, then Balgazar believes he will have a great opportunity to ascend to a great position of power in Tolkeen, as a Master Wizard and one who stood by the city in its darkest hour. Should the city fall, then oh, well. He will escape with his men and chalk the entire thing up to a grand adventure. At least it kept him from being bored.

Lord Balgazar

Easily equal in power to any of the Circle of Twelve, Balgazar has long preferred to hold to his own, fighting for personal glory and the chance of carving out a little piece of the world for himself. Depending on how the final battle over Tolkeen turns out, he might get to grab a piece of Tolkeen for his services. Whether the remaining Master Wizards of the kingdom will like it is unlikely, but Balgazar does not care. If any of them think him unworthy, he would be more than happy to meet their grievances in a dueling pit. Of course, most of Balgazar's detractors are unworthy of his own respect, so he would probably take care of them by having his Graycoats pay them a little midnight visit. After one of those, nobody has the ability to breathe, much less continue speaking ill of the great and fearful Lord Balgazar. He and his companions can escape at any point using his dimension spanning magic.

Race: Human (or something close).

Alignment: Miscreant.

Attributes: I.Q. 15, M.E. 17, M.A. 17, P.S. 15, P.P. 12, P.E. 12, P.B. 7, Spd. 11

Hit Points: 48, **S.D.C.:** 40; needs M.D.C. armor for additional protection.

Weight: 200 lbs (90 kg), **Height:** Six feet (1.8 m).

Age: Unknown! Looks to be in his mid- to late fifties.

Insanities: Obsession: Temporal Raiders (they are his hated rivals) and a cruel streak.

P.P.E.: 297; **I.S.P.:** 40.

Experience Level: 12th level Temporal Wizard.

Skills of Note: O.C.C. Skills: Astronomy (95%), Navigation (98%), Land Navigation (98%), Wilderness Survival (98%), Math: Basic (98%), Pilot: Automobile (98%), Pilot: Truck (98%), Lore: Demons & Monsters (98%), Language: Dragonese (98%), Language: Gobblely (98%), Language: Techno-Can (98%), Basic Electronics (90%), Escape Artist (95%), Forgery (85%), Intelligence (86%), Automobile Mechanics (90%), First Aid (98%), Paramedic (98%), Concealment (62%), Palming (77%), Pick Locks (87%), Prowl (82%), and Streetwise (62%).

Secondary Skills: Swimming (98%), Computer Operation (98%), Computer Programming (85%), Photography (90%), and Radio: Basic (98%).

Special Abilities: Automatically senses the opening, closing and location of dimensional Rifts within a 20 mile (32 km) area, similar to a Ley Line Walker's power. Automatically senses the opening and closing of dimensional Rifts, envelopes, mystic portals, dimensional teleportation and time holes within a half a mile (0.8 km). Ley line phasing, as per the Ley Line Walker ability.

Psionics: A minor psychic (40 I.S.P.); and knows Object Read (6) and Astral Projection (8).

Temporal Magic: See *World Book Three: Rifts® England* or the *Rifts® Book of Magic* for details on Temporal Magic and other magicks.

Level Seven: D-Phase (20), D-Shift Phantom (20), D-Shift Two Dimensions (25), Suspended Animation (10 or 30), T-Dep (20), Time Warp: Send (25).

Level Eight: Attune Object (30), Retro-Viewing (30), See Dimensional Anomaly (30), Sense Dimensional Anomaly (30), Time Capsule (30), and Wink-Out (20).

Level Nine: Remote Viewing (45), S-Dep (50), Time Warp: Age (45), Time Warp: Slow Motion (45+).

Level Ten: Dimensional Pockets (20/140), Temporary Time Hole (100), Time Maelstrom (55), Time Warp: Fast Forward (70).

Level Eleven: Time Barrier (100).

Level Twelve: Dimensional Envelope (60/380).

Level Thirteen: Id Self (400).

Level Fourteen: Fourth Dimension Transformation (350).

Level Fifteen: Time & Space Warp (800).

Standard Magic:

Level One: See the Invisible (4), Sense Magic (4).

Level Two: Befuddle (3), Chameleon (6), Detect Concealment (6).

Level Three: Armor of Ithan (10).

Level Four: Fool's Gold (10), Shadow Meld (10).

Level Five: Escape (8).

Level Six: Teleport: Lesser (15), Time Slip (20), Tongues (12).

Level Seven: Invisibility: Superior (20).

Level Eight: Hallucination (30), Wisps of Confusion (40), World Bizarre (40).

Level Nine: Illusion Manipulation (25-60).

Level Ten: Illusory Forest (45-90), Mystic Portal (60), Plane Skip (65), Reality Flux (75), Warped Space (90).

Level Eleven: Anti-Magic Cloud (140), Curse of the World Bizarre (100), Illusory Terrain (55-120).

Level Twelve: Time Hole (210).

Level Fourteen: Close Rift (200+).

Level Fifteen: Dimensional Portal (1000), Teleport: Superior (600).

Combat Training: Hand to Hand: Basic.

Attacks Per Melee: 6

Combat Bonuses: +1 on initiative, +2 to strike, +3 to parry and dodge, +4 to roll with punch/fall/impact, +4 to pull punch, +1 to disarm, +12 to save vs Horror Factor, +5 to save vs magic, +4 to save vs possession, +2 to save vs illusion and mind control, +1 to save vs psionics and insanity.

Other Combat Info: Karate kick: 2D4, critical strike: 19-20, body throw/flip, critical strike or knockout from behind.

Weapons:

NG-IP7 Ion Pulse Rifle: **Mega-Damage:** 3D6 M.D. for a single shot, 1D4x10 M.D. for a multiple pulse burst (counts as one attack but consumes three shots). **Rate of Fire:** Standard. **Range:** 1,600 feet (488 m). **Payload:** 30 shots per standard E-clip.

NG-45LP "Long Pistol": Mega-Damage: 5D6 M.D. per shot. Rate of Fire: Single shots only. Range: 1,200 feet (365 m). Payload: 8 shots per standard E-clip.

Forearm Vibro-Claws: Mega-Damage: 2D6 M.D.

Extra Ammo: One dozen long E-clips, and six short E-clips.

Body Armor: Modified Urban Warrior: Main Body: 55 M.D.C. Mobility: Good, but -10% prowl and movement penalty.

Other Equipment: Environmental spacesuit, air filter and gas mask, mini-oxygen tank, tinted goggles, knapsack, utility belt, laser distancer, silver cross, pair of wooden stakes and mallet.

Money: 60,000 in credits and 100,000 credits worth of gems and precious metal ingots. This is just his traveling money. Stashed in various extra-dimensional hiding places is a collective treasure of several million credits, along with numerous trophies, and obscure items of value.

The Graycoats

Secret, silent and obedient. The three Graycoats of Lord Balgazar serve as his assassins, bodyguards, and soldiers. They obey his every order, and are in large part an extension of his will. Lord Balgazar often finds it distasteful to dirty himself in fighting or wrangling with those unworthy of his respect. For such tasks, the Graycoats are ideally suited. They are wily and able warriors who seem well put to whatever task Balgazar gives them.

Race: Human.

Alignment: Aberrant, loyal to Lord Balgazar. Their alignments are somewhat irrelevant, however, since their primary motivation is to serve their Temporal Wizard master, regardless of the moral implications. In that regard, these warriors are moral automatons who pay little heed to the consequences of their actions outside of their impact on the master. How or why they got this way or why they are so dedicated to their master is unknown. It has been suggested by some that they may be the first of a potential army (prototypes) that Lord Balgazar plans on building.

Note: All three are roughly the same, suggesting some kind of standardized training regimen.

Attributes: I.Q. 12, M.E. 14, M.A. 9, P.S. 24, P.P. 20, P.E. 20, P.B. 9, Spd. 40

Hit Points: 50, **S.D.C.:** 100; need M.D.C. armor for additional protection.

Weight: 230 pounds (104 kg). **Height:** Six feet, four inches (1.93 m).

Age: Unknown, appear to be in their late twenties or early thirties.

Insanities: Cruel Streak, Obsession: Danger. Frighteningly loyal and obedient.

P.P.E.: 140

Experience Level: 5th level Temporal Warriors.

Skills of Note: O.C.C. Skills: Prowl (60%), Pick Locks (60%), Land Navigation (62%), Wilderness Survival (65%), Swimming (46%), Climbing (70%/60%), Sniper, Math: Basic (85%), Radio: Basic (70%), Radio: Scramblers (60%), Detect Ambush (60%), Intelligence (58%), First Aid (70%), Demolitions (82%), Demolitions Disposal (82%), Motorcycle (86%), Automobile (78%), Truck (66%), and Hovercraft (80%).

Secondary Skills: Navigation (70%), Read Sensory Equipment (50%), Weapon Systems (60%), and Computer Operation (60%).

W.P.s: W.P. Sword, W.P. Knife, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons, and W.P. Heavy Weapons.

Special Abilities: Automatically senses the opening, closing and location of dimensional Rifts within a 20 mile (32 km) area, similar to a Ley Line Walker's power.

Temporal Magic:

Level Seven: D-Phase (20), D-Shift Phantom (20), D-Shift Two Dimensions (25), Suspended Animation (10 or 30), T-Dep (20), and Time Warp: Send (25).

Level Eight: Attune Object (30), Retro-Viewing (30), See Dimensional Anomaly (30), Sense Dimensional Anomaly (30), and Wink-Out (20).

Level Nine: S-Dep (50) and Time Warp: Slow Motion (45+).

Level Ten: Dimensional Pockets (20/140) and Time Warp: Fast Forward (70)

Standard Magic:

Level One: Globe of Daylight (2), See the Invisible (4), and Sense Magic (4).

Level Two: Befuddle (3), Chameleon (6), and Detect Concealment (6).

Level Three: Armor of Ithan (10).

Level Four: Fool's Gold (10) and Shadow Meld (10).

Level Five: Escape (8).

Level Six: Time Slip (20) and Tongues (12).

Combat Training: Hand to Hand: Assassin.

Attacks Per Melee: 8

Combat Bonuses: +6 on initiative, +6 to strike, +4 to parry and dodge, +13 to damage, +6 to roll with punch/fall/impact, +8 to pull punch, +3 to disarm, +6 to save vs Horror Factor, +4 to save vs possession, +2 to save vs illusion and mind control, +3 to save vs magic and poison, +10% to save vs coma/death.

Other Combat Info: Automatic dodge.

Weapons:

TX-43 Light Assault Laser Rifle: Mega-Damage: 6D6 S.D.C., 2D6 M.D., or 4D6 M.D. per shot. Rate of Fire: Standard. Range: 2,000 feet (610 m). Payload: 20 shots per standard E-clip, 30 shots per FSE-clip.

TX-26 Particle Beam Pistols (2): Mega-Damage: 5D6 per shot. Rate of Fire: Standard. Range: 400 feet (122 m). Payload: 6 shots per standard E-clip, 15 shots per FSE-clip.

Vibro-Sword: Mega-Damage: 2D6 M.D.

Vibro-Knife: Mega-Damage: 1D6 M.D.

Heavy High Explosive Grenades (4): Mega-Damage: 4D6 M.D. Blast Radius: 6 feet (1.8 m). Throwing Range: 40 yards/meters.

Extra Ammo: Ten long FS E-clips (Triax forward sliding clips), ten short E-clips.

Body Armor: The Urban Warrior: Main Body: 50 M.D.C. Mobility: Good; -10% prowl penalty.

Other Equipment: Air filter and gas mask, mini-oxygen tank, sunglasses, knapsack, utility belt, ammo belt, laser distancer, binoculars, thermo-optic sight, lighter, flashlight, silver knife (1D6 S.D.C.), and backpack.



Freehold

City of Dragons

Freehold is known to be a city-state ruled by the infamous Dragon Kings, and as such, is a haven for dragons and other creatures of magic and inhuman character. Those skilled in the arts of magic and dimensional travel are especially welcomed. Exactly how many dragons inhabit the giant-sized city is unknown even to its neighbor and ally, Tolkeen. The leaders of Lazlo are confident that there are approximately 150 dragons with at least 10 ancients serving as the Dragon Kings. Tolkeen knows these numbers to be at least 30% higher, while the Coalition States believes there are no more than 90 dragons total, but as far as they are concerned, one is too many. In truth, there are over 350. While this may seem like a very small number compared to the millions of humans, and even some species of D-Bees, 300+ dragons gathered in any one place on Earth is a multitude. Only the Splugorth's Atlantis, China and perhaps a few other places have dragon populations of more than one or two hundred.

Dragon Population

19 Ancient Dragons – The Dragon Kings (only 4 are female).

101 Adult Dragons – The Princes (33% are female).

252 Dragon Hatchlings – The Heirs (40% female).

Note: An additional 2D4x10 Hatchlings (typically ranging from 1-4th level of experience) and 4D6 Adults (1D6+3 level of experience) are likely to be present at any given time. These are transients and travelers who come to Freehold to visit, rest, trade goods, exchange information, or learn new things.

Non-Dragon Population

The exact numbers and types of other creatures of magic are not known. The Dragon Kings don't really care and do not take a census. Note that most "non-dragons" are human and D-Bee slaves, servants and worshipers. Most mortals, even practitioners of magic, Tattooed Men, Elves, D-Bees like the Lyn-Srial and Kittani, Chatterlings, sub-demons like Gargoyles and Brodkil (seen as savage brutes along with most lesser demons) and other long-lived races are *not* considered equals. Few, if any other races are. Even the so-called *Megaversals* are not the equal to dragonkind, but accepted as a cut above mere mortals or lesser beings. Thus, there is a five tier society at Freehold. The lower one goes, the less important they are:

1. Dragon Kings – the rulers and true power of the city.
2. Dragon Princes & elder dragons.
3. Dragon Heirs, hatchlings and youngsters.
4. *Megaversals*, powerful non-human, often immortal or long-lived creatures like the sphinx, Temporal Raiders, Metztla, Splugorth High Lords, Demon-Dragonmage, C'ro Demon Mage, Gene-Splicers, greater demons and demon lords, demigods and at the bottom of this list, Lanotaur Hunters, Ugakwa Explorers, True Atlanteans, the Sunaj, Splugorth Slavers and Overlords, and Naruni.

5. And *everybody else*. This last category includes humans, most D-Bees and, well, everybody else. They are sludge at the bottom of the barrel. Tolerated and used for what little usefulness and amusement they have to offer.

Estimated Breakdown of the non-dragon population:

Note: Peacetime population is around 170,000.

1,200-2,000 Megaversal residents with another 1D4x100 visiting at any given time. Temporal Raiders, Thornhead Demons, True Atlanteans, Kittani and demons, among others) and creatures of magic — only a thousand or so humans. Magic is very common.

2,000-3,000 Gargoyles

1,000-1,500 Gurgoyles

1,200-2,000 Brodkil

520 Simvan (two tribes, the River Lords and Blood Fang)

61,500 humans

57,000 D-Bees

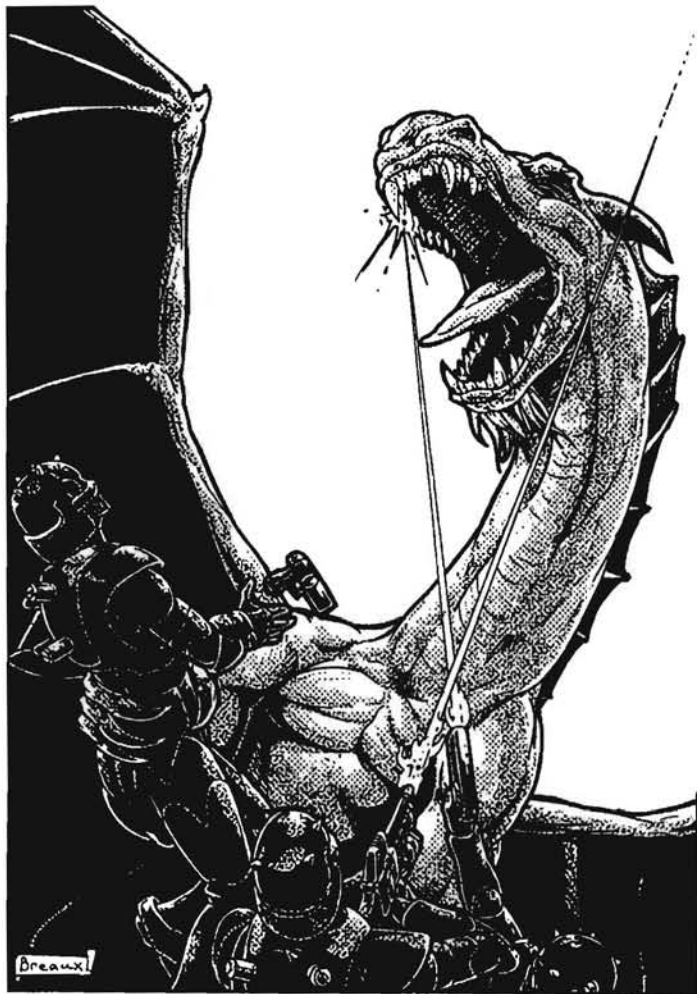
11,000-15,000 others

60,000 Refugees (predominantly human and D-Bee)

The State of War at Freehold

Unlike the heroes of Tolkeen, the heroes and freebooters of Freehold are more concerned with the welfare of *themselves* and their particular city than how Minnesota will fare against the Coalition. For various reasons, Freehold considers itself insulated from the war against Tolkeen. Part of it stems from Freehold's shared border with Wisconsin, a wild land that the Coalition States have not been able to launch any substantial assault from. Another part of it is that the Coalition has refrained from sending any bombing or missile salvos into Freehold. Why this is remains a mystery, but the prevailing opinion is that so far, the dragons of Freehold have only played a minimal role in the war effort against the Coalition. If the CS were to target them specifically, it might rouse the dragons to action and draw them into the heart of the fray. Better to let the dragon city go for now, destroy Tolkeen, and deal with Freehold when the time comes. Or so was the case until the Sorcerers' Revenge. Now Freehold is as much a prime target as Tolkeen is, and the Coalition High Command has every intention of razing it to the ground.

Until the final siege on the tri-city area, both Tolkeen and Freehold have remained a relative oasis in a sea of war and carnage, and the prevailing attitudes of its people reflect that. Though many Freeholders and Tolkeenites fight for the Kingdom, the two cities have suffered few successful enemy attacks, stopped by the Triangular Defense System. This has caused people from outlying areas to flood to the twin cities as well as Magestock and other surrounding communities where they are content to support Tolkeen's industries and observe the fighting from afar. The dragons themselves are especially guilty of this. Dragons in general are prone to long periods of lethargy followed by intense bursts of activity, so getting worked up over the war on a daily basis is too much hassle. The other extra-dimensional beings who make Freehold their home tend to adapt to the dragons' way of things, so life and work within the city is pragmatic, leisurely, and self-indulgent. They, like the dragons, take a direct hand in the war when it suits their purposes, when the mood strikes them, or when circumstances demand it.



So it is that Freehold is not populated by the patriots more commonly found in Tolkeen, but by practitioners of magic, priests, scholars, adventuring freebooters and opportunists whose power, knowledge and skill make them worthy assets to Tolkeen's war effort – when they choose to take part in it. Tolkeen has little to say about the ambivalent help it receives from Freehold. It would prefer the Dragon Kings to have thrown themselves entirely into the war, but beggars can not be choosers, and any help the Tolkeenites can get from the dragons and the other creatures of magic that live with them is welcomed with open arms.

The Dragon Kings have, much to their consternation, agreed to allow throngs of refugees from other parts of the Kingdom to find safety and shelter in their giant city. The dragons are not thrilled with having to share their domain with such rabble, but they are allies with the City of Tolkeen and do accept some responsibility in the war and the war effort. Besides, they do not believe Freehold or the tri-city area will ever succumb to invasion, so this is just a "temporary" annoyance, especially to dragons who live for thousands of years.

The flight of the Dragon Kings

There are a few dozen so-called Dragon Kings of Freehold, the most ancient of dragons living in the city. These powerhouses possess far more magical energy than any adult dragon, and pound for pound, are the most formidable opponents the Coalition might encounter on the battlefields of Minnesota. Were the Dragon Kings to gather in strength and fight like an organized army (their slaves, minions, allies and worshippers

compelled to join them), they could shatter the heart of the Coalition Invasion Force and scatter the rest like dry leaves on an autumn wind. Such unity among rival dragons, especially ancient dragons, however, is unheard of, which is why such a turn of events is never going to happen. It's just not in their nature. Ancient dragons are like house cats; they and they alone are the "kings" of their domain and masters of their fate. Nobody tells them what to do, and they sure are not going to trust or work with a group of rival or lesser dragons, let alone mortals. It is one thing to associate with or play with others when the mood strikes one, or to accept the adoration of lesser beings and give them little favors in return, but to work closely with them or other dragons is repugnant and completely unacceptable. Maybe, if the dragons led the charge – but who would lead the dragons? Who would be supreme among equals? And who could trust their back to another dragon or lowly human?

Much like cats, ancient and adult dragons, particularly the Dragon Kings and Princes, tend to be very comfortable in their superiority. Most believe beyond a shadow of a doubt that there is no force that can truly endanger them, so why bother fighting somebody else's fight or taking on some silly cause. As supremely powerful beings, they can come and go, and do as they please. The dragons of Freehold fight for two reasons. One is a knee jerk reaction to being threatened by mere mortals. The second, they have grown to like Freehold and are comfortable there. Thus, they would rather not have to move or build a new city somewhere else (actually, Freehold kind of grew up around them on its own, due to the efforts of their minions and worshippers). If there is a third reason, it is that they thought, for a moment, that the war (or more to the point, the Sorcerers' Revenge blitzkrieg) would be a bit of amusement. Having contributed to the routing of the first Coalition Invasion Force, the war has become boring, old and annoying, signaling it is time to pick up and move on elsewhere.

As for organizing and acting in unison, the Dragon Kings (and adult dragons in general) all have enormous egos to deal with, and the more ancient ones who get together, the less likely they are to work together, much less drive towards a common military goal. No, the Dragon Kings are content to live in a city that is well suited to their tastes, and to participate in the war against the Coalition only when they are begged to do so, or the mood strikes them, and only when they can be assured that they will have the center stage. When considering all of this, it becomes easy to see why the Dragon Kings of Freehold have contributed very little toward the war in Minnesota, and why Tolkeen's chances of falling are so high.

In general, the Dragon Kings see themselves as godlike figures above the troubles of mortals. This, more than anything, explains why they simply do not find the war compelling enough to involve themselves in on a regular basis. Consequently, individuals (mostly hatchlings and a few adults) have been active in the war, but not the Kings and the adults as a whole. Instead they linger, enjoying the city of Freehold as long as they can.

No perimeter defenses. The Dragon Kings and other inhabitants of Freehold were so supremely confident that the CS would *never* dare attack them, or if they did, that they would be held at bay by the Triangular Defense System and easily chased away, that the dragons did not even build an exterior defensive line or formulate any provisions for civil defense or escape.



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(The narrow Null Zone around the city was made by the forces at the city of Tolkeen.) That having been said, Freehold is far from defenseless or its inhabitants helpless.

First of all, Freehold is built on a man-made (okay, dragon and Elemental made) island, so the Mississippi River provides a natural barrier to any invading infantry.

Second, it is surrounded by massive, medieval castle-like outer walls that stand 60 feet tall (18.3 m) and 80 feet (24.4 m) thick. Every 15 foot (4.6 m) block has approximately 450 M.D.C. It was actually created with the multiple purpose of be-

ing a highway that runs around the walled City of Dragons as well as a windbreak and flood wall.

Third, the actual City of Dragons is built behind the outer wall and the humanoid part of the city, behind ever larger walls towering 200 feet (61 m) tall and 100 feet (30.5 m) thick. Every 20 foot (6.1 m) block of wall has 1000 M.D.C.! Moreover, many of the dragon "residences" and buildings are massive fortress-like structures the size of skyscrapers, covering the equivalent of one to four city blocks, making them more like bunkers or fortresses than homes. The average walls of dragon domiciles

are 10-15 feet/3-4.6 m thick and a 20 foot/6.1 m area has roughly 150 M.D.C.

Fourth, as a city designed for giant-sized creatures, the size of its buildings and thickness of the walls are several times more than a place like Tolkeen, and the scale is both intimidating and confusing.

Fifth, it "is" a city of *DRAGONS*, practitioners of magic, so-called Megaversals and other powerful creatures of magic and supernatural beings. Thus, individual inhabitants may wield the equivalent firepower of an entire company or even a battalion of ordinary soldiers, even fighters clad in M.D.C. body armor and wielding M.D. energy weapons!

Note: See the Non-Player Characters (NPCs) section for state on notable Dragon Kings, Princes, Heirs, Megaversals, King Creed, Tolkeen's Circle of Twelve, and other notable characters and their role in the final days of Tolkeen.

Siege Notes: When Freehold falls under siege, it is a signal that it is time to leave. All but a few Dragon Kings vanish, taking their valuables and favorite slaves and associates with them. Half the Dragon Princes, Heirs and Megaversals (many selfish or evil) follow suit. They never thought the war would come this far. More arrogant than any human, the dragons never believed the Coalition would recover (and not this quickly) from the thrashing they gave them during the Sorcerers' Revenge. Nor did the dragons ever believe the Triangle Defense System that creates a massive force field over the entire tri-city area would be denied them. With the Coalition Army at the door, Tolkeen in flames and the ley lines gone haywire, it is time to give up Freehold and look for a new home. Additionally, since the Dragon Kings and Princes gave into their dark sides by unleashing their Shadow Dragon selves and engaging in an orgy of violence, many have reverted to being Anarchist or evil alignments. Which means any sense of loyalty and commitment they once felt toward Tolkeen is gone!

This leaves only a comparatively small number of dragons behind to fight the invaders. Enough to give the Coalition a very tough time, even with only three or four Dragon Kings remaining. And most of these don't fight for Tolkeen's King, cause or survival, but out of anger, revenge or the fun of it all. This leaves thousands of the dragons' slaves, friends, free-willed residents and visitors unlucky enough to get trapped in Freehold when the city is unexpectedly surrounded and placed under siege to join the battle. Overall there are a few hundred thousand to fight, but they are mostly untrained and ill prepared. The dragons and their magic are the great equalizer, but even they are outmatched and outnumbered by the Coalition Army. In the final hours when Freehold begins to fall, at least half of the remaining dragons will flee, leaving the rest to fend for themselves. The dragons who remain fight to the death, as will the three or four Dragon Kings who stayed behind. The cost of lives on both sides will be tremendous.

Meanwhile, the Siege on Tolkeen remains Tolkeen's problem. It is an alliance that ends in tragedy.

The City of Freehold

Freehold is really *two* cities in one. The **Outer City** where most of the non-dragons live, and the **inner city** or "City of Dragons" where 90% of the dragons and the most powerful

Megaversals (about half) live. The overall city is roughly a third smaller than Tolkeen, half its size if one only includes the area devoted entirely to dragons. Despite its large scale, it has only about 20% of Tolkeen's population.

The Outer City is where the vast majority (84%) of Freehold's mortal population live. It is surrounded by a castle-like outer wall with houses and businesses built between the outer wall and the larger walls of the Inner City where the dragons live. This area is mostly residential, but there are a number of shops and services, as well as boarding houses, hotels, and such for visitors. The dragons and Megaversals do not deal with such mundane aspects of life as farming, labor or business, leaving the humans to pretty much fend for themselves. Generally speaking, the adult and ancient dragons tolerate their presence and think of them more as pets, servants and default property than subjects to be governed or cared for. Whatever governing the dragons provide, is done to keep the peace and to make their own lives more comfortable. When the dragons defend the city it is to protect their own property and holdings rather than to save innocent humanoid lives. Fortunately for the mortals who live at Freehold, most elder dragons, particularly the Dragon Kings, consider them to be "their" chattel, and will not brook outsiders or invaders causing their minions any trouble.

A good 35-40% of the humanoid inhabitants at Freehold idolize and worship dragons in one capacity or another. Consequently, they consider it an honor and a privilege to serve them and live near, if not directly among, them. About 25% are out and out "slaves," including half the Gargoyles, Gurgoyles and Brodkil, and the rest live here because it is safe (nobody threatens a city of dragons) and/or exotic. A place to learn magic, meet beings from other worlds and dimensions, and experience a taste of the Megaverse without leaving terra firma. Scholars, scientists, practitioners of magic and adventurers often come to visit or stay for a few months to exchange information, trade in magic and secrets, and learn what they from the Megaversals and dragons. For peacetime adventurers and warriors, one could find all manner of Techno-Wizard items, the occasional Kittani or Splugorth weapon, rune weapon or magic item, as well as unique and rare magic items from around the world, and sometimes elsewhere in the Megaverse. Availability varied dramatically, and it was often hit or miss, but some small variety of unique weapons and magic as well as arcane knowledge and news about happenings on other continents were usually to be had. Unfortunately, the Coalition-Tolkeen War has caused these resources to dry up, absorbed to support the war effort. Now, what occasional odds and ends one can find, cost a fortune (3-10 times the normal price) and must be sold under the table.

The "inner" City of Dragons. The size of dragons and the often giant, inhuman creatures with whom dragons associate, dictates that the inner city has huge buildings, wide streets, towering archways and buildings with massive domes, entrances and windows. This "giant scale" gives the city a deserted appearance and makes most humans feel like small children in an adults' world. Unlike Tolkeen where the streets are filled with people, voices, laughter, and excitement, the dragon section of Freehold feels empty, cold and oppressive. Fewer than 30,000 people actually live in the City of Dragons, and 98% of those are the dragons' and Megaversals' slaves, servants and associates. Of course, half the people who live in the Outer City work

in the Inner City for the dragons, the rest finding employment across the river at Tolkeen, Center Gear and other places in and around the tri-city area.



The dragons tend to keep to a low profile and often assume humanoid identities to prevent human enemies like the Coalition States from ever recognizing their true numbers. Even Lazlo and the Federation of Magic believe there are far fewer dragons than really exist.

All inhabitants know to give dragons, young and old, the utmost respect or pay the price. Only the *most powerful* supernatural beings, creatures of magic and practitioners of magic are given their due consideration, but even these powerful beings are never considered true "equals." To the Dragon Kings, all lesser beings are to be viewed as amusement or tolerated as an adult might tolerate an annoying child. All of this contributes to the cold and rather stifled aura of the Inner City – at least to most humans and D-Bees. Visitors who fail to give the dragons and Megaversals their due, pay the consequences with a thrashing and expulsion from the city; some pay for their indiscretions with their lives. Those who engage in deliberate sabotage, murder, and robbery, especially if directed at the Dragon Kings and Princes, or their property or favorite mortal minions, must face the justice and wrath of the ancient or elder dragons. The *Dragon Kings*, and their *Princes*, have the final say in all matters and dispense their own brand of harsh justice. Steal from a dragon and expect retribution. It is the dragons who rule the city-state and serve as lawgivers, judges and administrators.

Among the supernatural and magical inhabitants, many of these come and go on adventures and pursuits of knowledge, ex-

peditions to unlock the secrets of magic and to acquire precious magic items. This is also true of many of the younger dragons, but most of the elders and the ancient Dragon Kings spend their time at Freehold. With the outbreak of war, the majority have come "home" to defend their kingdom and show the impudent humans of the Coalition States something to fear.

Freehold NPCs

Remember, unlike the heroes and patriots of Tolkeen, the inhabitants of Freehold are generally more concerned with the welfare of *themselves* than innocent refugees, winning the war, or how Minnesota will fare against the Coalition Invasion. This is particularly true of the dragons and many of their inhuman associates and allies.

Until the final siege, Tolkeen and Freehold both remained largely untouched by the war, and most residents never thought either city could be destroyed. Those who remain during the siege fight for many different reasons. Some actually fight to save the crumbling Kingdom of Tolkeen or to save lives, but most dragons fight out of anger, revenge and hatred. They may ultimately abandon the battle, but they want to make the CS suffer for their insolence and send as many invaders as possible to their grave before they leave.

There are four basic groups of noteworthy individuals within Freehold. They are:

The Dragon Kings, the few dozen ancient dragons whose god-like powers dwarf whatever the Coalition can throw at them.

The Dragon Princes, the hundred or so adult dragons who form the backbone of the city's power base; less powerful than the Dragon Kings but much more likely to involve themselves in the war against the Coalition.

The Dragon Heirs of Freehold, the roughly 200 dragon hatchlings who live for the glory and excitement of the war, but care little for its outcome.

Freehold's Megaversals, those independent adventurers who have made Freehold a temporary home while they journey across the many worlds of the Megaverse. These include True Atlanteans, Temporal Wizards, Warriors & Raiders, and the Sphinx, among others.

Shadow Dragons. All *Dragon Kings* and their *Princes* can go into a trance and create splintered life essence of themselves that are effectively savage, evil primordial versions of the dragon that created them. Dragon Kings can make four. Princes two. Hatchlings none. Furthermore, only the true Dragon Kings and Princes from an alien world know the secrets of making Shadow Dragons, and it is a secret they have shared with very few dragons not of their clan (i.e. a half dozen dragons they have accepted as "true brothers" since they arrived on Earth nearly 300 years ago).

A Shadow Dragon possesses only a fraction of its creator's power – in other words, a true "shadow" of the originator. While one or more Shadow Dragons are loose, the originator sleeps and sees what his other selves are doing as if the great beast were dreaming about it.

Each of the Shadow Dragons is only 20% as powerful as its creator/originator (20% the M.D.C., P.P.E., skill proficiencies, etc.). Spells are cast at 3rd level strength for Kings, first or second level for Princes, with only 20% of the originator's P.P.E. available. Shadow Dragons are aggressive savages, so only *offensive* spells are known to them.

Typical damage from Shadow Dragon Kings: Bite or head butt 4D6 M.D., tail swipe 6D6 M.D., claw strike 5D6 M.D., breath attack 4D6+12 (60 foot/18.3 m range), and bolts of fire doing 6D6+6 M.D. (300 foot/91.5 m range). +4 on initiative, +10 to strike, +2 to parry, +4 to dodge, +3 to roll with impact, +6 to save vs psionics, and +12 to save vs Horror Factor. Impervious to normal S.D.C. weapons, fire, cold, poison and disease. Vulnerable to all M.D. weapons, magic and psionic attacks (all inflict full damage). **Note:** See pages 109-112 of *Coalition Wars™ Three: Sorcerers' Revenge™* for complete details about Shadow Dragons. See the *Dragons & Gods* sourcebook for more details about dragons, deities and other supernatural beings.

This section opens with descriptions of four particular Dragon Kings:

Tannhauser, a senior Great Horned Dragon,

Rexus, a Fire Dragon,

The Sleeper, a Serpent of the Wind, and

Kaltaval the Weary, a Thunder Lizard.

They are followed by notable Princes/adults, Heirs and Megaversals. Also see the section on the City of Freehold itself, earlier in this book.

Tannhauser

Of the Dragon Kings, the mighty Tannhauser (and the outcast Baartk Kror of the Circle of Twelve) has shown the most interest in the Siege on Tolkeen. On three occasions, he has intervened in the Coalition advance, each time destroying over a thousand troops, robots, vehicles and other heavy equipment. Tannhauser personally dislikes the clamor of battle, but he likes the thought of a destroyed Tolkeen or Freehold even less, which is why he finds it relatively easy to justify going into battle time and again versus the Dead Boy legions.

Tannhauser is one of the original founders of Freehold, and it was his idea that the city be a sort of "free zone" for Megaversal travelers and dragons in particular. Before the war, Freehold

flourished as a kind of marketplace and meeting site for practitioners of magic, adventurers, freebooters and extra-dimensional travelers. The sudden siege leveled against Freehold and the tri-city area caught Tannhauser and the rest of the city's inhabitants by surprise. A turn of events that infuriates the great dragon. That, more than anything, is what inspires Tannhauser to any further action against the Coalition. He loves the idea of Freehold and will not stand idly by while the buzzing of mortal insects destroys it.

This dragon is also extremely well versed in technology. A warmonger, Tannhauser knows many weapon and mechanical engineering skills and likes to use technology, especially in human guise. One of his favorite tactics is to metamorph into a human or D-Bee appearance, pretend to be a frightened refugee or D-Bee warrior and then tear into his targets with the power of a Great Horned Dragon, picking up their own weapons and using them against them, tearing open the hatch of a vehicle and commandeering it and similar. This *always* catches the enemy off guard and is both fun and effective for the dragon.

Siege Notes: So far, Tannhauser's actions and leadership have mollified the fears of the city's more noteworthy residents that the Coalition could actually harm the metropolis. He has encouraged a few other Dragon Kings to follow his lead, making Tannhauser hopeful that whatever happens in Tolkeen, Freehold will live on much as it has in the past. He is angry and saddened, but not surprised, when the rest of the Dragon Kings abandon the city with scores of Princes, Heirs and Megaversals in tow. For the first time, he wonders if even he and those who persevere can save the day. Tannhauser is the closest thing Freehold has to a General of the Army and he coordinates and mobilizes a legion younger dragons, Megaversal warriors and able bodies against the swarming Coalition. Whether he will fight to the death or not he has not yet decided. Tannhauser will wait till the end to make that choice and see what the fates hand him. He is tired of defeats and banishment and may actually make a stand to the bitter end. If he lives, he will hate the Dragon Kings and Princes who abandoned Freehold. He will not seek vendetta against them, but he will oppose them whenever and wherever their paths cross. The great dragon may also seek out the likes of Warlord Scard, Maxim Current and others to seek revenge against the CS occupation force and/or engage in plots against Chi-Town or Emperor Prosek. However, he loathes the Federation of Magic and will have nothing to do with them.



Race: Great Horned Dragon.

Alignment: Aberrant.

Attributes: I.Q. 30, M.E. 30, M.A. 30, P.S. 52 (supernatural), P.P. 24, P.E. 30, P.B. 30, Spd. 80 running (56 mph/89.6 km) or 220 flying (150 mph/240 km).

M.D.C.: 10,000

Horror/Awe Factor: 18

Weight: 30 tons. **Size:** 30 feet (9 m) tall, 70 feet (21.3 m) long, 120 foot (36.6 m) wingspan. **Age:** 7,600 years.

P.P.E.: 2000, **I.S.P.:** 300.

Experience Level: 20th level Great Horned Dragon and Dragon King.

Skills of Note:

R.C.C. Skills: Basic and Advanced Math (98%), Speak/Literate: Dragonese/Elven (98%), Speak/Literate: American (98%), Speak/Literate: Faerie (98%), Speak/Literate: Gobbly (98%), Speak/Literate: Techno-Can (98%), Forgery (98%), Demon & Monster Lore (98%), Faerie Lore (98%), and Lore: D-Bees (90%).

Communications: Cryptography (98%), Electronic Countermeasures (98%), Laser (98%), Optic Systems (98%), Dance (98%), Radio: Basic (98%), Radio: Scramblers (98%), Surveillance Systems (90%), and T.V./Video (90%).

Electrical & Computer: Basic Electronics (98%), Computer Operation (98%), Computer Programming (98%), Computer Repair (98%), and Electrical Engineer (98%).

Pilot: Airplane (98%), Helicopter (98%), Jet Fighter (98%), Jet Packs (98%), Boat: Sail Type (98%), Boat: Motor & Hydrofoils (98%), Boat: Water Scooters (98%), Horsemanship (98%), Horsemanship: Exotic Animals (98%), Hover Craft (Ground) (98%) and Tanks & APCs (98%).

Pilot Related: Navigation (98%) and Read Sensory Equipment (98%).

Rogue: Computer Hacking (95%), Concealment (98%), Palming (98%), Pick Locks (98%), Pick Pockets (98%), Prowl (98%), Seduction (80%), and Streetwise (98%).

Science: Anthropology (98%), Archaeology (98%), Astronomy (98%), Botany (98%), Chemistry (98%), and Math (above).

Technical: Art (98%), Lore: Magic (98%), Lore: Psychic (90%), Lore: Juicer (90%), Photography (98%), and Writing (98%).

Wilderness: Identify Plants & Fruits (98%), Land Navigation (98%), Preserve Food (98%), Track Animals (98%), Trap Construction (98%), and Wilderness Survival (98%).

W.P.s: W.P. Archery & Targeting, W.P. Blunt, W.P. Chain, W.P. Sword, W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Heavy Energy Weapons.

Special Abilities: Nightvision 100 feet (30.5 m; can see in total darkness), see the invisible, turn invisible at will, prehensile tail, bio-regenerate 2D4x10 M.D. per minute, resistant to fire and cold (does half damage, including M.D. magic fire and plasma), teleport self (92%), dimensional teleport (98%), metamorphosis at will (no duration limit). And create Shadow Dragons (4).

Psionics:

Healing: All Healing psionics! Bio-Regenerate (self) (6), Deaden Pain (4), Detect Psionics (6), Exorcism (10), Healing

Touch (6), Increased Healing (10), Induce Sleep (4), Psychic Diagnosis (4), Psychic Purification (8), Psychic Surgery (14), Resist Fatigue (4), Restore P.P.E. (4), and Suppress Fear (8).

Physical: All Physical psionics! Alter Aura (2), Deaden Senses (4), Death Trance (1), Ectoplasm (varies), Ectoplasmic Disguise (12), Impervious to Cold (2), Impervious to Fire (4), Impervious to Poison (4), Levitation (varies), Mind Block (4), Nightvision (4), Resist Fatigue (4), Resist Hunger (2), Resist Thirst (6), Summon Inner Strength (4), Telekinesis (varies), Telekinetic Acceleration Attack (10-20), Telekinetic Leap (8), Telekinetic Lift (6), Telekinetic Punch (6), and Telekinetic Push (4).

Sensitive: All Sensitive psionics! Astral Projection (8), Clairvoyance (4), Commune with Spirits (6), Empathy (4), Intuitive Combat (10), Machine Ghost (12), Mask I.S.P. & Psionics (7), Mask P.P.E. (4), Mind Block (4), Object Read (6), Presence Sense (4), See Aura (6), See the Invisible (4), Read Dimensional Portal (6), Remote Viewing (10), Sense Dimensional Anomaly (4), Sense Evil (2), Sense Magic (3), Sense Time (2), Sixth Sense (2), Speed Reading (2), Telepathy (4), and Total Recall (2).

Super Psionics: Bio-Manipulation (10) and Psi-Sword (30).

Spell Knowledge: The mighty Tannhauser knows all invocations, levels 1-15:

Level One: Blinding Flash (1), Cloud of Smoke (2), Death Trance (1), Globe of Daylight (2), Lantern Light (1), See Aura (6), See the Invisible (4), Sense Evil (2), Sense Magic (4), and Thunderclap (4).

Level Two: Aura of Power (4), Befuddle (3), Chameleon (6), Climb (3), Cleanse (6), Cloak of Darkness (6), Concealment (6), Detect Concealment (6), Fear (5), Heavy Breathing (3), Levitation (5), Manipulate Objects (2+), Mystic Alarm (5), Shatter (5), Throwing Stones (5), and Turn Dead (6).

Level Three: Armor of Ithan (10), Breathe Without Air (5), Create Wood (10-20), Energy Bolt (5), Fingers of the Wind (5), Float in Air (5), Fuel Flame (5), Ignite Fire (6), Impervious to Fire (5), Invisibility: Simple (6), Life Source (2+special), Light Healing (6), Light Target (6), Magic Shield (6), Mystic Fulcrum (5), Negate Poisons/Toxins (5), Orb of Cold (6), Paralysis: Lesser (5), Resist Fire (6), Telekinesis (6), and Wave of Frost (6).

Level Four: Astral Projection (10), Blind (6), Carpet of Adhesion (10), Chromatic Protection (10), Charismatic Aura (10), Cure Minor Disorders (10), Deflect (10), Electric Arc (8), Energy Field (10), Fool's Gold (10), Fireblast (8), Fire Bolt (7), Fist of Fury (10 or 50), Ley Line Transmission (30), Magic Net (7), Multiple Image (7), Reflection (7), Repel Animals (7), Ricochet Strike (12), Seal (7), Shadow Meld (10), Swim as a Fish (6), Trance (10), Watchguard (10), and Weight of Duty (10).

Level Five: Armor Bizarre (15), Aura of Death (12), Calling (8), Circle of Flame (10), Death Curse (Special), Distant Voice (10), Domination (10), Energy Disruption (12), Escape (8), Eyes of Thoth (8), Featherlight (10), Fly (15), Heal Wounds (10), Horrific Illusion (10), Horror (10), House of Glass (12), Implosion Neutralizer (12), Influence the Beast (12), Instill Knowledge (15), Lifeblast (15), Mend the Broken (10+), Mental Blast (15), Sleep (10), Superhuman Endurance (12), Superhuman Strength (10), Superhuman Speed (10), Sustain (12), Swim as a Fish: Superior (12).

Level Six: Apparition (20), Barrage (15), Call Lightning (15), Compulsion (20), Create Water (15), Crushing Fist (12), Cure Illness (15), Energize Spell (12+), Fire Ball (10), Fire Blossom (20), Fortify Against Disease (15), Frequency Jamming (15), Frostblade (15), Ice (15), Illusion Booster (15), Illusory Wall (15 or 30), Impervious to Energy (20), Magic Pigeon (20), Mask of Deceit (15), Memory Bank (12), Power Bolt (20), Reduce: Self (20), Sheltering Force (20), Targeted Deflection (15), Teleport: Lesser (15), Time Slip (20), Tongues (12), and Words of Truth (15).

Level Seven: Agony (20), Animate/Control Dead (20), Balistic Fire (25), Constrain Being (20), Dispel Magic Barrier (20), Fire Gout (20), Fly as the Eagle (25), Globe of Silence (20), Heal Self (20), Invisibility: Superior (20), Invulnerability (25), Life Drain (25), Lightblade (20), Mental Shock (30), Metamorphosis: Animal (25), Negate Mechanics (20), Purification (Food/Water) (20), Second Sight (20), Sonic Blast (25), Spinning Blades (20), Sub-Particle Acceleration (20), and Wind Rush (20).

Level Eight: Commune with Spirits (25), Eyes of the Wolf (25), Exorcism (30), Fire Globe (40), Forcebonds (25), Greater Healing (30), Hallucination (30), Invincible Armor (30), Lifeward (40), Lightning Arc (30), Locate (30), Luck Curse (40), Magical-Adrenal Rush (45), Metamorphosis: Human (40), Minor Curse (35), Negate Magic (30), Oracle (30), Power Weapon (35), Shockwave (35), Sickness (50), Sorcerous Fury (70), Spoil (Water/Food) (30), Stone to Flesh (30), Wall of Wind (40), Winged Flight (35), Wisps of Confusion (40), and World Bizarre (40).

Level Nine: Aura of Doom (40), Beat Insurmountable Odds (70), Create Steel (68), Curse: Phobia (40), D-Step (50), Dessicate the Supernatural (50), Dragon Fire (40), Familiar Link (55), Illusion Manipulation (25-60), Metamorphosis: Insect (60), Mute (50), Phantom Mount (45), Protection Circle: Simple (45), Purge Self (70), Realm of Chaos (70), Summon & Control Canine (50), Speed of the Snail (50), Tame Beast (60), Transferal (50), Wall of Defense (55), and Water to Wine (40).

Level Ten: Armorbane (100), Banishment (65), Control/Enslave Entity (80), Deathword (70), Energy Mind (100), Giant (80), Illusory Forest (45-90), Magic Warrior (60), Metamorphosis: Superior (100), Meteor (75), Mystic Portal (60), Plane Skip (65), Purge Other (100), Reality Flux (75), Restore Limb (80), Speed Weapon (100), Summon Shadow Beast (140), Summon/Control Rodents (70), Super-Healing (70), Wall of Not (70), Wards (90), and Warped Space (90).

Level Eleven: Anti-Magic Cloud (140), Astral Hole (120), Bottomless Pit (100), Create Mummy (160), Create Magic Scroll (100), Curse of the World Bizarre (100), Disharmonize (150), Energy Sphere (120), Firequake (160), Id Alter Ego (130), Illusory Terrain (55-120), Mindshatter (130), Remove Curse (140), Re-Open Gateway (180), See in Magic Darkness (125), Summon & Control Animals (125), and Summon Fog (140).

Level Twelve: Amulet (290), Calm Storms (200), Create Zombie (250), Ensorcel (400), Heavy Air (200), Ironwood (50+), Metamorphosis: Mist (250), Null Sphere (220), Soultwist (170), Summon Entity (250), Summon Rain (200), Time Hole (210), and Wall of the Weird (180).

Level Thirteen: Collapse (70-400), Create Golem (700 or 1000), Protection Circle: Superior (300), Restore Life (275), Shadow Wall (400), Summon Storm (300), Summon Lesser Being (425), Sanctum (390), Swap Places (300), and Talisman (500).

Level Fourteen: Annihilate (600), Close Rift (200+), Id Barrier (600), Impenetrable Wall of Force (600), Restoration (750), and Summon & Control Sea Serpents (350).

Level Fifteen: Circle of Travel (600), Dimensional Portal (1000), Enchant Weapon (400 to 1000+), Summon Ally (600), Teleport: Superior (600), Transformation (2000), Void (700).

Combat Training: Natural combat abilities.

Attacks Per Melee: Eight physical attacks per melee, or four fire breath and four physical, or three by magic. Favorite weapon is, of course, magic.

Combat Bonuses: +4 on initiative, +11 to strike, +12 to parry and dodge, +4 to pull punch, +4 to roll with impact, +12 to save vs psionics and insanity, +12 to save vs magic and poison, +4 on all other saving throws, +30% to save vs coma/death.

Other Combat Info: Restrained punch: 1D6x10 S.D.C., full strength punch: 6D6 M.D., power punch: 1D6x10+20 M.D. (counts as two attacks), kick or slashing tail attack: 6D6 M.D., bite: 6D6 M.D. And breathe fire: Mega-Damage: 6D6 M.D., Range: 100 feet (30.5 m), Rate of Fire: Can be used as often as four times per melee.

Weapons, Body Armor & Other Equipment: Personally, Tannhauser does not rely on other equipment at all, except when he masquerades as a humanoid (which he does quite often). Simply put, the dragon loves to use his magic abilities too much to use some rune weapon or technological device instead. In combat or in peacetime, Tannhauser is a creature of magic, first and foremost.

Money: Undoubtedly the dragon has amassed a vast fortune. Most of it is kept in his lair in another dimension, the rest is lost when Freehold falls.

Rexus

Possessing a love for magic and power almost equal to his love of taking foolish risks (a character flaw he never really outgrew from his hatchling days), Rexus the Dragon King is another figure who has played an active role in the Coalition War for Tolkeen. He is best known for a strike in which he knocked over a dozen Death's Head transports from the sky in a single day, during the Sorcerers Revenge. Rexus took part in much of that carnage, and laid to waste innumerable Coalition units as they retreated from Tolkeen. Since then, the great Fire Dragon has been sleeping in his Freehold home, unwilling to rouse for anything. This is a great blow to the defenders of Tolkeen who were counting on Rexus to stay active.

Siege Notes: Rexus is awakened by one of his trusted servants with the startling news: the City of Tolkeen is under attack, the defensive force field can not be raised and hundreds of thousands of enemy soldiers and power armor will be upon them in a matter of minutes. His eyes sparkle with intensity and glee as he rockets into the sky, the first of the Dragon Kings to meet the approaching Coalition aerial attackers before they ever reach the outer walls of Freehold. However, his call to arms

falls on deaf ears when it comes to most of the Dragon Kings and Princes. It annoys the Fire Dragon, but he doesn't really care. He simply likes to fight when it suits him, and right now it suits him just fine. This reckless Dragon King will fight on the brink of death several times during the siege on Freehold, retreating at the last possible instant to hide, recover and fight again. It angers and frustrates him that even four Dragon Kings, a few dozen Princes and a couple hundred hatchlings can not hold back the Coalition invaders. Thus, he fights to prove his/their superiority. It doesn't matter that they will claim tens of thousands of Coalition soldiers and lose the city only when half of it is bombarded with tactical nuclear missiles! He still can't believe they – dragons – can lose to humans! Thus, he fights to the bitter end and to the brink of death. However, he has no death wish, and will either attempt to teleport to safety or transform into human guise and slip away. Rexus will do so in abject humiliation, so consumed by his defeat that he forgets about any comrades and runs away to sulk and sleep for a few months. He could care less about any innocent civilians.

Race: Fire Dragon.

Alignment: Anarchist.

Attributes: I.Q. 24, M.E. 24, M.A. 24, P.S. 38 (supernatural), P.P. 24, P.E. 30, P.B. 30, Spd. 120 running (82 mph/131 km) or 200 flying (138 mph/221 km).

M.D.C.: 8,000

Weight: 25 tons. **Size:** 30 feet (9.1 m) tall, 65 feet (20 m) long, 100 foot (30.5 m) wingspan.

Age: 6,050 years old.

P.P.E.: 800, **I.S.P.:** 140.

Experience Level: 17th level Fire Dragon and Dragon King.

Skills of Note:

R.C.C. Skills: Basic and Advanced Math (98%), Speak/Literate: Dragonese/Elven (98%), Speak/Literate American (98%), Speak/Literate: Spanish (98%), Speak/Literate: Euro (98%), Speak/Literate: Faerie (98%), Speak Gobblely (98%), and Speak Demongogian (98%). Demon & Monster Lore (90%), Faerie Lore (40%), Basic Electronics (92%), and Computer Operation (92%).

Communications: Radio: Basic (98%), Radio: Scramblers (98%), Surveillance Systems (98%), and T.V./Video (98%).

Pilot: Jet Packs (98%), Motor Boats & Hydrofoils (98%), Horsemanship: Exotic Animals (98%), Hover Craft (Ground) (98%), Hovercycle (92%), and Truck (90%).

Pilot Related: Navigation (98%), Read Sensory Equipment (98%), and Weapon Systems (98%).

Rogue: Palming (92%), Prowl (88%), Ventriloquism (88%) and Streetwise (88%).

Science: Anthropology (98%), Astronomy (98%), Biology (98%), and Math (above).

Technical: Lore: Religion (92%), Lore: Magic (98%), Lore: History of the West (98%), and Prospecting (98%).

W.P.s: W.P. Knife, W.P. Sword, W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Heavy Energy Weapons.

Special Abilities: Nightvision 100 feet (30.5 m; can see in total darkness), see the invisible, turn invisible at will, bio-regenerate 2D4x10 M.D. per minute, impervious to fire (does no



damage, not even magic fire or M.D. plasma), teleport self (92%), dimensional teleport (52%), metamorphosis at will (no duration limit), and create Shadow Dragons (4).

Psionics:

Physical: All Physical psionics! Alter Aura (2), Deaden Senses (4), Death Trance (1), Ectoplasm (varies), Ectoplasmic Disguise (12), Impervious to Cold (2), Impervious to Fire (4), Impervious to Poison (4), Levitation (varies), Mind Block (4), Nightvision (4), Resist Fatigue (4), Resist Hunger (2), Resist Thirst (6), Summon Inner Strength (4), Telekinesis (varies), Telekinetic Acceleration Attack (10-20), Telekinetic Leap (8), Telekinetic Lift (6), Telekinetic Punch (6), and Telekinetic Push (4).

Sensitive: All Sensitive psionics! Astral Projection (8), Clairvoyance (4), Commune with Spirits (6), Empathy (4), Intuitive Combat (10), Machine Ghost (12), Mask I.S.P. & Psionics (7), Mask P.P.E. (4), Mind Block (4), Object Read (6), Presence Sense (4), See Aura (6), See the Invisible (4), Read Dimensional Portal (6), Remote Viewing (10), Sense Dimensional Anomaly (4), Sense Evil (2), Sense Magic (3), Sense Time (2), Sixth Sense (2), Speed Reading (2), Telepathy (4), and Total Recall (2).

Spell Knowledge (Invocations): Rexus knows all invocations, levels 1-6, plus a few additional spells. See *Rifts® Federation of Magic* or the *Rifts® Book of Magic* for spells not found in the RPG.

Level One: Blinding Flash (1), Cloud of Smoke (2), Death Trance (1), Globe of Daylight (2), Lantern Light (1), See Aura (6), See the Invisible (4), Sense Evil (2), Sense Magic (4), and Thunderclap (4).

Level Two: Aura of Power (4), Befuddle (3), Chameleon (6), Climb (3), Cleanse (6), Cloak of Darkness (6), Concealment (6), Detect Concealment (6), Fear (5), Heavy Breathing (3), Levitation (5), Manipulate Objects (2+), Mystic Alarm (5), Shatter (5), Throwing Stones (5), and Turn Dead (6).

Level Three: Armor of Ithan (10), Breathe Without Air (5), Create Wood (10-20), Energy Bolt (5), Fingers of the Wind (5), Float in Air (5), Fuel Flame (5), Ignite Fire (6), Impervious to Fire (5), Invisibility: Simple (6), Life Source (2+special), Light Healing (6), Light Target (6), Magic Shield (6), Mystic Fulcrum (5), Negate Poisons/Toxins (5), Orb of Cold (6), Paralysis: Lesser (5), Resist Fire (6), Telekinesis (6), and Wave of Frost (6).

Level Four: Astral Projection (10), Blind (6), Carpet of Adhesion (10), Chromatic Protection (10), Charismatic Aura (10), Cure Minor Disorders (10), Deflect (10), Electric Arc (8), Energy Field (10), Fool's Gold (10), Fireblast (8), Fire Bolt (7), Fist of Fury (10 or 50), Ley Line Transmission (30), Magic Net (7), Multiple Image (7), Reflection (7), Repel Animals (7), Ricochet Strike (12), Seal (7), Shadow Meld (10), Swim as a Fish (6), Trance (10), Watchguard (10), and Weight of Duty (10).

Level Five: Armor Bizarre (15), Aura of Death (12), Calling (8), Circle of Flame (10), Death Curse (Special), Distant Voice (10), Domination (10), Energy Disruption (12), Escape (8), Eyes of Thoth (8), Featherlight (10), Fly (15), Heal Wounds (10), Horrific Illusion (10), Horror (10), House of Glass (12), Implosion Neutralizer (12), Influence the Beast (12), Instill Knowledge (15), Lifeblast (15), Mend the Broken (10+), Mental Blast (15), Sleep (10), Superhuman Endurance (12), Superhuman

Strength (10), Superhuman Speed (10), Sustain (12), and Swim as a Fish: Superior (12).

Level Six: Apparition (20), Barrage (15), Call Lightning (15), Compulsion (20), Create Water (15), Crushing Fist (12), Cure Illness (15), Energize Spell (12+), Fire Ball (10), Fire Blossom (20), Fortify Against Disease (15), Frequency Jamming (15), Frostblade (15), Ice (15), Illusion Booster (15), Illusory Wall (15 or 30), Impervious to Energy (20), Magic Pigeon (20), Mask of Deceit (15), Memory Bank (12), Power Bolt (20), Reduce: Self (20), Sheltering Force (20), Targeted Deflection (15), Teleport: Lesser (15), Time Slip (20), Tongues (12), and Words of Truth (15).

Level Seven: Animate & Control Dead (20).

Level Eight: Exorcism (30).

Level Eleven: Remove Curse (140).

Spell Knowledge (Elemental Fire): Rexus knows all Fire Elemental magic, levels 1-8. See *Rifts® Conversion Book One* for a complete description of each, or the *Rifts® Book of Magic* for these and all magic descriptions.

Level One: Blinding Flash (1), Cloud of Smoke (2), Create Coal (5), Fiery Touch (5), Globe of Daylight (2), Nightvision (4), Impervious to Fire (5), and Stench of Hades (4).

Level Two: Cloud of Ash (5), Darkness (8), Flame Lick (7), Freeze Water (8), Heat Object & Boil Water (4), Resist Cold (5), Spontaneous Combustion (5), Swirling Lights (8), and Tongue of Flame (6).

Level Three: Circle of Cold (10), Circle of Flame (10), Create Heat (8), Extinguish Fire (8), Fire Ball (10), Lower Temperature (8), and Wall of Flame (15).

Level Four: Cloud of Steam (10), Flame Friend (20), Fuel Flame (10), Heal Burns (15), and Mini-Fireballs (20).

Level Five: Blue Flame (30), Breathe Fire (20), Eat Fire (20), Screaming Wall of Flame (30), and Wall of Ice (30).

Level Six: Dancing Fires (35), Eternal Flame (75), Flame of Life (40), Fire Whip (30).

Level Seven: Ten Foot Wheel of Fire (40), Melt Metal (50), and River of Lava (50).

Level Eight: Burst into Flame (70), Drought (80), and Plasma Bolt (60).

Spell Knowledge (Elemental Water): Rexus knows all Water Elemental magic, levels one through eight. See *Rifts® Conversion Book One* or the *Rifts® Book of Magic* for descriptions.

Level One: Cloud of Steam (10), Color Water (2), Create Fog (5), Dowsing (2), Float on Water (4), Purple Mist (5), Salt Water to Fresh (4), and Water to Wine (5).

Level Two: Breathe Under Water (6), Fog of Fear (7), Foul Water (6), Liquids to Water (10), Resist Fire (6), Ride the Waves (7), Walk the Waves (10), and Water-Seal (8).

Level Three: Calm Waters (15), Circle of Rain (20), Command Fish (10), Freeze Water (8), Resist Cold (6), and Sheet of Ice (15).

Level Four: Create Water (10), Hail (20), Shards of Ice (15), Swim Like the Dolphin (15), Wall of Ice (20), and Water Wisps (30).

Level Five: Earth to Mud (20), Protection from Lightning (25), Snow Storm (40), Ten Foot Ball of Ice (30), and Whirlpool (40).

Level Six: Heal Burns (25), Hurricane (50), Little Ice Monster (40), Part Waters (50), Summon Sharks/Whales (50), and Encase in Ice (40).

Level Seven: Rain Dance (60), Summon Storm (60), and Drought (70).

Level Eight: Tidal Wave (80) and Creature of the Waves (70).

Combat Training: Natural combat ability.

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

Combat Bonuses: +3 on initiative, +9 to strike, +8 to parry and dodge, +3 to pull punch, +3 to roll with impact, +11 to save vs magic and poison, +8 to save vs psionics and insanity, and +3 on all other saving throws.

Other Combat Info: Restrained punch: 4D6 S.D.C., full strength punch: 4D6 M.D., power punch: 1D6x10 M.D. (counts as two attacks), kick or tail slash: 5D6 M.D., bite: 4D6 M.D., fire breath (Mega-Damage: 6D6 M.D., Range: 200 feet (61 m), Rate of Fire: Can be used as often as four times per melee).

Weapons, Body Armor & Other Equipment: Rexus does not keep any of his personal treasure hoard anywhere on Rifts Earth. He is believed to have stashed much of his incredible wealth and magic collection deep in the jungles of an alien world, as well as on numerous other so-called "Heroic Realms." Has a mere one million in Universal Credits and 4 million worth of gems and other valuable items on him.

The Sleeper

The Sleeper is best known for her extraordinary appetite for rest, having once slumbered for an entire millennium. Her arrival to Rifts Earth and her subsequent adventures mark her longest period of continual waking activity; over 25 years worth. Since the founding of Freehold, she has gone back to sleep, content to dream while the armies of Tolkeen and the Coalition clash nearby. The Sleeper will not awaken for anything short of a nuclear bomb landing right on top of her. That being the case, she could remain asleep for another 1D6x100 years. Should the Coalition make the mistake of rousing her, the Sleeper will fly into a rage the likes of which *none* of the Dragon Kings have ever seen. When that happens, the Coalition might still take

Tolkeen, but they will pay most dearly for their transgression before the Sleeper is through with them.

Siege Notes: The attack on Freehold wakes the Sleeper with a jolt. She is not happy to be roused from her nap and even less happy to find her home under attack. Her first action is to see what's going on and to strike back at the invaders. After a couple days of combat, the Sleeper will rest for a day, remove her valuables and most valued slaves to a safe location at her cottage in the *Magic Zone* and return a few days later to wreak more havoc. She will fight for a while longer but will not sacrifice herself for humanoids or the dream that is Tolkeen and leaves days before the city falls to the CS. However, she may return from time to time to beguile, trick and hurt the CS occupation force out of vindictiveness. Likewise, she will seek revenge against any specific individual she feels has crossed or humiliated her. Despite all of this, the Sleeper has no lasting ill will toward the Coalition States, Lazlo, Cyber-Knights or anybody else.

Real Name: Unknown.

Race: Serpent of the Wind.

Alignment: Miscreant with a vindictive streak a mile wide.

Attributes: I.Q. 22, M.E. 22, M.A. 22, P.S. 30 (supernatural), P.P. 22, P.E. 28, P.B. 24, Spd 70 running (48 mph/77 km) or 200 flying (136 mph/217.6 km).

M.D.C.: 6,500

Weight: One ton. **Size:** 20 feet (6.1 m) long.

Age: 5869 years old.

P.P.E.: 900, **I.S.P.:** 200.

Experience Level: 16th level Serpent of the Wind and Dragon King.

Skills of Note:

R.C.C. Skills: Basic and Advanced Math (98%), Speak/Literate: Dragonese/Elven (98%), Speak/Literate: American (98%), Speak/Literate: Spanish (98%), Speak/Literate: Gobblely (98%), Speak/Literate: Techno-Can (98%), Speak/Literate: Euro (98%), Interrogation (98%), Camouflage (98%), locate secret compartments & doors (92%), Demon & Monster Lore (98%), and Faerie Lore (98%).

Communications: Cryptography (98%), Electronic Countermeasures (98%), Radio: Basic (98%), and Surveillance Systems (98%).

Espionage: Detect Concealment (98%), Escape Artist (98%), Forgery (98%), Tracking (98%) and Prowl (98%).



Pilot: Airplane (98%), Helicopter (95%), and Hover Craft (Ground; 95%), Horsemanship (90%), and Horsemanship: Exotic Animals (85%).

Rogue: Concealment (95%), Palming (90%), Seduction (86%), and Streetwise (84%).

Science: Archaeology (98%), Astronomy (98%), and Math (above).

Technical: Computer Operation (98%), Photography (98%), Writing (98%) and Law (98%).

Wilderness: Land Navigation (90%) and Wilderness Survival (95%).

W.P.s: Archery & Targeting, W.P. Blunt, W.P. Sword, W.P. Energy Pistol, and W.P. Energy Rifle.

Special Abilities: Nightvision 100 feet (30.5 m; can see in total darkness), see the invisible, turn invisible at will, climb 90/80%, swim 90%, track by smell 45%, prehensile tail, bio-regenerate 2D4x10 M.D. per minute, resistant to fire and cold (does half damage, including M.D. magic fire and plasma), teleport self (88%), dimensional teleport (88%), metamorphosis at will (no duration limit), and create Shadow Dragons (4).

Psionics:

Physical: All Physical psionics! Alter Aura (1), Deaden Senses (4), Death Trance (1), Ectoplasm (varies), Ectoplasmic Disguise (12), Impervious to Cold (2), Impervious to Fire (4), Impervious to Poison (4), Levitation (varies), Mind Block (4), Nightvision (4), Resist Fatigue (4), Resist Hunger (2), Resist Thirst (6), Summon Inner Strength (4), Telekinesis (varies), Telekinetic Acceleration Attack (10-20), Telekinetic Leap (8), Telekinetic Lift (6), Telekinetic Punch (6), and Telekinetic Push (4).

Sensitive: All Sensitive psionics! Astral Projection (8), Clairvoyance (4), Commune with Spirits (6), Empathy (4), Intuitive Combat (10), Machine Ghost (12), Mask I.S.P. & Psionics (7), Mask P.P.E. (4), Mind Block (4), Object Read (6), Presence Sense (4), See Aura (6), See the Invisible (4), Read Dimensional Portal (6), Remote Viewing (10), Sense Dimensional Anomaly (4), Sense Evil (2), Sense Magic (3), Sense Time (2), Sixth Sense (2), Speed Reading (2), Telepathy (4), and Total Recall (2).

Spell Knowledge (Invocations): All invocations, levels one through seven.

Level One: Blinding Flash (1), Cloud of Smoke (2), Death Trance (1), Globe of Daylight (2), Lantern Light (1), See Aura (6), See the Invisible (4), Sense Evil (2), Sense Magic (4), and Thunderclap (4).

Level Two: Aura of Power (4), Befuddle (3), Chameleon (6), Climb (3), Cleanse (6), Cloak of Darkness (6), Concealment (6), Detect Concealment (6), Fear (5), Heavy Breathing (3), Levitation (5), Manipulate Objects (2+), Mystic Alarm (5), Shatter (5), Throwing Stones (5), Turn Dead (6).

Level Three: Armor of Ithan (10), Breathe Without Air (5), Create Wood (10-20), Energy Bolt (5), Fingers of the Wind (5), Float in Air (5), Fuel Flame (5), Ignite Fire (6), Impervious to Fire (5), Invisibility: Simple (6), Life Source (2+special), Light Healing (6), Light Target (6), Magic Shield (6), Mystic Fulcrum (5), Negate Poisons/Toxins (5), Orb of Cold (6), Paralysis: Lesser (5), Resist Fire (6), Telekinesis (6), and Wave of Frost (6).

Level Four: Astral Projection (10), Blind (6), Carpet of Adhesion (10), Chromatic Protection (10), Charismatic Aura (10), Cure Minor Disorders (10), Deflect (10), Electric Arc (8), Energy Field (10), Fool's Gold (10), Fireblast (8), Fire Bolt (7), Fist of Fury (10 or 50), Ley Line Transmission (30), Magic Net (7), Multiple Image (7), Reflection (7), Repel Animals (7), Ricochet Strike (12), Seal (7), Shadow Meld (10), Swim as a Fish (6), Trance (10), Watchguard (10), and Weight of Duty (10).

Level Five: Armor Bizarre (15), Aura of Death (12), Calling (8), Circle of Flame (10), Death Curse (Special), Distant Voice (10), Domination (10), Energy Disruption (12), Escape (8), Eyes of Thoth (8), Featherlight (10), Fly (15), Heal Wounds (10), Horrific Illusion (10), Horror (10), House of Glass (12), Implosion Neutralizer (12), Influence the Beast (12), Instill Knowledge (15), Lifeblast (15), Mend the Broken (10+), Mental Blast (15), Sleep (10), Superhuman Endurance (12), Superhuman Strength (10), Superhuman Speed (10), Sustain (12), and Swim as a Fish: Superior (12).

Level Six: Apparition (20), Barrage (15), Call Lightning (15), Compulsion (20), Create Water (15), Crushing Fist (12), Cure Illness (15), Energize Spell (12+), Fire Ball (10), Fire Blossom (20), Fortify Against Disease (15), Frequency Jamming (15), Frostblade (15), Ice (15), Illusion Booster (15), Illusory Wall (15 or 30), Impervious to Energy (20), Magic Pigeon (20), Mask of Deceit (15), Memory Bank (12), Power Bolt (20), Reduce: Self (20), Sheltering Force (20), Targeted Deflection (15), Teleport: Lesser (15), Time Slip (20), Tongues (12), and Words of Truth (15).

Level Seven: Agony (20), Animate/Control Dead (20), Balistic Fire (25), Constrain Being (20), Dispel Magic Barrier (20), Fire Gout (20), Fly as the Eagle (25), Globe of Silence (20), Heal Self (20), Invisibility: Superior (20), Invulnerability (25), Life Drain (25), Lightblade (20), Mental Shock (30), Metamorphosis: Animal (25), Negate Mechanics (20), Purification (Food/Water) (20), Second Sight (20), Sonic Blast (25), Spinning Blades (20), Sub-Particle Acceleration (20), and Wind Rush (20).

Spell Knowledge (Elemental Air): All Air Elemental magic, levels one through eight.

Level One: Breathe Without Air (3), Thunder Clap (2), Cloud of Slumber (4), Cloud of Steam (4), Create Light (2), Create Mild Wind (4), and Stop Wind (5).

Level Two: Change Wind Direction (6), Create Air (6), Heavy Breathing (5), Howling Wind (7), Levitate (7), Mesmerism (7), Miasma (7), Northwind (7), Silence (10).

Level Three: Air Bubble (10), Call Lightning (10), Float In Air (6), Darkness (10), Fingers of the Wind (8), Northern Lights (12), Resist Cold (8), Walk the Wind (10), and Wind Rush (10).

Level Four: Ball Lightning (15), Calm Storm (20), Dissipate Gases (15), Freeze Water (10), Invisibility (20), Leaf Rustler (15), Phantom Footman (20), Protection From Lightning (20).

Level Five: Breath of Life (60), Circle of Rain (25), Darken the Sky (25), Detect the Invisible (10), Invisible Wall (30), Phantom (30), and Whirlwind (30).

Level Six: Electrical Field (35), Electro-Magnetism (40), Mist of Death (40), Snow Storm (50), Vacuum (40), and Whisper of the Wind (30).

Level Seven: Atmosphere Manipulation (50), Hurricane (60), Rainbow (60), Tornado (60).

Level Eight: Wind Blast (40), Wind Cushion (50), Creature of the Wind (70).

Combat Training: Natural combat abilities.

Attacks Per Melee: Six physical attacks per melee or two by magic. Favorite weapon is magic.

Combat Bonuses: +2 on initiative, +2 to strike, +3 to parry and dodge, +2 to pull punch, +2 to roll with impact, +10 to save vs magic and poison, +7 to save vs psionics and insanity, +7 to save vs Horror Factor, and +3 on all other saving throws.

Other Combat Info: Restrained punch: 4D6 S.D.C., full strength punch: 2D6 M.D., power punch: 4D6 M.D. (counts as two attacks), kick or tail slash: 3D6 M.D., bite: 2D6 M.D.

Weapons: The Sleeper enjoys adventuring in human form, using her outlandish strength to carry oversized weapons, partly for their firepower, but also for their dramatic effect. Usually if encountered in humanoid form, the Sleeper will be seen wielding one of the following weapons.

Longbow: This is an ordinary long bow that fires a variety of different arrowheads. At any given time, the Sleeper will have two quivers of 24 arrows each on her person. One with magic arrows and one with high-tech arrows.

Magic: Lightning Arrows: 12 crooked shafts that inflict 1D4x10 M.D. each and fly up to 2000 feet (610 m).

Magic Arrows: Six made into 2D6 M.D. arrows by the Mystic Kuznya on the Circle of Twelve. Lady Smith has also provided six magic, iron tipped arrows that do 2D6 S.D.C. to all creatures except energy beings, entities, spirits and ghosts (does 2D6 M.D. to them).

High Explosive Arrowhead (6): 3D6 M.D.

Gas Arrowhead (6): Arrowhead shatters on impact, releasing a toxic gas that fills a 10 foot (3 m) area. Everybody in the gaseous area must roll to save vs harmful drugs (15 or higher). Gas effects might include tear gas (-4 to strike, parry and dodge, lose initiative, lose one attack per melee), tranquilizer gas (sleep/knockout for 1D6 melees), and paralysis gas (temporary paralysis for 1D6 melees).

Neural Disrupter Arrowhead (6): Save vs non-lethal poison (16 or higher) or suffer the following penalties: -8 to strike, parry, and dodge for 2D4 melees. Each subsequent hit will increase this duration by another 2D4 melees.

Smoke, Flare and Tracer Bug Arrowheads: No damage. Effects are identical to the equipment items of the same name; two of each.

TX-45 Particle Beam Rifle: **Mega-Damage:** 5D6+6 M.D. per shot. **Rate of Fire:** Standard. **Range:** 1,200 feet (365 m). **Payload:** 8 shots per standard E-clip, 20 shots per FSE-clip.

NG-E12 Heavy Plasma Ejector: **Mega-Damage:** 1D6X10. **Rate of Fire:** Standard. **Range:** 2,000 feet (610 m). **Payload:** 6 shots per standard E-clip, 12 shots per long E-clip, or 42 shots with a power pack.

WI-GL20 Automatic Grenade Launcher: **Mega-Damage:** Fragmentary: 4D6 M.D. to a blast area of 12 feet (3.6 m). Armor-piercing: 1D4x10 M.D. to a blast area of 3 feet (0.9 m). Can also fire smoke, illumination and chemical rounds. **NOTE:** A burst is 10 rounds! A burst of fragmentary grenades inflicts 2D6x10 M.D. with a blast area of 40 feet (12 m). A burst of armor-piercing grenades does 3D6x10 M.D. with an 8 foot (2.4 m) blast radius. **Rate of Fire:** Standard. **Range:** 3,000 feet (914 m). **Payload:** 40 round magazine or 200 round belt.

Extra Ammo: The Sleeper typically carries six full reloads for her primary weapon. Once that runs out, she will switch to magic or simply resume her dragon form and continue the assault that way.

Body Armor: When in humanoid form, the Sleeper favors wearing a suit of *Dragon Armor* made by the Mystic Kuznya. M.D.C.: 200; no mobility penalty due to the dragon's supernatural P.S. The armor also makes the wearer impervious to Dragon's breath attacks (all) as well as heat and fire of all kinds (including magic fire).

Other Equipment: Taken away to safety. Relies on her magic rather than man-made machines. Although she does like a few heavy weapons (noted above) and collects magic items.



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Kaltaval the Weary

Kaltaval the Noble, the Mysterious, the Terrible, the Fickle, the Unlucky, the Righteous, the Mighty. All of these titles have been applied to this magnificent creature at one time or another, so varied have his experiences and fortunes been. Kaltaval spent much of his hatchling and adult life as a reckless adventurer, meddling in the ways of mortals and building an incredible treasure hoard stashed in various sites across the Megaverse. When he became an ancient dragon, Kaltaval slowed down considerably, becoming known as Kaltaval the Watcher, the Patient, and the Weary. That last title is what currently applies to the dragon, best known as a broken down and tired individual who has seen a million lifetimes' worth of misery and bloodshed on this and a

hundred other worlds. To him, the horrors of war as seen in Minnesota are nothing new or extraordinary. It is just another war on another world between another pair of civilizations who fail to see eye to eye. If only mortals had the foresight of dragons, Kaltaval laments, then they might not be so eager to blast each other into oblivion. Kaltaval knows. He has been there, on the forefront of the battlefield, and he has seen what death does up close and personal. For that reason, he has refrained from getting involved directly in the Siege on Tolkeen, opting instead to provide advice and insight to those who seek it. He keeps a close eye on the war's developments, ever alert for signs that the war might become a cataclysm beyond the scope of ordinary armed conflict. Should the Siege on Tolkeen become the kind of event that might tear the world asunder, then he might take action. But until then, Kaltaval the Weary watches on, observing the sad course of history play itself out again, just as it has so many times before. Kill. Be killed. Kill again. It is the way of mortal life, and it is certainly the way of Rifts Earth.

Siege Notes: As one might guess, Kaltaval the Weary has no intention of fighting. Like many of the other dragons, he does not believe that Freehold (or Tolkeen) will fall to mere humans. Consequently, he goes to sleep while combat rages in and around the city. Kaltaval is so indifferent and disappointed that he will not awaken until his massive tower of a home comes crashing down on him and/or he is attacked. He will fight only enough to make good an escape and vanish in search of the other Dragon Kings. He may pause to help a few civilians or city defenders but that's the extent of his involvement.

Race: Thunder Lizard.

Alignment: Anarchist; very negative and pragmatic.

Attributes: I.Q. 26, M.E. 26, M.A. 26, P.S. 32 (supernatural), P.P. 22, P.E. 26, P.B. 30, Spd. 36 running

Insanities: An eternal pessimist, obsessed with why people fight, and suffers from depression.

M.D.C.: 8000

Horror Factor: 15

Weight: 20 tons. **Size:** 20 feet (6.1 m) tall, 45 feet (13.7 m) long.

Age: 6135

P.P.E.: 1590. **I.S.P.:** 218

Experience Level: 26th level Thunder Lizard and Dragon King..

Skills of Note:

R.C.C. Skills: Basic and Advanced Math (98%), Speak/Literate: Dragonese/Elven (98%), Speak/Literate: American (98%), Speak/Literate: Faerie (98%), Speak/Literate: Gobblely (98%), Speak/Literate: Techno-Can (98%), Forgery (60%), Streetwise (60%), Demon & Monster Lore (90%), Faerie Lore (60%), Basic Electronics (98%), Computer Operation (98%).

Communications: Cryptography (98%), Electronic Countermeasures (98%), Laser (98%), Optic Systems (98%), Radio: Basic (98%), Radio: Scramblers (98%), Surveillance Systems (98%), and T.V./Video (98%).

Mechanical: Aircraft Mechanics (98%), Automotive Mechanics (98%), Locksmith (98%), Mechanical Engineer (98%), and Robot Mechanics (98%).

Pilot: Airplane (98%), Jet Aircraft (98%), Jet Fighter (98%), Automobile (98%), Boat: Sail type (98%), Boat: Motor & Hydrofoils (98%), Horsemanship (98%), Hover Craft (Ground) (98%), Jet Packs (98%), Hovercycle (98%), and Truck (98%).

Pilot Related: Navigation (98%), Radar/Sonar Operations (98%), Read Sensory Equipment (98%), Weapon Systems (98%).

Rogue: Card Sharp (89%) Concealment (98%), Find Contraband, Weapons & Cybernetics (98%), Palming (98%), Prowl (98%), and Streetwise (98%).

Science: Anthropology (98%), Archaeology (98%), Astronomy (98%), Biology (98%), Botany (98%), and Math (see above).

Technical: Art (98%), Computer Operation (98%), Computer Programming (98%), Lore: D-Bee (98%), History (98%), Law (98%) and Whittling (98%).

W.P.s: W.P. Archery & Targeting, W.P. Blunt, W.P. Chain, W.P. Sword, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons.

Special Abilities: Nightvision 100 feet (30.5 m; can see in total darkness), see the invisible, turn invisible at will, bio-regenerate 2D4x10 M.D. per minute, resistant to fire and cold (does half damage, including M.D. magic fire and plasma), teleport self (98%), dimensional teleport (98%), metamorphosis at will (up to 72 hours at once), and create Shadow Dragons (4).

Psionics:

Physical: All Physical psionics! Alter Aura (2), Deadened Senses (4), Death Trance (1), Ectoplasm (varies), Ectoplasmic Disguise (12), Impervious to Cold (2), Impervious to Fire (4), Impervious to Poison (4), Levitation (varies), Mind Block (4), Nightvision (4), Resist Fatigue (4), Resist Hunger (2), Resist Thirst (6), Summon Inner Strength (4), Telekinesis (varies), Telekinetic Acceleration Attack (10-20), Telekinetic Leap (8), Telekinetic Lift (6), Telekinetic Punch (6), Telekinetic Push (4).

Sensitive: All Sensitive psionics! Astral Projection (8), Clairvoyance (4), Commune with Spirits (6), Empathy (4), Intuitive Combat (10), Machine Ghost (12), Mask I.S.P. & Psionics (7), Mask P.P.E. (4), Mind Block (4), Object Read (6), Presence Sense (4), See Aura (6), See the Invisible (4), Read Dimensional Portal (6), Remote Viewing (10), Sense Dimensional Anomaly (4), Sense Evil (2), Sense Magic (3), Sense Time (2), Sixth Sense (2), Speed Reading (2), Telepathy (4), Total Recall (2).

Spell Knowledge: Kaltaval is a living encyclopedia of mystic knowledge. He knows *all* invocations, levels one through fifteen.

See *Tannhauser* at the beginning of this section for a complete spell list. Spell descriptions not in the *Rifts® RPG* can be found in *Federation of Magic™*; all spell descriptions are found in the *Rifts® Book of Magic*.

Combat Training: Natural combat abilities.

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

Combat Bonuses: +4 on initiative, +7 to strike, +8 to parry and dodge, +4 to pull punch, +4 to roll with impact, +10 to save vs psionics and insanity, +9 to save vs magic and poison, +4 on all other saving throws, +22% to save vs coma/death.

Other Combat Info: Restrained punch: 4D6 S.D.C., full strength punch: 3D6 M.D., power punch: 6D6 M.D. (counts as two attacks), kick or tail slash: 3D6 M.D., bite: 3D6 M.D., expel poisonous vapors: **Damage:** paralyzes victims who breathe the vapors for 2D6 melees. **Range:** 100 feet (30.5 m).

Rate of Fire: As often as four times per melee.

Weapons: When traveling in humanoid guise, Kaltaval will use weapons to maintain the ruse that he is *not* actually an incredibly powerful dragon. In Tolkeen, he will outfit himself with a few Techno-Wizard weapons (TW Spin-Disk Shooters and the TW Chainsaw are his favorites). Oddly, for a dragon of his power and wealth, Kaltaval owns no rune weapons. Not a one. This leads some to think that he is actually avoiding them for some reason. He certainly has had enough opportunities to acquire some rune weapons, so this theory seems fairly likely. The question is, why? What is it about these weapons that give a dragon like Kaltaval such pause? One story indicates he once almost had his soul stolen by one and is petrified of the implements. Another story says that he had never met a rune weapon that took a liking to him.

Body Armor: When traveling as a humanoid, Kaltaval typically wears a suit of ordinary armor, such as the Crusader, the Plastic Man or the Gladiator. Sometimes he simply goes without.

Other Equipment: Kaltaval's treasure trove contains several *hundred million* credits' worth of precious metals, gems and jewelry, valuable magic components (demon bones, unicorn horns, etc.), various magic items and artifacts, and entire arsenals of technological booty. Enough to outfit a small army with the sheer volume of small arms and power armor he has stashed in his extra-dimensional lair. At present, there are a legion of treasure hunters scouring the Megaverse for it, since it typically is undefended and contains more treasure than most people could spend in a dozen lifetimes.

The Dragon Princes of Freehold

The Princes number about a hundred, a corps of adult dragons each commanding the power of a small army. Like the Dragon Kings, these mighty beings do not truck with mortals unless they feel it is worth their while, and most times, it is not. Haughty as they are potent, the Dragon Princes enjoy their status as greater creatures of magic, and aspire to the kind of total aloofness the Dragon Kings themselves enjoy. There are two things that keep the Dragon Princes in check, though. The first is the attitude of the Dragon Kings themselves, who regard these mere adults as self-important striplings who have yet to learn what *real* power is. For the Dragon Princes, this kind of disregard is a humbling experience, perhaps the only kind of humility an adult dragon will ever know. The second thing that keeps the Princes in check is that they have not entirely lost their wild hatchling impulses. This is what keeps them on the battlefield, where the real danger lies. Despite their great strength, Dragon Princes still like to mix it up now and again, and every once in a while one of them dies or is seriously injured as a result. For an adult dragon to be laid low by mere humans is more than humiliating. It is degrading. That it can happen even to an adult reminds them that no matter what they pretend to be, they are still as mortal as the so-called "human insects" they lord over.

Siege Notes: During the Siege on Tolkeen, the Dragon Princes have seen a considerable amount of action, enough to

have played an important role in the war's momentum. Easily one quarter of all Coalition losses have resulted from various dragon activity, much of it from the Dragon Princes of Freehold. (The Dragon Heirs, hatchlings, of Freehold have been more active, but are less powerful, and produce much more modest results.) However, the Princes have come to realize that they can only do so much to affect the outcome of this conflict, and that limit is fast approaching. That is why most of them have decided to abstain from defending the Kingdom of Tolkeen any longer. They have fought their fight long enough. It is now time for Tolkeen to stand or fall on its own.

When Freehold is assailed by the CS, a full half follow the Dragon Kings' lead and abandon the city. Of the few who have committed themselves to Freehold's or Tolkeen's defense, most have sworn to keep fighting to the bitter end. It will cost most their lives to do so, but to these stalwart few, what else is life for, but to risk it for the right cause or adventure? Or so they say. Truth is, most fight out of revenge, anger, hatred or a misplaced sense of pride. A good third can not accept defeat at the hands of mere mortals, even such technological powerhouses as the Coalition States, and are still reeling from the fact that Freehold is even under siege. Those not bent on fighting to the death will scatter in the last hours before the city is completely lost. A quarter to a third of them will seek retribution on the CS later, and make the occupation of Minnesota and the looting of Freehold a bloody proposition.

Note: All adult dragons are NOT Dragon Princes. Those who have earned that designation are adults cast off from another world with the Dragon Kings for crimes they will not speak of. Like the Kings, Dragon Princes know the secret of creating **Shadow Dragons**, although they can only make two shadow selves.

This section details four particular Dragon Princes:

Vargeld, an Ice Dragon,

Xevak, a Zaayr Crystal Dragon,

Shigen, *Lady of the Wind*, a Kumo-Mi Dragon,

and *Hurligeth the Brawler*, a Great Woolly Dragon.

Vargeld

What distinguishes *Vargeld the Frozen-Hearted* is his utter disregard for the plight of Tolkeen, one way or another. For the duration of the war, Vargeld has refused to step outside the confines of Freehold, for he believes to mingle with mortal folk is to sully himself beyond redemption. Mortals, Vargeld believes, are fit to bow and scrape before superior beings such as himself, nothing more. The mages of Tolkeen, he feels, are an aberration, since they are just mortal insects who aspire to master the secret energies that come to Dragonkind naturally. Were it not beneath him, and were he more disposed towards violence, Vargeld might have embarked upon a campaign of genocide against humanity, so great is his contempt for it. This attitude has frozen the Ice Dragon out of a lot of the dealings between Freehold and Tolkeen, and his personal fortunes have suffered greatly for it. The great drake has no shortage of enemies in Tolkeen, and though that city is in dire peril, if ever the circumstances were reversed, and Freehold needed Tolkeen's help, most Tolkeenites coming to the rescue would gladly overlook bailing out Vargeld the Frozen Hearted.

This supreme arrogance and disdain for mortals makes Vargeld look at Baartk Krror the Terrible One and member of the Circle of Twelve, as a weakling and embarrassment to dragonkind. Vargeld hates The Terrible One for his shameful fraternization with mortals and his open friendship with the Techno-Wizard, Malik Savant. If given the opportunity (and war breeds opportunity) Vargeld would love to see one or both slain. This has made the Ice Dragon one of the most outspoken



critics of Baartk Krror and a constant nemesis in the public, political and personal arenas. However, these too are long-time enemies with a rivalry and mutual disdain that goes back to when Vargeld was a hatchling. To make a long story short, whenever these two clash, nine out of ten times the older and more powerful Baartk Krror comes out on top. Which only makes the Frozen-Hearted hate the Terrible One all the more. As a result, Vargeld has enjoyed Baartk's humiliation at the hands of the Splugorth and the Terrible One's fall from grace with the other Dragon Kings to no end.

Siege Notes: For the Frozen Hearted, the siege on the tri-city area is not a time for battle, although he *will* kill his share of impudent humans, but rather it is a time for revenge and opportunity. He will use the chaos to backstab rivals, settle scores, steal from them and do a little killing. After all, the monster reasons, they deserve their fate if they are too concerned with helping mortals to watch their own backs. And this wicked and envious creature has many scores it would love to settle. Not just with dragons or Baartk Krror, but with Megaversals, other creatures of magic, mages and even slaves who may have done or said something that irked or slighted the Ice Dragon in some way. Now it is payback time. And so Vargeld the Frozen Hearted busies himself with petty revenge, punishment, murder and robbery while others fight for their life.

Race: Ice Dragon.

Alignment: Miscreant.

Attributes: I.Q. 20, M.E. 22, M.A. 18, P.S. 40 (supernatural), P.P. 20, P.E. 21, P.B. 30, Spd. 70 running (50 mph/80 km), 180 flying (125 mph/200 km).

M.D.C.: 6100

Horror Factor: 16

Weight: 22 tons. **Height:** 30 feet (9 m) tall, 65 feet (20 m) long.

Age: 4250 years old.

P.P.E.: 800, **I.S.P.:** 120.

Experience Level: 10th level Adult Ice Dragon and Dragon Prince.

Skills of Note:

R.C.C. Skills: Basic and Advanced Math (98%). Literate in Dragonese/Elven (98%), Faerie (98%), Gobblely (98%), American (98%), Spanish (98%), Euro (98%), Techno-Can (98%), Japanese (98%), Chinese (98%). Demon & Monster Lore (90%), Faerie Lore (60%), Basic Electronics (98%), and Computer Operation (98%).

Physical: Swimming (98%), Climbing/Scale Walls (96/86%), and Prowl (81%).

Pilot: Pilot Hover Craft (98%; ground), Horsemanship (96%) and Horsemanship: Exotic Animals (86%).

Pilot Related: Navigation (98%).

Rogue: Cardsharp (70%), Palming (76%), Pick Locks (86%), Pick Pockets (81%), and Ventriloquism (76%).

Science: Astronomy (98%), Biology (98%), and Botany (98%).

Technical: Computer Operation (98%), Whittling & Sculpting (86%; ice).

Weapon Proficiencies: W.P. Knife, W.P. Sword, W.P. Spear, W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Heavy Energy Weapons.

Special Abilities: Nightvision: 100 feet (30.5 m), can see in total darkness, see the invisible, turn invisible at will, bio-regeneration 1D4x10 M.D. per minute, impervious to fire and cold (does no damage, including magic fire and M.D. plasma energy), prehensile tail, teleport self (66%), dimensional teleport (64%), metamorphosis at will (duration: 40 hours) and create Shadow Dragons (2).

Psionics:

Sensitive: All Sensitive abilities! Astral Projection (10), Clairvoyance (4), Commune with Spirits (6), Empathy (4), Intuitive Combat (10), Machine Ghost (12), Mask I.S.P. & Psionics (7), Mask P.P.E. (4), Mind Block (4), Object Read (6), Presence Sense (4), See Aura (6), See the Invisible (4), Read Dimensional Portal (6), Remote Viewing (10), Sense Dimensional Anomaly (4), Sense Evil (2), Sense Magic (3), Sense Time (2), Sixth Sense (2), Speed Reading (2), Telepathy (4), Total Recall (2).

Physical: All Physical abilities! Alter Aura (2), Deaden Senses (4), Death Trance (1), Ectoplasm (varies), Ectoplasmic Disguise (12), Impervious to Cold (2), Impervious to Fire (4), Impervious to Poison (4), Levitation (varies), Mind Block (4), Nightvision (4), Resist Fatigue (4), Resist Hunger (2), Resist Thirst (6), Summon Inner Strength (4), Telekinesis (varies), Telekinetic Acceleration Attack (10-20), Telekinetic Leap (8), Telekinetic Lift (6), Telekinetic Punch (6), Telekinetic Push (4).

Spell Knowledge: All invocations levels 1-12! See *Tannhauser* at the beginning of the Dragon King section for a complete spell list. Spell descriptions not found in the *Rifts® RPG* are in *Federation of Magic™*; all spell descriptions are presented in the *Rifts® Book of Magic*.

Combat Training: Natural combat abilities.

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

Combat Bonuses: +4 on initiative, +6 to strike, +7 to parry and dodge, +4 to pull punch, +4 to roll with impact, +8 to save vs psionics and insanity, +7 to save vs magic and poison, +4 to all other saving throws, +12% to save vs coma/death.

Other Combat Info: Restrained punch: 4D6 S.D.C., full strength punch: 4D6 M.D., power punch: 1D6x10 M.D. (counts as two attacks), kick or tail slash: 5D6 M.D., bite: 4D6 M.D., ice breath: 5D6 M.D. (Range: 200 feet (61 m), blast is six feet (1.8 m) wide, can be used as often as four times per melee).

Weapons, Body Armor & Other Equipment: The following are a few old favorites and some new things Vargeld has "acquired" from his campaign of revenge. Other than magic items, gems and gold, the Ice Dragon avoids "devices" made by mortals.

TW Whip of Pain: A long-time favorite. Damage: 3D4 H.P./S.D.C. or *Agony* as per the spell against mortal or M.D.C. beings. The victim is in agony for 1D4 melees per lash of the whip. P.P.E.: 20 to activate.

TW Chainsaw: Another old fave. Mega-Damage: 1D4x10 M.D. per strike. Payload: 20 P.P.E. to activate. Duration: Three minutes (12 melee rounds) per 20 P.P.E. Modifiers: -4 to strike, -6 to parry.

TW Flaming Dagger (Giant-sized): Mega-Damage: 3D6.

TW Firebolt Pistol: Mega-Damage: 4D6 M.D. per magical blast of fire. Rate of Fire: Single shot; each shot counts as a sin-

gle attack. Range: 450 feet (137 m). Payload: 10 shots; requires 20 P.P.E. to recharge, or can be reloaded with a simple P.P.E. clip.

TW Spin-Disk Shooters (2): Mega-Damage: 3D6 M.D. each. (Since the disks are silver-edged, they inflict double damage against the undead and other creatures vulnerable to silver. Rate of Fire: It costs one action to fire such a weapon, and another action to reload it. Vargeld wears two of these weapons mounted on forearm guards, so he can fire two disks before reloading. Range: 400 feet (122 m). P.P.E. Cost: 5 points to charge each disk to make it a magical M.D. attack (otherwise it does 3D6 S.D.C.).

TW Night Goggles: Passive night vision. Range: 120 feet (36.5 m). P.P.E.: 25 to activate. Duration: 15 minutes.

TW Thought Projector: Turns one's thoughts into life-sized holographic, moving images. See *Coalition Wars™ One*, page 67, for complete details.

Millennium Tree Wand of the Animal: All usual features plus: Damage: 1D4 S.D.C. as a weapon. Gift: Its owner can climb at 90%/75%. Spells: Can cast a total of five spells per day from any of the following (can cast the same spell multiple times if so desired), Eyes of the Wolf, Swim as a Fish: Superior, Superhuman Strength, and Metamorphosis Animal; all at 7th level spell strength.

Spugorth Faerie P.P.E. Battery: Provides 58 P.P.E. and recharges 2D6 P.P.E. per hour.

Scrolls: Dessicate the Supernatural (1), Restore Life (1) and Call Lightning (1).

Money: 456,000 in Universal Credits (recently acquired) and over five million in gems and jewelry. Pickings are good.

Xevek

Xevek is one of the true enigmas among the Dragon Princes of Freehold. A member of a dying breed hiding in the Astral Plane, this Zaayr Crystal Dragon is believed to be the only creature of its type currently living in North America. Why it came here, and why it chose to stake a claim in Freehold remains a mystery. Xevek rarely makes contact with anybody, and when he does, it is for the briefest of moments. He is a loner among loners, introverted and wrapped in a cloak of secrecy. Some say he has come to Tolkeen to find the Coalition officers responsible for murdering a friend of his. Others say he has come here because he was somehow evicted from the Astral Plane by other Zaayr Crystal Dragons. And others say he has been fighting in the war in Tolkeen because he needs to atone for some heinous crime he once committed against humanity and magic-users in general. Are all of these stories true? Are none of them? Who can say, for until Xevek himself clarifies the many different stories swirling about him, all are suspect. His rarity and power have earned him the honorary title of Prince, but unlike true Dragon Princes, he can not create shadow essences of himself.

Siege Notes: If there are heroes among the dragons who stay to fight for Freehold, Xevek is one of them. He fights to save the city and to defend the lesser inhabitants, many of whom are slaves and dragon worshipers who suddenly find themselves in a conflagration without a dragon master or lord to direct and protect them. When Xevek realizes they can not win, he will try to help get as many innocent people out alive as possible. How-

ever, this is not an easy task. Freehold is surrounded and the scene of some of the most brutal fighting. As fate would have it, the noble dragon escapes decimation from a volley of nuclear missiles that lays waste to half the city because he is away taking several hundred people to a ley line in Wisconsin. Xevek has no death wish and abandons the city at some point. Joining the battle for Tolkeen at some point before giving up the fight and disappearing. What he does next is anyone's guess. The



Crystal Dragon might linger in Minnesota chasing down and slaughtering the hated Splugorth Slavers who arrive. (And perhaps falling victim to slavers himself, requiring rescue from heroes willing to face the Splugorth and their Blind Warrior Women).

Race: Zaayr Crystal Dragon (see *Psyscape*™, page 135, for completed details on this dragon).

Alignment: Unprincipled.

Attributes: I.Q. 24, M.E. 22, M.A. 22, P.S. 36 (supernatural), P.P. 15, P.E. 20, P.B. 24, Spd. 30 running (20 mph/32 km) or 60 flying (41 mph/65.6 km).

M.D.C.: 10,000

Horror/Awe Factor: 17

Weight: Eighteen tons. **Height:** 20 feet (6.1 m) tall and 50 feet (15.2 m) long from head to tail. 50 foot (15.2 m) wingspan.

Age: 3130 years old.

P.P.E.: 700, **I.S.P.:** 330.

Experience Level: 10th level Adult Dragon and honorary Dragon Prince.

Skills of Note: Includes +10% I.Q. bonus.

R.C.C. Skills: Basic and Advanced Math (98%). Speak/Literate in Dragonese and American, both at 98%. Demon & Monster Lore (90%), Faerie Lore (85%), Basic Electronics (98%), and Computer Operation (98%).

Domestic: Dance, Sing, Play Musical Instrument: Guitar and Flute, all at 98%.

Espionage: Escape Artist (90%), Intelligence (98%), and Tracking (85%).

Rogue: Streetwise (70%).

Technical: Art (98%), Law (85%), and Writing (85%).

Wilderness: Land Navigation (86%) and Wilderness Survival (90%).

Special Abilities:

Master of Light: Can see all spectrums of light, can turn invisible at will, can dazzle opponents (those affected are -5 to strike, -7 to strike and parry, -4 to dodge; costs 3 I.S.P.), reflect lasers (no damage; costs 5 I.S.P.), convert light into heat energy (anybody touching the dragon suffers 1D6 M.D.; costs 5 I.S.P.), fire laser beams from eyes (Range: 1000 feet; 305 m), Damage: 4D6 M.D.; costs 5 I.S.P. per blast).

Breathe Magic Flame: **I.S.P. Cost:** One per melee round. **Range:** 600 feet (183 m).

Other Abilities: Keen vision (can see two miles; 3.2 km), see the invisible, bio-regeneration 1D4x10 M.D. per minute, impervious to lasers, resistant to heat and fire (does half damage, including M.D. magic fire and plasma energy) and magically understands and speaks all languages. Teleport self (50%), dimensional teleport self (60%), reduce size at will down to 3 feet (0.9 m), metamorphosis into a glossy, white-skinned humanoid up to ten hours at a time. An honorary "Prince," Xevek can NOT create Shadow Dragons.

Psionics: Master Psychic.

Sensitive: All sensitive abilities. Astral Projection (8), Clairvoyance (4), Commune with Spirits (6), Empathy (4), Intuitive Combat (10), Machine Ghost (12), Mask I.S.P. & Psionics (7), Mask P.P.E. (4), Mind Block (4), Object Read (6), Presence Sense (4), See Aura (6), See the Invisible (4), Read Dimensional Portal (6), Remote Viewing (10), Sense Dimensional Anomaly

(4), Sense Evil (2), Sense Magic (3), Sense Time (2), Sixth Sense (2), Speed Reading (2), Telepathy (4), Total Recall (2).

Healing: Deaden Pain (4), Exorcism (10), Healing Touch (6), Increased Healing (10), Psychic Diagnosis (4), Psychic Purification (8), Psychic Surgery (14), Resist Fatigue (4), Restore P.P.E. (4), Suppress Fear (8).

Super Psionics: Astral Golem (50+), Empathic Transmission (6), Hypnotic Suggestion (6), Group Mind Block (22), Mentally Possess Others (30), Mind Bond (10).

Spell Knowledge:

Level One: Blinding Flash (1), Globe of Daylight (2), Lantern Light (1).

Level Two: Cloak of Darkness (6).

Level Three: Invisibility: Simple (6), Light Target (6).

Level Four: Shadow Meld (10).

Level Seven: Invisibility: Superior (20).

Level Ten: Summon Shadow Beast (140).

Level Eleven: See in Magic Darkness (125).

Level Thirteen: Shadow Wall (400).

Level Fourteen: Close Rift (200+).

Level Fifteen: Dimensional Portal (1000).

Combat Training: Natural combat abilities.

Attacks Per Melee: Eight physical or psionic attacks per melee, or four physical or psionic plus one by magic. Favorite weapons are fire breath and magic.

Combat Bonuses: +3 to initiative, +2 to strike, +2 to parry and dodge, +3 to pull punch, +3 to roll with impact, +5 to save vs psionics and insanity, +4 to save vs magic and poison, +1 on all other saving throws, and +10% to save vs coma/death.

Other Combat Info: Restrained Punch: 6D6 S.D.C., Full Strength Punch or Tail Slash: 5D6 M.D., and Power Punch: 1D6x10 M.D. (counts as two attacks).

Weapons, Body Armor, & Other Equipment: Doesn't carry it, doesn't need it, doesn't want it.

Shigen, Lady of the Wind

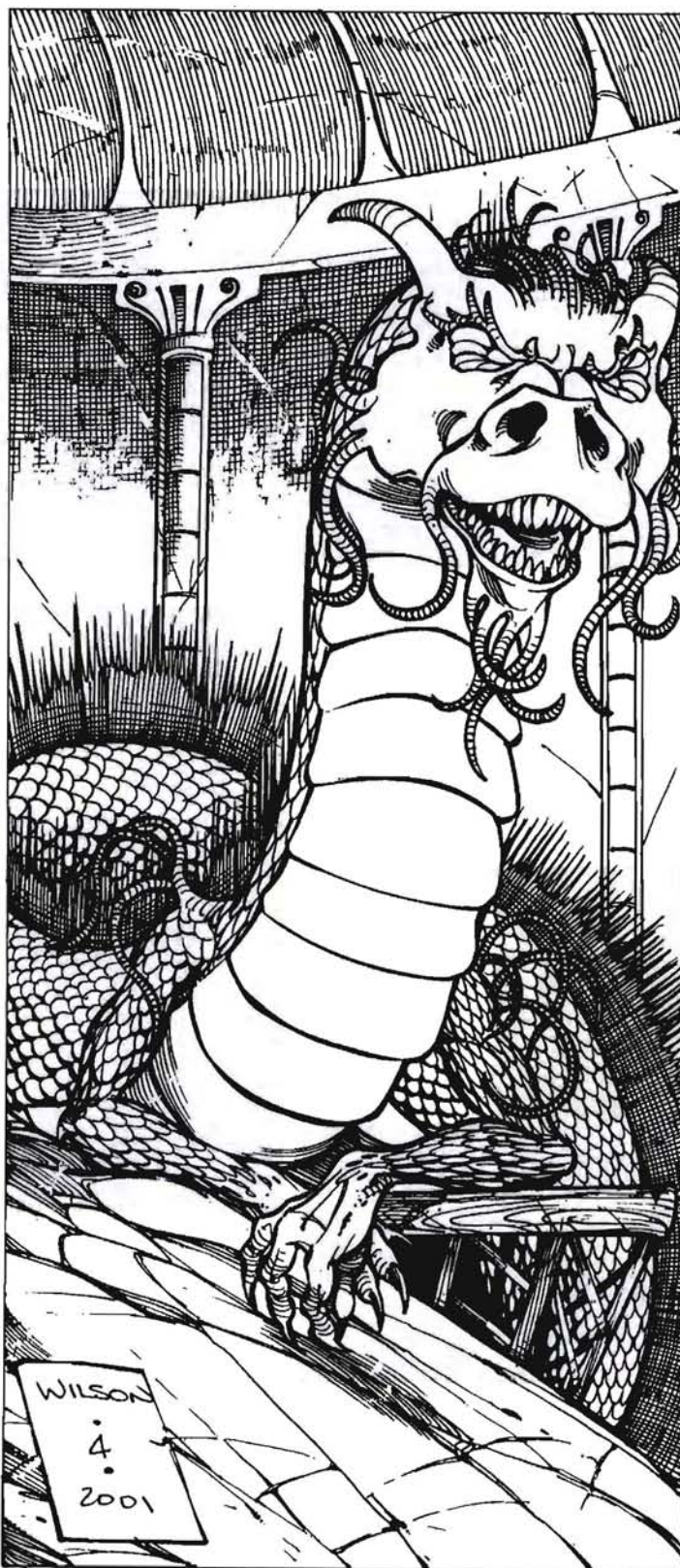
Since the Coming of the Rifts, Lady Shigen has spent most of her time in Japan, where she fully enjoys the return of monsters and magic. Within the last few years, she has come to Tolkeen as a personal favor to another dragon to whom she owes her life. (Dragons do not like to divulge exactly how such debts are earned; to admit that one needed another's help at some point is unbecoming of a creature of power.)

Upon arriving, she found Freehold to be an agreeable place, and decided to stay a while. She cleared her debt during the first phase of the Siege on Tolkeen, when she actively took part in over a dozen major Tolkeen offensives against the enemy. After the Sorcerers' Revenge, Lady Shigen has considered her debt paid in full, and she now holds her own private court in the city. She spends her days in leisure, entertaining an endless stream of guests, ranging from Dragon Hatchlings looking for a mentor to powerful Megaversal travelers looking to gain the friendship of a dragon such as she. Either way, Shigen does not intend to break this pattern of behavior until Freehold falls under siege. An event she was told would never come to pass.

Siege Notes: Now that the impossible has happened, and Tolkeen burns and Freehold is being torn apart, Lady Shigen is

in a quandary. Part of her says to bid her few friends farewell and head back to Japan and the endless pleasures that await her there. Another part nags at her to stay and help. She will probably stay to help those who have come to her in the past, particularly Megaversal beings, to find their way out of the city without getting killed. She dislikes having to get physical, and is likely to find herself doing more fighting than she ever has in her life.

Race: Kumo-Mi Dragon (see *Rifts® Japan* for complete details).



Alignment: Unprincipled.

Attributes: I.Q. 25, M.E. 25, M.A. 24, P.S. 40 (supernatural), P.P. 25, P.E. 24, P.B. 25, Spd: 100 flying/snaking through the sky (65 mph/104 km).

M.D.C.: 8,100

Horror/Awe Factor: 14

Weight: Four tons. **Size:** Like all Kumo-Mi, Shigen can assume any size from 15 feet (4.6 m) long from snout to tail to her natural full length of 60 feet (18.3 m). She usually moves in a fluid, coiled pattern, like an undulating spring.

Age: 9,000 years.

P.P.E.: 800

I.S.P.: 100

Experience Level: 12th level Adult Dragon

Skills of Note: All Technical skills, Basic Math, Speaks/Literate in Dragonese, Speaks/Literate in Japanese, Calligraphy, Art, Land Navigation, Identify Plants and Fruits, Gardening, Dance, Sing, Play Wind Instrument (Flutes and Horns). All skills are at 98%. Speaks American and Euro at 80%.

Natural Abilities: Nightvision 1,200 feet (366 m; can see even in total darkness), see the invisible, turn invisible at will, climbing 98%, prowl 60%, bio-regenerate 1D4x10 M.D.C. per minute (every four melees), dimensional teleport 88%, impervious to cold, poisons, and possession.

Spell Knowledge: Shigen knows *all* Air Elemental magic spells! See *Rifts® Conversion Book One* or the *Rifts® Book of Magic* for description of elemental magic.

Level One: Breathe Without Air (3), Thunder Clap (2), Cloud of Slumber (4), Cloud of Steam (4), Create Light (2), Create Mild Wind (4), Stop Wind (5).

Level Two: Change Wind Direction (6), Create Air (6), Heavy Breathing (5), Howling Wind (7), Levitate (7), Mesmerism (7), Miasma (7), Northwind (7), Silence (10).

Level Three: Air Bubble (10), Call Lightning (10), Float in Air (6), Darkness (10), Fingers of the Wind (8), Northern Lights (12), Resist Cold (8), Walk the Wind (10), Wind Rush (10).

Level Four: Ball Lightning (15), Calm Storm (20), Dissipate Gases (15), Freeze Water (10), Invisibility (20), Leaf Rustler (15), Phantom Footman (20), Protection from Lightning (20).

Level Five: Breath of Life (60), Circle of Rain (25), Darken the Sky (25), Detect the Invisible (10), Invisible Wall (30), Phantom (30), Whirlwind (30).

Level Six: Electrical Field (35), Electro-Magnetism (40), Mist of Death (40), Snow Storm (50), Vacuum (40), Whisper of the Wind (30).

Level Seven: Atmosphere Manipulation (50), Hurricane (60), Rainbow (60), Tornado (60).

Level Eight: Wind Blast (40), Wind Cushion (50), Creature of the Wind (70).

Psionics:

Healing: All Healing psionics! Bio-Regenerate (self) (6), Deadend Pain (4), Detect Psionics (6), Exorcism (10), Healing Touch (6), Increased Healing (10), Induce Sleep (4), Psychic Diagnosis (4), Psychic Purification (8), Psychic Surgery (14), Resist Fatigue (4), Restore P.P.E. (4), and Suppress Fear (8).

Sensitive: Empathy (4), Mind Block (4), and Telepathy (4).

Vulnerabilities: Weapons made of silver do Mega-Damage to her, and fire and magic weapons do their usual damage. Earth Elementals inflict double damage.

Combat Training: Special!

Attacks Per Melee: Seven Physical or Psionic attacks per melee round or two by magic.

Combat Bonuses: +3 to initiative, +11 to strike and parry, +14 to dodge, +3 to roll with punch/fall/impact. +7 vs Horror Factor, +14 vs magic and poison, +7 to save vs psionics and insanity, +2 on all other saving throws, +36% vs coma/death.

Other Combat Info: Restrained Punch: 3D6 M.D. Full Strength Punch, Kick or Bite: 5D6 M.D. Power Punch: 1D6x10 M.D. (counts as two attacks). Tail Whip: 1D4x10 M.D. (counts as *one* attack).

Weapons, Body Armor and Other Equipment: Shigen supposedly once had a serious treasure trove but lost much of it in a single night of playing cards with an extremely lucky (and foolhardy) group of Megaverseal adventurers. She has a treasure trove worth 100 million back home in Japan, and a measly 650,000 credits worth of gems and other items in her palatial estate at Freehold. However, her home and valuables will be lost in the bombardment of that city.

Hurligeth the Brawler

Most Great Woolly Dragons never make it to adulthood. These hulking Neanderthals of the dragon world often have appetites for destruction too large for their own good. That is why so many of them meet their maker somewhere in their hatchling or early adult years. With few magic powers to sustain them, they rely on their brute strength and fighting ability. Impressive as these often are, their luck runs out at some point and spells their doom.

Woolly Dragons who live as long as Hurligeth, do so because they possess great strength, great skill, or great luck. Hurligeth himself has all three. Said "never to have met a fight he didn't like," Hurligeth can be goaded into combat with the greatest of ease. Once joined in combat, though, most of his opponents find much more than what they bargained for. This is the dragon who once ripped the head off of a sphinx in a wrestling match! The dragon who likes to sharpen his claws by tearing up Mega-Damage metals like tissue paper. The dragon who once downed a Coalition fighter jet just by hurling large stones at it from the ground! Oh, Hurligeth is one tough customer, all right. Just try asking any of the four thousand or so dead Coalition personnel who have crossed him during the Siege on Tolkeen. They'll tell you straight. If they could still talk, that is.

Hurligeth himself is fairly smart for a Great Woolly Dragon, but none too talkative. He came to Rifts Earth looking for an endless source of conflict to amuse himself, and he has definitely found it in the war zones of Minnesota. He lives in Freehold whenever he is not prowling the wilderness or The Barrens looking for his next challengers. So far, the war has been good to this creature, and his only fear is that it will end one day, as all wars must. When that time comes (and he knows it is not long off), Hurligeth will have to find some other part of the world (or the Megaverse) that can so wholly slake his thirst for combat. Until then, the Mighty Brawler continues to be the scourge of the Coalition, the wonder of Tolkeen, and the embarrassment of his fellow Dragon Princes, who wish their comrade could at least show a little restraint when using his powers. After all, the way he keeps tearing about on the battlefield, well,



it's just not *dignified*. Beasts like him are bound to give civilized dragons a bad name!

Siege Notes: When Freehold falls under attack, Hurligeth is one of the first to charge into action. His modus operandi is to fight until he is too tired or injured to continue on, make a strategic retreat, use magic or get enough rest to heal up, and jump back into the skirmish again a few hours later. Regarded as an ignorant and loathsome savage, dragons, even hatchlings, will not side with Hurligeth or come to his aid. Of course, the mighty Woolly Dragon doesn't care, but it could contribute to his demise. For Hurligeth fights with such savage intensity, he will not realize the city is falling down around his ears and may find

himself backed into a corner and surrounded, too weak to escape. Fortunately, there are scores of Megaversals, mages and adventurers (many of whom have fought at the valiant dragon's side or been rescued from certain death by him) who *will* come to Hurligeth's aid – if they can.

Odds are, the ferocious Hurligeth will perish in the battle for Freehold. If by some miracle (like being teleported to safety by a spell weaving comrade in arms) the dragon survives, he will most definitely join forces with one or more of the Tolkeen resistance groups (maybe even Warlord Scard or Maxim Current) to continue to fight the Coalition Occupation Force, as well as return to the ruins of Freehold to attack CS troops and salvage operations there.

Race: Great Woolly Dragon.

Alignment: Anarchist.

Attributes: I.Q. 10, M.E. 19, M.A. 7, P.S. 46 (supernatural), P.P. 25, P.E. 25, P.B. 18, Spd: 110 running (75 mph/120 km); can not fly.

M.D.C.: 7200

Weight: 30 tons. **Height:** 50 feet (15 m), 80 feet (24 m) long.

Age: 850. For a Woolly Dragon, he is pretty old. Many get themselves killed before adulthood.

P.P.E.: 450, **I.S.P.:** 106.

Horror Factor: 16

Experience Level: 8th level Adult Dragon and Dragon Prince.

Was 12th level before losing one of his Shadow Dragon selves, which has only served to make him meaner and more aggressive than ever. All stats reflect his current, diminished state of being.

Skills of Note: Basic Math (75%), Speak guttural Dragonese/Elven and Gobblely (90%), Faerie Lore (50%), Track (60%), Wilderness Survival (90%), Land Navigation (85%), Swim (80%), and Climb/Scale Walls (70%/60%).

Natural Abilities: Nightvision 600 feet (183 m), see the invisible, turn invisible at will, track by smell (86%), bio-regenerate 1D6x10 M.D. per minute, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), teleport self (50%) and create Shadow Dragon (only one, because the other was lost in combat).

Psionics:

Sensitive: All sensitive abilities. Astral Projection (8), Clairvoyance (4), Commune with Spirits (6), Empathy (4), Intuitive Combat (10), Machine Ghost (12), Mask I.S.P. & Psionics (7), Mask P.P.E. (4), Mind Block (4), Object Read (6), Presence Sense (4), See Aura (6), See the Invisible (4), Read Dimensional Portal (6), Remote Viewing (10), Sense Dimensional Anomaly (4), Sense Evil (2), Sense Magic (3), Sense Time (2), Sixth Sense (2), Speed Reading (2), Telepathy (4), and Total Recall (2).

Combat Training: Natural combat abilities.

Attacks Per Melee: 8

Combat Bonuses: +3 to initiative, +9 to strike, +8 to parry and dodge, +2 to pull punch, +2 to roll with impact, +6 to save vs psionics and insanity, +9 to save vs magic and poison, +4 on all other saving throws, and +20% to save vs coma/death.

Other Combat Info: Restrained Punch or Bite: 1D6 M.D., Full Strength Punch/Stomp/Bite: 6D6 M.D., Power Punch/Stomp/Bite: 1D6x10+20 M.D., Kick or Tail Slash: 5D6 M.D.

Weapons: None. Hurligeth does not need any weapons. He relies entirely on his powers of tooth and claw. He is a Woolly Dragon, after all. These guys are the undisciplined brawlers of the dragon world, if ever there were some.

Body Armor: Dude, he's a *Woolly Dragon*. Wearing armor for him is like a shark wearing an aqualung.

Other Equipment: None.

Money: Hurligeth is proud to have built himself an impressive treasure trove of gold, silver and gems (worth at least 50 million credits). All of it and his home at Freehold will be lost.

The Dragon Heirs of Freehold

Freehold's "Dragon Heirs" refers to its *hatchling* population. Young dragons under the age of one thousand, still growing, learning and developing. There are about 250 of them left (at least two hundred already perished in the war, probably many more), most are from Rifts Earth, none came here with the Dragon Kings. Each of these junior dragons possesses considerable strength and power, but these merits have been more than offset during the war by their foolhardiness and refusal to work within a team of other dragons and superhuman beings. Many dragon hatchlings who have entered battle in Minnesota die shortly thereafter or get the beating of their life and leave, tail between their legs, because they run afoul of a highly trained and organized CS Dragon-Hunting squad (or bite off more than they can chew). The Coalition formed these squads shortly after the war started, when they realized how many dragons and other creatures of magic were actively involved in the fighting. Special Ops teams with the specific goal of locating, hunting, and luring out dragons to destroy them, these units are made up mostly of RPA pilots, other power armor units and Special Forces Commandos brought into action once a regular unit runs across a dragon of some kind. The word goes out, and the specialists are brought in. Once these squads hit the scene, the dragon *hatchling* in question stands about a 36% chance of survival, and that depends mostly on whether or not the creature has the sense to withdraw to fight another day. Those who stand and fight die. Sure, they might take a few enemies with them, but in the end, superior firepower overcomes them, and the foolhardy hatchling is shown the way of the dodo bird courtesy of Coalition marksmen and dragon fighters. The fact that these young dragons are usually headstrong loners, quick to anger, overconfident and often too proud to pull away from a fight they can not win, only makes their work that much easier – if fighting a dragon, even a hothead hatchling, can ever be said to be easy. Many hatchlings, of course, are saddled by the terminal need to prove their worth regardless of what hardships it might bring on themselves. So long as they carry this kind of chip on their shoulder, the Coalition has learned, they are uniquely vulnerable to traps, ambushes and open challenges. On the other hand, the CS success rate drops precipitously against the wiser and considerably more powerful adult dragon (they have only a 12% kill rate) and they don't have a prayer against an ancient one or Dragon King.

When the Sorcerers' Revenge went down, the Dragon Heirs took special vengeance upon these Dragon Hunter squads, eliminating nearly two thirds of them. For this bloodshed, the hatchlings vented their wrath on various other Coalition units, spearheading the Tolkeen counterattack in an orgy of violence that ended only when the last Coalition units withdrew from Minnesota and the counterattack was proclaimed finished. Since then, the Dragon Heirs have had difficulty calming down after such an intense period of one-sided combat (their favorite kind), and are almost eager for the Coalition to return to their Kingdom. Unlike many other defenders of Tolkeen, these dragon hatchlings seem to think they are invincible and undefeatable. As such, they will probably be among the first wave of casualties when the Coalition juggernaut rolls through the Kingdom of Tolkeen, crushing everything in its path. **Note:** Hatchlings can not create Shadow Dragons.

This section details just four Dragon Heirs:

Pradgigor, a Seven-Headed Hydra;

Goezumi, a Shikome Kido-Mi;

Havolog, a Night Stalker; and

Nacaeder, a Basilisk.

Pradgigor

Like the Great Woolly Dragon, the Hydra is an overly aggressive and violent creature. As hatchlings, this behavior is only magnified, and nowhere is that more apparent than in Pradgigor, Scourge of the Coalition – and any teammates who get in his way. Once he gets on a tear, Pradgigor is infamous for becoming unable to discern friend from foe. In fact, of all the dragons fighting on Tolkeen's behalf, none produce more lethal "friendly fire" than this multi-headed menace. During the initial phases of the Siege on Tolkeen, Pradgigor was urged to act on his own so that friendly units could clear out before the dragon began doing his thing. When the Sorcerers' Revenge got underway, Tolkeen units often blocked their advances behind Pradgigor's path of destruction, fearful of getting in front of the enraged beast. (Few places are worse to be, many Coalition troops discovered, than directly in front of this particular Hydra when he is hellbent for destruction.)

Siege Notes: Now that the Coalition is fast on the way back through Tolkeen, it has fallen to Pradgigor to act as a solo operator, fighting by himself to stem the Coalition tide. This is where the dragon's wild fighting habits have come back to haunt it: Tolkeen is so short on manpower and war machines that it can not afford to support the monster, so he fights alone in the northern end of The Barrens.

For his part, the Hydra prefers to work by himself for a variety of reasons. One, he does not have fellow soldiers trying to hog his glory. Two, he can act as he likes without having to deal with crybabies complaining later about any "fratricide" he committed. And three, Pradgigor simply does not like other people, especially mortals such as humans, telling him what to do or cramping his style. When he fights alone, he is relieved of the tedious duty of having to play kissy-face with the mewling Tolkeenites. One might wonder, if he so disdains Tolkeen, why does Pradgigor fight on its behalf? The answer is simple. Like any Hydra (especially young ones), the dragon loves combat and chaos, and nowhere North America will he find more than



in the Siege on Tolkeen. And since he hates the Coalition with a pathological intensity, fighting for Tolkeen is his best option, despite the distastefulness of it all. *C'est la guerre.*

Race: Hydra.

Alignment: Anarchist.

Attributes: I.Q. 9, M.E. 20, M.A. 11, P.S. 45 (supernatural), P.P. 24, P.E. 24, P.B. 25, Spd. 100 (65 mph/104 km).

Insanities: Obsessed with fighting (loves it), pathological hatred of the CS, and a growing megalomania. Generally mean

and aggressive, with bouts of unreasoning rage over the smallest transgression.

M.D.C.: 700

Horror/Awe Factor: 17

Weight: Twenty tons. **Size:** 25 feet (7.6 m) tall, 60 feet (18.3 m) long.

Age: 450

P.P.E.: 130, I.S.P.: 40.

Experience Level: 6th level Dragon Hatchling.

Skills of Note: Basic Math (50%), Understands and speaks a guttural form of Gobblely and Dragonese/Elven (90%), Faerie Lore (50%), Track Animals (70%), Track Humanoids (60%), Wilderness Survival (90%), Land Navigation (70%), Swim (90%), and Climb (70%/60%).

Natural Abilities: Nightvision 600 feet (183 m), see the invisible, exceptional hawk-like vision, head #1 can see in the infrared light frequency, head #2 can see in the ultraviolet frequency, 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 1D6x10 M.D. per melee round, teleport self (40%), and dimensional teleport (60%).

Note: Each of the Hydra's seven heads 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.

Magic: Sense Magic (4), Sense Evil (2), Repel Animals (7), Animate and Control Dead (20), Turn Dead (6).

Psionics: None other than the Bio-Manipulation power used by Head #7.

Combat Training: Special!

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

Combat Bonuses: +7 to initiative, cannot be surprised by attacks from behind or above (the heads are always watching in all directions), +14 to strike, +12 to parry and dodge, +4 to pull punch, +2 to roll with impact, +5 to save vs magic and poison, +3 to save vs psionics and insanity, and +20% vs coma/death.

Other Combat Info: +9 to save vs Horror Factor, +7 to save vs magic and poison, +2 on all other saving throws, and +18% vs coma/death.

Damage: Restrained Punch: 2D6 M.D. Full Strength Punch, Claw or Bite: 1D6x10 M.D. Power Punch: 2D6x10 M.D. (counts as two attacks). Tail Whip: 2D6x10 M.D. (counts as one attack)

Head One (Fire Breath): Range: 300 feet (91.5 m), six feet (1.8 m) wide. Damage: 1D6x10 M.D.

Head Two (Frost Breath): Range: 100 feet (30.5 m), six feet (1.8 m) wide. Damage: 6D6 M.D.

Head Three (Poisonous Vapors): Range: 100 feet (30.5 m), six feet (1.8 m) wide. Damage: Paralyzes victims who breathe the vapors and fail to save vs magic. Victims are paralyzed for 1D6+2 melee rounds.

Head Four (Breath of Death): Range: 30 feet (9 m), six feet (1.8 m) wide. Damage: A magical gust of wind that inflicts 6D6 points of damage direct to Hit Points to those caught within it, regardless of what armor or vehicle they may be shielded by (Very useful for neutralizing power armor and ground vehicles).

Head Five (Corrosive Spray): Range: 30 feet (9 m), six feet (1.8 m) wide. Damage: 1D6x10 M.D.

Head Six (Cloud of Slumber): Range: 300 feet (91.5 m), six foot (1.8 m) radius. Damage: Victims who fail to save vs magic fall asleep for 2D6 melee rounds.

Head Seven (Psionic Evil Eye): Identical to the Bio-Manipulation psionic power. This head is also invulnerable to psionic and magic mind control.

Saving Throw Note: A roll of 14 or higher is needed to save against those breath/head attacks for which saving throws are applicable. A successful save means the attack has no effect.

Weapons, Body Armor and Other Equipment: None. Pradgigor, like any self-respecting Hydra, refuses to use weapons. He feels he is well armed enough with his arsenal of heads.

Goezumi

Another Freehold superstar hailing from Japan, the hatchling known as Goezumi lives like a wandering *ronin* (masterless samurai). Wearing a suit of magic armor and wielding a pair of runic samurai swords, this staunch warrior searches endlessly for opponents that meet his high standards of skill and honor. Over the years, he never crossed swords with what he would consider a truly worthy foe, so he came to Tolkeen hoping the war brewing there would produce the caliber of opponent he was looking for.

Fast forward a few years to the present day, and Goezumi is still looking for somebody worth fighting. Not that he has kept his swords sheathed all this time. Just the opposite – over the course of the war, Goezumi has slain over a thousand assorted Coalition personnel, fighting machines and mercenaries all in his search for the perfect duel. He came close to it when he locked horns with an infamous Coalition Juicer named *Louis Slaughter*, but Slaughter's shortened life span caught up with him moments after the fight began and he fell dead at Goezumi's feet before either warrior could draw their weapons.

Siege Notes: Now that the Coalition is on the verge of over-running Tolkeen, Goezumi is convinced that his time has come. If he will not find the perfect adversary in the coming onslaught, then he will find the perfect battle, as he stands among *Tolkeen's* defenders, fighting against impossible odds. For one instilled with a samurai spirit, the thought of facing sure death in the eye is nothing short of pure glory. And when Goezumi lays dying atop a pile of dead Coalition soldiers and slagged war machinery, he shall do so with a sense of satisfaction. For the true samurai, living well is hardly as important as dying well. And Goezumi has decided that the fall of Tolkeen is his time to die well, indeed.

The warrior dragon is stationed in the northern perimeter of Tolkeen where he will engage General Holmes' forces. The fact that Freehold is also under siege means nothing to Goezumi, as he never felt comfortable there, and it has plenty of defenders. His place is in the city of Tolkeen.

Race: Shikome Kido-Mi.

Alignment: Scrupulous.

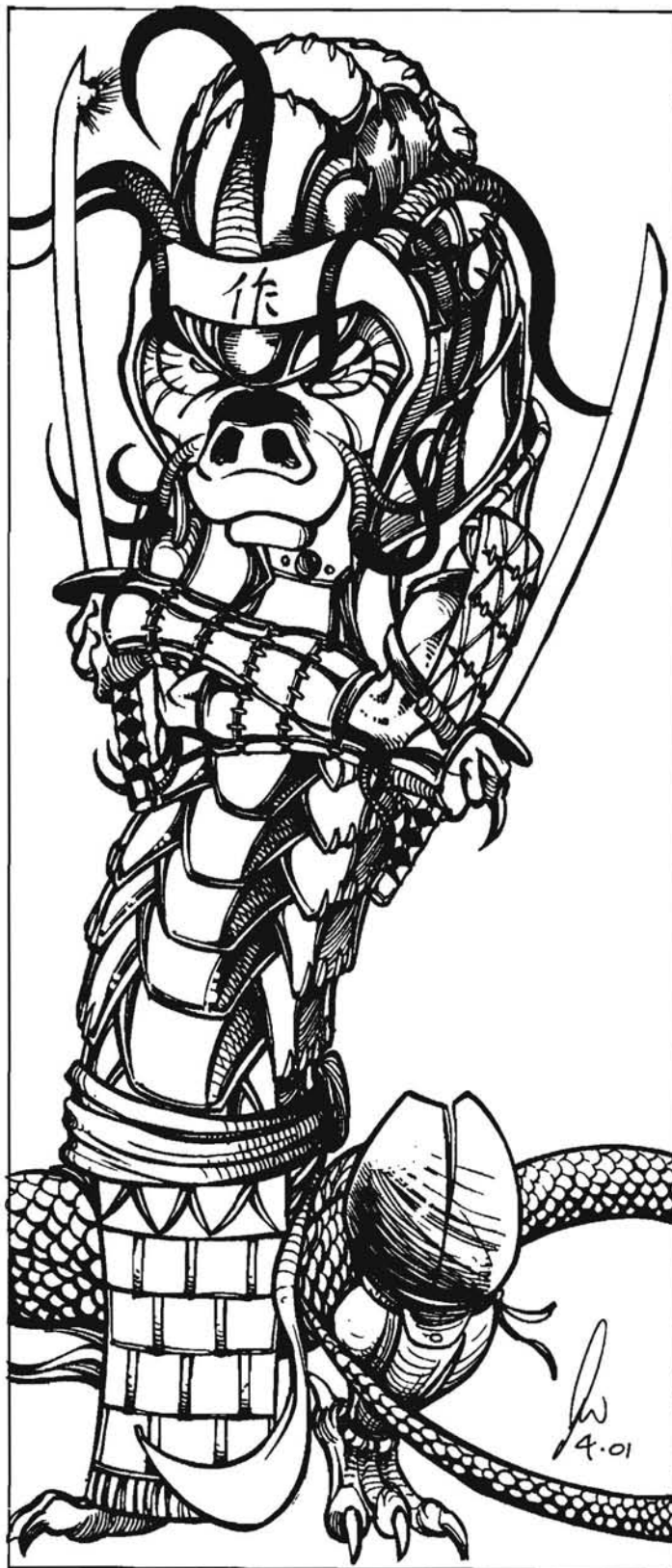
Attributes: I.Q. 25, M.E. 25, M.A. 21, P.S. 44 (supernatural), P.P. 25, P.E. 25, P.B. 25, Spd. 35 running and climbing (23 mph/37 km).

M.D.C.: 450 plus magic armor (280 M.D.C.).

Horror Factor: 16

Weight: Three tons.

Height: He can assume any size from 12 feet (3.6 m) long from snout to tail tip, to his natural full length of 42 feet (12.8 m). When angry, the dragon will stand on his hind legs and tower two-thirds of his current height. If smaller than its full size, an angry Shikome Kido-Mi also tends to double its size without thinking.



Age: 113 years.

P.P.E.: 400, I.S.P.: 150.

Experience Level: 6th level Dragon Hatchling.

Skills of Note: Palming (55%), Streetwise (52%), Detect Concealment (55%), Intelligence (58%), Camouflage (55%), Calligraphy (70%), Forgery (50%), Bonsai (70%), Go (60%), Japanese Mythology (70%), Demon & Monster Lore (80%), Speak Japanese (98%), Speak Dragonese/Elven (98%), Speak Gobblely (98%), Speak Euro (98%), Speak American (98%).

Natural Abilities: Nightvision 1200 feet (366 m; can see in total darkness), see the invisible, climbing (98%), prowl (60%), track by blood scent (78%), recognize a creature by scent (68%; -30% to recognize the scent of a particular individual), adjust size from 12 feet (3.6 m) to 42 feet (12.8 m), turn invisible at will, and bio-regenerate 1D4x10 M.D.C. points per minute. The dragon can also dimensionally teleport (88%), and is impervious to cold, poisons, disease, and possession.

Vulnerabilities: Weapons made of silver do Mega-Damage, fire does normal damage and magic weapons (including living samurai swords, rune weapons and those made from the Millennium Tree) do double damage.

Psionics: Powers are limited to Clairvoyance (4), See Aura (6), Sense Magic (3), Sixth Sense (2), Telepathy (4), Death Trance (1), Mind Block Auto-Defense, and Hypnotic Suggestion (6).

Combat Training: Natural combat ability.

Attacks Per Melee: Four physical attacks per round or one by magic.

Combat Bonuses: +3 to initiative, +6 to strike, +6 to parry, +7 to dodge, +2 to roll with impact, +8 to save vs Horror Factor, +7 to save vs magic and poison, +5 to save vs psionics and insanity, +2 to all other saving throws, +20% to save vs coma/death.

Other Combat Info: Bite: 6D6 M.D., claw strike: 6D6 M.D., punch or kick: 5D6 M.D., tail whip: 5D6 M.D., power punch: 1D6x10 M.D. (counts as two attacks). Prefers to use magic and magic weapons.

Weapons:

Runic Daisho: Goezumi owns a pair of ancient (pre-Rifts) runic swords that he purports to have crafted himself, but were more likely (since Goezumi is a proven liar and braggart) stolen from a fallen foe. **Independent Personalities:** Each of the swords has a separate personality. The katana (long sword), named *Hakuma*, is a brash and bloodthirsty warrior. The wakizashi (short sword), named *Tifune*, is a more cautious killer that delights in administering death blows over full-blown combat. Both swords have an I.Q. of 12. **Telepathic Link:** Goezumi maintains a telepathic link with both blades, communicates with them, and even shares in their emotions. **Nearly Indestructible:** the katana *Hakuma* has 1800 M.D.C. and the wakizashi *Tifune* has 800 M.D.C. Both blades regenerate 10 M.D.C. per hour. **Mega-Damage:** Katana (long sword): 1D6x10 M.D., Wakizashi (short sword): 1D4x10 M.D. **Parry Energy Blasts:** Goezumi can parry energy blasts with either sword, but is at -5 to do so. **Bonuses:** These swords confer an additional +1 to save to their owner.

Body Armor: Magic Samurai Armor: M.D.C.: 280 and magically regenerates two M.D.C. points an hour. **Note:** The origin of this armor is unknown even to its current owner.

Goezumi won the suit from the treasure pile of a nefarious Oni (Japanese demon) the dragon defeated nearly 70 years ago. Since then, the armor has been a prize possession of Goezumi's, one which he wears at every opportunity. The armor looks like medieval Japanese armor, with the most notable feature being the headpiece. The helmet is a traditional samurai helmet with a crest resembling the vine of a tree sprouting out the top, like horns. A demonic face mask completes the picture.

Other Equipment: Goezumi wears a magic ring that enables him to metamorphose into humanoid shape for 22 hours at a time. He often assumes the form of a mere human so he might wear and use his samurai gear. He also enjoys tricking others into thinking he is just a lone swordsman, not a fearsome dragon hatchling.

Havolog the Miserable

This sneaky bastard is not to be trusted under any circumstances. He is an ace at stealing the credit for other peoples' work, and has in fact become quite infamous for it in both Tolkeen and Freehold. Ironically, while nobody in either city considers this audacious hatchling to be worth any recognition, Coalition intelligence does not know that. So, to the High Command, Havolog is near the top of the Coalition hit list for D-Bees, aliens and monsters that *must* be destroyed during the final phase of the Tolkeen invasion! In fact, a full three platoons of specially trained Coalition dragon hunters (basically Special Forces Commandos trained in Dragon Lore and with experience fighting dragons) have been sent to Minnesota with the singular goal of locating Havolog and bringing his severed head back to Chi-Town. So far, this mission has remained a secret, so nobody in Tolkeen or Freehold (especially Havolog) knows how much trouble the rogue Night Stalker is in. When his date with destiny comes due, Havolog will scramble, looking for help, but his comrades will be loath to give it to him. After all, you reap what you sow, and for a dragon who has spent his life stabbing his companions in the back, payback shall come most harshly.

Personally, Havolog is a sour-tempered thug who uses brute force and intimidation to get whatever he wants. The ideas of study, hard work and honesty are all lost on him. He is a dragon, he tells himself, and that entitles him to certain unalienable privileges. These include the right to bully others, the right to steal anything that catches his eye, the right to lie and cheat unconditionally, the right to flout law and order, and so on. With such a horrible code of behavior, it is surprising Havolog has lasted in Freehold this long. Worms of this sort often find themselves driven out by Dragon Princes or even Dragon Kings who especially hate arrogant young upstarts such as Havolog the Miserable.

Siege Notes: Like so many dragons of Freehold, the hatchling never dreamed the city could fall under siege. Not to let an unexpected opportunity slip by him, Havolog is busying himself looting the city. Plundering the easiest targets and killing anybody who gets in his way; namely house slaves, adventurers and the occasional squad of Coalition soldiers. This is a good way to get himself killed by another dragon or Megaversal who doesn't take kindly to the scavenging thief taking his stuff or robbing the dead and dying while they all fight to save lives and the city.

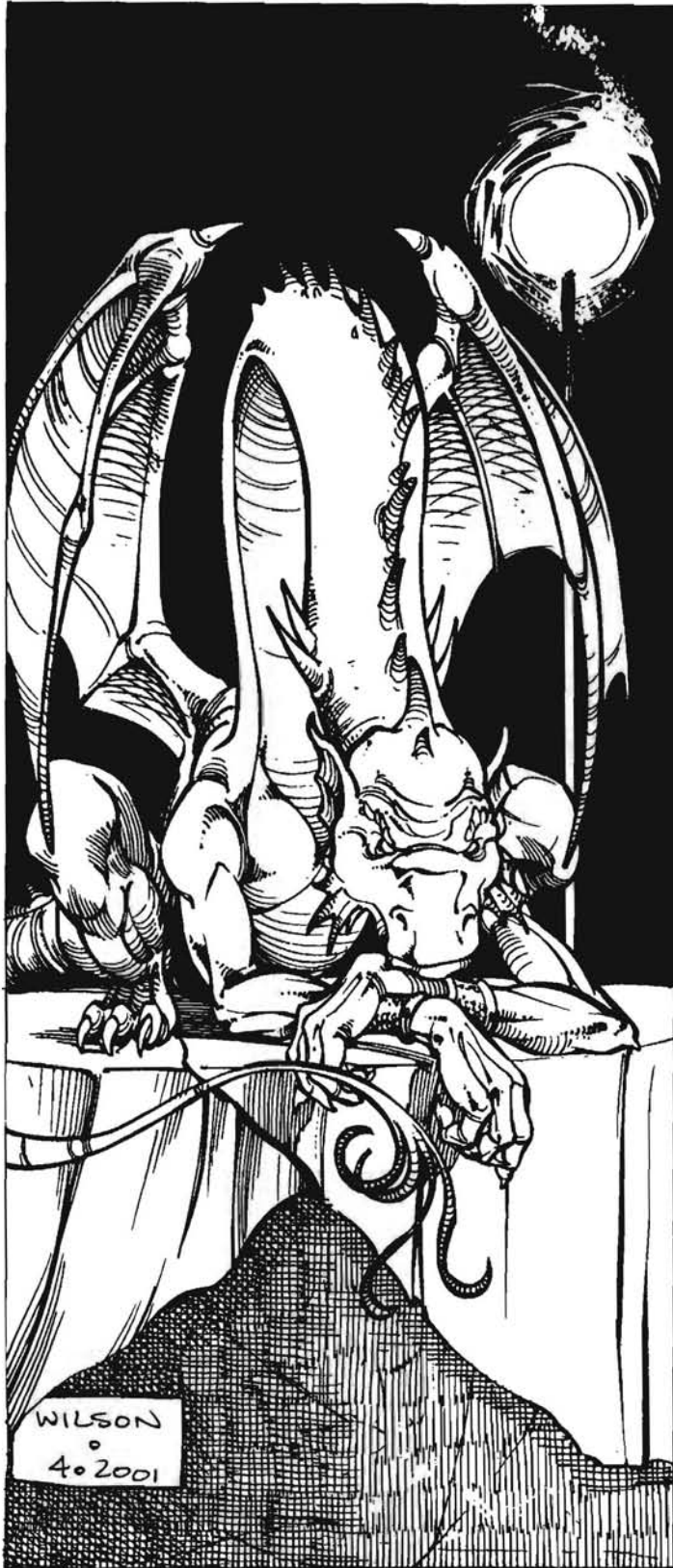
Race: Night Stalker.

Alignment: Miscreant.

Attributes: I.Q. 14, M.E. 19, M.A. 18, P.S. 31 (supernatural), P.P. 22, P.E. 28, P.B. 21, Spd. 70 running (48 mph/77 km) or 110 flying (75 mph/120 km).

M.D.C.: 430

Weight: 2.5 tons. **Height:** 10 feet (3 m) tall, 40 feet (12 m) long, 60 foot (18.3 m) wingspan.



Age: 120 years old.

P.P.E.: 550, **I.S.P.:** 90.

Experience Level: 6th level Dragon Hatchling.

Skills of Note: Basic and Advanced Math (98%), Literate and Speak Dragonese/Elven (98%), Literate and Speak Faerie (98%), Literate and Speak American (98%), Literate and Speak Techno-Can (98%), Forgery (60%), Streetwise (60%), Demon & Monster Lore (90%), Faerie Lore (70%), Track (80%), Identify Plants & Fruits (80%), Holistic Medicine (76%), Radio: Basic (80%), Radio: Scramblers (70%), Surveillance Systems (65%), Detect Concealment (60%), Interrogation Techniques (75%), Pilot: Hover Craft (Ground) (85%), Navigation (85%), Prowl (60%), Pick Locks (65%), Pick Pockets (60%), Streetwise (50%), Computer Operation (75%), Computer Programming (65%), W.P. Sword, W.P. Energy Pistol, and W.P. Energy Rifle.

Natural Abilities: Nightvision: 600 feet (183 m), can see in total darkness, see the invisible, track by smell (84%), bio-regeneration 1D4x10 per minute, resistance to fire and cold (does half damage, including M.D. magic fire and plasma energy), teleport self (88%), dimensional teleport (24%) and metamorphosis at will (up to 24 hours at a time).

Psionics: All sensitive abilities. Astral Projection (8), Clairvoyance (4), Commune with Spirits (6), Empathy (4), Intuitive Combat (10), Machine Ghost (12), Mask I.S.P. & Psionics (7), Mask P.P.E. (4), Mind Block (4), Object Read (6), Presence Sense (4), See Aura (6), See the Invisible (4), Read Dimensional Portal (6), Remote Viewing (10), Sense Dimensional Anomaly (4), Sense Evil (2), Sense Magic (3), Sense Time (2), Sixth Sense (2), Speed Reading (2), Telepathy (4), Total Recall (2).

Spell Knowledge: Spell descriptions not found in the *Rifts® RPG* are in *Federation of Magic™*; all spell descriptions are presented in the *Rifts® Book of Magic*.

Level One: Blinding Flash (1), Cloud of Smoke (2), Death Trance (1), Globe of Daylight (2), Lantern Light (1), See Aura (6), See the Invisible (4), Sense Evil (2), Sense Magic (4), and Thunderclap (4).

Level Two: Aura of Power (4), Befuddle (3), Chameleon (6), Climb (3), Cleanse (6), Cloak of Darkness (6), Concealment (6), Detect Concealment (6), Fear (5), Heavy Breathing (3), Levitation (5), Manipulate Objects (2+), Mystic Alarm (5), Shatter (5), Throwing Stones (5), and Turn Dead (6).

Level Three: Armor of Ithan (10), Breathe Without Air (5), Energy Bolt (5), Fingers of the Wind (5), Float in Air (5), Fuel Flame (5), Ignite Fire (6), Impervious to Fire (5), Invisibility: Simple (6), Magic Shield (6), Mystic Fulcrum (5), Negate Poisons/Toxins (5), Orb of Cold (6), Paralysis: Lesser (5), and Telekinesis (6).

Level Four: Astral Projection (10), Blind (6), Carpet of Adhesion (10), Chromatic Protection (10), Charismatic Aura (10), Deflect (10), Electric Arc (8), Energy Field (10), Fool's Gold (10), Fireblast (8), Fire Bolt (7), Fist of Fury (10 or 50), Ley Line Transmission (30), Magic Net (7), Multiple Image (7), Reflection (7), Repel Animals (7), Trance (10), and Watchguard (10).

Level Five: Armor Bizarre (15), Aura of Death (12), Calling (8), Circle of Flame (10), Death Curse (Special), Distant Voice (10), Domination (10), Energy Disruption (12), Escape (8), Eyes

of Thoth (8), Featherlight (10), Heal Wounds (10), Horrific Illusion (10), Horror (10), Influence the Beast (12), Sleep (10), Superhuman Endurance (12), Superhuman Speed (10), Sustain (12), and Swim as a Fish: Superior (12).

Level Six: Call Lightning (15), Compulsion (20), Crushing Fist (12), Energize Spell (12+), Fire Ball (10), Frequency Jamming (15), Frostblade (15), Ice (15), Impervious to Energy (20), Magic Pigeon (20), Mask of Deceit (15), Reduce: Self (20), Teleport: Lesser (15), Tongues (12), and Words of Truth (15).

Level Seven: Agony (20), Animate/Control Dead (20), Dispel Magic Barrier (20), Fly as the Eagle (25), Globe of Silence (20), Heal Self (20), Invisibility: Superior (20), Invulnerability (25), Life Drain (25), Lightblade (20), Negate Mechanics (20), and Wind Rush (20).

Level Eight: Forcebonds (25), Locate (30), Negate Magic (30), and Wall of Wind (40).

Level Nine: D-Step (50), Dragon Fire (40) and Protection Circle: Simple (45).

Combat Training: Natural combat ability.

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

Combat Bonuses: +4 to initiative, +7 to strike, +7 to parry and dodge, +4 to pull punch, +4 to roll with impact, +11 to save vs magic and poison, +6 to save vs psionics and insanity, +26% to save vs coma/death, +4 on all other saving throws.

Other Combat Info: Restrained punch: 4D6 S.D.C.+16, full strength punch: 3D6 M.D., power punch: 6D6 M.D. (counts as two attacks), kick or slashing tail attack: 2D6 M.D., bite: 2D6 M.D., fire breath: 4D6 M.D. (Range: 30 feet (9 m), six feet (1.8 m) wide, can be used as much as four times per melee).

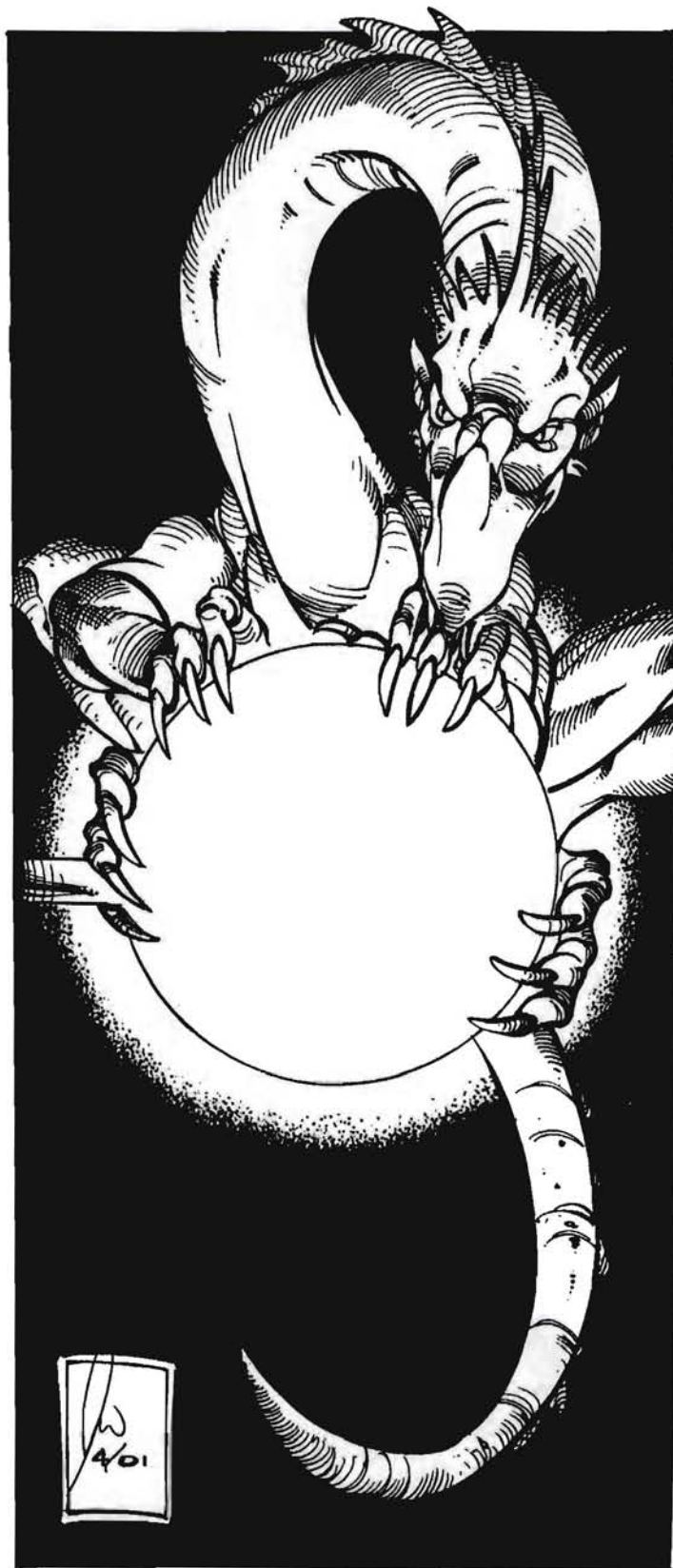
Weapons, Armor & Equipment: Only what he has managed to gather from theft, including a pile of CS weapons, 36,000 in gold, 80,000 in jewelry and artwork (mainly statues/sculptures), and a few other odds and ends hardly worth mentioning.

Nacaeder

While many of the dragon hatchlings populating Freehold are fiery young go-getters eager to earn a fearsome reputation for themselves, Nacaeder is that rare underachiever who would rather skulk in the shadows and let his best opportunities pass by. This stems largely from his lack of abilities, compared to other dragons. Aside from his impressive petrification gaze, Nacaeder has few other abilities to bring him victory, especially when facing down the high-tech war machines of the Coalition. On the few times Nacaeder has sallied forth, he has found his abilities lacking, and himself running away from battle while his comrades could stand and fight. Humiliated by his early lack of success, Nacaeder has opted to watch the war go by. His fellow hatchlings brand him as a weakling and a coward, but he does not care. As he has observed the hostilities, he keenly understands just how doomed the Kingdom of Tolkeen is, and how unwilling most of Freehold's dragons are to accept that fact.

Siege Notes: Nacaeder has spent the last few months laying out various getaway routes through Wisconsin, north through

the Xiticix Hivelands, and even south through a sliver of Coalition territory. When the time comes for Tolkeen's people to evacuate their home, Nacaeder will be at the head of the pack, slipping out of the Coalition encirclement with the greatest of ease. But it will not be enough just to get away. Instead, Nacaeder has arranged to charge other Tolkeenites and Freeholders up to 100,000 credits each for information on "his" es-



cape routes. The idea is to let as many people as are willing to pay into his escape network, and when the Coalition catches on, he will use a different, secret escape route for himself with a mountain of credits to make it all worth his while. Should Nacaeder get out alive, he will return to the area as a "fixer and middleman" for refugees, freebooters and adventurers in the area. Doubtlessly, there will be legions of guerrillas, partisans, and rebels staying behind to give the triumphant Coalition a ration of hell as they occupy Minnesota. As they do so, Nacaeder intends to be their main connection for black market weapons, gear and vital information.

Race: Basilisk.

Alignment: Miscreant.

Attributes: I.Q. 15, M.E. 17, M.A. 9, P.S. 30 (supernatural), P.P. 20, P.E. 25, P.B. 10, Spd. 24

M.D.C.: 150 plus armor or by magic.

Horror Factor: 15

Weight: 800 lbs (360 kg). **Height:** Eight feet (2.4 m) long from head to rump; long, whip-like tail is eight feet (2.4 m) long itself.

Age: 187

P.P.E.: 120

Experience Level: 7th level Dragon Hatchling.

Skills of Note: Basic Math (98%), magically understands and speaks all languages, Demon & Monster Lore (75%), Track (45%), Wilderness Survival (75%), Land Navigation (74%), Swim (85%), Climb/Scale Walls (75%/65%), Radio: Basic (75%), Concealment (45%), Palming (50%), Pick Pockets (55%), Streetwise (48%), Prowl (50%), Lore: Demons and Monsters (70%), Lore: D-Bee (70%), Lore: Magic (70%), General Repair (70%), Pilot: Hover Craft (85%), Pilot: Hovercycle (91%), Pilot: Truck (68%), W.P. Sword, W.P. Energy Pistol and W.P. Energy Rifle.

Special Abilities:

Petrification: Nacaeder can turn his victims into stone with his crimson gaze. Anybody struck by the dragon's eye beams must save vs magic by rolling 13 or higher (even inanimate objects get a save in this situation) or be turned to stone. Characters in vehicles and power armor are lucky in that there is a 01-90% likelihood that only the body of the vehicle or power armor is transformed by the terrible eye beams. But the oxygen supply inside the vehicle or power armor is limited to 4D6 minutes and the mechanism is completely useless and immobilized. To escape, the victims inside must break out or be broken out by others or suffocate when the air is gone.

Being turned to stone is permanent unless Nacaeder is slain, in which case all of his victims are instantly restored. A Stone to Flesh spell will also restore victims. A combination of Negate Magic and Restoration spells will restore inanimate objects, but it is a fairly P.P.E.-intensive process.

A mirror or Glitter Boy will reflect the eye beams back at the Basilisk, turning Nacaeder into stone! Alas, this effect lasts only 1D4 weeks, but if Nacaeder is shattered while petrified, (his M.D.C. remains the same as before), he will die. 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.

Combat Training: Natural combat ability.

Attacks Per Melee: Three physical or two physical and one by petrification attack.

Combat Bonuses: +3 on initiative, +6 to strike, +6 to parry and dodge, +2 to pull punch, +2 to roll with impact, +9 to save vs magic and poison, +5 to save vs psionics and insanity, +4 to all other saving throws, +20% to save vs coma/death.

Other Combat Info: Restrained punch or bite: 4D6 S.D.C., full strength punch or bite: 3D6 M.D., power punch or bite: 6D6 M.D. (counts as two attacks), kick or tail slash: 3D6 M.D., or by petrification.

Weapons, Armor & Equipment: When the protective force field fails, Tolkeen burns and Freehold is under siege, the vile Basilisk puts his plan into action. After a week of non-stop fighting and the flight of the Dragon Kings and many adults, his client list and wealth is growing by the hour. He has already earned 2.3 million Universal Credits quietly selling his escape routes. "Credits" are the preferred method of payment since they are electronic money easy to carry on a few debit cards. Now he needs to figure out how long to stay and his best avenue of escape. He has also accepted a few items in trade, the most notable are:

A Splugorth Magic Talisman of Armor: The wearer can Cast an Armor of Ithan spell on himself three times a day. **Duration:** Ten minutes (40 melee rounds). **M.D.C.:** 100. **Note:** Unlike the usual Talisman of the Rifts world, this Splugorthian device fully recharges every 24 hours.

Scepter of Command: Mega-Damage: 2D6 as a blunt weapon. The wielder can command 2D6 Ghouls (10 P.P.E.) or animate and control dead (20 P.P.E.), as well as a Domination spell (10 P.P.E.). See page 53 of *Coalition Wars™ One* for complete details.

TW Hellfire Shotgun: Mega-Damage: 6D6 M.D. per magical fire ball. **Rate of Fire:** Single shot only; each shot counts as a single attack. **Range:** 300 feet (91.5 m). **Payload:** Two fire balls. Requires 16 P.P.E. to reload the weapon with another two fire balls.

And a oversized (Dragon-Sized) Crystal Ball: This super-rare magical device enables Nacaeder to "see" any person or place he is personally familiar with in a 1000 mile (1600 km) radius. The viewer can only see images (no voices/sound or scents) and only a small area around the target (typically about a 10-20 foot radius of the individual or a specific spot at a location). The angle of the visual shot is straightforward, pointed at the subject like a video camera. **P.P.E. Activation Cost:** 20, **Duration:** Takes 2D4 melee rounds of concentration to get the image, and the crystal ball works as a magical video camera and transmitter for 15 minutes per every 20 P.P.E. pumped into it. Yes, the viewer can change subjects to view, but it takes 1D4 melee rounds for the image to adjust to the new target. **Note:** This is Nacaeder's new prize possession.



Freehold's Megaversals

Even more so than Tolkeen, Freehold has become a place where aliens, creatures of magic, and Dimensional Beings (D-Bees) of every kind are welcome. Loosely ruled by the Dragon Kings, Freehold became more and more of an "open city" without a clear political agenda (aside from its general opposition to Coalition invaders) or strident laws. Travelers from all over the Megaverse added Freehold to a growing list of free cities where one could come to learn and trade mystic knowledge, as well as buy, sell and trade magic weapons, artifacts and other treasure. While hardly a buzzing mecca like the *Splynn Dimensional Market*, the *Overcity of Korda*, or the *Labyrinth of Plenty*, Freehold is still a great place for folks to come when they are in search of a nugget of lore or mystic information, or just looking for a little rest and relaxation. In particular, it has become a popular *home and rest stop* for powerful Megaversals who for one reason or another might feel uncomfortable living in human settlements (even those that are tolerant of non-humans such as Lazlo). As a result, monsters and oddities who would live in fear or in hiding elsewhere confidently stride the streets of Freehold, proud of their alien heritage and freakish powers. To add to the appeal of the place, they can go across the river to enjoy the pleasures of Tolkeen (or at least what's left since the strain of war).

This section details four of Freehold's more noteworthy Megaversals:

Prid Sigil, an elder Sphinx and Techno-Wizard;

Thulan Kugan, a C'ro Demon Mage originally hailing from Europe but considering founding an empire of his own in North America;

Burkha the Magnificent, a Rahu-Man Mystic who has become a veritable legend among Tolkeenites and Freeholders alike for his battlefield valor;

and finally, *Soribold Vask, Lord of Letters*, a mighty Lizard Mage who has made Freehold his current place of study where he might further master the ways of magic.

Prid Sigil

Prid came to Freehold because he was interested in examining firsthand the various Techno-Wizard designs of weapons, vehicles and armor Tolkeen would use in its war against the Coalition. The Sphinx was gravely disappointed to learn the majority of Tolkeen's armored corps consisted not of Techno-Wizard vehicles, but of the infamous *Iron Juggernauts*, autonomous fighting entities that many (including Prid himself) fear will not maintain their loyalty to Tolkeen when their fate is sealed by the Coalition invaders. Prid hopes that should any elements of Tolkeen survive the Coalition invasion, he will be able to convince them to adhere to a more traditional sense of Techno-Wizardry when building up a military arsenal. Prid himself has designed a number of Techno-Wizard fighting vehicles, such as the Tusker-class Battlebike and the Chimera-class Spellfire Tank, but by the time he shared such designs with the Circle of Twelve, they had no interest in purchasing or producing them. Too many resources had been thrown into building up the numbers of the Iron Juggernauts and other war machines to start building a completely different line of armored vehicles. In the end, Prid could hardly fault their logic; he was just a victim of bad timing. But he remains convinced that had Tolkeen built larger numbers of perhaps less powerful (and much simpler) Techno-Wizard fighting vehicles, it would have fared better against the Coalition. As so often is the case, winning an industrialized war depends on who can replace their destroyed battle elements faster and keep them coming longer. Tolkeen is running out of replacements first, so it makes sense that they are

now teetering on the edge of defeat. One on one, it is not so important for one side's fighters to be as strong as the enemy, just so long as they are not grossly outmatched and can be easily resupplied and weapons and fighting vehicles replaced once damaged or destroyed.

Siege Notes: Prid will not linger if the Kingdom of Tolkeen looks like it is going to fall. He will leave Freehold and try peddling his Techno-Wizard designs elsewhere, perhaps on a world with high levels of ambient magical energy, such as *Wormwood*, *Darkheart*, *Soldier's Gate*, or *Radiance*. He may come back after the bulk of the war in Minnesota is over to see what opportunities arise from it.

Race: Sphinx.

Alignment: Unprincipled.

Attributes: I.Q. 24, M.E. 24, M.A. 19, P.S. 30 (supernatural), P.P. 22, P.E. 30, P.B. 26, Spd. 30 running (20 mph/32 km), 120 flying (81 mph/130 km).

M.D.C.: 300

Horror Factor: 17

Weight: 700 lbs (315 kg). **Height:** Five feet (1.5 m) tall, 10 feet (3 m) long, including tail.

Age: Roughly 1,000 years old.

P.P.E.: 120, **I.S.P.:** 78.

Experience Level: 8th level Techno-Wizard (was a wandering vagabond before that).

Skills of Note: R.C.C. Skills: Magically speaks all languages (98%), Literacy: Dragonese/Elven (98%), Literacy: American (92%), Literacy: Euro (92%), Literacy: Gobblely (92%), Literacy: Techno-Can (92%), Basic Math (98%), Advanced Math (98%), Anthropology (75%), Computer Operation (90%), Sing (85%), Writing (85%), and Art (85%).

Other Skills: Literacy (98%), Radio: Basic (98%), Carpentry (70%), Computer Operation (90%), Computer Programming (80%), Computer Repair (80%), Basic Electronics (90%), Automotive Mechanics (80%), Read Sensory Equipment (85%), Land Navigation (79%).

Natural Abilities: Can fly tirelessly, 120 foot (36.6 m) nightvision, hawk-like vision (can see a magic book two miles/3.2 km away), prowl (60%), track by sight (77%), swim (40%), leap 30 feet (9 m) high or lengthwise and flight assisted leap 200 feet (61 m) in any direction. Also can magically understand and speak all languages.

Psionics: Mind Block (4), Speed Reading (2), Total Recall (2), and Telemechanics (10).

Spell Knowledge: Spell descriptions not found in the *Rifts® RPG* are in *Federation of Magic™*; all spell descriptions are presented in the *Rifts® Book of Magic*.

Level One: Blinding Flash (1), Cloud of Smoke (2), Death Trance (1), Globe of Daylight (2), Lantern Light (1), See Aura (6), See the Invisible (4), Sense Evil (2), Sense Magic (4), and Thunderclap (4).

Level Two: Aura of Power (4), Befuddle (3), Chameleon (6), Climb (3), Cleanse (6), Cloak of Darkness (6), Concealment (6), Detect Concealment (6), Fear (5), Heavy Breathing (3), Levitation (5), Manipulate Objects (2+), Mystic Alarm (5), Shatter (5), Throwing Stones (5), and Turn Dead (6).

Level Three: Armor of Ithan (10), Breathe Without Air (5), Create Wood (10-20), Energy Bolt (5), Fingers of the Wind (5), Float in Air (5), Fuel Flame (5), Ignite Fire (6), Impervious to

Fire (5), Invisibility: Simple (6), Life Source (2+special), Light Healing (6), Light Target (6), Magic Shield (6), Mystic Fulcrum (5), Negate Poisons/Toxins (5), Orb of Cold (6), Paralysis: Lesser (5), Resist Fire (6), Telekinesis (6), and Wave of Frost (6).

Level Four: Astral Projection (10), Blind (6), Carpet of Adhesion (10), Chromatic Protection (10), Charismatic Aura (10), Cure Minor Disorders (10), Deflect (10), Electric Arc (8), Energy Field (10), Fool's Gold (10), Fireblast (8), Fire Bolt (7), Fist of Fury (10 or 50), Ley Line Transmission (30), Magic Net (7), Multiple Image (7), Reflection (7), Repel Animals (7), Ricochet Strike (12), Seal (7), Shadow Meld (10), Swim as a Fish (6), Trance (10), and Watchguard (10).

Level Five: Armor Bizarre (15), Aura of Death (12), Calling (8), Circle of Flame (10), Death Curse (Special), Distant Voice (10), Domination (10), Energy Disruption (12), Escape (8), Eyes of Thoth (8), Featherlight (10), Fly (15), Heal Wounds (10), Horrific Illusion (10), Horror (10), House of Glass (12), Implosion Neutralizer (12), Influence the Beast (12), Instill Knowledge (15), Lifeblast (15), Mend the Broken (10+), Mental Blast (15), Sleep (10), Superhuman Endurance (12), Superhuman Speed (10), and Sustain (12).

Level Six: Apparition (20), Barrage (15), Call Lightning (15), Compulsion (20), Create Water (15), Crushing Fist (12), Cure Illness (15), Energize Spell (12+), Fire Ball (10), Fire Blossom (20), Fortify Against Disease (15), Frequency Jamming (15), Frostblade (15), Ice (15), Illusion Booster (15), Illusory Wall (15 or 30), Impervious to Energy (20), Magic Pigeon (20), Mask of Deceit (15), Memory Bank (12), Power Bolt (20), Reduce: Self (20), Sheltering Force (20), Targeted Deflection (15), Teleport: Lesser (15), Time Slip (20), Tongues (12), and Words of Truth (15).

Level Seven: Agony (20), Animate/Control Dead (20), Ballistic Fire (25), Constrain Being (20), Dispel Magic Barrier (20), Fire Gout (20), Fly as the Eagle (25), Globe of Silence (20), Heal Self (20), Invisibility: Superior (20), Invulnerability (25), Life Drain (25), Lightblade (20), Mental Shock (30), Metamorphosis: Animal (25), Negate Mechanics (20), Purification (Food/Water) (20), Second Sight (20), Sonic Blast (25), Spinning Blades (20), Sub-Particle Acceleration (20), and Wind Rush (20).

Level Eight: Commune with Spirits (25), Eyes of the Wolf (25), Exorcism (30), Fire Globe (40), Forcebonds (25), Greater Healing (30), Hallucination (30), Invincible Armor (30), Lifeward (40), Lightning Arc (30), Locate (30), Luck Curse (40), Magical-Adrenal Rush (45), Metamorphosis: Human (40), Minor Curse (35), Negate Magic (30), Oracle (30), Power Weapon (35), Shockwave (35), Sickness (50), Sorcerous Fury (70), Spoil (Water/Food) (30), Stone to Flesh (30), Wall of Wind (40), Wisps of Confusion (40), World Bizarre (40).

Level Nine: Aura of Doom (40), Beat Insurmountable Odds (70), Create Steel (68), Curse: Phobia (40), D-Step (50), Dessicate the Supernatural (50), Dragon Fire (40), Familiar Link (55), Illusion Manipulation (25-60), Metamorphosis: Insect (60), Mute (50), Phantom Mount (45), Protection Circle: Simple (45), Purge Self (70), Realm of Chaos (70), Summon & Control Canine (50), Speed of the Snail (50), Tame Beast (60), Transferral (50), Wall of Defense (55), and Water to Wine (40).

Level Ten: Banishment (65), Control/Enslave Entity (80), Giant (80), Illusory Forest (45-90), Magic Warrior (60), Metamorphosis: Superior (100), Mystic Portal (60), Plane Skip (65), Purge Other (100), Reality Flux (75), Restore Limb (80), Summon Shadow Beast (140), Summon/Control Rodents (70), Super-Healing (70), Wall of Not (70), Wards (90), and Warped Space (90).

Level Eleven: Anti-Magic Cloud (140), Astral Hole (120), Bottomless Pit (100), Curse of the World Bizarre (100), Disharmonize (150), Energy Sphere (120), Firequake (160), Illusory Terrain (55-120), Re-Open Gateway (180), Summon & Control Animals (125), and Summon Fog (140).

Level Twelve: Calm Storms (200), Create Zombie (250), Ensorcel (400), Heavy Air (200), Ironwood (50+), Null Sphere (220), Summon Entity (250), and Time Hole (210).

Level Thirteen: Create Golem (700 or 1000), Shadow Wall (400), Summon Storm (300), and Summon Lesser Being (425).

Level Fourteen: Annihilate (600), Close Rift (200+), Impenetrable Wall of Force (600), and Summon & Control Sea Serpents (350).

Level Fifteen: Circle of Travel (600), Dimensional Portal (1000), Teleport: Superior (600), and Void (700).

Combat Training: Natural combat abilities.

Attacks Per Melee: Four attacks per melee.

Combat Bonuses: +2 on initiative, +6 to strike, +6 to parry and dodge, +4 to dodge in flight, +2 to roll with punch/fall/impact, +4 to pull punch, +2 on all saving throws. +2 to spell strength. +4 to save vs Horror Factor. +12 to save vs magic, +8 to save vs poison, +5 to save vs psionics and insanity, +30% to save vs coma/death.

Other Combat Info: Bite: 1D6 M.D., Restrained Claw/Punch: 4D6 S.D.C. + P.S. bonus, Full Strength Claw: 3D6 M.D., Power Punch: 6D6 M.D. (counts as two attacks), Flying Dive Attack: 4D6 M.D. plus 01%-60% chance of knocking opponent down so they lose one melee attack and initiative (counts as two attacks).

Weapons: For personal adventuring, Prid relies on his natural and spell casting abilities. Most of the time, those are all he needs. However, he owns and has designed an incredible array of Techno-Wizard weapons and offensive gear. While he does not carry this hardware on his person, he has large caches of it stored in Tolkeen city and elsewhere. Prid has donated no small amount of hardware to the Tolkeen war effort, so as a result, he can pretty much take whatever weaponry he wants/needs from the city's assorted arsenals. Usually, he only takes weapons for research and development purposes. For game play, the G.M. can outfit Prid with any kind of TW weaponry that has been described thus far in the canon of *Rifts*® source material.

Body Armor: What goes for weapons goes double for armor. Prid has personally designed over two dozen different styles of TW body armor. Most of them have been kept fairly simple so they can be mass produced. Thus, these suits are rarely anything more than ordinary armor jazzed up to perform a couple spell-like abilities. Due to Prid's Mega-Damage nature and his odd physiology, he can not comfortably wear armor himself.

Other Equipment: None.

Money: Millions scattered throughout the Megaverse; usually has 1D6x100,000 credits on him.

Thulan Kugan

The dark-hearted C'ro Demon Mage known as Thulan Kugan has long terrorized entire regions of Europe, especially within what used to be known as the Balkans and the Carpathian Mountains. His last regime was destroyed when a crew of heroic adventurers calling themselves the *Sunder Force* attacked Kugan's army of minions and destroyed it. After that, Kugan's subjects revolted, and Kugan found himself on the run. With most of his possessions gone, but his thirst for new magic and power greater than ever, he headed for Freehold. Here, he found numerous kindred spirits, and has learned a great deal about spell casting and other mystic skills. In time, he intends to return to Europe and claim a part of it for himself, but for now, he is content to watch the war in Minnesota with amusement and devise ways of meddling in the conflict without actually endangering himself or tipping the momentum of the battle one way or another. Kugan is a force of evil, pure and simple, and the sheer horror of this conflict excites him to no end. In a perfect world, he believes, the Siege on Tolkeen would never end, creating an eternal gridlock of conflict, destruction and chaos that would forever transform Minnesota into the biggest killing field of North America. Perhaps he shall hatch one of his many plots to make sure that is exactly what will happen.

Siege Notes: Thulan Kugan enjoys the killing and chaos of the siege on Freehold for as long as he can without putting himself in any grave danger. After the Coalition missiles turn half the city into rubble, he takes his leave, first stopping at Tolkeen to enjoy the chaos there and then leaving for a quiet part of northern Minnesota, like the ruins of Solomon or Big Sands, to think. There he plots his future, a very different one than he had imagined. The war in the Kingdom of Tolkeen will be over in a matter of weeks. What should follow are a few months of genocide on the part of the CS as they hunt down and round up Tolkeenites and execute them en masse. Six to ten months after that, two thirds of the Coalition Invasion Force will be rotated home, leaving a considerably smaller occupation force. Resistance fighters and those looking for retribution will be seeking powerful leaders such as himself. Beings who understand treachery and revenge. Beings such as he, who can lead men and monsters to victory and build a new kingdom. Perhaps, Thulan Kugan muses to himself. Perhaps the foundation for building his own empire is right here, in and around the fallen Kingdom of Tolkeen. After all, there are thousands of hate-filled survivors looking for purpose and direction – ripe for exploitation. His exploitation.

Race: C'ro Demon Mage

Alignment: Diabolic

Attributes: I.Q. 18, M.E. 23, M.A. 21, P.S. 15, P.P. 21, P.E. 20, P.B. 8, Spd. 20

M.D.C.: 500

Weight: 200 pounds (90 kg). **Height:** Six feet (1.8 m).

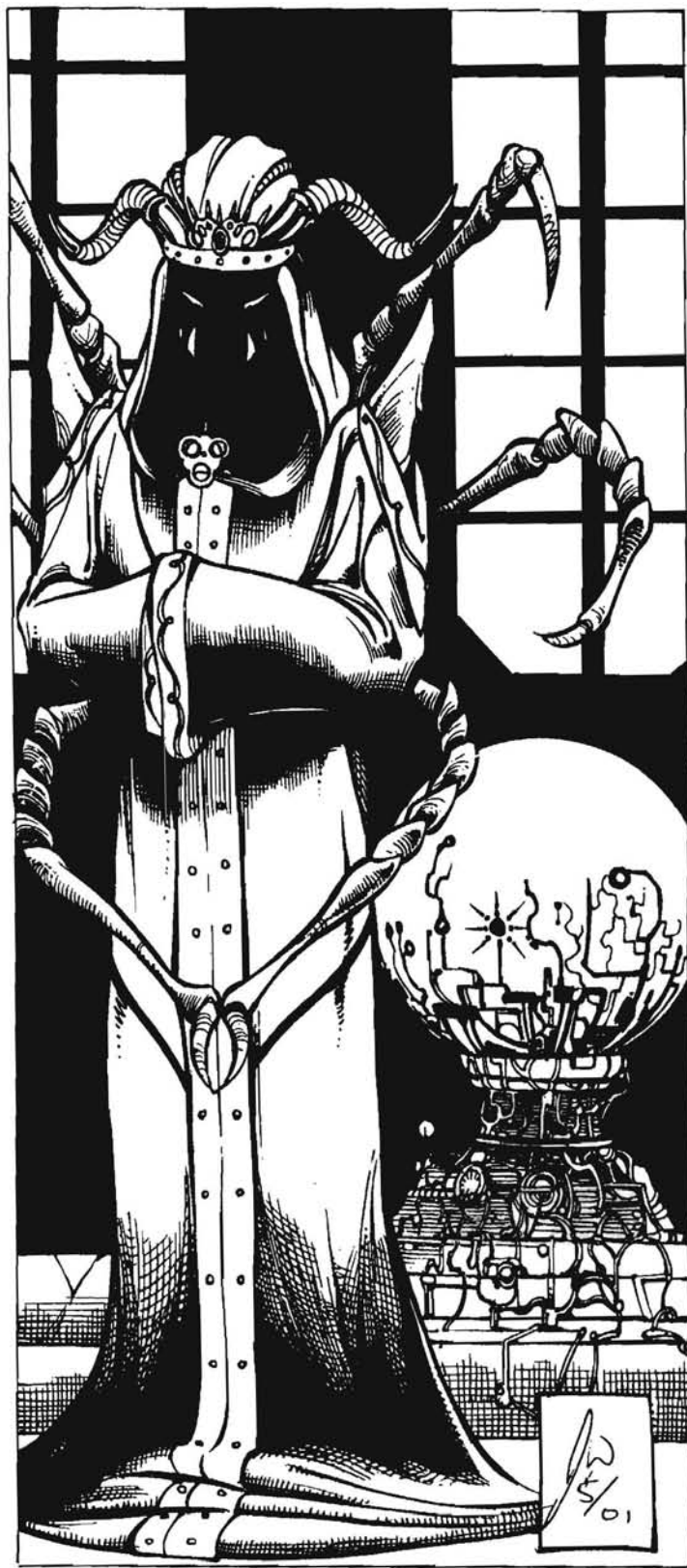
Age: Unknown.

P.P.E.: 650

Experience Level: 8th level C'ro Demon Mage.

Skills of Note:

R.C.C. Skills: Basic and Advanced Mathematics (98%), Literacy: Dragonese/Elf (98%), Literacy: Demongogian (98%), Radio: Basic (98%), Lore: Magic (90%), Lore: Demons & Monsters (98%), Holistic Medicine (98%), Streetwise (62%), Con-



cealment (62%), Palming (67%), Land Navigation (78%), Pilot: Hovercraft (95%), and Pilot: Aircraft (92%).

Rogue: Computer Hacking (71%), Concealment (60%), Palming (61%), Pick Locks (71%), Pick Pockets (66%), Prowl (66%), Streetwise (54%).

Science: Anthropology (69%) and Archaeology (69%).

W.P.s: W.P. Sword and W.P. Spear.

Special Abilities: Nightvision 90 feet (27.4 m), keen color vision, see the invisible, dimensional teleport 75%, bio-regeneration: 4D6 M.D.C. per round (severed limbs regenerate within 48 hours), impervious to normal fire and cold, Mega-Damage and magic fire and cold inflicts half damage, impervious to disease, magically knows all languages.

Psionics: None.

Magic: Spell descriptions not found in the *Rifts® RPG* are in *Federation of Magic™*; all spell descriptions are presented in the *Rifts® Book of Magic*.

Level One: Blinding Flash (1), Cloud of Smoke (2), Death Trance (1), Globe of Daylight (2), Lantern Light (1), See Aura (6), See the Invisible (4), Sense Evil (2), Sense Magic (4), and Thunderclap (4).

Level Two: Aura of Power (4), Befuddle (3), Chameleon (6), Climb (3), Cleanse (6), Cloak of Darkness (6), Concealment (6), Detect Concealment (6), Fear (5), Heavy Breathing (3), Levitation (5), Manipulate Objects (2+), Mystic Alarm (5), Shatter (5), Throwing Stones (5), and Turn Dead (6).

Level Three: Armor of Ithan (10), Breathe Without Air (5), Create Wood (10-20), Energy Bolt (5), Fingers of the Wind (5), Float in Air (5), Fuel Flame (5), Ignite Fire (6), Impervious to Fire (5), Invisibility: Simple (6), Life Source (2+special), Light Healing (6), Light Target (6), Magic Shield (6), Mystic Fulcrum (5), Negate Poisons/Toxins (5), Orb of Cold (6), Paralysis: Lesser (5), Resist Fire (6), Telekinesis (6), and Wave of Frost (6).

Level Four: Astral Projection (10), Blind (6), Carpet of Adhesion (10), Chromatic Protection (10), Charismatic Aura (10), Cure Minor Disorders (10), Deflect (10), Electric Arc (8), Energy Field (10), Fool's Gold (10), Fireblast (8), Fire Bolt (7), Fist of Fury (10 or 50), Ley Line Transmission (30), Magic Net (7), Multiple Image (7), Reflection (7), Repel Animals (7), Ricochet Strike (12), Seal (7), Shadow Meld (10), Swim as a Fish (6), Trance (10), Watchguard (10), and Weight of Duty (10).

Level Five: Armor Bizarre (15), Aura of Death (12), Calling (8), Circle of Flame (10), Death Curse (Special), Distant Voice (10), Domination (10), Energy Disruption (12), Escape (8), Eyes of Thoth (8), Featherlight (10), Fly (15), Heal Wounds (10), Horrific Illusion (10), Horror (10), House of Glass (12), Implosion Neutralizer (12), Influence the Beast (12), Instill Knowledge (15), Lifeblast (15), Mend the Broken (10+), Mental Blast (15), Sleep (10), Superhuman Endurance (12), Superhuman Strength (10), Superhuman Speed (10), Sustain (12).

Level Six: Apparition (20), Barrage (15) and Call Lightning (15).

Level Seven: Animate/Control Dead (20), Invulnerability (25), and Negate Mechanics (20).

Level Eight: Forcebonds (25), Magical-Adrenal Rush (45), and Oracle (30).

Level Nine: Aura of Doom (40), Realm of Chaos (70), and Wall of Defense (55).

Level Ten: Deathword (70), Meteor (75), and Warped Space (90).

Level Eleven: Astral Hole (120), Bottomless Pit (100), Curse of the World Bizarre (100).

Level Twelve: Ensorcel (400), Null Sphere (220), and Soultwist (170).

Combat Training: Innate combat training.

Attacks Per Melee: Seven physical or three by magic.

Combat Bonuses: +3 on initiative, +6 to strike, +9 to parry and dodge, +2 to roll with punch/fall/impact, +3 to pull punch, +6 to save vs Horror Factor, +6 to save vs magic, +6 to save vs psionics, +6 to save vs poison, +4 to save vs insanity, +3 to save vs poison, +10% to save vs coma/death.

Other Combat Info: Bite: 2D6 S.D.C., Body Flip: 2D6 S.D.C., Head Butt or Restrained Punch: 2D6 S.D.C., Piercer/Stinger Attack: The demon mage has six tentacles or stinger-like appendages that gives it a great advantage in combat, parrying and striking with deadly results. A mere stab from one stinger inflicts 1D6 M.D., but as many as three can strike simultaneously for 3D6 M.D. Furthermore, the C'ro Demon Mage can inject its combatant with a powerful toxin that causes 4D6 M.D. and disorientation to Mega-Damage creatures; -1 on all combat bonuses and lose one attack per melee for the next 1D6 rounds. All damage and penalties are cumulative. Mere mortals who are injected with this poison suffer 1D6x10 S.D.C./Hit Point damage and must roll to save vs lethal poison. A failed roll means the character lapses into a coma; roll to save vs coma/death! Those who survive the coma/death will remain unconscious for 2D4 minutes and when the character regains consciousness he is weak and shaken; only one attack per melee and no combat bonuses for 1D6 hours!

Weapons:

Whip of Pain: Damage: As a simple metal barbed whip, it does 3D4 H.P./S.D.C. damage. When activated to inflict magical *Agony*, it is effective against mortal and Mega-Damage beings, as per the spell. Rate of Fire: Once the magic is activated it inflicts *Agony* to everybody it strikes with each attack for one minute (4 melees). Range: 12 feet (3.6 m). Payload: The whip requires its user to pump in 20 P.P.E. (or 40 I.S.P.) to use its magical powers.

Scepter of Command: Mega-Damage: 2D6 M.D. per physical strike. Magical Powers: Command Ghouls (10 P.P.E.), Animate and Control Dead (20 P.P.E.), Domination (10 P.P.E.), Repel Animals (7 P.P.E.). Bonus: The user of the weapon is +2 to save vs Necromantic magic. Payload: The weapon requires its user to pump in the required amount of P.P.E. (or double the amount in I.S.P.) to activate any of its spell powers.

Magic Items & Other Equipment: He currently travels with minimal extra equipment, since his natural abilities get him out of danger easily enough. Plus, he figured that while in Freehold and Tolkeen, any possessions he had on his person would be at extreme risk of loss, so he kept them stashed in a secure trove elsewhere in the Megaverse. It is in this secret location where the wily demon mage has secretly built a private army of extra-dimensional mercenaries who await his return. When he gathers his troops, the fiend shall return to Europe and establish his own kingdom of darkness there.

Money: He has accumulated a cool million in Universal Credits, but he is also one of those who will gather a small group of powerful miscreants and lead them on salvage operations in the ruins of Tolkeen, Freehold, Magestock, Center Gear, Blue Line and other places of wealth and magic in search of valuables, weapons, vehicles and magic, especially magic. And right under the Coalition's nose.

Burkha the Magnificent

Few have become so well known as the inimitable Burkha the Magnificent. Already a famed adventurer before he came to Freehold, Burkha only enhanced his reputation as a wily freebooter and invincible warrior by volunteering himself wholly to the fight against the Coalition. Burkha sees the Coalition as the culmination of all of humanity's worst traits, and he is convinced that if it triumphs over Tolkeen, it will touch off a long chain reaction of events that will ultimately lay *all* of North America to waste. In fact, he has become something of a doom-sayer, convinced that in a single generation – 20 years time – the CS will have decimated much of the continent and what is not destroyed shall be conquered and ruled by the iron fist of the Coalition States. He has no real facts or even conjecture to support his conclusions, but he is convinced it will come to pass. Despite his impeccable credentials, Burkha has had great difficulty convincing others that this will actually happen in the wake of a Tolkeen defeat.

Bordering on obsession and paranoia, Burkha has tried to raise public awareness of this terrible fate and get beings of power to commit to the war effort. That so few of Freehold's upper crust (especially the Dragon Kings) will fight on Tolkeen's behalf troubles this multi-talented giant.

Siege Notes: Burkha freaks out when so many of the Dragon Kings and Princes give up the grand city without a fight, abandoning it to their slaves and the CS invaders. All he can do is throw himself at the Coalition the best he can and hope that maybe he and a few of his comrades will make the difference. But even as Burkha defeats wave after wave of Coalition soldiers, his confidence that the twin cities will prevail dwindles with each passing day. Burkha swears that he will never abandon Tolkeen, and will give his life defending it. To him, it is better to die opposing the Coalition than to live in a world laid to waste by their terrible excesses. Most of all, Burkha is disheartened by his inability to just change things on his own. If only he had the power to change the course of the war, he would surely do so. Perhaps this is why providence has prevented him from growing more powerful than he already is. Were The Magnificent to become a demigod, his passion to meddle in the affairs of mortals on Rifts Earth might very well unbalance the grand scheme of things, and wreak even greater destruction than he fears will come about in the wake of a Coalition victory in Minnesota.

In the twilight hours of the war Burkha gets a new inspiration. He and his men must escape to continue their battle another day. For if they live, they can raise a resistance army and continue the war (their war anyway), and someday push the invaders out and reclaim the fallen Kingdom. To the crazy way Burkha is thinking, as long as the fighting continues, even in a small way, the war continues. As long as the war continues, the CS is *not* victorious (even if they claim otherwise) and the grim future he claims to have foreseen can not come to into being! By continuing to fight they delay Armageddon and save a continent! That is his new goal!!

Race: Rahu-Man; see *Rifts® Conversion Book One* for details on this giant race.

Alignment: Anarchist (was Unprincipled).

Insanities: Delusional: Thinks the CS will take over all of North America, and what they don't conquer they will lay to waste. And he thinks this will happen in a few decades. Growing paranoia concerning the CS. Obsessed with winning the war.

Attributes: I.Q. 15, M.E. 14, M.A. 11, P.S. 30 (supernatural), P.P. 17, P.E. 23, P.B. 13, Spd. 20

M.D.C.: 360

Horror Factor: 10

Weight: 450 lbs (204.3 kg). **Height:** 13 feet (4 m).

Age: 350

P.P.E.: 213, **I.S.P.:** 163.

Experience Level: 9th level Mystic.

Skills of Note:

R.C.C. Skills: Language: Dragonese/Elven (98%), Language: American (98%), Language: Spanish (98%), and Basic Math (98%).

O.C.C. Skills: Language: Spanish (98%), Language: Japanese (98%), Language: Chinese (98%), Language: Euro (98%), Language: Gobblely (98%), Language: Faerie Speak (98%), Play Musical Instrument (Strings) (90%), Play Musical Instrument (Syntho) (90%), Dance (85%), Horsemanship: Exotic (97%), Wilderness Survival (90%).

Technical: Lore: D-Bee (85%), Lore: Demons & Monsters (85%), Lore: Magic (85%), Lore: Psychic (85%), Law 80%, and Computer Operation (95%).

W.P.s: W.P. Archery, W.P. Targeting, W.P. Heavy, W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Heavy Energy Weapons,

Secondary Skills: Climb/Scale Walls (90%/80%), Pick Pockets (70%), Pick Locks (75%), Palming (70%), and Concealment (62%).

Special Abilities: Sense Supernatural Evil (95%), Open Oneself to the Supernatural.

Psionics: Major Psychic.

Sensitive: All sensitive powers: Astral Projection (8), Clairvoyance (4), Commune with Spirits (6), Empathy (4), Intuitive Combat (10), Machine Ghost (12), Mask I.S.P. & Psionics (7), Mask P.P.E. (4), Mind Block (4), Object Read (6), Presence Sense (4), See Aura (6), See the Invisible (4), Read Dimensional Portal (6), Remote Viewing (10), Sense Dimensional Anomaly (4), Sense Evil (2), Sense Magic (3), Sense Time (2), Sixth Sense (2), Speed Reading (2), Telepathy (4), Total Recall (2).

Healing: Psychic Diagnosis (4), Psychic Surgery (14).

Super Psionics: Bio-Manipulation (10).

Spell Knowledge: Spell descriptions not found in the *Rifts® RPG* are in *Federation of Magic™*; all spell descriptions are presented in the *Rifts® Book of Magic*.

Level One: See Aura (6) and See the Invisible (4).

Level Two: Mystic Alarm (5), Shatter (5), Throwing Stones (5), and Turn Dead (6).

Level Three: Fuel Flame (5), Ignite Fire (6), and Impervious to Fire (5).

Level Four: Fist of Fury (10 or 50), Magic Net (7), and Multiple Image (7).

Level Five: Armor Bizarre (15) and Circle of Flame (10).

Level Six: Call Lightning (15) and Teleport: Lesser (15).

Level Seven: Spinning Blades (20) and Sub-Particle Acceleration (20).

Level Eight: Shockwave (35) and Sorcerous Fury (70).

Level Nine: Dragon Fire (40) and Wall of Defense (55).

Combat Training: Hand to Hand: Expert.

Attacks Per Melee: 10



Combat Bonuses: +2 on initiative, +3 to strike, +4 to parry and dodge, +2 to roll with punch/fall/impact, +2 to pull punch, +2 to disarm, +2 to save vs Horror Factor, +6 to save vs magic, +3 to save vs poison, +10% to save vs coma/death. Needs a 10 to save vs psionics. +2 to spell strength.

Other Combat Info: Restrained slap: 1D6 S.D.C.+15, Restrained Punch: 2D6 S.D.C.+15, Full Strength Punch: 2D6 M.D., Power Punch: 4D6 M.D. (counts as two attacks). Critical strike: 18-20, paired weapons (all), body throw/flip.

Weapons:

TX-41 Laser Pulse Rifle (Giant Size): Mega-Damage: 3D6 M.D. per single shot or 1D6x10 M.D. per rapid-fire pulse (three simultaneous shots). Rate of Fire: Equal to user's number of attacks per melee. Range: 4,000 feet (1,219 m). Payload: 100 shots per giant energy clip. Effectively unlimited if slaved to a robot or power armor energy source.

NG-45LP "Long Pistol" (4): Mega-Damage: 5D6 M.D. per shot. Rate of Fire: Single shots only. Range: 1,200 feet (365 m). Payload: 8 shots per standard E-clip.

Vibro-Sword (Giant-sized) (4): Mega-Damage: 3D6 M.D.

Extra Ammo: Ten spare giant-sized E-clips. Twenty-four spare standard E-clips.

Body Armor: Insectoid Carapace Armor: M.D.C.: Head/Helmet: 140, Arms: 100 each, Legs: 120 each, Main Body: 400. Mobility: Superb, no prowling or running penalties. Note: This armor is something Burkha obtained elsewhere in the Megaverse before visiting Rifts Earth. The armor is a magnificent assembly made of interlocking chitinous plates, taken from slain insectoids not unlike the Xiticix. This suit is one of a kind, and will even regenerate 2D6 M.D.C. per day! Once any part of the suit reaches zero M.D.C., however, it falls apart and will regenerate no further.

Other Equipment: Burkha owns a few interesting magic items, including:

Battery Ring: This magical ring is set with an enchanted crystal that can store up to 250 P.P.E.. Any P.P.E. used from it must be restored by expending one's own P.P.E. into the ring.

Danger Ward: Burkha wears a magical talisman on a headband that alerts him to impending danger. The net result is a +6 bonus to initiative, plus the wearer can *never* be taken by surprise.

Torc of Regeneration: This close-fitting one-piece necklace enables Burkha to instantly regenerate 30 M.D.C. This feature can be used three times in a 24 hour period. Each time the power is used, it requires eight hours to recharge.

Soribold Vask, Lord of Letters

Soribold is as aloof and confident in his abilities as any of the greater Dragons of Freehold. He is a reptilian mage from some other world where magic is also a powerful everyday force. Soribold is arrogant, cruel, and sinister in the extreme. His mind swirls with hidden agendas and intricate schemes. Power and respect are his primary goals, and he has proven time and again that there is little he will not do to attain such things. Those who choose to serve him can expect harsh but fair treatment and re-

wards. Those who oppose or fail him will wish they had crossed one of the Dragon Kings instead.

He is a relative newcomer to Rifts Earth, having traveled the Megaverse extensively prior to his arrival. When he showed up in Freehold, he had already mastered the arts of Ley Line Walking and Diabolism. He hoped he might pick up a loose bit of arcane knowledge in Freehold, but so far has been disappointed. He would have left, were it not for the incredible col-



lection of Rune weapons and artifacts in the Kingdom's possession.

Siege Notes: Soribold has not involved himself in the war on Tolkeen yet, but now that the kingdom is on the verge of collapse before the Coalition, he plans to venture into the final battleground and relieve the Tolkeenites of their greatest treasures before fleeing the scene. Should he really score and gain four or more of the mage nation's greatest items (such as the fortune-telling skull *Poor Yorick* or the metal-splitting sword *Ironbane*), he might opt to stay, moving northwest of the Coalition's last line of advance and establishing a tiny kingdom of his own where Tolkeen's refugees might find safe haven. Soribold believes that should he pull that off, the Coalition will be unwilling to fight another war, even against a nascent magical nation. No, they will need to consolidate what they have already won, leaving would-be rulers like Soribold to establish a series of new, smaller realms where the magic-users of North America can gather in strength. From there, they can recoup their losses, recruit and train new members to their ranks, design and build new arsenals of magical weapons, and launch new offensives against the seemingly unstoppable spread of the dreaded Coalition States.

Race: Lizard Humanoid.

Alignment: Aberrant evil.

Attributes: I.Q. 19, M.E. 20, M.A. 15, P.S. 20 (supernatural), P.P. 15, P.E. 20, P.B. 13, Spd. 20

M.D.C.: 1,000! This alone almost makes Soribold noted among the Dragon populace of Freehold.

Horror Factor: 17

Weight: 350 lbs (157.5 kg). **Height:** Eight feet (2.4 m).

Age: 250. He has only been on Rifts Earth for 20 years, but will likely stay because its high magical energy will keep Soribold alive for as long as 18,000 years! The sheer volume of knowledge, magic items and raw power he could acquire in that time practically makes Soribold drool.

P.P.E.: 2,800, **I.S.P.:** 100.

Experience Level: The equivalent of a 10th level Ley Line Walker and an 8th level Diabolist. His skills stem from the Ley Line Walker O.C.C.

Skills of Note:

R.C.C. Skills: Basic and Advanced Math (98%). Speak/Literate in all languages (98%). Demon & Monster Lore (90%), Faerie Lore (60%), Basic Electronics (98%), and Computer Operation (98%).

Physical: Swimming (98%), Climbing/Scale Walls (98%), and Prowl (98%).

Pilot: Pilot: Hovercraft (98%), Pilot: Hovercycle (98%), and Pilot: Jet Pack (85%).

Pilot Related: Weapon Systems (98%), Navigation (98%).

Rogue: Palming (98%), Pick Locks (98%), Pick Pockets (98%), Seduction (90%) and Streetwise (90%).

Science: Astronomy (98%), Biology (98%), and Botany (98%).

Technical: Law (90%), Lore: The New West (90%), General Repair (85%), and Writing (98%).

Psionics: Master Psychic (limited).

Sensitive: All Sensitive psionics! Astral Projection (8), Clairvoyance (4), Commune with Spirits (6), Empathy (4), Intuitive

Combat (10), Machine Ghost (12), Mask I.S.P. & Psionics (7), Mask P.P.E. (4), Mind Block (4), Object Read (6), Presence Sense (4), See Aura (6), See the Invisible (4), Read Dimensional Portal (6), Remote Viewing (10), Sense Dimensional Anomaly (4), Sense Evil (2), Sense Magic (3), Sense Time (2), Sixth Sense (2), Speed Reading (2), Telepathy (4), Total Recall (2).

Healing: Bio-Regenerate (Self) (6), Deadened Pain (4), Psychic Diagnosis (4), Psychic Purification (8), and Psychic Surgery (14).

Physical: All Physical psionics! Alter Aura (2), Deadened Senses (4), Death Trance (1), Ectoplasm (varies), Ectoplasmic Disguise (12), Impervious to Cold (2), Impervious to Fire (4), Impervious to Poison (4), Levitation (varies), Mind Block (4), Nightvision (4), Resist Fatigue (4), Resist Hunger (2), Resist Thirst (6), Summon Inner Strength (4), Telekinesis (varies), Telekinetic Acceleration Attack (10-20), Telekinetic Leap (8), Telekinetic Lift (6), Telekinetic Punch (6), and Telekinetic Push (4).

Super Psionics: Psi-Shield (30), Psi-Sword (30).

Magic Knowledge: Can read mystic symbols, wards, and runes (98%). Recognizes enchantment (98%). Recognize all magic circles (98%). Knows all magic words, circles of protection, circles of dimensional travel, and all summoning magic (both circles and spells). But most importantly of all, Soribold knows the legendary secrets to *rune magic*, though he will never, under any circumstances, divulge them. The Dragon Kings of Freehold are intrigued to learn what Soribold knows, which is one of the primary reasons the mage has an open invitation to the city. The Dragon Kings hope that maybe one day the old mage's resolve will weaken and he will spill some nugget of mystic information nobody else knows. See *Rifts® Conversion Book One* for details on Diabolism, an optional type of magic from *The Palladium Fantasy RPG®*.

Spell Knowledge: Spell descriptions not found in the *Rifts® RPG* are in *Federation of Magic™*; all spell descriptions are presented in the *Rifts® Book of Magic*.

Level One: Blinding Flash (1), Cloud of Smoke (2), Death Trance (1), Globe of Daylight (2), See Aura (6), See the Invisible (4), Sense Evil (2), and Sense Magic (4).

Level Two: Aura of Power (4), Concealment (6), Detect Concealment (6), Manipulate Objects (2+), Mystic Alarm (5), Shatter (5), Throwing Stones (5), and Turn Dead (6).

Level Three: Armor of Ithan (10), Breathe Without Air (5), Invisibility: Simple (6), Magic Shield (6), Mystic Fulcrum (5), Orb of Cold (6), Telekinesis (6), and Wave of Frost (6).

Level Four: Astral Projection (10), Cure Minor Disorders (10), Ley Line Transmission (30), Magic Net (7), Multiple Image (7), Seal (7), Watchguard (10), and Weight of Duty (10).

Level Five: Aura of Death (12), Domination (10), Energy Disruption (12), Eyes of Thoth (8), House of Glass (12), Implosion Neutralizer (12), Instill Knowledge (15), and Lifeblast (15).

Level Six: Barrage (15), Compulsion (20), Crushing Fist (12), Impervious to Energy (20), Magic Pigeon (20), Power Bolt (20), Teleport: Lesser (15), Time Slip (20), Tongues (12), and Words of Truth (15).

Level Seven: Agony (20), Constrain Being (20), Dispel Magic Barrier (20), Globe of Silence (20), Invulnerability (25),

Life Drain (25), Spinning Blades (20), and Sub-Particle Acceleration (20).

Level Eight: Forcebonds (25), Magical-Adrenal Rush (45), Negate Magic (30), Oracle (30), Power Weapon (35), Shock-wave (35), and Sorcerous Fury (70).

Level Nine: Aura of Doom (40), Dragon Fire (40), and Realm of Chaos (70).

Level Ten: Meteor (75), Plane Skip (65), and Reality Flux (75).

Level Eleven: Anti-Magic Cloud (140), Create Magic Scroll (100), and Re-Open Gateway (180).

Level Twelve: Ensorcel (400), Time Hole (210), and Wall of the Weird (180).

Level Thirteen: Collapse (70-400), Create Golem (700 or 1000), and Sanctum (390).

Level Fourteen: Annihilate (600), Close Rift (200+), Impenetrable Wall of Force (600).

Level Fifteen: Circle of Travel (600), Dimensional Portal (1000), Summon Ally (600).

Combat Training: Natural combat abilities; equivalent to Hand to Hand: Basic.

Attacks Per Melee: 6 physical, magical or psionic attacks per melee.

Combat Bonuses: +3 on initiative, +5 to strike, +6 to parry and dodge, +4 to roll with punch/fall/impact, +4 to pull punch, +1 to disarm, +3 to circle and ward strength, +7 to save vs magic, +3 to save vs poison, +3 to save vs psionics and insanity, +10% to save vs coma/death.

Other Combat Info: Bite: 2D6 S.D.C.+5, restrained claw attack: 4D6 S.D.C.+5, full strength punch: 2D6 M.D.C., critical strike: 19-20, body throw/flip.

Weapons: Soribold owns two notable rune weapons, a Sword of Atlantis and a Necronstaff. He took both off of slain opponents who "claimed" to belong to the legendary group of adventurers, the *Defilers*. This very claim is why Soribold slew the adventurers — for *he* has tangled with the Defilers before and knew firsthand that these two jokers were making an *illegitimate* claim. Nobody makes such a claim to Soribold and gets away with it if it is not true. After all, Soribold is one of the few villains extant to have actually crossed swords with the Defilers and lived to tell the tale. (Rumor has it, he even gave a few of the Defilers some nasty scars from the scuffle to boot.) Though he and the Defilers are old enemies, Soribold respects those heroes immensely, and will not tolerate any yahoo claiming to be part of them when he is not.

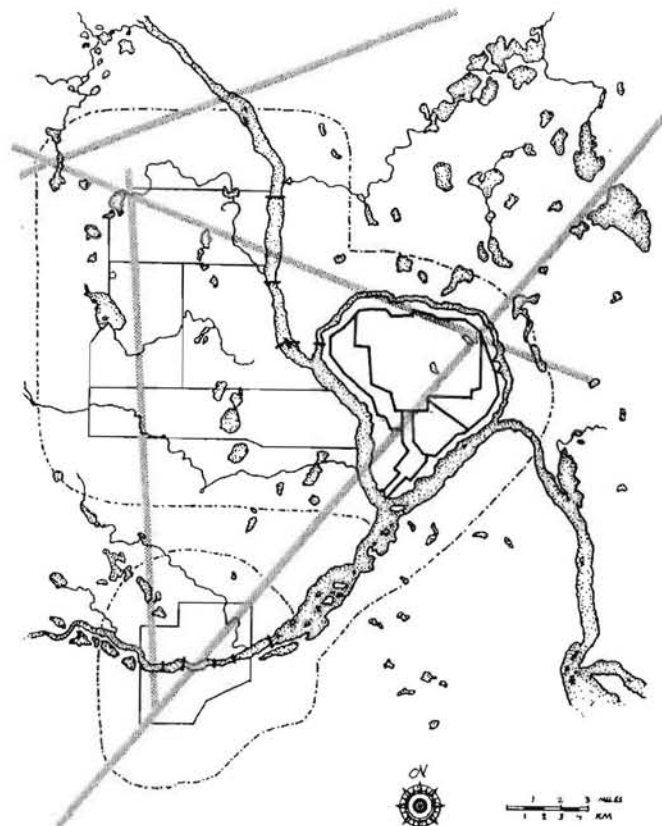
Sword of Atlantis: **Mega-Damage:** 1D6x10 M.D. per strike, as well as soul drinking capabilities. The sword can also project a force bolt for 2D4x10 M.D. to a range of 1000 feet (305 m). **Spell Magic:** Can cast the following spells at 12th level proficiency as often as three times each, per 24 hours: Turn Dead, Heal Wounds, Fear, Globe of Daylight, Invisibility (Superior), Protection (Superior), Mystic Portal, and Close Rift. **Flight:** The sword can be thrown and fly (with the help of magic wings) as far as 1000 feet (305 m) and return to the owner. **Self-Animation:** The sword can become completely animated to fight, held and moved through the air by its wings! The weapon functions as if it were being used by an invisible swordsman. The sword can fight alongside its owner up to 200 feet (61 m) away. The

sword has three attacks per melee, is at +4 to strike and parry, and is +2 to initiative. The sword can not drink souls or cast spells when animated.

Necronstaff: **Mega-Damage:** 6D6 M.D. from physical blows. Double damage to vampires, ghouls, zombies and animated dead. The staff can also drink souls. **Spell Magic:** Can cast the following spells at 8th level proficiency up to three times each within a 24 hour period: Animate & Control Dead, Turn Dead, Sickness, Spoil, Minor Curse, Fear, Death Trance, Shadow Meld, & Fire Ball. **Summoning:** Summon 1D4 Shadow Beasts as often as once every 72 hours. The monsters will serve the staff holder for eight hours and then disappear to their home dimension. **Cloud of Darkness:** The staff can release a cloud of darkness covering a 20 foot (6.1 m) radius. Everyone in the area is momentarily lost in the cloud, losing their sense of direction as well as half of their melee attacks for that round. These penalties vanish once the victims make their way out of the cloud. This is typically used as an escape or distraction measure. Those within the cloud are completely obscured by it and generally can only be attacked by area effect weaponry.

Body Armor: Soribold does not wear armor of any kind, generally. He has enough M.D.C. to shrug off any physical assault for a little while. Should he come upon a set of runic armor or other such item, however, he will gladly don it to access the powers it may grant rather than for whatever additional protection it provides.

Other Equipment: Soribold maintains a massive treasure vault hidden somewhere on Rifts Earth. Where this vault is, he will not say. Some of the Dragon Kings have considered forcing him to reveal the cache's location so they might plunder it.





CITY OF TOLKEEN

Tolkeen. City of magic. City of dreams. Once known for its splendor, openness, tolerance and high ideals. A place of knowledge and learning. A golden pinnacle of human and D-Bee achievement in a world where all too often there is ugliness and destruction. Or so it had been before the Coalition provoked war.

Now, the "kingdom" of Tolkeen lays in ruin. Its golden fields of wheat and corn crushed and trampled. Its people huddled in the armed camps that the "city" of Tolkeen has become. All that remains of a budding nation is its last cluster of cities: Center Gears, Magestock, Freehold, and the greatest of them all, Tolkeen. This is the heart of the kingdom, but an ailing one. In the pages that follow is the description of the grand city of Tolkeen. While glimmers of its past ideology and greatness remain to be seen, there is a gloomy undercurrent born from conflict. A dark underbelly that harbors war and corrupts the city and all who live there.

When the Final Siege arrives, some of Tolkeen's splendor has been replaced by bunkers and the ugliness of war. Openness has turned into insular elitism. Tolerance replaced by hatred and paranoia. High ideals are lost to revenge or replaced by pure survival.

Description Note: Some entries are short, others lengthy. Many include *Siege Notes* to indicate how things may have changed or what role a place or people may have played in the war and/or may still play in the final days. The city is laid out in detail for your enjoyment. To be used as the backdrop for the last epic battle for Tolkeen, as well as a template for other places of magic, such as Lazlo or Dunscon (although the latter is more alien, monstrous and militant). The perimeter defenses, armies, war machines and key people have already been presented. The focus now is on the city itself. Oh, and to steal a line from an old television show, "there are a million stories in the naked city." In the case of Tolkeen, use the ideas presented here to build and string together a sequence of events, encounters, predicaments and stories to create one last epic campaign before the city falls. Use this section, the characters presented previously and your imagination to make the fall of Tolkeen an epic adventure of heroism in the face of impossible odds. Save lives and spin a tale of heroes that Erin Tarn will write about. Enjoy.

Population Stats for Tolkeen

Total Population: .

Peacetime: Approximately 890,000.

Wartime: 1.3 million (estimated). The peacetime numbers have swollen to well over a million humans and D-Bees by the time of the final siege. Most of the additional population are refugees. This number does not include the 90,000+ "monsters" summoned or manipulated to fight on the kingdom's behalf, nor the remaining mercenaries and volunteers who fight for Tolkeen but actually reside outside the kingdom. By the end of the war that number is easily another 15,000-20,000 (most others left after the triumph of the Sorcerers' Revenge).

Peacetime Population Breakdown:

480,000 Humans

400,000 D-Bees

10,000 Other (Gargoyles, Brodkil, etc.; included about 100 or so Dragons; 90% Hatchlings)

Note: The "other" category increased by at least tenfold with the advent of war and the recruitment of the Daemonix and other supernatural and monstrous "allies." These numbers do not include slaves and animals used in the war. While Tolkeen once condemned slavery, there are a number of demonic beings, Elementals and others "forced" into service that would be considered slaves by most civilized nations. Although these numbers are low, there are at least ten thousand.

Peacetime Breakdown by General O.C.C.:

6% Ley Line Walkers

5% Techno-Wizards

5% Warlocks

5% Other Practitioners of Magic

8% Psychic.

34% Scholars, Scientists, Educators, and other skilled occupations.

10% Men at Arms/Warriors (various)

27% Other (including farmers and unskilled laborers, City Rats, etc.).

City Overview

The City of Tolkeen is like something out of a book of fairy-tales. It is surrounded by an old defensive wall of stone 40 feet (12 m) tall and 15 feet (4.6 m) thick, but the hundred year old edifice is dwarfed by the megalithic towers, archways and buildings that have grown up behind it. Tolkeen is built upon the ruins of pre-Rifts Minneapolis. Where skyscrapers once stood are great domed citadels and towers of stone and magic that surpass anything that came before. The average building stands 400 feet (122 m) tall, but they sit in the shadow of others that reach 600-800 feet (183 to 244 m). Gargoyles (some carved, some real) peer down from the rooftops, and flying chariots, dragons and winged creatures take flight overhead. On the streets below walk wondrous creatures from a dozen worlds intermingling with humans; all equal among equals.

The City of Tolkeen (and to a lesser degree, Magestock) is a sprawling, modern metropolis built and powered by both conventional technology and *magic*. Domes, towers and pyramids

of varying sizes, styles and designs are among its most dominant features. Scale of size is predominantly human, however, there are places clearly built to accommodate giants and dragons. Tolkeen is roughly half human and half D-Bee, so most humanoid races feel comfortable here, as do those of greater size and strange appearance. Although Tolkeenites have come to loathe the CS, they remain open (some would say too open) to all manner of other nonhuman life forms, including demons and other wicked creatures that do not deserve their acceptance or generosity. Ironically, the Coalition's war on the kingdom has turned it more into a haven for true monsters than Tolkeen ever was before, making the Coalition's fears a self-fulfilling prophecy.

The City of Tolkeen manages well during the war years. For the most part, the tri-city area (Tolkeen, Freehold and Magestock) sees very little in the way of actual combat. The war impacts Tolkeen on a more subtle and psychological level. For one, the Coalition States, Emperor Prosek and the war are constantly on the minds and tongues of Tolkeen's citizenry. It has become an obsessive part of everyday life. There are daily updates and news reports on the war effort, discussions about the evils of the CS, and talk about the unavailability or high cost of certain items and services because of the war. Funerals and masses are a daily event, and there is frequent talk among friends, family and associates about personal losses. War is omnipresent, and as it progresses, the sacrifices and hardships on the people increase.

The joy and celebration that comes with the success of the Sorcerers' Revenge is short-lived and ultimately devastating to the Kingdom's survival. Most people chose to believe the war was over with the triumph of the Sorcerers' Revenge, and went about rebuilding their lives, desperately trying to put the war behind them. When the Second Coalition Invasion Force appeared on the horizon, it was a heart sinking blow.

Mastery over the ley lines and use of the Triangle Defense System has convinced most that Tolkeen is *impregnable* – that neither Tolkeen or Freehold could ever fall. Consequently, when the people in the outlying communities sought refuge from the advancing Coalition Army, they sought it behind her walls, rather than running for the hills. The displaced and frightened throng to the city straining resources to the max. Even with magic Tolkeen simply can not handle so many people so suddenly. Thus, in the days before and during the Final Siege, the City of Tolkeen (and to a lesser degree, Freehold and Magestock) is washed in a tide of humanity. People fill the streets. Stadiums and arenas are turned into refugee camps and tent cities rise in the campuses of the learned, and still people are not overly worried.

Most believe the CS is lashing out to save face from their defeat at the hands of the sorcerers and will turn back after they have rattled their sabers loudly and long enough. They are confident the invaders will never reach Tolkeen or the tri-city area. And should they reach the heart of the kingdom, Tolkeen's magical defenses will stymie the CS attack and its defenders will send them packing. King Creed, the Circle of Twelve and the Warlords fear otherwise and brace themselves for a siege. They don't believe Tolkeen or Freehold will fall, but they anticipate a measured battle, losses and months of conflict before the CS gives up.



When General Holmes' air raid comes and the rest of the Coalition Invasion Force surrounds the city of Tolkeen, it is overflowing with humanity. The loss of innocent life that is to come, will be staggering.

Elements Common throughout Tolkeen

The following places and situations are common throughout the city. This means it is either a part of the city's design, public services, ley line control system, or a result of the war.

Techno-Wizard Mass Transit System

The wizards at Tolkeen figured out a way to tap, modulate, store and transmit (via small stone pyramids) ley line energy. Using Techno-Wizard vehicles to ride or fly along ley lines without any mechanical means of locomotion was made possible with the advent of the art of Techno-Wizardry. This new system, however (put into place 25 years ago), made it possible to extend enough ley line energy in a grid across the city to create "lanes" of ley line travel. These "lanes" were straight lines that glowed a very faint blue, almost a pale reflection of the natural lines of energy. These "transit lines" were not powerful enough for living beings to draw energy from them or to cause magical disturbances or mental irritation as ley lines are prone to do, but were sufficient to power most basic and small TW vehicles such as cars, Wing Boards, and so on, at half their normal speed and altitude, perfect for city use. Thus, a simple network of ley line highways were established.

In addition, the Techno-Wizards came up with a simple string of ten person "cars" strung together with a length of cable that functions very similarly to the old subway cars and elevated trains of pre-Rifts Earth.

Siege Notes: When General Holmes knocked out the magic containment and control systems, it (and other factors) sent the ley lines and all connecting lines out of whack. In the case of the transit system and highway grid, it has been completely knocked out, eliminated, in the Eastern and Southern Quadrants, but works intermittently (on and off at roughly twenty minute intervals) in the *Northern and Western Quadrants* where the natural ley lines still run. However, in these quadrants, dimensional anomalies make the use of the transit grid or the natural ley lines extremely dangerous. Riders may be subjected to random and unwanted teleportation, Rifts, Ley Line Storms, warps in space and time, reality fluxes and other disturbances (see the section on **When Magic Fails** on page 24, and the various Dimensional Anomalies Tables starting on page 25 for specific types of occurrences and problems).

Techno-Wizard Teleport Stations

Tolkeen's Techno-Wizards and Shifters also developed a method of short-range, inner city teleportation as part of the public transit system. This was possible only at Teleport Pyramid Stations and one could only teleport from one Teleportation Pyramid to another. There were approximately 30 scattered throughout the city, placing travelers at key business, shopping and entertainment areas or other, more conventional transit junctions. Teleportation Stations were located at the Great Arch, the Grand Mall, the Zoo, various campuses and other places of note.

Siege Notes: Since they were all pyramids, all but a few teleport stations were atomized by General Holmes' surprise air attack. Using the few that remain intact (and most of them are damaged) is dangerous and likely to result in being teleported to someplace other than one's destination.

Techno-Wizard Power Grid

The Tolkeenites also tapped the ley lines as their primary sources of energy. It was clean, familiar and flowing down the ley lines just begging to be used. The city also has a hydro-electric power plant on the shore of the Mississippi in the Southern Quadrant and a small wind-based power plant in the Eastern Quadrant, near the north and west junction. In the last decade, however, both of these plants have been running at low levels, accounting for less than 25% of the city's overall energy needs.

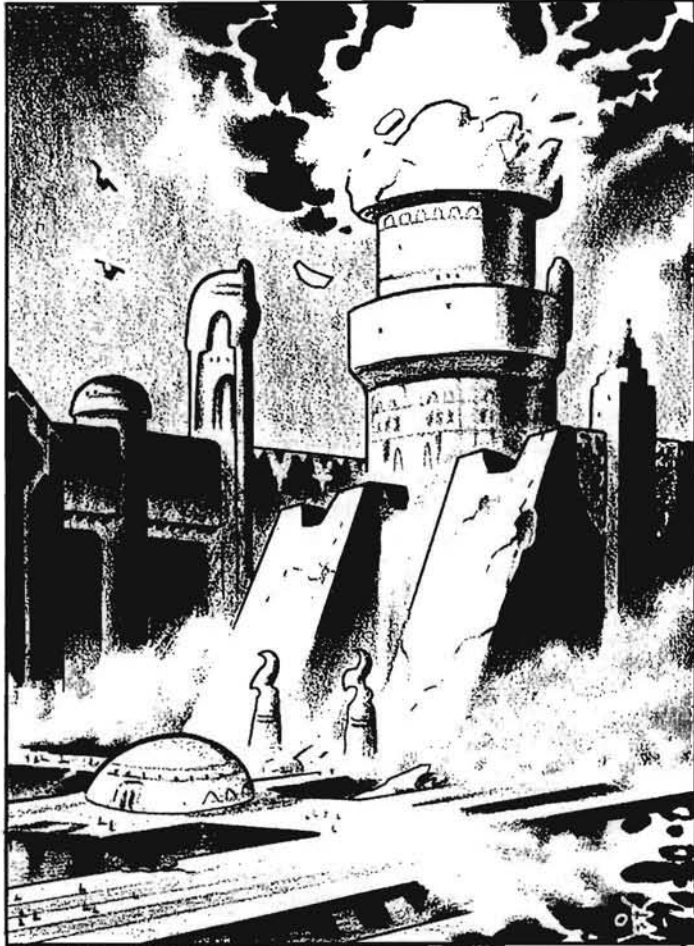
Siege Notes: When the air strike hit, the TW Power Grid and all obvious power plants were prime targets. All magic power and containment plants and systems were wiped out. What was left of the operational electrical plant was atomized the next day by the Coalition's Southern Army. Only a damaged and partially working wind power plant continues to provide the Eastern Quadrant with power. In all other Quadrants, power is spotty, provided by independent generators or magic. Approximately half of the city is without power or conventional lights.

Techno-Wizard Lighting

This network tied into the TW Power Grid and magic containment systems. With those gone, it's lights out for half the city.

Pyramids

All but a few of the small, Teleportation Pyramid Stations have been destroyed. The CS is smart enough about magic to know that pyramids represent magic and the means to channel and control mystic energy. Consequently all pyramids, starting with the biggest, were targeted by Holmes' air raiders and destroyed. Most are zones of magical or dimensional energies out of control and subject to the aforementioned dimensional anomalies, weird effects, random openings of dimensional portals and places that attract supernatural beings; not to mention CS troops.



Towers

Skyscraper-like towers are found throughout Tolkeen. Many are the equivalent of New York style high-rises, apartment houses and office buildings, but some are the private domiciles of flyers. You know, dragons, sphinxes, gargoyles, and all manner of intelligent winged creatures. The top floors and pent-houses of most apartment buildings are reserved for dragons and like creatures.

Domes

Domes are used for a variety of purposes, including Bio-domes, places of science and *residences*, the latter often for dragons and other large beings.

Bio-Domes are a big feature at Tolkeen. They are self-contained environments designed to replicate the natural environments of alien worlds from atmosphere and vegetation to the general appearance. These are places visited by home sick "D-Bees" (slang for Dimensional Beings) the same as we humans might visit a park or botanical garden for a little fun or re-

laxation. Here at a Bio-dome, the D-Bee can drink in the beauty and peace of an idealized version of "home," and enjoy the memories and pleasant emotions it brings. In addition to vegetation and atmosphere (sometimes toxic to humans, especially from prolonged exposure), the Bio-Dome usually captures the general look and feel of the natural terrain and may include some examples of that world's smaller and least dangerous wildlife.

A few of the most notable Bio-Domes are presented in the sections for the Southern and Eastern Quadrants.

Home Shops & Services

With resources scarce and work often minimal, some inhabitants, refugees and adventurers have set up shop in Tolkeen, working or offering services from their home, car or apartment.

Many a skilled electrician, mechanic/operator, young Techno-Wizard and tinkerer has built himself a shop in his basement, garage, or spare bedroom to take on extra work or offer special services. This is usually done to make extra money to support oneself and/or a family, or to trade in order to get special or underground items and services in return. With the way things are, two or three years before Tolkeen's collapse these little home shops were sprouting up all over town. Even skills in cooking, canning and baking had their merits and their market. Unfortunately, in the dog days of the war, food was one of those resources in short supply and getting certain foodstuffs fell into the jurisdiction of the Black Market, smugglers and other underworld figures.

Operators and repair services are constantly in demand.

Weapon smiths who can recharge E-Clips, make repairs and modifications, or build weapons from scratch are in constant demand too. The military, mercenaries and adventurers snap up most of the legal weapons for the war effort, leaving civilians feeling defenseless. Those who can supply them with a working weapon at a fair price (i.e. around normal market prices rather than the 2-5 times the Black Market and smugglers are charging) is a welcomed neighborhood friend.

Arms dealers: These range from professionals from the underworld, the Black Market and even Naruni agents, to rank amateurs, thieves, and adventurers. In the former case, weapons are often cheap knock offs at only twice the normal price to brand names including Wilk's, Northern Gun, Triax and Bandito Arms. In the latter case, 80% of the weapons and other sundry gear will be war trophies and equipment acquired from kills in combat and taken from the fallen enemy. The rest is stolen. In both cases that means most of it is Coalition issue armaments and equipment.

Techno-Wizards. TW weapons and equipment, and other magic items are among the hottest items in town. Everything not nailed down has been donated to or requisitioned by the Tolkeen Army. Thus, magic items of any kind are scarce, commanding 3-10 times their normal market price. Only those citizens with political clout, in one of the defense units, law enforcement, the underworld or who kept the item hidden have one or more magic items. Makers of said items are expected to contribute them to the war effort, getting special privileges now and a promise of compensation later, after the war. Consequently, some Techno-Wizards make and sell minor TW items under the table.

Healers and those with any kind of paramedic, first-aid or doctoring skills, or healing powers are in big demand. Huge when the siege starts, although at that point, most can not pay.

Fortune Telling is forbidden by King Creed. The government doesn't want "doomsayers" panicking the people or stirring up unrest. Is it coincidence that except for those psychic freedom fighters and healers dedicated to the defense of the kingdom, that most other psychics and their friends and families left the tri-city area weeks before the Coalition's new invasion?

The Law

Standard police operations, units and methods. Until the refugees swarmed into town in droves, the law had everything pretty much under control. When the Final Siege hit, anarchy took over. A third of the lawmen have deserted their posts to look out for themselves. The rest do what they can to save lives and civil defense, rescuing people trapped under debris or in burning buildings, defending the innocent from obvious attacks, robberies and injustice, and doing what they can wherever they can. Including taking action against Coalition infiltrators, spies and advance troops who have penetrated into "their" city. Midway through the siege, the law too often becomes the will of those with guns, powers or strength enough to have their way.

Even the underworld loses whatever control it may have had in sectors of town, the Black Market moving out immediately after the Final Siege begins.

Disappearing Resources, Failing Economy

The war has had a devastating impact on many of Tolkeen's businesses, but the industrial sectors of Tolkeen have suffered the worst. One of the things the CS has managed to do very successfully is to cut off Tolkeen's supply lines and trade partners. Old trade partners like Northern Gun, Manistique Imperium, Kingsdale, and Lazlo have disappeared. Many of those left are unsavory and unreliable types like the *Pecos Empire*, *Federation of Magic*, *Bandito Arms*, *traveling merchants*, *mercenaries* and *the Black Market*, or are small or distant communities like those in Colorado and Texas. Those a distance away require time, resources and cost in and of themselves and make for easy targets unless they can "hop" ley lines or port through a dimensional portal. Moreover, many of the unsavory sources are opportunists who bump prices up two to ten times higher because of the great risk involved and alleged extra cost and risk smuggling goods and raw materials past the CS.

Halfway through the war, it became apparent to both sides that the CS was winning, hands down, the war of attrition. As Tolkeen's supplies (and manpower) simply could not be restored as quickly as they were being depleted. Thus, with every passing week, the Kingdom of Tolkeen slipped one step closer to oblivion. That is why the gambit with the Sorcerers' Revenge was a must win situation. It did not matter that Tolkeen's forces won the day, they needed to make the CS give up. To stop cold and not come back. When the CS returned with the Second Invasion Force (not to mention General Holmes in the north), the war was over and Tolkeen was lost. It was simply a fact. One the Tolkeenites could not accept. The months of lull time between the blitzkrieg and now was not enough to bring themselves up to speed. Besides, Tolkeen and Freehold never

expected events to unfold the way they did. They never envisioned their cities actually falling under the gun. It was a miscalculation that would spell their end.

Tent Cities & Refugee Camps

The deluge of refugees seeking shelter at Tolkeen strains the city's resources to the breaking point. Sanitation, food and housing are instant critical problems even before General Holmes ignites the Final Siege. The auditoriums, domed arenas, and theaters are the first to be filled, as are the homes of good Samaritans willing to take in family, friends, acquaintances and complete strangers. That leaves a quarter of a million homeless. The only other places to put them are the airport, parks and open areas of the many university campuses. Elementals, magic and manpower are used to erect tent cities and shanty towns at these locations, the refugees pitching in whenever they can. This is the only solution possible under the circumstances, but it is a poor one at best. The majority of these open areas are in the northern quadrant, the first place General Holmes' army will strike. Not that the Tolkeenites could have known that when they established these tent cities. They are sitting ducks.

Other refugees, especially after the attack begins in the north, choose to find a place in the streets, the alleys or abandoned buildings. Some dig out a place for themselves in the rubble of burned out or collapsed buildings believing these places are safer than being out in the open. They are wrong.

In addition to everything else, crime sky rockets. Innocent refugees are victimized, conned, robbed and beaten. Meanwhile, desperate, panicked and evil refugees engage in victimizing Tolkeen's citizenry, stealing food, clothes and valuables, breaking into homes to hide, robbing innocent people and getting into fights, among other things. It is a bad situation that only gets worse.

Ironically, had Tolkeen's leaders accepted the possibility that the tri-city area would actually fall under relentless bombardment and raids, they could have successfully transported hundreds of thousands of refugees and citizens away from the city. They could have established way stations and camps to the west and north (the latter undoubtedly uncovering the presence of General Holmes' sizeable army before his surprise attack, changing the entire turn of events), and even sent people to distant friendly communities. Instead they relied on the power of the ley lines which had never (until now) failed them, and convinced themselves the Coalition would never engage in a campaign to crush their three cities nor in a campaign of utter genocide. Warlord Scard refuses to accept the truth right up to the final hours and forbids the transportation of civilians out of the city under any circumstances. Like so many tragedies, had any number of things been done differently, lives would have been saved.

No Bunkers or Air Raid Shelters

Since the city of Tolkeen and the tri-city area *never* believed they would ever fall under a full siege, they never built air-raid shelters, bunkers or any *underground* complex or fortifications! In fact, Tolkeen is famous for its grandiose towers, domes, and massive buildings. The Manhattan of the Mid-West. This all contributes to the massive amount of collateral damage and horrifying death toll caused by the CS onslaught.

a) There are no fortified shelters or underground works where citizens can take shelter (the tri-city area never needed any because they had the Rifts Triangle Defense System and other Ley Line Magic to defend the city).

b) The city of Tolkeen, much more than Magestock or Freehold, is deluged with over 400,000 refugees seeking shelter in the "invincible" city of magic! To say its streets are swollen with humanity is an understatement.

c) Without any fortified shelters and with so many people everywhere, falling debris from the towers and aerial combats overhead, and even the smallest explosion, sends shrapnel flying into crowds of people, injuring dozens. When a building catches fire, or is strafed, and/or its top 1D6 floors are sheared off, hundreds if not thousands of people inside are vulnerable and in danger. Scores are killed and hundreds are injured from the initial attack, the rest potential victims of follow-up attacks, strafing runs and the spreading fire. Hundreds die in virtually every CS attack. The urban neighborhoods are the safest places from massive collateral damage. The magnificent downtown and cultural areas of the Eastern and Southern Quadrants which have the largest buildings and densest population, the most deadly.

Medical Facilities

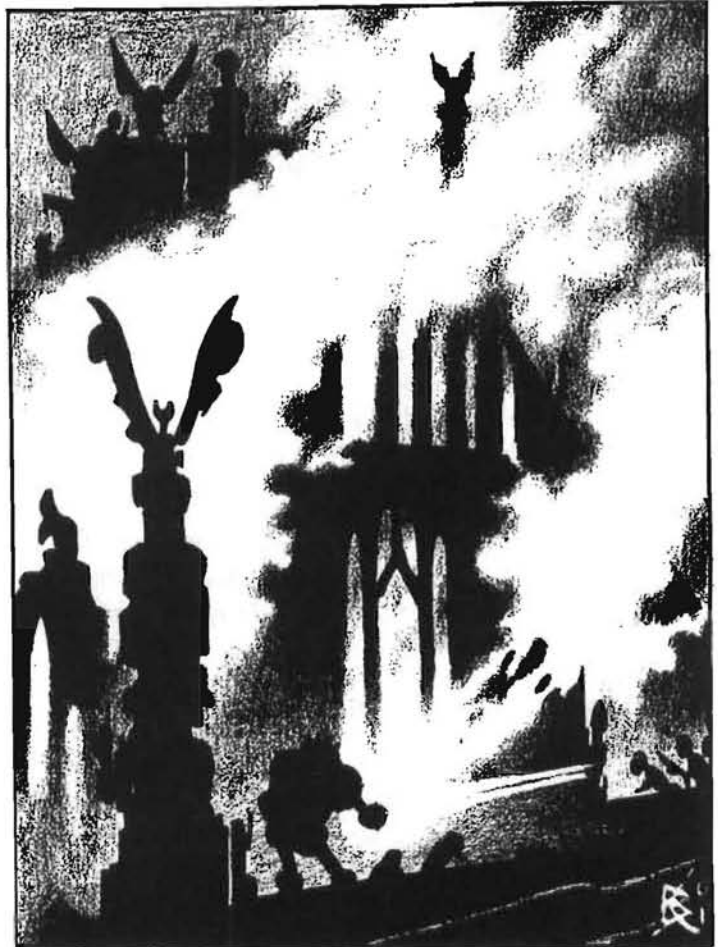
The ceaseless fighting from all corners of the city and the skies overhead causes hundreds of injured people to flood every medical facility. On a bad day, that could be thousands.

By day four of the siege, the hospitals are in so far over their heads, all they can do is treat those with a clear chance of surviving, attend to minor injuries, and send those critically injured *away* to die. They just can not waste their time on those who require a great deal of time and medical attention. It's painful and seems cruel but that's all they can do to help those who have a real chance to live. Practitioners of magic and psychics with the power to heal must hide their identity lest they be swarmed by desperate crowds begging for help. Those sorcerers and psychics not consumed with the defense of the city arrive incognito at the scores of field hospitals, makeshift clinics and medical facilities to do what they can to help, but their reserves of magic and inner strength are not enough to help the writhing multitude. For every one they heal, there are a hundred who are not. Even those mages who manage to draw on the ambient P.P.E. of the seething and unpredictable ley lines can only do so much. Each healing and act of casting magic draws a little more out them, making them weary to the bone.

Firefighters

If there is any one group more pressed upon, exhausted, and beleaguered than the city defenders on the front-lines or the sleepless medical personnel, it is the firefighters. No job away from the front is more dangerous, thankless or futile. With every Coalition push or raid, buildings and vehicles erupt in flames. Containing fires is the best they can usually do, and inevitably, for every fire they fight, there are a dozen that must be left to go unchecked. Which fires to battle are as strategic as any military battle, choosing the ones where the greatest numbers of lives are at stake, or which threaten a hospital, or refugee camp or important city resource. And even as they valiantly battle against raging infernos, these heroes place themselves out in the open, easy targets for Coalition snipers who have infiltrated the city as well as SAMAS and other CS flyers zipping down to take potshots at

the firefighters. Whenever Tolkeen defenders can be spared, warriors and spell casters join the firemen, some to help fight the blaze, but most to cover their backs from enemy assailants. When no men at arms are available, ordinary citizens and adventurers often take up the task of defending the firefighters.



When magical or Elemental help arrives on the scene it is a godsend. As the siege progresses, however, it is one that comes with less and less frequency. The availability of Warlocks and other types of magic to battle fires and clear the streets quickly spirals to virtually nil, as most practitioners of magic, Elementals and hulking Iron Juggernauts are on the front-line fighting for it all.

By the last day of the siege, more than half of Tolkeen will be on fire or have already burnt down.

City of the dead

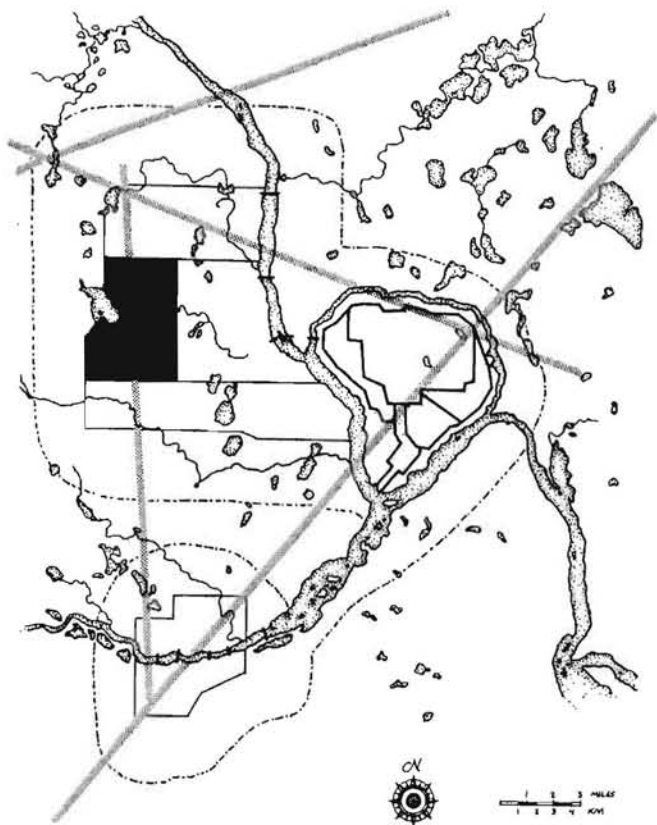
A week into the siege, there are so many tens of thousands of dead that the morgue has long since closed its doors. Bodies are found laying in the streets, alleys and doorways, usually stripped of anything even remotely valuable or useful, clothes included, and left where they lay.

Volunteers are asked to haul corpses to designated dump zones where, once a day, usually at night, a couple fire Warlocks and some Elementals incinerate as many as possible. More Warlocks and Elementals can not be spared from the war front and by the end of the siege, little effort is made to remove or incinerate the dead at all.

Poltergeists and Haunting Entities are found throughout the city and in droves where the dead are piled. Banshees also make

regular appearances, wailing throughout the night and much of the day. Ghouls, Daemonix, demons and other carrion eaters feast on the mountains of the dead, gorging themselves before their bounty comes to an end.

Scholars among the survivors will later write that it was as if Tolkeen were turned into one of the planes of Hell.



Western Quadrant

The Heavy Industrial Part of the City

Much of the Western Quadrant is residential, with a large amount of heavy to light industry, research and development, workshops and warehouses scattered throughout. The greatest concentration of such plants, factories and Techno-Wizard research and development houses and institutions are found along the ley lines. Many draw up the mystic energy for scientific research, TW manufacturing and spanning dimensions.

1. Institute of Techno-Wizardry (ITW)

This is a huge, sprawling campus of massive domes and towers, plus three small pyramids.

2. Industrial Park

Everything from printers and publishers to offices and light industry. **Siege Notes:** It is deserted from the onset of the Final Siege and vulnerable to looters. There is no cash, gems, weapons or magic at these places of business. There is the occasional bit of forgotten jewelry (worth 1D4x100 credits), petty cash (2D4x10 credits) and office machines (computers, printers, telephones, and similar equipment), and maybe the occasional truck. Anything else is heavy equipment. Some will be broken into by refugees looking for a place to live or hide.

3. Residential Section

This area and most everything north and east of it is predominantly residential. Except for the occasional school, church, garage, store and strip mall, these are all homes. **Siege Notes:** This part of town is one of the last to fall under heavy attack. At least 55-65% are abandoned before Tolkeen completely falls, the families rescued and taken westward by *Cyber-Knights* and *Warlord Firesol*, Commander of the Western Quadrant.

4. Truck Depot & Warehouses

A freight container operation. **Siege Notes:** During the Final Siege, the depot is turned into a "body dump," one of the places where the thousands of dead killed in the onslaught are taken and dumped. As noted earlier, at first the bodies are cremated but after a short while there is no one left to burn them up and too much panic for anyone to care.

5. College of Engineering

This is a traditional college of engineering, although it does have a department on applications to Techno-Wizardry. **Siege Notes:** It is caught in the conflagration of the first few days of attacks (mistaken for a TW facility) and is laid to waste. Half of the huge main building is reduced to rubble, and the rest of it has sustained serious damage, as have the other smaller buildings. However, still there are walls and rooms still standing and plenty of rubble and a basement to hide in, making it a campsite adopted by refugees and bandits.

6. University of Trans-Dimensional Studies

The main focus here is the methods and means of magical dimensional travel and the manipulation of time and reality, including Ley Line Magic and Wizard magic with a focus on magic involving dimensional travel, and warping reality. Limited study of Temporal Magic, which is a rare, secretive magic that originates from another time and place (see Temporal Raiders) and is better known in Europe.

Siege Notes: The UTDS was absolutely hammered by General Holmes' air raiders. Its cluster of small pyramids was blasted to smithereens and the main building turned into burning rubble. Whatever forces were at work here have gone completely awry, turning the eastern half of the University into a *Fadetown* and the western half into a place of constantly shifting dimensional anomalies. Ghouls and entities abound throughout and without question, many of the so-called "Unbidden" emerge from this locale. Coalition soldiers or unsuspecting adventurers will find themselves in peril from monsters beyond the Rifts and the random warping of space and time.

7. Meadow Lake Farms

A commune and home to a number of Water, Air and Earth Warlocks. It includes a sandy beach, boat dock, fishing pier, a meeting hall, a temple to the Element of Water, one for Earth and another one for Air, a man-made pond, garden, several homes and areas for meditation, deep thought and practicing one's magic. Many here are involved in botanical and agricultural research.

Siege Note: Although strafed and bombed, three quarters of this compound remains intact. However, most of its inhabitants are elsewhere, fighting for the defense of the city or trying to help handle damage control (clearing streets of debris, mending stone and concrete, building earthworks and mounds to protect

refugees, demolishing crumbling buildings, fighting fires, evacuating civilians from battle zones, healing the injured, etc.).

8. Meadow Farms Bio-Domes

This complex of Bio-Domes is entirely about exploring new and experimental approaches to farming using a variety of different methods of growing bigger, healthier crops faster. Each dome utilizes a different method and approach to farming, including genetic manipulation, hydroponics, ley line energy and Elemental magic. It is a joint effort between the Warlocks of Meadow Lake Farms and conventional scientists. **Siege Notes:** Not knowing what they were, and targeting all dome and pyramid structures, these Bio-domes have been ravaged. Still, about 50% of the crops contained within have survived and are used to help feed the masses.

9. Control & Containment Center

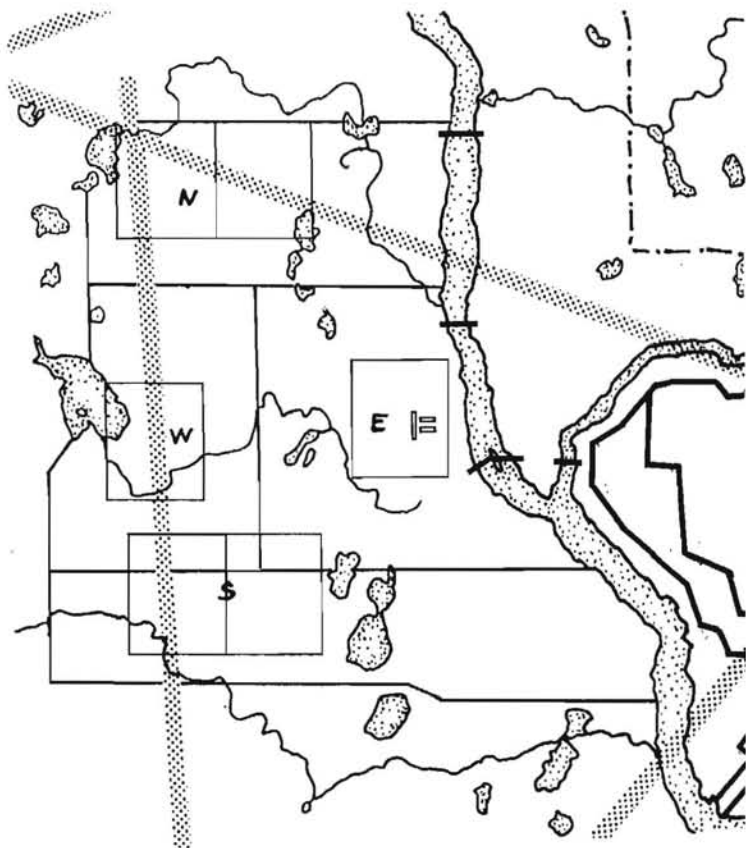
There recently stood a large stone pyramid here, not that one can tell by looking at the blasted heap of stone that rests there now. It was one of the first casualties of General Holmes' air raid. The buildings next to it are also blasted ruins.

10. Gate Way Resources

One of the few *booming* businesses is Gate Way Resources (GWR). A trans-dimension spanning outfit that has cut a deal with a dimensional power to provide them with all kinds of raw ores, metals, and materials needed to keep Tolkeen's industry alive. With things the way they are, nobody asks questions and they take what they can get. Many suspect (and rightly so) that *Naruni Enterprises* has its hands in this somewhere. Indeed, the Naruni are "silent partners" and Gate Way's secret other-dimensional "source." The Naruni get 60% of everything sold and will only accept cash on the barrelhead – cash being Universal Credits, precious gems or trade in magic and TW items. This means resources are limited because cash and magic are limited (both being eaten up by the war effort). Consequently, Gate Way Resources has a staff of Techno-Wizards and any other type of mage capable of making (or contributing to the making) of magic weapons and equipment. That means they are always looking for *outside help*! They are so desperate, that they are willing to use and hide spell casting desperadoes on the run from the CS or even the law at Tolkeen. They have quite a little magic sweat shop going by the end of the war. Pay is fair but nothing great, even though Gate Way Resources is charging 3-5 times the going rate for the goods they are selling to the Tolkeen Government and private industry.

Siege Notes: The Naruni, GWR's supplier, are heartless weasels who could care less whether Tolkeen wins or loses, or that hundreds of thousands of people are suffering. All the Naruni care about is making a profit and they are making a nice one from Gate Way Resources. (Now if only they could convince the King or the Circle of Twelve to cut a deal with them. Alas, even as desperate as they are, Tolkeen's leaders will not cut a deal with the Naruni – so the aliens have found a few back doors, one through Gate Way Resources.) Really, only the Naruni are making huge profits. After expenses and the Naruni's cut, the folks at Gate Way see only 20%, but that's almost entirely profit and easily 10 times what their nearest competitor is making in these hard times.

Only concerned about the almighty dollar, the Naruni will urge their Earth bound "partners" to keep working as long as

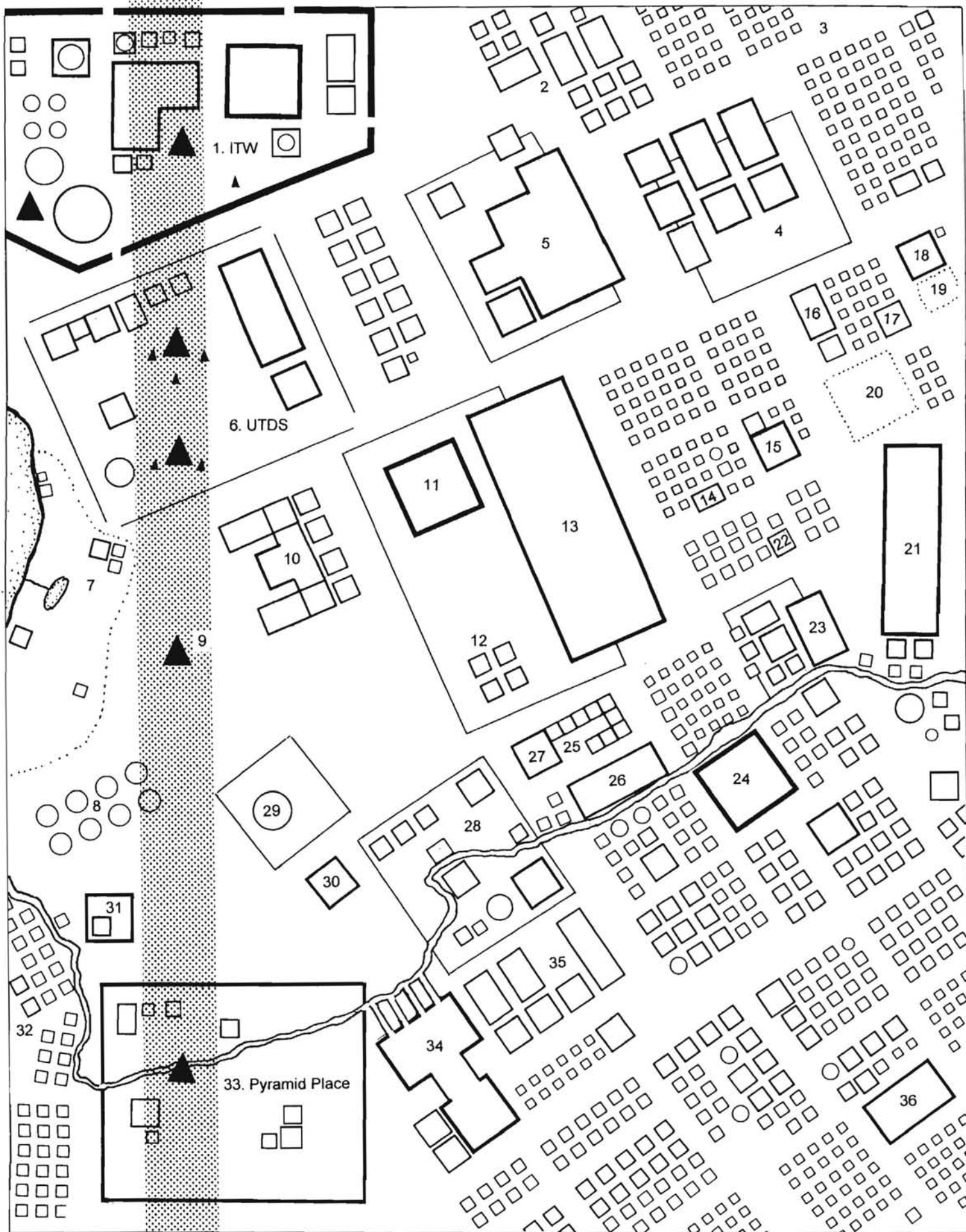


they can, hinting and *suggesting* that the Naruni will extract the Tolkeenites via a dimensional portal the instant they are in any real danger. Since GWR did not have a stone pyramid or any obvious magic power supply, they were not hit by CS forces. Being located in the Western Quadrant, they can keep at it till the last day of the Final Siege. Of course, when it's time to make a hasty retreat, their Naruni "partners" will suddenly be nowhere to be found. Business concluded. Good luck, partner.

The only thing these (half human, half D-Bee) Gate Way executives have going for them is piles of money, most of it in Universal Credits (UC), as well Naruni armaments, including personal force fields and some hard hitting weaponry (see **Rifts® Mercenaries** for details on the Naruni and their weaponry).

If they are lucky, the humans can "buy" their way out of town, perhaps even taking some of their D-Bee friends and cohorts with them, provided the D-Bees do whatever they can to conceal their inhuman nature. This can be done by hiring themselves some mercenaries or adventurers (the player characters, perhaps?) and/or bribing Coalition soldiers. Most of the executives will claim to have a couple hundred thousand in available UC to get them through. However, most will have 1D4+1 times *more* than they will admit to! The most self-serving executives (75%; Anarchist or evil alignments) will take an "every man for himself" attitude and take off to save himself and his family (a few don't even stop for their families). Leaving their erstwhile employees to fend for themselves and probably with little money or resources at their disposal.

The handful (25%) of executives with a conscience (most being Unprincipled, a few better alignments) will try to do something for the employees who had put their trust in them, handing out what extra weapons and gear might be available and helping them get out of town, spending their own ill-gotten money to do



so. Anybody coming with these executives has to do it NOW, and follow their lead. Slowpokes and troublemakers will be left behind. **Note:** It is not a commentary on big business, saying that 75% of the GWR executives are self-serving or evil. It is just the mentality of this particular outfit. After all, they made a deal with the Naruni and profited on the hardship of others, so this group, overall, is not particularly scrupulous.

11. Factory

A medium-sized factory that makes TW Floaters and Wing Boards.

12. Parts Shops

Various small shops that make parts related to the larger factories. The open area is the parking lot.

13. Large Factory Compound

Manufactures several different TW vehicles. This compound remains operational until the Final Siege is underway. The open area is the parking lot. **Siege Note:** Though damaged by strafing runs, this facility remains operational until the last few days of the siege.

14. Auto Garage

A neighborhood garage that works on motorcycles, hovercycles, automobiles, basic hover vehicles and general repairs. **Siege Note:** A few days into the siege, the owner organizes his workers to form a group to get the hell out of town, heading west and then south into Kansas to build a new life. The garage is left whole and intact through the fall of Tolkeen and occupation by the CS. That means its equipment and a smattering of tools are available to anybody enterprising enough to use them.

15. J.B. Research

Headquarters for a private business that dabbles with Techno-Wizardry but whose main operation is *cybernetics* and *bionics*. In fact, J.B. Research has several facilities in town that provide partial and full bionic conversion as well as repairs, upgrades and adjustments.

Siege Notes: With the war in full swing, getting cybernetic parts is extremely difficult. Their own manufacturing plant was forced to shut down, so to keep in business, J.B.R. must acquire its components from other sources, namely mercenaries, monster squads and Cyber-Snatchers. Roughly 80% come from these onerous sources with 3% coming from in-house and the rest from the Black Market. As one might expect, a whopping 70% of the parts J.B.R. "acquires" are Coalition States issued components. Meaning they were ripped from the cold, dead bodies of CS soldiers.

16. Fire Station #10

Under the command of Warlord Firesol in charge of the Western Quadrant, the firefighters of this station are to relegate their efforts to the protection of that area, with the School, Hospital and Medical Center getting top priority, in that order.

17. Police Stations

18. West River Grade School

A large, neighborhood grade school. **Siege Notes:** It has been turned into a makeshift *day care center* for the overworked medical staff at the hospital down the street. It is run by caring

volunteers from the neighborhood and protected by a sixth level Great Horned Dragon hatchling named Shelia and a pair of fourth level Mystics (twins).

19. Playground & Sports Field

This open field belongs to the West River Grade School, and has been turned into a refugee camp and is covered in tents.

20. Sander's Park

A nice little park with walkways, a fountain, swings and play area. **Siege Notes:** With its close proximity to the Riverbend Hospital and Medical Center, the park has been turned into a triage and field hospital to accommodate the incredible hospital overflow. It is a nightmare as the wounded fill the grounds as if there were some festival going on, only there is nothing to celebrate here. Roughly half of all patients are coming in from the Southern Quadrant, whose medical facilities can not handle the injured.

21. Riverbend Hospital

One of the city's main hospitals; a teaching facility. **Siege Notes:** Like all the other hospitals it is filled to capacity and beyond. Every available space is being utilized to help the injured, including turning the park across the street into a field hospital for the least serious cases.

22. River Barge Food Mall

A cluster of restaurants that catered to hospital clientele. **Siege Notes:** With supplies low, they are limited to basic foods like sandwiches, eggs, breads, pastas, pancakes, cookies, cheese and similar. Unlike so many other businesses, these restaurateurs sell their food for pennies above cost and work around the clock to help feed those in their community. The doctors and medical staff at the hospital get first crack at everything. Whenever they can spare it, they hand out morsels to the refugees in the area. Some of the local Shifters and spell casters contribute to the cause by magically purifying stale food or polluted water, creating water and wine, and even procuring grains and other essentials from other-dimensional sources.

23. Riverbend Medical Complex

A medical center with a pharmacy, burn center, radiology, and other areas of specialized medicine. As many as possible are patched up and sent off to endure their suffering elsewhere. Only the most serious cases are kept on site. Like the hospital, it is overflowing with patients in need of care.

24. Water & Sewage Treatment Plant

Still up. Still working to service the Western Quadrant.

25. Shopping Mall Complex

A cluster of shops, stores and a restaurant or two. **Siege Note:** With the onset of the Coalition's siege, half have been closed down. A few broken into. However, a few, including a bar and grill called the River Rat Tavern still do a little business.

26. Riverbend Distillery Company

A maker and bottler of whiskey. **Siege Note:** It is shut down, abandoned and its stores of alcohol have been plundered on several occasions. There are still crates of booze inside.

27. Multi-Plex Theater

A popular six screen movie theater complex. **Siege Note:** Turned into military field outpost by Tolkeen's Western Army

to maintain law and order in this sector and to assist at the hospital. A company of (160) infantry soldiers are stationed here and at the closed shops in the neighboring mini-mall.

28. Riverbend Sorcerers' Compound

This is a combination workplace, summoning facility and domicile for the 30 Shifters, 14 Ley Line Walkers, nine Mystics, eight Warlocks (two for each Element), six Techno-Wizards, three Temporal Wizards, two True Atlanteans, two Stone Masters (see *Rifts® Atlantis One* for that O.C.C.) and Mind Melter (12th level) who work together here. About half actually live on the compound with their families, the rest nearby. Another 120 non-magic wielding individuals also work at the compound (none live there).

The main purpose of this facility is to "summon and control" (some would say enslave) supernatural beings for the war effort. They have helped to supply Elemental forces for the Iron Juggernauts, called forth Gargoyles, Neuron Beasts, Thornhead Demons and Chatterlings, among others.

Siege Notes: Although still on the ley line, the compound is off from the center and has no obvious magic control or containment systems, so while it has been strafed, the compound has suffered comparatively minor damage from CS attacks. It continues to summon demonic creatures and arcane forces to pit against the CS invaders. The presence of so many dimensional experts and pure luck have managed to keep dimensional anomalies to a minimum. Most are self-serving Anarchist, Miscreant and Aberrant individuals who will use their powers to save themselves via Dimensional Portal in the final days of the siege. Few will worry about helping or rescuing any of their neighbors.

29. A Dragon's Estate

This is the home of a powerful, 10th level Thunder Lizard dragon (an aging hatchling 780 years old) by the name of Colkatch. The dragon was part of the Riverbend Sorcerers' Compound, but he disappeared in the middle of the war to follow a lead on some powerful magic artifact in another dimension and has not been seen since! Whether he is dead, still searching or lost is unknown.

Siege Notes: The Colkatch Estate is a large, domed edifice surrounded by a low wall and garden located on the ley line. Consequently, it was hit during the first air strike. At first, law enforcement officers came to stop looting and nearby practitioners of magic watched out for their neighbor, but they soon had problems of their own and left the place to its fate. Since then, a pair of Miscreant Chatterlings have moved in to make it their lair. There wasn't much of value to loot. Furnishings were destroyed and any treasure was looted before they got there or was never present in the first place. However, there is a huge magic circle with a small pyramid in the center (used to open a Dimensional Portal to wherever the dragon wanted to go), a human-sized circle of Protection: Superior, and a storeroom filled with food and 133 bottles of fine wine, all of which the Chatterlings hoard for themselves. **Note:** The Estate is frequently subjected to Fade Town anomalies.

30. Gem Cutter

This large facility supplies Techno-Wizard factories and individuals with the various cut stones they need to work their magic. **Siege Notes:** It has suffered damage and half of its work

staff have gone AWOL, but it continues to churn out quartz crystals and gemstones for use in TW equipment for as long as it can. All operations stop a few days before the fall of Tolkeen.

31. The Estate of Warlock Zeffries

A lavish estate for a 12th level Earth Warlock. He was one of the founders of the Meadow Farms operations. **Siege Note:** The estate was hit hard by General Holmes' raiders, reducing it to rubble. The bodies of his wife and three children were pulled from the debris, but Warlock Rok Zeffries has gone missing. It is very likely that his body remains buried under tons of debris. A rose bush has appeared in the center of the site and Minor Earth Elementals sometimes appear from random Rifts, as if looking for their old master.

32. Residential Section

In this area, especially the large houses and homes along the river, are the residences of Warlocks and other practitioners of magic who work in the area.

33. Pyramid Place

This industrial institute for mystic studies and scientific research looks more like a park or college campus than a corporation or research facility. The grounds are covered by a well manicured lawn with numerous small gardens, sculptures, ponds and fountains, each with stone or wood park benches to sit on to enjoy the tranquility and think. There are also trees, a small wooded area near the river and a bicycle and walking trail surrounding the entire compound. The buildings on the campus are one story buildings of glass, stone and steel that blend in nicely with their surroundings. That's on the surface. Underneath is a sprawling, high-tech complex that engages in all sorts of studies and research that extrapolate on existing technology and magic. One third of the place is dedicated to Shifting/Summoning and mastery over trans-dimensional energies and forces. Another third is devoted to developing entirely new types and applications of magic, and the last department deals with the application of the first two in new technology. This is one of Tolkeen's institutions that opens controlled dimensional doorways and makes contact with other worlds and supernatural forces.

Siege Notes: The top side of Pyramid Place was ravaged by General Holmes air raiders. The top of its massive stone pyramid was blown clear off and the surface structures strafed. The General's spies know there is a much more expansive complex underground and he has dispatched teams to both observe and sabotage the complex. If anything dangerous seems to be taking place, he will have his troops hit it hard! Actually, General Holmes has little to worry about, with all the damage he has done to the magic containment and control systems of Tolkeen, Pyramid Place is in chaos. "Things" have emerged that its scientists don't want out and a Ley Line Storm constantly rages directly above the shattered pyramid, ripping up the surface and causing havoc throughout the underground complex. **Note:** Pyramid Place helped to develop the containment process and system for the elemental force contained in the Iron Juggernauts and they have a sector that was trying to reverse engineer *Spugorth Bio-Wizard* weapons like the Overlord's Power Armor, Staff of Pacification and Staff of Power. In fact, a handful (G.M.'s choice; nothing too powerful if any) may still be found inside. Many of the larger residences nearby and along the river are the homes of Techno-Wizards, Ley Line Walkers, Warlocks and other practitioners of magic.

34. Foundry & Steel Mill

Smelting and ironworks used in the manufacturing of conventional and TW vehicles. **Siege Notes:** It was devastated by General Holmes' Air Raid, which caused a chain reaction of explosions, massive fires and the spewing molten steel like a volcano. Only the quick actions of mages and Warlocks in the area prevented this from being a disaster that would have swept the neighborhood.

35. Stockyard

Stockyard for the Steel Mill. A third of it is still full of sheet metal and giant spools of cable.

36. Westside Orphanage

One of the tragedies of war is the destruction of lives. Inevitably, families are torn apart. The lucky ones are merely separated for a time and reunited, others are divided and scattered to the winds. The unlucky ones see parents, grandparents, siblings and friends killed. Thus, *orphans* are one of the sad legacies of war, and Tolkeen has plenty of orphans. So many that two orphanages (Westside and Lady Wood) have been established to handle them.

Westside Orphanage cares for roughly 2200-2400 children. Approximately 32% are believed to be separated from their

families and have loved ones actively searching for them. A huge data base has been established with each child's face, fingerprints, and a brief history posted on the city's internet system. This results in 1D6 children being found and claimed by family every week. Sadly, that is outweighed by the 1D4 children brought to them every day.

Roughly 53% are D-Bees and 47% are human. Ages range from infant to 16; however, teenagers 16 and older are generally considered old enough to fend for themselves and cast out. Only those who have younger siblings at the institution and/or who work at the facility (half the work staff is under the age of 21) are allowed to stay. Of those sent out on the street, 65% join the Tolkeen Volunteer Army; 80% die in their first month.

Siege Notes: In the last days of Tolkeen's existence, the Westside Orphanage is filled beyond capacity with 3200 children and a staff that is swamped. They struggle to make ends meet and care for every child the best they can. These are good people who sincerely care, they are just overwhelmed. When the city falls under siege, they are among the first who want to take their terrified charges to safety away from Tolkeen, but how? Small groups of 100-400 at a time perhaps? Maybe they can find some good-hearted heroes to help? The Cyber-Knights perhaps. The player characters?



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Northern Quadrant

The Northern Quadrant is the most open and spread out part of the city because of the numerous college campuses, parks, and airfield. East of the area depicted on the map is mostly residences with a few small colleges, schools, churches and businesses. *Triangles* represent magic power depots, control and containment systems or TW Transit Stations. Circles are dome shaped houses often home to dragons and other large nonhumans. A circle in a square is a *tower*.

Magic Clubs, Groups & Societies. Many of the neighborhoods throughout the Northern and Western Quadrants of Tolkeen are home to practitioners of magic. The powerful triangle of ley lines (uncommon in North America) is what attracted many people (and the Dragon Kings) to settle at Tolkeen in the first place. As the city grew, magic became a major feature of the city and its practitioners an important part of its society. Mages and creatures of magic have risen to prominence in every

aspect of the city's (and to a slightly lesser degree, the kingdom's) military, government, industry, education system and society at large. Right underneath practitioners of magic in positions of prestige and importance are scholars, scientists, psychics, historians and engineers, pretty much in that order. In fact, most of the people living in the city of Tolkeen are well educated and/or skilled professionals. With all that knowledge, free thinking and magic right on its doorstep, it is no wonder the CS was nervous.

Among practitioners of magic, *Ley Line Walkers* are at the top of the roost, with masters of Ley Line Magic at the very top. *Techno-Wizards* are a close (very close) second, and may have usurped the top spot after the war if Tolkeen had survived. The Tolkeen-Coalition War more than any event in history has put the *Techno-Wizard*, and to a lesser degree, the *Warlock* and *Shifter* in the limelight and made people all over stand up and

take notice of their craft and the things these mages can do. *Warlocks* are firmly cemented in the number three position with *Mystics* and *Shifters* rounding out the rest. *Necromancers* and other lesser known mystic arts such as *Conjuring* and *Temporal Magic* are at the bottom of the magical elite.

With so many practitioners and students of magic there are thousands of little guilds, societies, sects, clubs and groups. Most are tiny, elite, often snobbish organizations of like-minded individuals who run in the same social circles. In fact, many groups are basically social clubs and fraternities who meet at the various members' homes or a favorite pub or restaurant. Only some of the larger, wealthiest and most prestigious have their own clubhouse. A typical club has 4 to 24 members. The largest, two or three hundred. Many belong to five or six organizations (fraternal order of this, alumni society of that, the club of whatever, and so on). However, there is inevitably only one organization that the mage will feel most closely affiliate with and whose members he is most open and comfortable among. This is typically a small club or society with fewer than 30 members; often composed of close-knit friends or family members. These clubs and societies have no nefarious purpose, secret agenda, or political leverage, but are just what they sound like, a "club." A gathering of people who share the same fundamental (often deep rooted) views, ethics, morals, likes and dislikes, and most important of all, enjoy each other's company. It is as simple as that.

1. Camp North Point

Camp North Point is a military base located around Tolkeen's ley line nexus point. It was originally established to prevent undesirables from using the nexus for nefarious purposes or against the communities growing up around them (i.e. Tolkeen, Freehold, etc.). About 40 years ago, the King and Circle of Twelve established a formal military base at this site complete with a small airfield. Camp North Point has since become the center for Tolkeen's military defense and training, although field exercises and training take place all around the tri-city area and at some of the specialized universities. In fact, many cadets in the Tolkeen Defense Force are recruited from the colleges.

Siege Notes: North Point is absolutely hammered by General Holmes' air raiders. Not so much in the initial attack – only the huge pyramid and magic containment grid located at the base are decimated in the first raid – but in the subsequent waves that come afterward. Moreover, without the control and containment of the ley line energy, the lines have gone wild, and Camp North Point is the heart of "dimensional anomalies central." Magic at the base works at only half its normal capacity, troops and buildings vanish at random and reappear an hour or two later, parts of the base are constantly besieged with small demons and strange storms, and troops suddenly vanish only to reappear at various locations throughout the city, and sometimes miles and miles away. Worse, a dimensional Rift flickers to life at the ley line nexus approximately every 1D6 hours and stays open for 3D6 minutes. These doorways to other dimensions sometimes lead to alien worlds or the dark dimensions of supernatural creatures (the home worlds of the Chatterlings, Brodkil, Gargoyles and Daemonix among them) and hellish places never before seen. Sometimes these portals open without causing any significant disturbance, other times however, they cause great storms, strange effects and/or unleash monstrous beasts. These "unbid-

den" include the Kravyn Demon Worm, and the beings known as Morpox the Afflictor and Falcate the Profane – the one time masters of the Daemonix, from whom the lords of Tolkeen rescued them! This is bad news, for these creatures had no means of finding or reaching Rifts Earth – until now! (**Note:** More on them and others in the Aftermath book.)

Despite the pandemonium and strange occurrences, Camp North Point has been able to hold the line against the ensuing infantry push by General Holmes – at least for a little while. From time to time, they are even able to raise the Rift Triangle Defense System and other ley line magic, but usually at half the normal duration and at unpredictable intervals.

When the CS is done with this military base it will be little more than a handful of battered buildings and baked earth pockmarked by blast craters. The Coalition army will immediately bring in several teams of RCSG (Rift Control Study Group) Scientists to observe the goings on at the nexus and throughout Tolkeen. Meanwhile, the Coalition Army will "put a cap" on the area, parking a CTX-54 "Fire Storm" Mobile Fortress at the location along with two APC Sky Lifters, a platoon of (40) Spider Skull Walkers, a platoon of Sky Sweeper tanks, a platoon of IAR-3 Skull Smashers, a squad of (10) IAR-5 Hellfire, and a wing of Black Lightning, Demon Locust Helicopters, and Wind Jammer Sky Cycles, along with a field army of (around 6000) infantry troops. The purpose of these troops is to a) keep Tolkeen practitioners of magic and other spell casting beings from getting direct access to the nexus, and b) to kill anything that might come out of a dimensional portal. Some in the CS High Command would love to learn the secret of raising the Rift Triangle Defense System even though it would mean learning to use magic. If they can achieve that, they could turn Tolkeen into their own "semi-impregnable" military outpost and cornerstone for military operations in and new colonization of Minnesota. However, any documentation there might have been on the subject has been destroyed in the siege, and, besides, the Emperor is not keen on using magic for any reason, no matter how tantalizing it can be. ("That's the first step down a slippery slope" as far as he is concerned. However, if the Coalition High Command can convince him otherwise, it could lead to *The Vanguard* finding a place in Chi-Town's good graces again.)

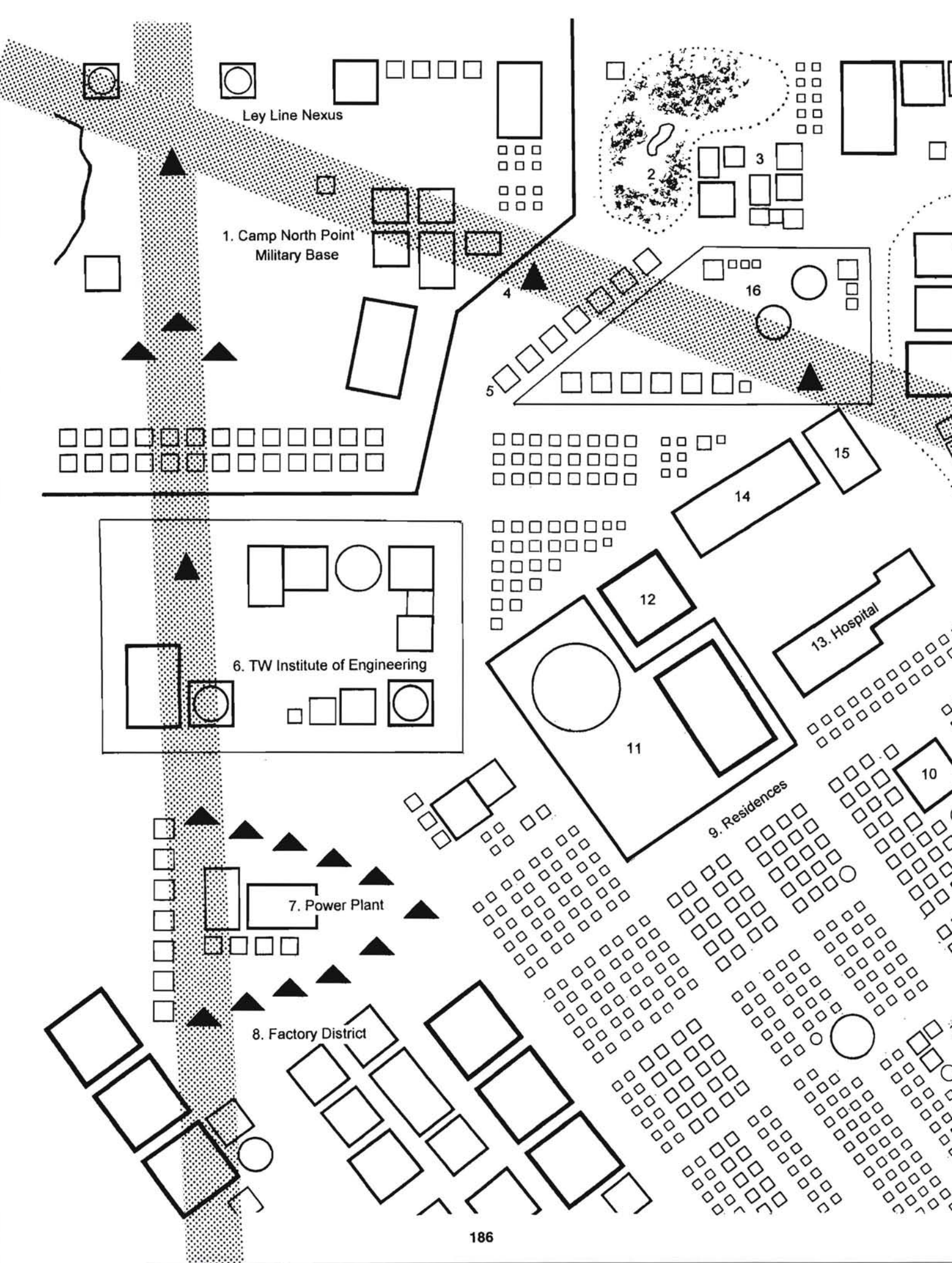
2. North Point Gardens

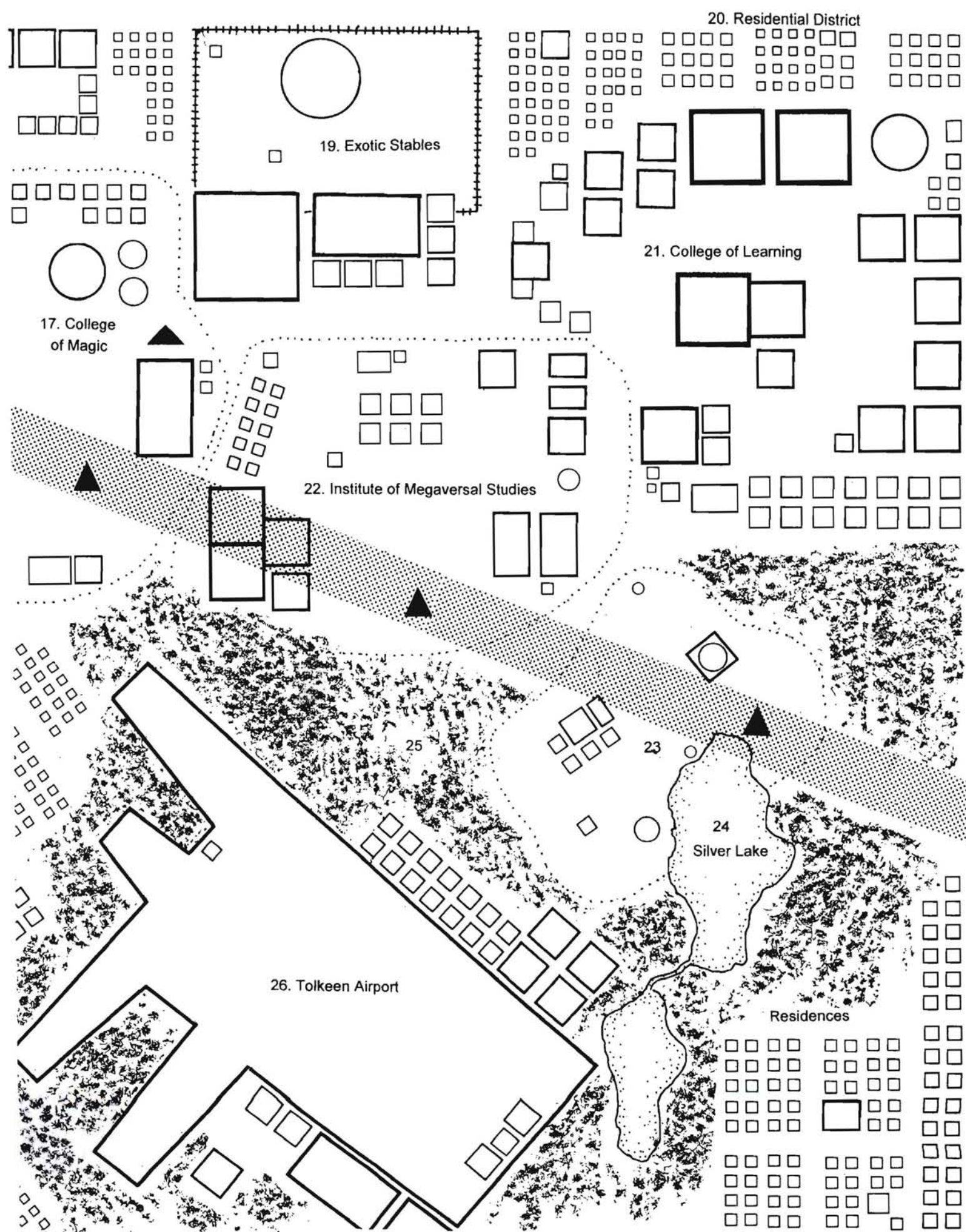
A pretty little park with a small lake, ice skating rink, bike trail and lots of park benches. In peacetime, personnel from the base often met their sweethearts here. Like most of the Northern Quadrant, it will be decimated.

3. North Point Dimensions

A relatively small, independent outfit of about 90 researchers, half practitioners of magic versed in dimension spanning magic (Summoners, Temporal Wizards, those who specialize in Ley Line Magic), the other half, scientists, scholars and administrators.

Siege Notes: Being so close to ground zero of General Holmes' opening attack, the facility was consumed in magical and dimensional energy and has completely vanished! Most, including the Coalition, believe it was vaporized. The truth of the matter is that the entire complex, pyramid, buildings and all, was hurled into a pocket dimension where the entire place is locked in stasis outside our realm of existence. It will all reappear 2D6 weeks *after* Tolkeen has fallen to the CS. For those





whisked away, it only seems like a few minutes have passed. They knew Tolkeen was under attack when they were popped out of their normal space and time, but they will not be prepared for the devastation all around them when they return. The Northern Quadrant is virtually razed to the ground by the Coalition. Which means their reappearance, buildings, pyramid and all, will not go unnoticed for more than 2D6 minutes! If they don't get out quick, the CS will be all over them.

4. Teleportation and Transit Station #N3

This is one of the TW teleportation and Transit Stations that use to run up and down the ley line and the various campuses. **Siege Notes:** It was blasted to rubble in the first air raid, but due to some strange fluke, anybody who roots around in it for 2D6 minutes has a 01-70% chance of being teleported (whether they want to or not) to the destroyed station at the University for Megaversal Studies. One can also draw upon 20 P.P.E. per melee round at this location, and Ley Line, Temporal and other dimension related magic has a 01-86% likelihood of working at full strength at the exact 40 foot (12.2m) diameter base of the crumbled pyramid, making it one of the places defenders will try to make a last stand. Once the Coalition invaders realize this, Station #N3 will be a hotly contested "strategic" position that the CS will want to keep under its control. A squad of Dog Boys, a squad of CS Cyborgs, and a mixed squad of CS Grunts and RCSG Scientists along with a Scorpion Skull Walker will be stationed at the site to hold it.

5. Restaurant Row

A strip of restaurants, bakeries, bars and convenience stores that cater to the military and university crowd. It is a pretty ram-bunctious strip in the evenings and weekends. It is decimated in the final siege.

6. Techno-Wizard Institute of Engineering

An advanced school of Techno-Wizardry and Engineering that only accepts the brightest and best. Part of its campus is a massive industrial design complex that builds and experiments with TW designs. They have made numerous contributions to the war effort as well as having helped to design many of the buildings, bio-domes and marvels of Tolkeen. **Siege Notes:** TWIE is savaged during the initial surprise attack and pulverized over the next few days. The CS wanted to take no chances and flattened the entire campus. Fortunately, the administrators saw the handwriting on the wall and had closed the school down after the initial attack. Only 12 people were killed and one hundred injured, but a great school was lost.

7. Power Plant

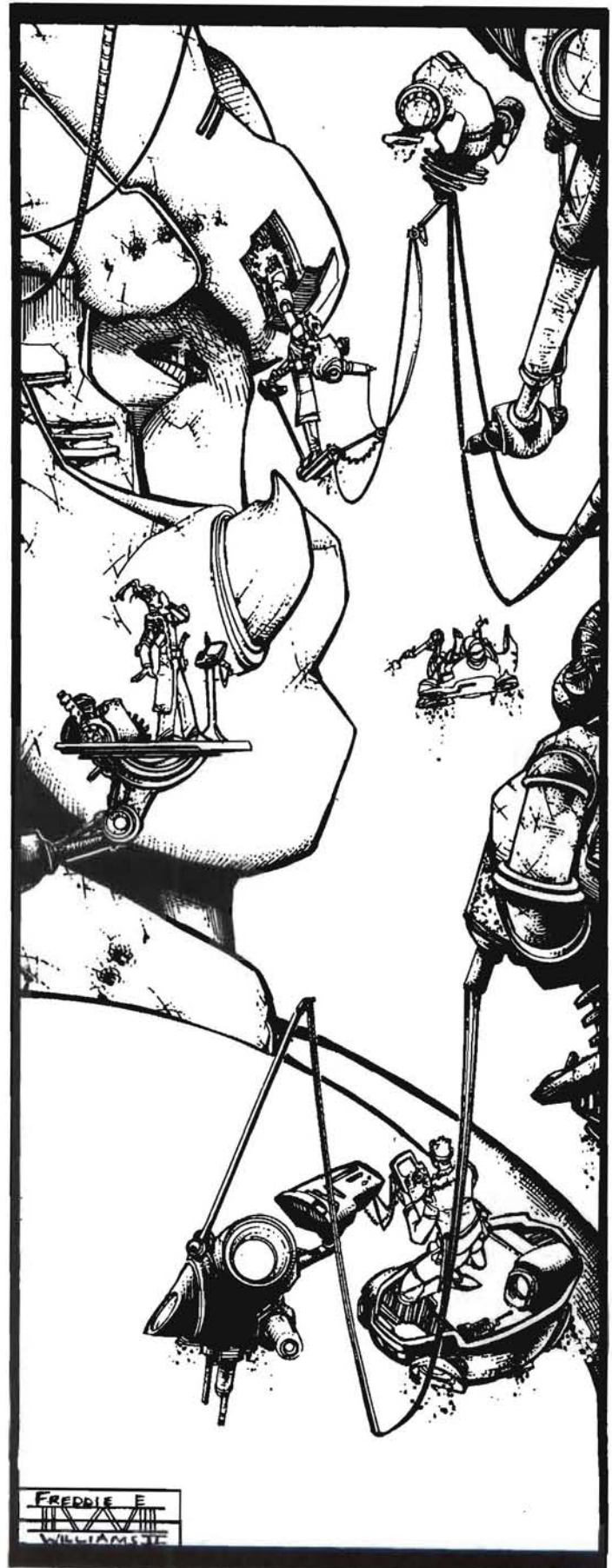
A sprawling complex that once provided the city of Tolkeen with 75% of its power. **Siege Note:** It is a smoking crater subjected to dimensional weirdness.

8. Factories: Manufacturing District

Two dozen factories of varying sizes producing all manner of things; half Techno-Wizard items. They were hit in the initial air raid and continue to be hit until they are flattened.

9. Residences

Mostly the homes of those who work in the factories, power plant and airport. **Siege Notes:** Because they are located near so



many "strategic" targets, their neighborhoods are among the first to feel the brunt of the Coalition's attack. Circular structures are typically the homes of dragons or other large nonhumans.

10. Police and Fire

A highly efficient emergency complex divided into police, fire and rescue. Before the war it serviced the surrounding community and the airport with top-flight care and competence. **Siege Notes:** It is strafed in the initial air raid but stays up and functioning halfway through the final siege before it is turned into a crater by a CS cluster bombing raid!

11. Tolkeen School of Demonology

This institution is both a school and society for the dark mystic arts of Shifting, Summoning, and Necromancy (with a small chapter of Witches). The facility has tripled in size since Tolkeen went to war about four years ago, and has gained some measure of acceptance and even respectability for their restraint and contribution to the war effort. The dark mages have proven to be surprisingly loyal, helpful and courageous. On the other hand, they have also been frighteningly treacherous, ruthless and savage when it comes to dealing with the enemy. This school has a large dome and other sites on the grounds and underground in chambers away from prying eyes and the faint of heart, for summoning and meeting with malevolent and hideous supernatural creatures, demonic lords and grim experiments. **Siege Note:** The Coalition Army has taken great delight in bombing what they call "the face of Hell on earth" back into the abyss. Those Tolkeenites who summon and command demonic monsters or derive their power from such foul creatures are on the top of the CS revenge and extermination list.

12. Institute of Necrology

This school is dedicated exclusively to the study and mastery of Necromancy. Strangely enough, classes include biology, physiology, anthropology, forensic medicine, chemistry (with an emphasis on poisons), brewing, preserving foods, and first aid or holistic medicine. Bone Magic is also taught, and Witchery, Summoning, and Shifting are studied in a cursory way.

13. Hospital

Siege Notes: This well equipped facility is instantly overwhelmed as the Northern Quadrant takes the first hits of the war, and suffers the greatest level of death and destruction throughout the siege. It and the nearby School of Medicine suffer damage from air raids and combat, and no mercy is given when Holmes' troops finally shatter the northern defenses. Its destruction and the death of all in the compound is an incident the General regrets, but war is Hell, and they were the enemy; the majority not even human.

14. Tolkeen School of Medicine

A school of medicine with a prominent wing dedicated to psychic healers, holistic medicine and the use of magic. **Siege Notes:** Half of the school is accidentally destroyed when the schools for the dark arts of Demonology, Necrology and Shifting are hammered for days. It just happens to be at the wrong place at the wrong time and suffers severe collateral damage.

15. Nursing Home

This care facility is also caught in the conflagration when General Holmes' air raiders and subsequent attacks seek to eradicate the places of mystic knowledge and focal points for magic. A matter of an unfortunate location. All are killed.

16. Shifter & Summoning Academy

This place of learning specializes in the arts of summoning and controlling magical and supernatural powers, forces, and living beings. **Siege Note:** You guessed it, a prime target by the CS for complete annihilation.

17. College of Magic

This is one of the largest and most illustrious schools of magic in North America! Its main emphasis is on spell casting magic, so its largest department and main curriculum is Wizardry for Ley Line Walkers with a special branch dedicated to the mastery of Ley Line Magic.

Other sizable departments include Temporal Magic, The Intuitive Arts (Mystics and the union of psionics with magic), Elementalism (Warlock magic), Stone Magic, and a department of the "esoteric arts" which examines some foreign magic disciplines and little known areas of magic. It includes Russian Fire Magic, Russian Spoiling Magic, Nature Magic, Druidism and Native American Spiritualism as well as a few others. However, while "esoteric" studies will give the student a general knowledge of these disciplines – the equivalent of Lore: Magic (+20%) in *each* area studied for one year – it does not teach the actual discipline. NO spells are learned (**Note:** A Mystic who takes esoteric arts can sometimes select one spell from one of these magicks when he reaches a new level of awareness; G.M.'s discretion to allow this for the rare player character). Shifting, Summoning, Techno-Wizardry (because there are entire schools devoted to it) and Conjuring also have a small presence at the college, but are tiny compared to the main, spell casting, curriculum. **Siege Notes:** This campus was one turned into a refugee camp and became something of a shanty town before the CS blew it to hell. The loss of this truly great institution is overshadowed only by the tremendous loss of life.

18. Northline Mall

A large shopping complex with over 50 different stores, 20 theater cinema, racquetball court, indoor ice arena (hockey and skating), food court and a half dozen restaurants. A four hundred room hotel is part of the mall complex. **Siege Notes:** The mall is closed after the siege starts but is the site for several looting sprees and one riot before the CS seizes it with half its stock intact. Nothing magical there. Catered mostly to the University crowd.

19. Exotic Stables

An all-purpose facility that buys, sells, boards and offers veterinary services for exotic riding animals. It does actually have a stable of horses, but its exotic animals include the Pegasus, Fury Beetle, Ostrasaurus, various breeds of dinosaurs, Rhino-Buffer and even a few Spiny Ravagers and Giant Canyon Worms (see *Rifts® New West* for the worms, dinosaurs and other critters). They also teach (with their cooperation) how to ride Gargoyles, Kryygorth Pegasus and Psi-Ponies (all rare, intelligent and highly prized). The stable owners used to have a ranch full of exotic animals in the north, but it was destroyed by the first Coalition Invasion Force two years ago. **Siege Notes:** The owners will let the animals loose as soon as the CS breaks through the city's defensive line, and then they head for the hills. Too bad they never make it. Of course, the CS guns down all "monsters," domesticated or not.

20. Residential District

Homes, some dormitory style housing for college students, with game shops, pool halls, boutiques, nightclubs, bars and other small establishments around the various campuses. A good number of young scholars, mystic acolytes, and first and second level practitioners of magic, Rogue Scholars and Rogue Scientists can be found in these neighborhoods. **Siege Notes:** Three quarters of all practitioners of magic have joined in the defense of the city and lose their lives doing so. Sadly, those who live in the Northern Quadrant and who do not flee before the Coalition breaks through the defenses lines (about half) are slaughtered. Most of the neighborhoods and all of the institutions of learning are burnt or otherwise razed to the ground. In fact, the CS will spend weeks enjoying book burnings and executions.

21. College of Learning

One of the best scholastic universities on the continent, second only to the one at Lazlo. The emphasis here is on history, science, mathematics, chemistry, law, philosophy, creative writing, and the arts (drawing, painting, sculpting, dance, music, the performing arts, etc.). Erin Tarn has been a guest lecturer here many times, as have Plato of Lazlo, Lord Dunscon of the Federation of Magic, and many famous figures. **Siege Notes:** Like many of the other colleges, its campus grounds are turned into a tent city for refugees and its auditoriums, gymnasiums, and halls of its school buildings are filled to overflowing; nearly 70,000 in all. Thus, when the Coalition Army breaks through the defensive wall and comes barreling in, guns blazing, there is pure pandemonium. Refugees, human and D-Bee, perish en masse before the fusillade of gunfire. It is a massacre; barely more than 11% escape with their lives. Ironically, two thirds of the College of Learning survives the onslaught and is turned into General Holmes' base camp. However, over 70% of its vast archives of books, film, pre-Rifts artifacts, artwork and antiquities are gathered, crated and shipped to Chi-Town for research and cataloguing; excess text books are burned with much fanfare.

22. Institute for Megaversal Studies

This institute delved into the theories about space and time, dimensional travel, and physics. It also studied the various people and cultures of the known Megaverse, including the Splugorth and their minion races, the Naruni, True Atlanteans, Temporal Raiders, Phase World and Wormwood, among others. **Siege Notes:** When the refugees flood the city, IMS was turned into a refugee camp accommodating an estimated 35,000 homeless waifs. When the Coalition Army fell upon them, a third found temporary refuge in the nearby woodlands, but only half of those would escape death and get out of Tolkeen alive.

23. Silver Lake Society for Elementalism

A very open campus with a magnificent fountain in the lake, an orchard, 1000 foot (305 m) tower, fire pit, interesting sculptures, rock formations and a Stonehenge style circle of standing stones (where it is said that a small clan of one hundred Faeries live). For nearly one hundred years, it has been one of the premier places for learning the mystic art of Elementalism. Tolkeen has been for generations, one of the few places to embrace, encourage and teach the ways of the Warlock. An area of magic many people foolishly consider to be primitive and archaic. If nothing else, the Tolkeen Coalition War has proven just how powerful and instrumental Warlocks can be in a war.

Siege Notes: The Warlocks and folks who run this elite facility prohibited refugees from using their campus, because of the amount of magic and summoning of Elemental forces that goes on there. The Warlocks did not want innocent people to get hurt, but mainly they did not want to be distracted from the vital service they provide the city. The Silver Lake compound is hammered early on in the siege and believed dead until it rises to life *after* General Holmes' army punches through the northern defensive wall and charges toward the center of the city. Earth Elementals rise up from the pulverized Earth, Water Elementals and a hail storm from the lake, Fire Elementals from the smoldering fire pit (alive with an eternal flame) and Air Elementals from the clouds. In addition a company of Earthwake and a company of Sea Viper Iron Juggernauts also spring from the lake.

24. Silver Lake

A quiet place for fishing and swimming (no boating allowed); owned and controlled by the Warlocks. See the Lake's role in the Final Siege in #23 above.

25. Wooded Area

Around the Airport and Warlock Society is an area of light, undeveloped woodlands. Refugees and citizens on the run try to hide here but to no avail. Most get captured or killed.

26. Tolkeen Airport

Used both by the civilian population and Tolkeen's military. It was ravaged early in the siege and later seized by the CS.

Eastern Quadrant

The Eastern Quadrant is the seat of the nation's government and, arguably, the heart of Tolkeen. It is basically the downtown, cultural and retail center of the entire kingdom, let alone the city. On the map, *triangles* represent magic power depots, control and containment systems or TW Transit Stations. Small circles are *dome*-shaped houses often home to dragons and other large nonhumans; large circles are Bio-Domes, auditoriums and grand halls. A circle in a square is a *tower*. Around the area shown on the map are numerous private businesses, offices, light industry, hotels, apartment towers, and residences.

1. The Grand Mall & Retail District

The Grand Mall is a magnificent avenue lined with towering buildings, archways, domes, giant statuary, etched walls and every type of business imaginable. It is what most people picture when they think of Tolkeen. The Grand Mall is also one of the largest and most impressive retail markets in North America. One can find almost every type of store, shop or service imaginable: Adventuring and woodsmen's goods, hovercycles, motorcycles, boats, aircraft, hover craft and vehicles of all kinds, riding animals, pets, electronics, computers, department and clothing stores, tailors, fur traders, hat makers, makers and repairers of body armor, bionic chop-shops, M.O.M. conversions, Juicer augmentation, alchemist shops, Techno-Wizard weapons and equipment, conventional S.D.C. weapons, M.D. weapons, fortune tellers, psychics, healers, churches, pawn shops, restaurants, hotels (all over), bars, gambling casinos, dance clubs,



nightclubs, music halls, theaters for the performing arts, movie theaters, art galleries, museums, libraries and bookstores galore. The latter two are significant, because like Lazlo, the City of Tolkeen promotes education, (true) history (not the propaganda the CS pushes), creativity, expression, freethinking, and truth – or at least it did at its height before the war.

Designer's Note: I had originally planned to present this area in excruciating and delightful detail. Describing each and every store, shop and business, but quickly realized I could fill up half a book like that, and I was quickly running out of space in this one.

Suffice it to say, that pretty much whatever one could find anywhere in North America, one of Tolkeen's businesses is likely to sell it. If rare it may have a high price tag (2-5 times higher than list price), but one can probably find it. The Grand Mall certainly has (or had) anything offered by the Colorado Baronies, Wilk's, Titan Industries, Northern Gun, Manistique Imperium, Bandito Arms and the Black Market; including stolen CS weapons, forged identity papers, bionic and Juicer conversions and other underworld services out in the open. It even offered a limited smattering of weapons, armor and vehicles from Triax, and the odd item or two from South America, England, Europe, Africa, Atlantis and sometimes, from other dimensions – all uncommon to very rare in this part of the world, often stolen and usually for 2-3 times the going rate for man-made items and 4-10 times for rare or exotic magic items like a Splugorth Bio-Wizard weapon or symbiote.

Siege Notes: During the war years the availability of Northern Gun, Imperium and Triax items dried up. Whatever items were available were usually used or stolen and cost 2-6 times the list price (sometimes more for Triax and rare Naruni items). This meant dramatically increased sales for Wilk's and Bandito Arms in particular. Likewise, the availability of Techno-Wizards and all types of magic items became scarce and costly because such items were scooped up and even requisitioned for the vital war effort.

When Tolkeen's defenses buckled and the city was overrun, the Grand Mall suffered badly for it. Coalition soldiers seemed to take great time and delight in toppling statues and monuments, desecrating churches and destroying works of art and history. Weeks after the city's fall, soldiers would still be having book burning parties and vandalizing museums and places of learning and splendor. Likewise, the army would spend months collecting, cataloguing and deciding what items to send back to Chi-Town for its museums and secret archives and what should never leave Tolkeen, destroying it on the spot. Most TW weapons and vehicles are destroyed, many magical books, scrolls, potions and other magic items along with them. Those that proved to be indestructible or held some known significance are crated and shipped to Chi-Town, presumably to be locked away in the notorious Black Vault (if such a place really exists).

2. The Great Arch – Gateway to the City

The Great Arch is both a grand promenade and a defensive wall with built in bunkers and defensive positions. It towers some 300 feet (91.5 m) tall and 100 feet (30.5 m) thick. It is also a major hub, a port of authority, for public and private transportation, including taxi cabs, bicycles, hover vehicles for rent, TW transit lines and Teleportation Stations (the latter remains working to some degree till the very end; except with most other

T-Stations destroyed, it had few places to teleport people to). **Siege Note:** It becomes a major fortified defensive wall during the Battle for Tolkeen. Serious combat takes place at this location and thousands of Tolkeen's defenders meet their end at the Arch. Only the battle for the King's Tower is bloodier.

3. Business District

Banks, office buildings and light industry; definitely not much here for tourists. Most of it is leveled when the city is taken.

4. The Tolkeen Center

A truly humongous center for the performing arts where concerts, circuses, and spectacles are performed and conventions and political addresses are made. It is surrounded by a park.

Siege Notes: Before the Final Siege it is turned into a refugee camp. It is severely damaged during the battle to take the city. Ten thousand are killed, thousands more are injured. The thousands who surrender are executed.

5. Massive Parking Structure

It is turned into a fortified military position during the siege.

6. Tolkeen Opera House

Another grand place of artistic expression turned into a makeshift military compound. **Siege Note:** It is leveled to the ground.

7. Hotel District

This zone is filled with hotels and boarding houses for tourists, visiting adventurers, mercenaries, mages, and traveling merchants. Taverns, restaurants, hair salons, and small shops are either built inside the hotel or next door to it. **Siege Notes:** This area is leveled during the siege.

8. Residential and Retail District

Houses, estates and apartment towers with grocery stores and numerous secondary retail businesses sprinkled throughout (most are small time compared to those in the Grand Mall). **Siege Notes:** Three quarters are leveled during the Final Siege. Those that survive the holocaust are abandoned by their owners.

9. Tower

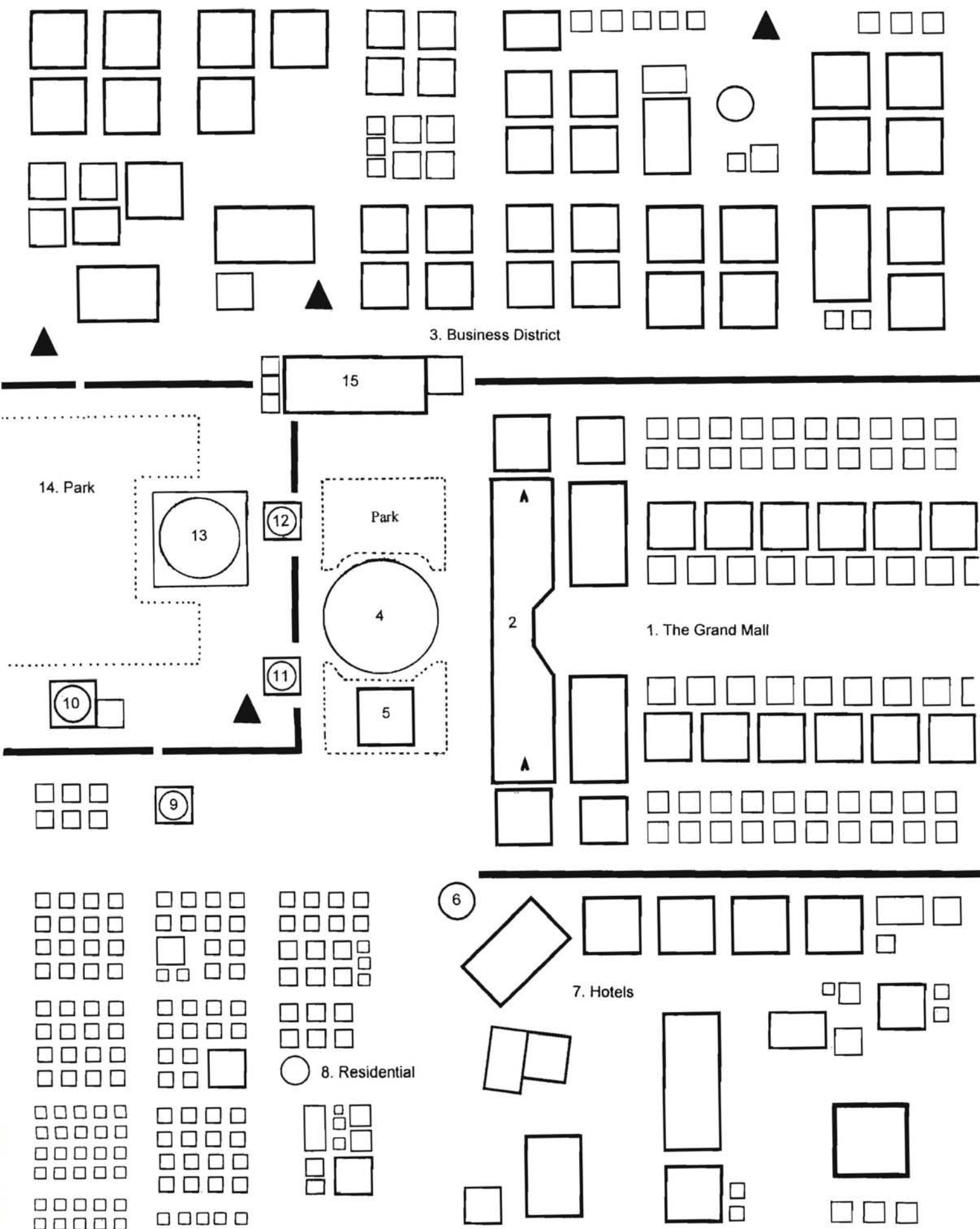
10. Communications Network Tower

This is Tolkeen's central communications network where electronic, radio, television and magical transmissions for public broadcasting are all made. It is a huge facility covering a city

block and is 50 stories tall. **Siege Note:** It becomes a military bunker during the Final Siege and is part of the defense of the King's Tower and the heart of the city. Ultimately, it is it besieged, and the top third of the tower is blown right off.

11. Tech-Center Tower

Combination office building, research and development house and service center. The first six floors are stores and facilities that sell Techno-Wizard gear, TW bionics and armor, communications and surveillance equipment, cameras and recording equipment, and other electronics (translators, computers, etc.). Also, bionics and cybernetic bio-systems and Cyber-Doc services that will perform partial and full bionic conversions, upgrades and repairs are found on the fourth and fifth floors, Juicer and M.O.M. (Crazy) augmentation on the sixth. The rest is offices, research, think-tanks and laboratories. **Siege Note:** This



36 story tower becomes a military bunker during the Final Siege and is part of the defense of the King's Tower and the heart of the city. It is razed to the ground.

12. Gold Sky Towers

City services and administration building; 25 stories tall. **Siege Note:** It becomes a military bunker during the Final Siege and is part of the defense of the King's Tower and the heart of the city. It is razed to the ground.

13. King's Tower

The King's tower is often considered the heart of the city, and is deemed to be invulnerable. Unique experimental magicks, never able to be duplicated again, actually enable the structure of the building (walls, floors, etc.) to magically "heal" and reform when damaged. Parts can be blown or cut off, but holes, cracks and such repair themselves in a matter of minutes.

The **King's Tower** covers two city blocks and is the tallest building in the city at 1100 feet (335.3 m). It represents many things to many people. The top three stories is a communications tower for the King's Tower facility and emergency back up system for the city as a whole. The five upper levels below it (floors 94-90) are (or were) the King's Palace; include the throne room (for formal meetings and parties), an Olympic-sized swimming pool, gymnasium, tennis and racquetball courts, game room, indoor garden, ball room, dining hall, library, and much more. The four floors below it are the King's administration offices and the living quarters for his personal staff, elite guards and live-in servants. The two floors below them are the living quarters for the kingdom's Warlords. The 10 floors below them are the chambers of government and justice, followed by 20 floors of other government offices, summoning chambers, magic workshops, laboratories, and meeting rooms (including foreign affairs and military defense). The middle section (10 floors) holds several floors for entertainment, auditoriums, ballrooms and chambers for festivals, grand dinners and celebrations, as well as quarters for visiting dignitaries and diplomats. The next 20 floors in the middle toward the bottom are the **Halls of Magic and Learning**, each floor occupied by the largest and most influential of the magical brotherhoods of Tolkeen. It is here that the **Circle of Twelve** live and work, away from the seat of government, but close enough to have constant and easy access (and influence).

Toward the base is the **University of Learning and Wisdom**, the second largest and oldest of Tolkeen's many places of higher education and instruction about the world, the universe and, for those so inclined, magic. Tolkeen is still a great place of knowledge and learning, even if its trademark open mindedness and tolerance for all has been replaced with hatred and loathing for the Coalition States.

The lower levels hold various businesses and retail shops, a movie multiplex, and a sprawling three floor museum with art and relics from this world and others. The second floor is a great ballroom for public addresses and festivals, while the ground floor is filled with shops, restaurants, cinemas, and small public offices.

Siege Notes: During the war years, the King's Tower also serves as the *Command Post* for the war operations and city defense (communications center, Warlord Command Center, seat of government – King Creed's residence, Royal Library – Cir-

cle of Twelve, national and city administration offices, etc.). Its rooftop has a flight deck for Iron Juggernauts and aircraft, its balconies machine-gun nests, and some of the inner chambers and floors were converted to barracks and supply depots. The buildings around the King's Tower are converted into military bunkers and defense towers. Extra defensive walls are built around it and the park is turned into a military compound for troops and vehicles.

Amazingly, the CS forces actually manage to blow the top five floors completely off during a sustained bombardment in the last hour of the Battle for Tolkeen. The damage is more than the repair-magic can handle, so they remains gone while the rest of the tower looks like new! The CS finds the tower to be the very essence of bedeviling magic and very disconcerting. After the city is taken, troops cordon off the King's Tower, refusing to use the construct in any fashion. Only RCSG teams may enter the building to study the tower itself or the things inside. Likewise, special "sweep teams" and Special Forces squads are sent into the tower (usually accompanied by a team of scientists and/or high ranking officers) to search the building for Tolkeenites and monsters lurking inside its massive structure as well as for dangerous articles of magic. In fact, because the CS is *afraid* of the building and have made it off limits to the regular army, and because the Tower is so cavernous, it *has* become a refuge for Tolkeen spies, resistance fighters, and refugees still trapped in the city. Since sweep teams never cover more than 4-10 floors of the 92 story tower (used to be 97), all those inside have to do is quietly move to a new location to escape discovery. (Of course, people are found, chased down and captured or slain regularly, despite their cunning and precautions.) Moreover, once the ley lines settle down, the King's Tower can be accessed via different means of magic, including three Teleportation Circles on different floors, and two Teleportation Stations inside (one is on the ground floor where *alert* CS guards posted in the doorway outside can see them arrive, but the other is on the 89th floor, out of sight). Other items of magic, valuables and some TW and conventional weapons, as well as tons of books, computers and information are still inside the King's Tower.

The Battle For The King's Tower: The King's Tower is the single greatest building of the city. But more than that, it is the headquarters for King Creed and his Circle of Twelve. In a literal and figurative sense, it is the *nerve center* of the entire Kingdom. When it falls under Coalition control, there can be no denying that the kingdom is lost. At this stage of the battle, it will have taken the Coalition a great deal of time and effort to penetrate this deeply into the city. The assault force will have fought through a few square miles/kilometers of dense, war-torn city-scape at the cost of many lives and much equipment. But, despite the Tolkeen defenders' pitched and effective resistance, the Coalition's numerical and air superiority, skilled soldiers, massive firepower, and resolve to win at any cost will triumph.

Themselves no fools, the Tolkeenites will opt to withdraw before the steady Coalition advance, gathering in strength at the King's Tower. The building is like a fortress unto itself, blocked off by several rows of similarly large Mega-Damage buildings of the Grand Mall, the Great Arch, and defensive earthworks, walls and combat troops all around it. As the Tolkeen defenders have pulled back to this point, they have blocked off all street entrances to the square around the tower and dug in for a re-

newed defense. The first Coalition armor sent in to probe the area are slagged, their dead chassis stacked up as additional roadblocks. With all the area effect magic they can muster, and whatever remaining TW war machines, demonic minions, Juggernauts and heavy weapons at the ready, Tolkeen has assembled what will be its last, best defense against the invaders. Again, the strategy for the CS is pure attrition warfare.

The Tolkeenites have stacked the odds well in their favor. Any Coalition breakthroughs into this area will come at great cost. The more casualties, the slower the rest of the advance through the city. The slower the advance, the more time Tolkeen has to pull some *miracle victory* out of the jaws of defeat. And, the more time the CS spends banging its head against the walls around the King's Tower, the more its war machine loses its strength and the collective will to fight; or so the theory goes. In the rare event that this might happen, Tolkeen could end up winning the battle simply by sticking it out longer than the Coalition Army is willing to fight it or willing to sacrifice its troop. So far, the CS has not shown any signs of breakdown among its troops. After all this time, it comes down to which side cracks and gives first. Both are throwing everything they have into the battle, but it is Tolkeen with its North and East border defenses failing, that has cracked first. Troops pushed into retreat gather in and around the King's Tower defenses, and the Tolkeen southern defenders are cut off. It is obvious to all involved that the King's Tower is the last battleground in defense of the kingdom. Win it and the Kingdom of Tolkeen is no more. And that's exactly what the CS intends to do.

The Expendables: Heading one of Tolkeen's defense brigades at the King's Tower is a special crew of high-tech mercenaries whose expertise with power armor and combat robotics makes them the scourge of the Coalition. Although these hard cases, known as the *Expendables*, have never been true citizens of Tolkeen, they have been on the payroll since well before the Siege on Tolkeen commenced. Over time, they have become loyal to King Creed and now have sworn that they will prevent the Coalition from capturing the King's Tower or die trying. There are four members to the Expendables (down from their original nine): 1) *Robard Turing*, a Slammer Headhunter piloting a modified Northern Gun Samson suit with even heavier weaponry than usual; 2) *Marcus Desjardin*, a rogue Glitter Boy pilot who learned his craft in Free Quebec and honed it on the freelance battlefields of Rifts Earth; 3) *Wolfgang Kriegenblitzen*, an ex-Triax RPA pilot whose Ulti-Max robot has been laminated with an experimental anti-kinetic armor that renders it virtually invincible to rail gun fire; and 4) *Oleg Gansky*, a Russian Heavy 'Borg whose onboard weaponry and armor makes him the terror of any Coalition infantryman he encounters.

Right before the Coalition broke through the eastern defensive wall, the Expendables all underwent a radical upgrade by having micro-fusion charges (basically a series of fusion blocks) installed on their bodies/armor. Each explosive harness is rigged with a dead-switch slaved to the user's heartbeat. When any of the Expendables' hearts stops, their explosive package goes off, atomizing everything within a 500 foot (152 m) radius. The blasts are clean (no harmful radiation), but they will spell certain doom for anybody caught within the blast radius of the kamikaze warriors. The explosives can also be detonated at will via a simple voice command. As far as the Expendables are con-

cerned, these things will definitely make sure the Coalition pays dearly for taking any of their lives. Unfortunately, scores of soldiers or innocent bystanders may get caught in the blast, but these fanatics figure they are dead men anyway if the CS wins. They will wait until the most desperate hour or strategic opportunity before making a death run (blowing General Holmes to kingdom come is one hope, but so far, they can not locate him).

When the Mighty Falls: The carnage around the King's Tower makes the Battle at Little Big Horn look like a minor traffic accident. Big, Mighty Jo Mack, a mutant N'mbyr Gorilla Man who is five times the normal size for his race, stands atop what's left of the King's Tower, clutching the inert body of *Captain Grace Nevay* in his hand. Capt. Nevay had been one of the Kingdom's stalwart military leaders. Jo has lost it. He, like many others, can not accept the apparent fate of Tolkeen and flies into a berserker rage, compelling him to scale the Tower, Captain Nevay in hand, and shout his primal roar of anger, frustration and hate from the building's rooftop. It is seen by many, far and wide, as one last act of (futile) defiance in the face of the enemy. Jo is too good a target to pass up, and CS troops in the air sweep in for the kill. The giant N'mbyr swings into action with his giant-sized energy cannon dangling from the power cord connected to his backpack and starts blasting. Screaming for them to "come on" and "take him if they can." To the credit of his fellow soldiers, dozens take flight, hurl magic and engage in a new frenzy of combat to save him from the inevitable. They fail, of course, but it launches an initiative that actually causes the CS troops at the tower to step back and regroup for half an hour before relaunching their siege.

14. The King's Park

A once beautiful and well-kept city park with walking paths, a pond, fountains and gardens ground into mud when it was turned into a field camp for Tolkeen's defenders at the King's Tower complex.

15. The Museum of Natural History

A big, blocky building with floor after floor dedicated to wildlife and nature, past and present. **Siege Notes:** Its rooftop and windows are taken over by city defenders to snipe at the advancing Coalition army, and as a result, it is blasted to rubble.

Southern Quadrant

The Southern Quadrant is largely residential with an area along the ley line in the west for light industry. Off center of the Quadrant is a number of parks and exhibits including a zoo, botanical gardens, numerous Bio-Dome habitats and a Museum District. This is a densely populated area with urban neighborhoods, apartment buildings and miscellaneous retail and restaurant establishments.

1. Light Industry & Business District

This area is predominantly machine shops, small and medium-sized factories, warehouses, trucking companies and some office buildings. There are also clusters of bars, restaurants, and

general stores that cater to the workers in the area. **Siege Notes:** Being located along the ley line and being tied to production, the area is heavily shelled, flattening most buildings and severely damaging the rest. The ruins they leave become hiding places for refugees, bandits, resistance fighters and practitioners of magic. The basements and sub-basements of some factories and the sewers converted into secret lairs for men and beasts.

2. TW Power & Lighting Company

This was the central lighting plant for the Southern and Western Quadrants before the CS turned it into a giant crater.

3. Residences.

Homes and housing for the common man. Nice neighborhoods of factory workers, laborers and business folk. It is a prized area to live because of the close proximity to the many museums and other places of entertainment and learning. **Siege Note:** At least half of these people escape the carnage before the city falls.

4. Flyers' World

The city's largest dealer in "commercial" Techno-Wizard vehicles. The main emphasis is on Wing Boards, Turbo Boards and all types of "flying" vehicles. **Siege Note:** Blasted to atoms the first day of the siege.

5. Mercy Hospital

This place is overwhelmed in the first day and struggles to deal with casualties from the southern defensive line throughout the conflict. It suffers the same fate as all the other medical facilities taken by the CS.

6. Parking Structure

This facility is cleared out of vehicles and used as a field hospital.

7. Lady Wood Orphanage

One of the tragedies of war is the destruction of lives. Inevitably, families are torn apart. The lucky ones are merely separated for a time and reunite, others are divided and scattered to the winds. The unlucky ones see parents, grandparents, siblings and friends killed. Thus, *orphans* are one of the sad legacies of war, and Tolkeen has plenty of orphans. So many that two orphanages (Westside and Lady Wood) have been established to handle them.

Lady Wood Orphanage is the largest in the city, caring for approximately 5,000-5,400 children at any given time. Approximately 28% are believed to be separated from their families and have loved ones searching for them. A huge data base has been established with each child's face, fingerprints, and a brief history posted on the city's internet system. This results in 2D6 children being found and claimed by family every week. Sadly, that is outweighed by the 1D6 children brought to them every day.

Roughly 60% are D-Bees, 39% are human, and 1% are other. Ages range from infant to 16. Teenagers 16 and older are generally considered old enough to fend for themselves and cast out. Only those who have younger siblings at the institution and/or who work at the facility (half the work staff is under the age of 21) are allowed to stay. Of those sent out on the street, 65% join the Tolkeen Volunteer Army; 80% die in their first month.



Siege Notes: In the last days of Tolkeen's existence, Lady Wood is popping at the seams with 7,000+ orphans, many sick and injured. With nowhere to go, and unwilling to abandon the kids, they will stay to the end, hoping and praying that Tolkeen will win, and if not, that the CS will take pity on them and show mercy on the children if no one else. In the dog days of war, they will also try to help tend to wounded soldiers and adults, getting many of the older children (13 and up) to lend a hand. Counted among the saintly staff of Lady Wood are six psychics with healing powers (3rd to 6th level; D-Bees), a 7th level Air Warlock, two 5th level Mystics, and the Chief Administrator, a capable young woman who is a 6th level Mind Melter with powers of healing and empathy.

8. War-Relief Sanctuary House

This is more of a transition house than an orphanage. A place where homeless, hungry and injured women and children can be brought to get first aid, cleaned up, a hot meal and place to sleep for a night or two. After that, parentless children are taken to one of the orphanages and women pointed to places where they can find assistance, volunteer for the war effort or be taken to one of the tent cities or refugee displacement camps. A couple hundred people pass through every week.

The WRS House is all nice and good on the surface, but war breeds evil from every shadowed corner, and there is a dark side to this haven. There is an element of the staff who have decided months before Tolkeen ever falls under attack, that most of these hapless refugees will die no matter what they do, so in-

stead of offering what temporary relief and kindness they can, they sell them. That's right, sell. The sick and dying who have no apparent family members at the House are separated and taken to "a quiet place to rest." Away from prying eyes, where they are sold like cattle to any number of the monstrous minions operating in Tolkeen. Most are killed and eaten, others used for dark rituals of magic. Likewise, young children whose race has value on the slave market and who have no apparent relatives readily available to watch out for them, are taken out at night and sold into slavery or for nefarious purposes best left unspoken. Young women are also escorted out to slavers or private interests looking for a slave, servant or plaything. Only 1-6 are taken out each night, sometimes twice that number if circumstances allow. Those involved in this detestable flesh trade have been at it for over a year. They are careful and know exactly what to say and do to avoid the slightest appearance of impropriety.

Should one of the other transients or good daytime workers ask about a particular refugee, they are told the poor soul passed away during the night and his or her remains already removed, or that the individual was reunited with a loved one and left, or simply wandered off. If a child reports seeing something untoward, it is dismissed as a nightmare. If the missing individual is later found dead in an alley, nobody is surprised in these terrible times. And truth be told, so many refugees pass through the Sanctuary House that most workers don't remember them clearly. So many refugees die, that it does not usually make a news report either, unless there was something particularly horrible, unusual or tragic about their apparent demise. In war, families are divided and people disappear, so such black-hearted crimes can escape the eyes of the law indefinitely.

Siege Notes: In the last weeks of the war, the blackguards at the WRS House increase their nefarious trade. More people are streaming in and they figure they can weed out and sell two or three times as many, make a killing (no pun intended), and get out of town when things really get bad. This makes them sloppy and reckless. If they are ever going to slip up and get caught, now's the time. Will one of the player characters notice something? Catch some fiend torturing a woman or about to devour a child, rescue that character and trace the trouble back to the WRS House? If these crimes go unpunished, there is a little justice in that these evildoers have purchased one of Nacaeder's escape routes. One the CS has already caught on to and wait in ambush to pick off unsuspecting Tolkeenites.

There are five human and five D-Bee accomplices engaged in this repugnant operation, two on the day shift to pick out prime targets for the night shift. They sell to anybody who is buying, no questions asked, and will take specific "orders," i.e. "I'd like a blonde female under the age of 25," or "I don't care but I need three who are still breathing, at least until I'm done with them." These ghoulish thugs also sell the remains of the dead to Necromancers as well as creatures who feed on humanoid flesh. Of course, they rob their victims of any valuables before they sell them. Which is another way they may be found out, if they are found with said item(s). These scum bags are also likely to sell information to bounty hunters, criminals and spies. They also know that Splugorth Slavers are in the area, because they have sold a few "choice" victims to the monsters.

9. The Morgue (Tavern)

This once upon a time workmen's bar has been taken over by demons, Necromancers and other unsavory types and renamed The Morgue. It is a large, shady bar and grill that caters to the unsavory tastes of Necromancers and monsters. Most normal humans and god fearing folk (mercs and adventurers included) give this place a wide berth. The Circle of Twelve and people in the neighborhood have "talked" about closing The Morgue down for years, but with the war and Tolkeen's association with demonic creatures, Necromancers and other sinister people, they need some place to unwind and get a little "rest and relaxation" too.

10. Shopping Area

A variety of everyday stores and eateries. Includes a movie theater. **Siege Notes:** Looted several times during the siege before finally being set on fire. Refugees may try to hide in the ruins.

11. Orbworks

A business that specializes in the magical conveyance of ordinary light in a variety of orbs. Some function like lamps, others as flashlights and even spotlights, and the tiniest as jewelry. **Siege Note:** Survives the invasion but is trashed by the CS and burnt to the ground as a den of foul magic.

12. House of Tiny Miracles

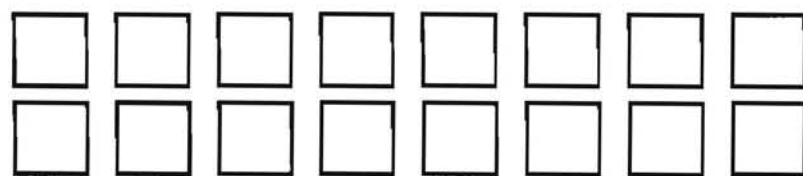
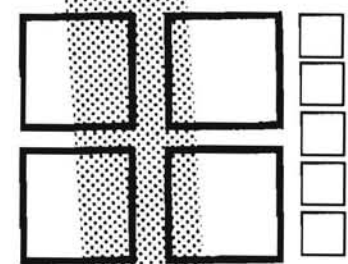
A shop that specializes in "miracle" cleaners. Sells potions and solutions guaranteed to get out those impossible stains (mineral, oil, and even lime), ground in dirt, rust, and so on. One of the most popular items is an aerosol spray that will remove paint and graffiti in seconds with a single application. **Siege Note:** Set on fire by the owner so the CS wouldn't get it, before he committed suicide in the final day of the siege. The blaze took the rest of the block with it.

13. The Dragon's Bio-Dome

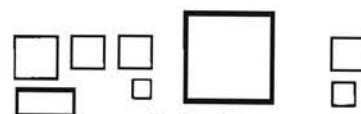
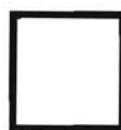
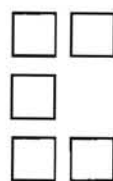
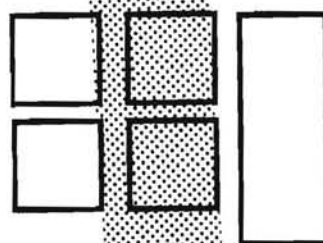
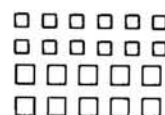
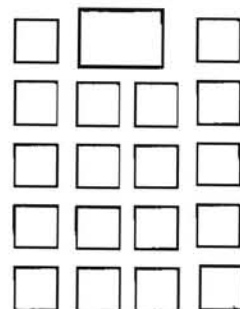
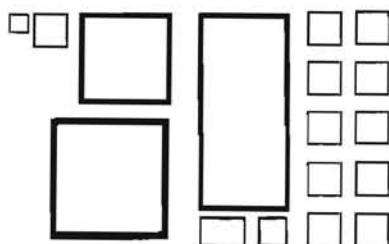
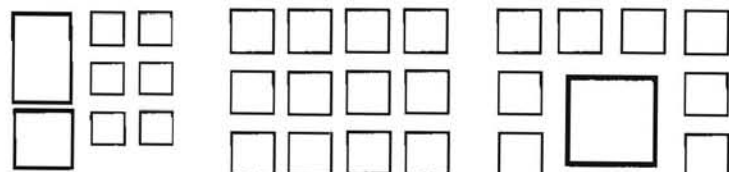
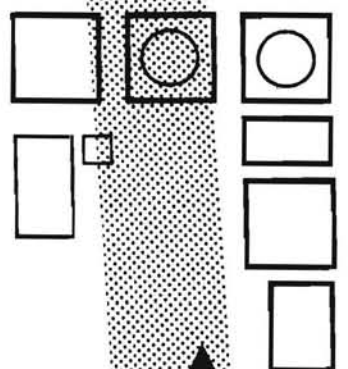
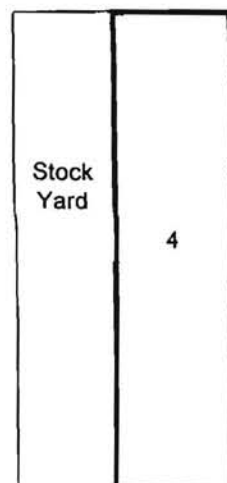
The Dragon Dome is a huge bio-sphere that contains a mist filled jungle. The heavy mist is constant, hanging close to the ground and rising up some 40 feet (12.2 m). As a result, humans can not see for more than 1D4x10 yards/meters in front of them and can get lost without a guide or proper instrumentation. For humans, who could wander in circles for hour before finding one of the outer walls to follow to an exit, this only adds to the illusion of the dome's massive size.

Average temperature is a steamy 94-98 degrees Fahrenheit, and never drops below 90 even at night or during the rainy season. Magical rains keep the miniature jungle watered and green. Rainy season, during which it rains 12 hours a day (mostly at night so tourists may visit during the day), occurs from October through January, but a sudden shower can erupt anytime during the day or night regardless of season. Moreover, moisture hangs in the air of this hot and humid environment (typically 85-96% humidity all the time).

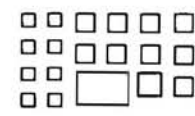
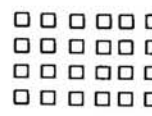
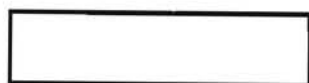
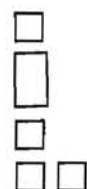
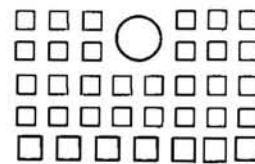
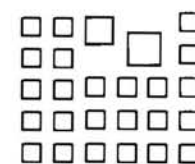
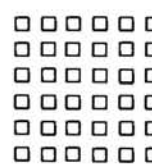
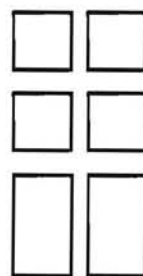
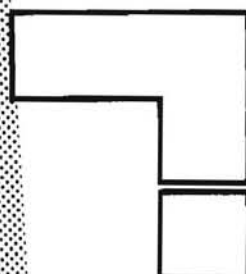
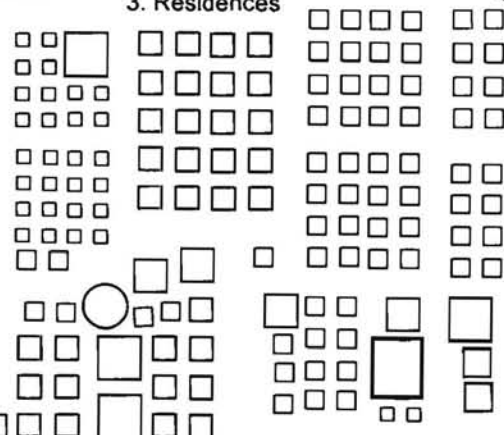
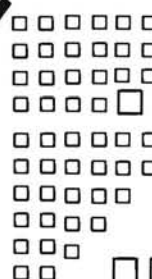
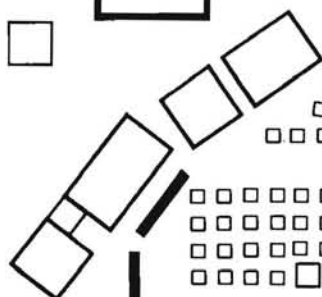
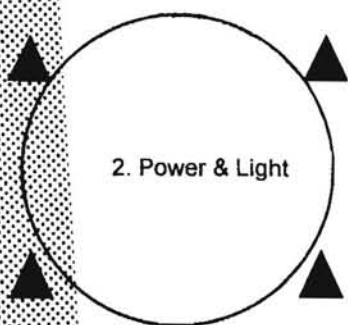
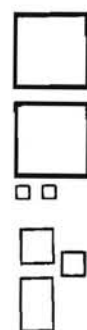
Flora. Birds from Earth and a dozen different worlds flutter about in the leafy canopy of large, tall trees that tower high above the ground. Here, up in the treetops, the mist clings to the ground below and the sun (magically) appears to shine brightly in the heavens. There are 231 species of flowering plants, 11 types of trees, 29 varieties of fruit, and nine types of vines that snake around, up, and down the trees as well as sideways, paral-

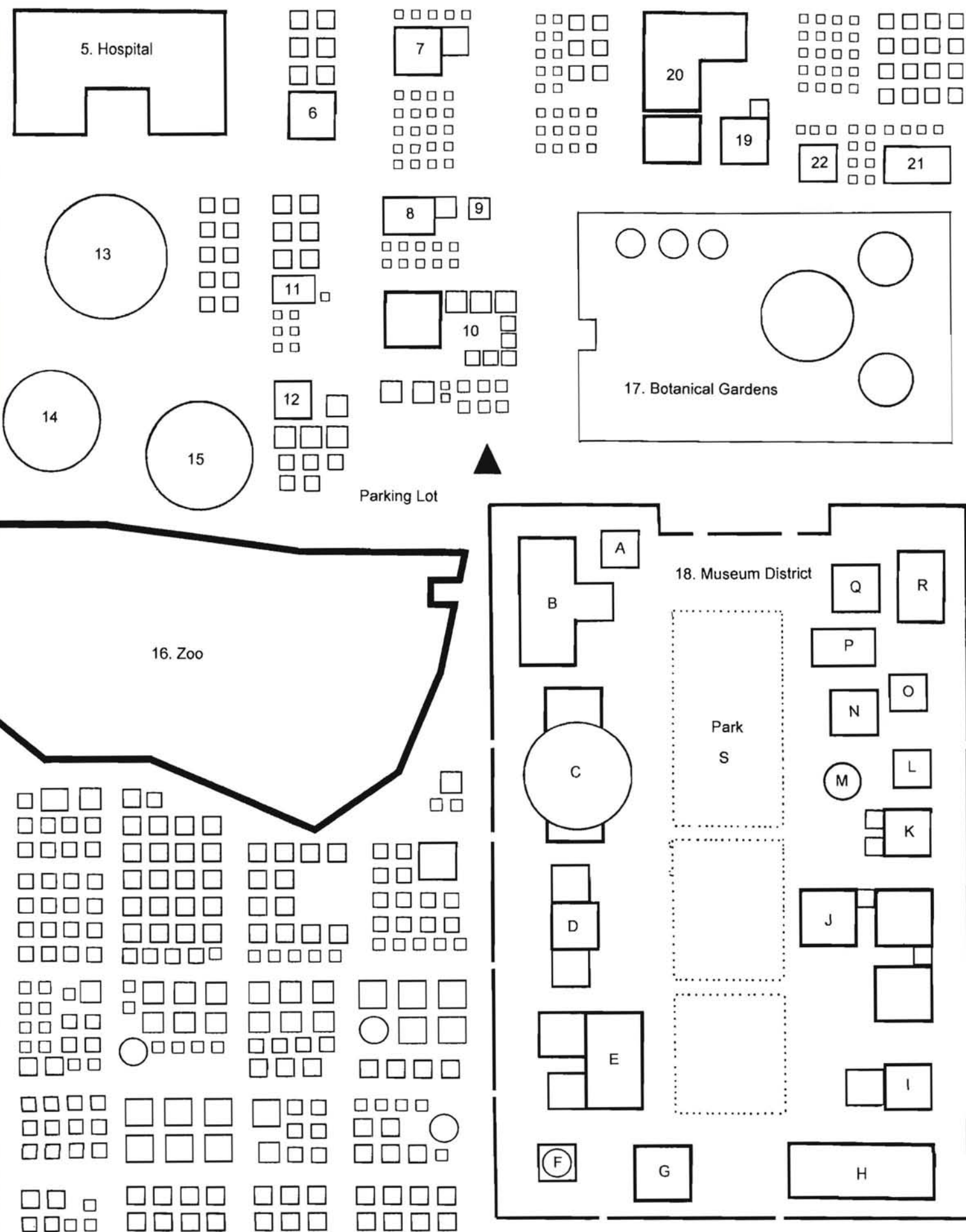


1. Light Industry & Business District



3. Residences





lel from and through the tree branches. The greatest variety of plants and flowers (epiphyte and Ficus) are actually found in the canopy of the trees. On the ground are ferns, moss, fungus, vines and other low brush.

The two most dominant varieties of trees are what humans might regard as giant-sized, reaching an impressive 100-150 feet (30.5 m to 45.7 m) tall, and a width of 20-30 feet (6-9 m) at the base of the trunk.

The Dragon Tree is the largest, with massive, gnarled branches that can grow as thick as a man's body to the size of an automobile and which can extend for 600 feet (183 m) from the trunk. Its lumpy texture and gnarled shape of its thick branches are reminiscent of dragon scales and the great serpent's own mighty limbs. This tree has large, pointed leaves that grow rather sparsely throughout the tree, with the most at the top. However, the thick branches are home to scores of other arboreal plants and vines that fill in the tree with leaves and flowers not its own. The branches of the Dragon Tree are so strong that all but the thinnest can support a full-sized dragon, provided the creature disperses its weight on two or more. The thickest ones can support a dragon entirely on its own. These are the trees in which one can find dragons roosting and which earn it the "dragon" moniker. Grows 100-120 feet (30.5 to 36.6 m) tall.

The Curtain Tree is the thinnest and tallest of the lot, ranging from 100-150 feet (30.5 to 45.7 m) tall. These tall, narrow trees grow in a very straight line up toward the sun. Its branches do not start till about 80-100 feet (24.4 to 30.5 m) up, so climbing the trunk is like scaling a thick pole. The trunk seldom exceeds two or three feet (0.6 to 0.9 m) in diameter, is creamy white color and its skin is smooth and cool to the touch (-5% to climb). It is called the Curtain Tree, because two varieties of strong vines (as thick as rope or metal cable) hang down from the branches. They are spaced one to three feet (0.3 to 0.9 m) apart and dangle all the way to the floor of the jungle where their roots can draw moisture and nourishment from both the ground and the low-laying mist. These hanging lines of vines (following the length of the branches above) create a "curtain-like" array of vine branches.

Fauna. *Animal life* in the Dragon Dome is more plentiful than in most other Bio-Domes. Snakes include seven species venomous to humans (bite does 1D4 damage but the poison from a single bite causes fever, dizziness and does 4D6 damage each round for 1D6+4 melee rounds). While these snakes can be found slithering through the ferns and underbrush of the jungle floor, most are *arboreal*, meaning they live above the ground, up in the tree branches, and can travel among the branches and dangling vines as quickly and easily as those on the ground (average Spd is 11). It also means they attack from above (2 or 3 attacks per melee round). A species of *constrictor* that grows 30-40 feet (9 to 12 m) long and sees humanoids as potential prey is also found prowling in the large, strong trees. Most of the poisonous snakes are not particularly aggressive and strike only when they are bothered, threatened or attacked first. The Constrictor, on the other hand, is extremely aggressive.

The majority of the 112 species of fowl are colorful song birds with bright, elegant plumage. They range in size from hummingbird to pheasant; so do the butterflies. There are also a variety of harmless, small lizards and insects, the most notable being brightly colored butterflies and beetles with iridescent wings.

One of the most unique creatures of the Dragon Dome (besides dragons themselves) is a lemur or monkey-like creature known as the *Zealand*. This odd little creature has a monkey-like face with a long muzzle, inquisitive large eyes, bushy crop of hair on the top of its head, prehensile hands and feet, and a long fluffy, prehensile tail. Their fur is a reddish tan color with black bands along the arms, legs and tail. The Zealand are natural mimics who imitate the sounds and songs of two dozen birds, and whistle and chirp. They can also imitate the human voice and can whistle a tune, hum, make a sneezing noise, hoot, howl, laugh, cry and string together a few words ("Hey, over here," "nooooo, go away," "what is it," "we're lost," "what was that," "isn't it pretty," and so on). The Zealand gather in small troops of 2D6 and tend to be curious and playful, a nice way of saying they can be mischievous little thieves and troublemakers who rummage through backpacks, take anything they find interesting, eat food, and lure visitors unfamiliar with the environment deep in the bio-sphere, around in circles or into a meditating dragon. Zealand normally eat fruits, certain roots, and insects. Being omnivorous, however, they can eat just about anything, including human foods and carrion.

Note: To avoid damaging the environment, most dragons take humanoid form or appear as small versions of dragons about one third to half their true, natural size.

The Dragon Dome draws upon magic and is located near a ley line. It is 700 feet (213 m) wide and 300 feet (91.6 m) tall on the outside, however, it contains a pocket dimension so it is considerably larger inside than it is on the outside. Thus, the Dragon's Dome is 30 miles (48 km) in diameter and 600 feet (183 m) tall on the inside. It was created by several ancient dragons versed in Temporal Magic and assisted by skilled Techno-Wizards.

As long as 55% of the Dome remains intact, the pocket dimension and its environment inside will remain contained and operational. Destruction of more than 45% will cause the place to implode and vanish as if it never existed, leaving behind an empty, shattered dome. Those inside at the time will either be left laying on the dirt floor stunned and disoriented for 2D6 melee rounds or they will be *swept away in a dimensional vortex*. See the *Dimensional Anomaly Tables* on page 25 of this book.

Peacetime Note: At least three dozen dragons (in dragon form) can be found inside the dome at any given time, sometimes three or four times that number, usually meditating, sleeping or lounging around in the natural surroundings. Occasionally, hatchlings can be seen wrestling or playing. Visitors who climb the great trees up into and above the rain forest canopy may see dragons roosting in the branches or flying about the treetops, chasing butterflies or frolicking in the sun and the magically created clouds. This makes seeing the dragons as much an attraction for visitors who have never seen a dragon before as anything else, making the Dragon Dome one of the most popular places to visit in town (and known to the CS).

Siege Notes: During Wartime: The Dragon Dome is a place where refugees and fugitives *might*, for a time, escape and hide from Coalition troops. Those familiar with the Dragon Dome and its many trails will be able to negotiate the mini-rainforest without getting lost. Meanwhile, their CS pursuers, although protected in their environmental suits, are likely to get lost and become disoriented. For one thing, they don't expect it to be 30

miles/48 km inside! For another, the Zealand are likely to find them lots of fun to play with, at least until the Dead Boys start blasting at them. Likewise, even when under siege, there is likely to be a handful of (at least a dozen) dragons (mostly hatchlings; 1D6 level) who were either in the dome when the attack came or have gone to the Dragon Dome to find a moment of peace and silence to gather their wits and/or avoid capture by the CS.

14. Lar-Desert Bio-Dome

This bio-sphere tries to replicate the home world of the reptilian Larmac. This is something the Larmac call the "lush desert." The land is flat, some of it a stony desert, other parts, baked, cracked earth. It is dotted with boulders ranging from the size of a car to that of a house with wide open spaces in between. The sky is an orange-red during the day and a purple color at night (simulated for the Bio-Dome). Average temperature during the day is a dry 86-99 degrees Fahrenheit, dropping to about 60 degrees at night. The dome is roughly 500 feet in diameter.

Flora. The Larmac call their parched world the "lush desert" because it is filled with vegetation. One variety is a ground cover vine with tendrils the thickness of thread covered in tiny green leaves and little purple and blue flowers (found in the rocky desert). It derives moisture from morning dew and in the air.

There are also 23 varieties of cactus, most under two feet (0.6 m) tall, but there are a few large ones. One is the *Broomstick cactus*, a dried out looking tan-colored plant that grows 10 to 15 feet (3 to 4.6 m) tall. It is very narrow, no more than 2-3 inches in diameter, and sprouts a shaggy mop of long, golden bristles a foot (0.3 m) on top, making it look rather like a broom with the sweeping end on top. Long 6-10 inch quills grow along the body, this cactus and are broken off and used by the Larmac as sewing needles, toothpicks, and large nails and made into hooks and other things.

Then there is the *Mammoth cactus*, a yellow green giant that grows as wide as 3-5 feet (0.9 to 1.5 m) in diameter and 20-30 feet (6 to 9 m) tall. This cactus has strong, hard, sharp shovel-shaped spines the size (and shape) of a man's opened hand, fingers close together. The edge all the way around is sharp and can be used to make knife and spear blades, digging and chopping tools, or the edges filed down to be blunt and used to make scale armor.

Fauna. A variety of harmless snakes, lizards and beetles.

15. Gargolo Bio-Dome

The Gargolo Dome is another huge bio-sphere visited by the large number of Gargoyles and Gurgoyles summoned and deployed by Tolkeen. Unlike most, it goes up and down, for Gurgoyles typically dig caves and tunnels into the hills and sides of mountains. Thus, there is a rather large underground network of tunnels below the surface of Gargolo. It is a dry, hot world of rock and parched earth with scraggly looking vines and moss as the only obvious plant life. A variety of mushrooms are growing in the caves and in the shadows of tall stone pillars.

16. The Tolkeen Zoo

A sprawling complex with all kinds of cute, wild and monstrous animals. Includes a variety of Earth animals, such as creatures from the New West, including Leatherwings, dinosaurs,

and Giant Canyon Worms. And other rare, exotic and dangerous creatures from distant lands: Dragonsaurus, Yll-Tree Climber, Yazhing Multipede, and the dead, empty husk of a Murex Metzla the size of a hill from Atlantis. A mated pair of Three-Headed Gene-Slicer Wolves (the female is pregnant with 1D4 cubs), four Mega-Foot Mastica and a trio of European Stone Claw are among the most notable monsters of the European exhibit.

Siege Notes: The CS bombardment of the city will inevitably free a number of the creatures kept at the zoo. Most are harmless and will flee the area in search of a quiet wilderness, others will run around but stay within the zoological park. Predators and monsters may go hunting. These are the most dangerous because they will kill when frightened, cornered or hurt. Thus, the friendly exotic zoo and surrounding neighborhoods may suddenly become the hunting grounds for dangerous creatures.

17. Botanical Gardens (Bio-Dome)

A beautifully kept parkland filled with specimens of trees, flowers and other flora, in addition to several Bio-Spheres with different types of plants divided into geographic environments. It is really quite impressive. **Siege Notes:** The open garden area is made available to refugees. It is one of the few things that the CS tries to preserve.

18. Museum District

A kingdom devoted to history and knowledge, the City of Tolkeen is filled with museums, parks, libraries, and places to discover and learn new things. The Museum District includes the following places.

Siege Notes: What museums that did not get trashed in the siege (three quarters survive with only minor damage) are looted by the CS. Things the Coalition perceives as having value are packed up, crated and shipped to Chi-Town for further studies and to be put away in its own archives and museums. Things seen as worthless (like D-Bee artwork and portrayals of alien worlds) or dangerous are destroyed. After that, the buildings are all demolished and left as a massive field of rubble. The only things saved by people outside of the CS are from Tolkeenites, scholars and adventurers brave and skilled enough to sneak in under the Coalition's nose to steal precious items before they are carted away or destroyed – or who hijack or raid CS transports to deprive them of the treasure en route to Chi-Town.

Museums of Note:

A) Modern Art (D-Bee and human)

B) Aquarium

C) *Pre-Rifts Holographic Museum of Minneapolis*. This domed building is truly unique because in addition to its sections exhibiting ancient pre-Cataclysm artifacts, it recreates with reasonable accuracy a holographic (using TW technology and a touch of magic) representations of what pre-Rifts downtown Minneapolis looked like! Visitors ride on a moving platform that takes them through the holographic sights and sounds of Earth's past, complete with holo images of people, traffic, etc. The ride stops from time to time to present verbal commentaries, historical facts and trivia about the past. It is quite an experience. This museum also has several video rooms that replay old television shows, news reports and sporting events.

D) Museum of Science

E) *Museum of Pre-Rifts Artifacts*. A more traditional and less enchanting museum of antiquities than the Holo Museum, but with a much larger presentation of actual artifacts, photographs, books and relics (automobiles, aircraft, computers, machines, toys, soda bottles, comic books, role-playing games, works of art, jewelry, and bits of actual architecture, and so on, many presented in life-like recreations of living and working environments. Although not as high-tech and lively as the Holographic Museum, it is every bit as impressive.

F) *Anthropology: Earth and Alien/D-Bee*.

G) *Museum of Natural History* (new but much smaller than the one by the King's Towers).

H) *Museum of Rifts Earth*. Presents film, photographs, art, portrayals, stuffed animals and monsters, and actual artifacts (weapons, jewelry, pottery, oddities) from around the world. In fact, this is very much a popular museum of oddities, including two examples of Japanese power armor, parts from a Russian Cyborg, an actual (unknown to spectators, "working") Glitter Boy posed in a scene fighting two (not functioning) Glitter Boy Killers, dinosaur bones and a robot said to originate from the moon!

I) *Museum of Necrology*: Focuses on Vampires (the types, their powers, their known weaknesses, lifestyle, etc.), the Vampire Kingdoms (mostly rumor and speculation), zombies and other undead, as well as Necromancy in general (no spell knowledge though).

J) *Museum of Techno-Wizardry*: Displaying primitive designs and mock-ups of early TW devices, vehicles, weapons, etc.

K) *Museum of Alien Life*

L) *Geology Museum*: All kinds of stones, gems and rock formations with a small area devoted to Elementalism.

M) *Museum of Stonehenge and standing stones*.

N) *Cultural Museum: American Indian*.

O) *Cultural Museum: Simvan & Psi-Stalker*.

P) *Cultural Museum: Dragons*.

Q) *Cultural Museum: Federation of Magic*.

R) *Cultural Museum: Coalition States*.

S) *Park with park benches, pigeons and a manicured lawn*.

19 Expedition Expeditors Unlimited

A front for a Naruni operation through a business that purports to arrange and supply "expeditions for every adventure imaginable." This outfit can acquire almost any *tech* weapon or item one might desire, including Bandito Arms, Triax and Naruni items. It can also provide Juicer augmentation, M.O.M. (Crazy) Conversion, repairs and upgrades on bionics, explosives (including Fusion Blocks) and E-Clip recharging. Coalition gear is limited to old and new style infantry weapons and armor; no CS robots or power armor. E.E. limited refuses to sell Northern Gun or Manistique equipment and only offers a small selection of TW items, usually things acquired from adventurers in trade (will pay 20% the list price or 25% in trade for goods or services).

Siege Notes: At the onset of the war, this is one of the very last Naruni operations in North America (they were all supposedly exterminated by the CS and Northern Gun), and was extremely secretive, discrete and reasonably priced. By the middle

of the war, it was much more blatant, out in the open and expensive. And known to all mercenaries, freebooters and adventurers. By the end of the war, it is known to everybody but the newest recruits and blind citizenry, ignored by Tolkeen law enforcement, and is out on the street openly hawking its wares. Unfortunately, prices are "sky-high" with premium items selling for 10 times the normal price and Naruni weapons and equipment selling for 30-50 times more! It is also one of the places through which *Nacaeder the Basilisk* (see page 162) is selling his escape routes for a fortune (the Naruni taking a modest 33% cut). As usual, the Naruni running the operation is openly exploitive, gouging those in fear and desperate need. Consequently, it is one of those places that is likely to get ripped to shreds and looted by rioters in the final days of the siege – the owners barely getting out alive. Although inventory will be lost, the Naruni and his partners will (initially) escape wealthy men. However, if they use any of Nacaeder's escape routes, they may fall into trouble. The CS will kill Naruni and their associates (including suspected and mistaken associates) on the spot, no questions asked. Likewise, the thousands of people (now refugees) who were financially raped and exploited by the Naruni and company are likely to beat and rob them if they realize who they are; possibly even kill them.

20. Storage Facilities

21. The Linesman's Club

An establishment owned and operated by Ley Line Walkers and which catered to Line Walkers, Mystics, Temporal Wizards, Warlocks and masters of Ley Line Magic. This tavern is a sprawling estate with more of a country club atmosphere than a tavern. In addition to the public gathering areas, lounge, smoking room and game hall (pool, darts and air hockey), there are private rooms for meetings and a reasonably extensive library for the use of its patrons. There is also a cellar where one can find various magic circles and a secret tunnel that exits on the south side of the Botanical Gardens.

Siege Note: Somehow this place has gone undetected by Coalition Intelligence and remains open and operating right through the fall of Tolkeen. The sorcerous members of the club use it as a meeting place to formulate strategies and tactics, as well as clinic to help heal people. This group helps over 3000 south side residents escape the fall of Tolkeen and remains behind for a few weeks to foil CS occupation and to help another couple thousand people hide and escape from their clutches.

22. The "T" Steak House

A restaurant that specializes in fine cuts of beef and expensive wine and alcohol (liqueurs, brandies, imports, etc.). Extremely popular among the gentry and those who appreciate the finer things in life. And have the money to afford it. An average meal here is 60-120 credits. It is a quiet environment of refined elegance where one can expect comfort, discretion and reasonable privacy. Many deals and plots are hatched at "The T." Unlike many establishments, The T remains in business till the end. The owner is *rumored* to be a shapechanging spell caster or a Sunaj assassin (retired, if such a thing is possible for the Sunaj), with ties to the Black Market and the Naruni. Wanted by the Splugorth for various crimes and betrayal.



War Stories

Things will heat up and get worse before they get better. This is only the explosive start to the Final Siege. The actual fighting will last for at least 8-12 days, probably more like 14 to 21; included in that period, the arrival of the Summer Solstice, giving Tolkeen one last big opportunity, whether it is to effect an escape or some final death-defying assault. Even after the siege is over, there will be continued resistance, acts of revenge and sabotage, as well as some last strongholds to fall, people to rescue and surprising turns of events.

Coalition Characters

Characters on the side of the Coalition States will have ample fuel for adventure. All the obvious elements, missions and dangers apply. The following are just the ones that quickly come to mind.

Likely Dangers, Encounters & Situations for the CS Invasion & Occupation Force

Neutralize a specific hostile target: Bunker, machine-gun nest, sniper, mage or supernatural being hurling energy bolts or causing mayhem, tower, gateway, or other fortified and actively hostile point of attack.

Securing strategic positions and/or holding them.

Getting/stopping a sniper (magic wielding and/or gun-toting). Perhaps one whose position is defended by comrades.

Targeting Tolkeenite leaders, dragons and creatures of power who stand as a cornerstone or inspiration for the city's defense.

Sabotaging key sites (setting explosives, starting fires, blowing up fuel and supply depots, communications networks, etc.).

Spying.

Infiltration.

Reconnaissance.

Rescue of comrades pinned down by the enemy or hurt and requiring extraction.

Getting a comrade medical attention.

Search and rescue of missing CS soldiers.

Search and destroy the enemy and enemy strongholds.

Battling to get a powerful magic artifact (and holding on to it).

Battling demons and monsters, some no longer under Tolkeen's control and preying on enemies and allies alike. Perhaps even saving the lives of innocent humans (and D-Bees?) from rampaging horrors.

Rescuing comrades from lone monsters and Monster Squads engaged in acts of torture, murder and revenge.

Dealing with *shapechangers* (dragons, select demons and other creatures) disguised as refugees, women, children and fellow Coalition soldiers so they can strike without warning from within the character's own teammates or infiltrate and sabotage the CS operation. Or assassinate CS commanders, and so on.

Taking and/or guarding prisoners for interrogation.

Sweeping buildings, ruins and city blocks to clear them of enemy warriors. Failure to do so could leave sorcerers, dragons, monsters, spies, snipers, assassins, and entire squads of enemy soldiers in a position to strike and kill fellow Coalition soldiers and sabotage the "pacification" of the region. This is an arduous task in an urban environment where there are a million places for the indigenous enemy population to hide, set traps and strike from. An environment known to the locals but alien to the occupying force.

Sweep for traps and other hidden dangers.

Finding and disposing of "magic" artifacts, weapons and components.

Dealing with guerilla attacks from resistance fighters and supernatural beings.

Dealing with the continuing dimensional anomalies and the weirdness (and monsters) they unleash.

Dealing with monstrous scavengers such as ghouls and entities, and supernatural predators now targeting Coalition Soldiers for their prey.

And military operations of every sort.

Tolkeen Characters and Any Who Oppose the CS

Characters who fight or otherwise oppose the Coalition States will have ample fuel for adventure also. Any elements, missions and dangers that come to mind are suitable for encounters and adventures. The following are just the ones that quickly come to mind. Remember, during the invasion and for a month or two after Tolkeen's fall, the Coalition troops will consider *any* non-CS personnel, including humans, to be the enemy or a hostile (bandit, looter, etc.) to be eliminated. Extreme force and prejudice suggested! This means innocent travelers and adventurers may fall under fire for no reason other than they are at the wrong place at the wrong time.

Tolkeenites and outsiders (Cyber-Knights, practitioners of magic, adventurers, etc.) coming to the ruins of the cities anywhere in the fallen kingdom will be shot. Or captured, interrogated and then shot. Even if they take no offensive action against the CS. This means refugees returning in search of loved ones from whom they have been separated but who they believe are still alive, or searching for the remains of loved ones to give a proper burial, or returning to dig through the rubble for a few lost possessions (i.e. photographs, mementos, etc.). Heroes and kind adventurers coming to the area to minister to the sick and wounded, find the lost and reunite families, dig out victims trapped in the rubble or rescue those trapped behind Coalition military lines are all considered dangerous hostiles to be routed or destroyed. The CS military makes no distinction between them and looters, bandits, monsters, spies and resistance fighters.

Bounty Hunters, mercenaries and adventurers looking to collect bounties, conspire with or work for the CS must go through proper channels and get an identity card and wear "official" identifying armor or insignia (a large decal/patch), or face suspicion and likely attack.

There is a zero tolerance policy for practitioners of magic (psychics often included in that category), D-Bees, dragons, and all other nonhumans. ALL are shot without hesitation.

Humans *may* be allowed to live if they are clearly on the run out of the territory. About half of the CS troops don't care about refugees and adventurers who are not hostile and are clearly trying to get away to leave. However, if said individuals return, they are likely to be considered looters, spies or resistance fighters, and treated accordingly.

Dangers, Encounters & Situations

for Tolkeen Defenders & Adventurers vs the CS

Note: After Tolkeen's defenses are shattered and the CS overruns the city, the fighting will turn from an entirely offensive military operation to a campaign of genocide. Basically, if you are in the city and not part of the CS military, you are the enemy! An enemy to be exterminated. What few prisoners are taken are to be interrogated and tortured before being executed.

Not all Coalition soldiers are mad dog killers, but most will follow orders. Those troops hesitant to mow down unarmed women and children (90% of the Dog Boys are included in this group), even D-Bee women and children, will try to give them a chance to flee while the soldiers zero in on obvious resistance fighters, armed adults, monsters, dragons, spell casters and the more monstrous and alien looking D-Bees. At least half of the Coalition soldiers don't care about refugees on the run, intent on fleeing the area and keep on going, especially if they are predominantly human. For these soldiers, gone is as good as dead.

On the other hand, there is that 40-50% who see them all as monsters and have no qualms about eradicating them. In the frenzy and chaos of the siege and the week or two to follow, there is a lot of personal leeway as to how one conducts himself and what gets done to whom. After the first few weeks however, there will be more supervision, law and order, at least among the Coalition occupation force.

Of course, Daemonix, dragons and evil supernatural beings are given no quarter and are hunted down and exterminated by all parties without hesitation or regret.

Practitioners of magic (psychics often included) and D-Bees in general are likewise considered armed, dangerous, and to be exterminated even if they are on the run.

City Combat Situations

Hold a perimeter line or strategic position (bunker, tower, escape route, vital supply line, Rifts to freedom, etc.); do not let the enemy take it. Hold out as long as possible.

Push the enemy back (teeter-totter combat; take, lose, regain, hold, lose, regain, hold for as long as one can, etc.).

Restore and defend communications.

Defend the Hospital (whether an actual building or field hospital).

Defend and/or evacuate an orphanage or innocent (D-Bee?) civilians.

Defend and/or evacuate a refugee camp or a group of refugees.

Rescue troops pinned down and under fire.

Search for and rescue/extract a lost comrade.

Securing strategic positions and/or holding them.

Eliminate a sniper wreaking havoc on the troops or picking off spell casters and/or officers or shooting down innocent civilians. The sniper may be defended by comrades.

Stop sabotage. Player characters have learned saboteurs are in the process or en route to sabotage a strategic location (communications tower, power plant, water treatment plant, bridge, dam, a building full of people, etc.).

Targeting Coalition Officers, Special Forces or other key figure or group who stands as a cornerstone or inspiration for invading soldiers.

Sabotaging key enemy sites (setting explosives, starting fires, blowing up fuel and supply depots, communications, etc.).

Spying.

Infiltration.

Reconnaissance.

Rescue of comrades pinned down by the enemy or hurt and requiring extraction.

Rescue comrades taken prisoner or cut-off from the group and lost behind enemy lines.

Rescue innocent civilians taken captive and waiting in line for the firing squad!

Steal medical supplies from the enemy and get them to the hospital.

Steal food, fuel, ammunition, vehicles and other supplies from the CS to help refugees, or help make good an escape or to continue the war effort.

Attack or sabotage enemy strongholds such as mobile fortresses, Death's Head Transports, APCs, and so on.

Destroy or impair/slow down CS mobile artillery units, namely Spider-Skull Walkers, tanks and giant robots.

Capture and interrogate (probably not kill) CS officers to get vital intelligence on CS operations, plans for the city and refugees, its next move, etc.

Taking and/or guarding prisoners for interrogation.

Taking CS soldiers (especially officers) to hold and use as hostages (for ones own protection, to negotiate the exchange of prisoners, to leverage or insure an escape, etc.).

Ferretting out and eliminating spies and infiltrators.

Avoiding CS reconnaissance and Search and Destroy teams.

Battle demons and monsters no longer under Tolkeen's Shifters' and leaders' control or coming through a dimensional portal. These predators and evildoers care nothing about the war and prey on Coalition troops and Tolkeenites with equal abandon. In fact, unarmed civilians probably attract the eye of these monsters because they are easier targets than armed soldiers.

Stopping looters and bandits plundering Tolkeen's military supply caches and stealing vital weapons, ammo, vehicles and equipment.

Stopping looters and bandits brutalizing and robbing civilians.

Stopping or helping refugees who are so desperate or crazed that they attack a Tolkeen supply cache or vehicle or steal what they think they need to make good an escape. Possibly (a rare occurrence) out of insane frustration and anger for failing them and letting the city fall to the enemy!

Helping refugees who look to them for salvation.

Dealing with magic and/or dimensional forces gone awry.



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Defending the Innocent

Note: For many Tolkeen defenders and heroes, mercenaries and adventurers, at some point the Battle for Tolkeen goes from being a defensive war to pure survival and escape. For those of good alignment, that will include the protection of innocent civilians and getting them out of the raging battle zone that the tri-city area has become.

Evacuate and escort innocent civilians out of the way of an enemy advance or "hot zones" (places where the fighting is fierce).

D-Bees, practitioners of magic, dragons and all obvious nonhumans are at the top of the Coalition's "hit list." Few are shown any mercy. These individuals are constantly in peril.

Battling fires and rescuing people from burning buildings.

Rescuing people trapped under debris.

Rescuing people under attack or trapped by a CS squad or platoon.

Rescuing mages, D-Bees and nonhumans being chased down or hunted by CS Extermination Squads.

Getting people to shelter.

Getting people medical help (hospital and on the spot first aid or magical healing).

Rescue people from Coalition aggression; all-out attacks on skyscrapers and neighborhoods.

Rescue people from being taken captive by the CS or being led away to the firing squad, or being subjected to brutalization or interrogation and torture before execution.

Ferret out and eliminate spies and infiltrators.

Avoid CS reconnaissance and Search and Destroy teams.

Hide refugees and comrades from the CS.

Get food and supplies to refugees. Gotten and delivered from "hot zones" where combat is heavy or the CS has taken control. Perhaps stolen directly from the CS.

Rescue people from rogue demons and monsters.

Battle demons and monsters no longer under Tolkeen's control or coming through a dimensional portal. These predators and evildoers care nothing about the war and prey on Coalition troops and Tolkeenites with equal abandon. Unarmed civilians are more attractive victims because they are so plentiful and have no or few weapons to defend themselves.

Panic in the streets. Heroes struggle to quell the mania and restore some sense of order and useful direction. Failing that, struggle to help those being injured in the chaos and/or those



trying to keep a cool head and already helping others themselves.

Looting. This may be an isolated incident by one or two individuals or a group of 6-12, or mass rioting. The perpetrators could be civilians driven mad from fear and desperation, or mercenaries and defenders gone AWOL, or criminals taking advantage of the situation to smash and loot. Some do so out of panic trying to get supplies they desperately need, but many others do so out of anger (lashing out blindly) or greed (time to make a quick profit and leave). If it is a military depot or other vital supplies to the defense of the city being looted, the heroes must try to stop it. Doing so, however, may be complicated by the desire not to hurt civilians driven crazy by fear or desperation. If the place being looted is meaningless to the heroes, then they will want to try to help anybody who is hurt during this foolishness or to protect the owners of the property who may be hurt, threatened or under attack by the frenzied looters. Note that a looting or riot situation often leads to struggles and violence among the looters and rioters.

Helping people escape the city.

Escape from Tolkeen

Avoiding CS patrols.

Avoid areas of the city under siege, combat "hot zones" and blazing infernos.

Finding or punching a hole in the Coalition's line.

Battling to freedom.

Going back for those who have fallen behind or gotten separated.

Leading the escape.

Defending the rear.

Bribes and intimidation to make good an escape and protect civilians.

"Acquisitioning" a vehicle and/or necessary supplies for the journey.

Dimensional anomalies.

Wrong turns and the unexpected.

Dealing with whatever "obstacles" (CS, bandits, monsters, carnage, etc.) may appear. **Note:** The *Aftermath* book will take a closer look at escape and the plight of refugees.

Hook, Line & Sinker™ Adventures

By Bill Coffin & Kevin Siembieda

HLS adventures were originally devised and created by Jolly Blackburn.

In addition to the previous lists of likely conflicts and encounters, I have asked Bill Coffin to whip up some adventure outlines, Hook, Line and Sinker™ style. I have chosen the HLS approach because of the multitude of adventure possibilities that war breeds. We would rather present numerous opportunities for adventure than one or two fully fleshed out adventures. Besides, this way the Game Master can expand upon, personalize and tailor each as he or she deems best for the player group and story-line thus far.

Hook, Line & Sinker™ are a handy adventure format where only the barest elements for an adventure are provided. The rest of the development is left to the G.M. HLS adventure outlines work well both as stand-alone adventures or as stepping stones in a larger campaign. Use only the ones that strike your fancy, spin off an entire campaign of your own from one or more HLS or play 'em all! String the HLS adventures together and/or add them to your own adventure creations to create a Siege on Tolkeen *campaign* that could last months!

In this sourcebook, the **Hook, Line & Sinker** serve a double purpose. First, they provide a whole slew of opportunities for players to get involved in the climactic Battle of Tolkeen. Second, they provide a historical framework for how the final fighting in Tolkeen went down. There has already been an incredible amount of fan speculation as to how and why the Siege on Tolkeen would turn out. Now you know, and here is the official low down on how some of it played out. Be part of it and enjoy.

The Hook is the current situation or location of the adventuring party.

The Line is an opportunity for adventure that presents itself to the player characters. Think of this as the "bait" or enticement for the party to enter the adventure.

The Sinker is the "clinch" to the Line. The Sinker presents the party with a dilemma or development that makes the situation a true adventure.

Situations Critical

Throughout the Siege on Tolkeen, various developments that are neither theaters in the campaign nor specific mission objectives of either side will arise. They are interesting circumstances that have been created or exacerbated by the war and provide some interesting possibilities to those who care to notice them or accidentally get caught in them. These HLS adventures can be used as springboards for adventures and entire sub-campaigns within the war in Tolkeen, or they can be *divergent threads* of the larger story-line involving the Coalition invasion of Minnesota.

Since this sourcebook involves the fall of Tolkeen, the adventures presented are designed to flesh out each stage of Tolkeen's final hours, and to provide players with numerous adventuring possibilities therein. The outcome of the Siege on Tolkeen might be "officially" written, but the thousands of con-

flicts, battles, acts of heroism and adventures that occur within and contribute to that outcome are not. That is your avenue for adventure. Whether one is a Coalition soldier looking to put the final nail in Tolkeen's coffin or a Tolkeen patriot looking to escape, rescue refugees or make a heroic last stand, the situations for the Battle of Tolkeen should provide ample adventuring possibilities. Heroes on either side of the war should have their moments to shine, to be a hero, save lives and make a difference. That difference may be for one lone individual, his war buddies, a thronging multitude of innocent people or to the character himself. Together, these adventures explore the Battle for Tolkeen from start to finish.

Now lock and load, soldier!

Stage One: Desperate Measures

In the days following the Sorcerers' Revenge, Tolkeen's leaders wonder and wait for word about any renewed aggression or invasion plans from the Coalition States. Even as thousands leave Tolkeen's ranks, its military is in a mad dash to prepare itself for any possible retaliation. Only there's one major catch: the mage nation must do in a few months what took several *years* to do the first time. Clearly, Tolkeen has to resort to some radical measures in order to *rebuild* its defenses. Exactly what Tolkeen's commanders have in mind is where the adventure begins. There are a few fairly obvious options which will be explored before Tolkeen tries anything *really* off the wall. Some of these include:

Coalition Salvage. During the rout of the Sorcerers' Revenge, the Coalition lost and abandoned an incredible amount of hardware in the soldiers' mad dash to save themselves from the surprise blitzkrieg unleashed upon them. Many were sleeping, jumping out of their bunks with little more than their gun in their hand and their skivvies (underwear) on their backside. This means tons and tons of equipment from socks and canteens to weapons, E-Clips, power armor and vehicles were left behind as Coalition troops ran for their lives. Lots of heavy equipment and supply depots were destroyed or damaged, and some items were taken by Tolkeen warriors as souvenirs or looted by bandits (for profit), but there is still enough hardware littering the borders of Tolkeen to outfit a small army. All that needs to be done is gather it, make repairs in some cases, and rotate it back into action. Some Tolkeen salvage artists have policed a little of this hardware, but the majority remains where the Coalition left it, scattered all along the Wisconsin-Minnesota border. Were Tolkeen to collect the majority of this stuff, it would give the nation a serious boost in firepower, especially since the nation's Techno-Wizard stores have fallen precariously low. And so the military sends squads out to collect salvage: guns, ammunition, explosive, body armor, power armor, vehicles and food supplies are at the top of the list, but other usable gear and material is also sought after. These squads are sent out in search parties first to scout out locations and target the biggest caches of equipment and then to engage in the actual salvage operation,

usually providing protection for salvage crews and trucks. This is all done under the shadow of a new possible invasion. Those crews who fear an invasion may be imminent work hard, those who believe the Coalition is beaten work slowly and lackadaisically, feeling their efforts to be pointless other than gathering weapons so that they don't fall into the hands of bandits and cut-throats.

Warlocks, Shifters and Summoning. All three of these dark mystic arts rely on drawing down mysterious powers that their handlers can not quite control. Shifters empower themselves through alliances with strange extra-dimensional creatures. Summoners are able to bind other creatures — sometimes of immense power — to their will, and Warlocks call forth Elemental beings to mold the earth and join in the nation's defense. As Tolkeen's fortunes have fallen, the communities of all types of magic have come forth with a seemingly endless supply of plans to press their powers to the limit and produce miraculous results for Tolkeen. Alliances with infinitely powerful patron creatures. Energizing mystic traps and pit falls, and unleashing forces outside of Tolkeen city into a never ending inferno. Summoning creatures of great power to smite the Coalition aggressors and build new defenses. At this point, Tolkeen's higher ups are in no position to discourage such things. Even if they did, Tolkeen's patriots can simply pursue such mad quests on their own. Most endeavors will fail or have a negligible impact, but the hope is that some brilliant master of magic might, in these final days, learn that elusive last bit of magic knowledge or bind some alien power that will stop the enemy in their tracks. Then, not only will the war turn around, but the very nature of Tolkeen and the world around it could change forever. Considering the sinister cost of such ploys, one must wonder if they are really worth it. These questions mean nothing to those involved in the quest. If their plans produce devastating side effects, they do not care. They wish only to prove themselves capable of the impossible, regardless of what Pandora's box they may open and loose on the rest of the world.

Fortifications. Warlocks, Elementals, engineers and giant monsters are put to work building bigger and better fortifications.

Manufacturing. Meanwhile, they continue to build what weapons, equipment, Iron Juggernauts and gear they think they may need.

These are just some of the plans that have already been considered, and that the player characters might take part in. The truth is, those in fear of the Coalition will resort to almost any means they can to stop and defeat them again. This is what makes the Siege on Tolkeen's final stages so dangerous, so unpredictable, because as the Coalition nears total victory, Tolkeen's death throes might unleash powers and destruction beyond *everybody's* expectations. But that will come later.

Scoping the Boneyard

Hook: In the downtime after the Sorcerers' Revenge, Tolkeen has turned the act of salvaging lost Coalition hardware into both an art and a science. In northwestern Wisconsin, there is word that a huge force of Skelebots was stationed to watch for a possible Xiticix incursion. Only somewhere along the line, something happened to the 1,000+ robots left up there. Either they suffered from a catastrophic networking error, were im-

pregnated with a killer virus by a Tolkeen hacker, or some kind of electromagnetic pulse flat-lined the robots and turned them all off.

Line: The bottom line is there is a veritable army of mint condition Skelebots waiting to be claimed, and Tolkeen aims to be the one to make the score. That is, if a company of combined CS special forces units do not beat them to it. So it is that Tolkeen and the CS find themselves in another race against time. The first crew on the scene will have at the bots, with the CS trying to reactivate them or collect them for reconditioning, while the Tolkeenites can grab some for further research (see the Hackers' Consortium, page 125) and "tear down" the rest for their weapons, power supplies, and other components. If a CS recovery team threatens to usurp their prize, the Tolkeen team can make a run with what they have after sabotaging and destroying the rest of the Skelebot stockpile (or as many as they can).

Sinker: Here is the deal on the Skelebots. There was no catastrophe. There was no sabotage. There was no virus. The Skelebots simply *decided* to turn themselves off because they had no meaningful contact with *anything* for months after their deployment. Meanwhile, ley line activity in the area has prevented any radio contact, so they sit inactive. Basically, their logic functions told them if they went into sleep mode, enemies would have a harder time scanning for them by energy signature. The result: Over a thousand Skelebots in full camo paint, waiting for the merest provocation to jump back to life and start some trouble. Only during their long sleep, they have suffered some programming degradation, and will open fire on anybody who awakened them, regardless of their affiliation. Thus, the first people to arrive on the scene will find themselves staring down the loaded guns of freshly revived Skelebots who will pursue "the threat" (i.e. whomever they encounter) all the way to the ends of the Earth if need be. The only escape for characters in both parties (because the rampaging bots will kill everything in their path, CS or not) is to work together to destroy every one of the Skelebots. Fortunately, the Skelebots only send out one platoon at a time, plus a few squads to assess the level of the threat before all one thousand are mobilized to pursue and attack. **Note:** If the CS troops (or clever Tolkeenites) head north to Lake Superior, the rogue Skelebots will follow them and target Forts Barron and Perrion as enemy strongholds and attack. Or a little to the northeast, into Xiticix Territory. Likewise, leading them to one's allies or base camp will have the same effect.

Good Experiment, Bad Results

Hook: The alchemical laboratory of *Zunger Alt*. This wild man is a wizard as crazy as he is experienced. His home in the Rivereen Barony has become a place of risky arcane research. Alt is convinced he can whip up some spell that will provide Tolkeen with a magical super-weapon capable of winning the entire war. Of course, in the process, Alt has managed to disregard every common safety protocol regarding spell research. In short, his lab is a major disaster waiting to happen.

Line: And happen, it does! Two days ago, a massive explosion ripped the lab apart, killing Alt and disintegrating his laboratory and possessions. From the heart of the explosion came a small horde of demons, brought to this world through a momentary Rift in the Megaversal fabric. These demons can be fleshed

out by using the Random Demon/Monster tables in the back of the **Rifts® RPG** rule book. These bad guys are looking for blood, and there is nobody to stop them. Except for the player characters, that is.

Sinker: Where things get sticky is that Alt's lab was located in the heart of a farm community. These kindly farmers and families are not combat personnel. They are not prepared for a demon onslaught, but that is what they are in for if the player group can not intervene in time. Coalition characters might want to use the demon attacks as a cover to infiltrate or sneak past this town without being noticed, or to knock off and warriors and practitioners of magic who might come to their rescue. On the other hand, most (68%) of the people are humans, and demons are a pestilence. Maybe they should intervene on the farmers' behalf?

Stage Two: Dark Horizon

It has been a relatively quiet few months for the Kingdom of Tolkeen ever since the Sorcerers' Revenge. Aside from the goings-on of the Cyber-Knights, minor skirmishes and people declaring the war unofficially over, with Tolkeen the victor, the kingdom has gotten a well-deserved breather from the action. Those wary that the Coalition will return busy themselves with building slag fortresses, restocking supplies and preparing for retaliation, while the rest of the country parties. And just as well, too. Throughout the fighting thus far, Tolkeen has taken some serious losses. Unlike the Coalition, which can quickly rebuild new war machines and resupply its troops, Tolkeen can not. Its war potential was built up over years of preparation, its resources much more limited. Thus, damage done by the Coalition Army will take months, if not years to recover from. This might explain part of Tolkeen's reluctance to accept a Coalition return – because the kingdom really does not have the ability to repel such an attack. Acknowledging that is to accept a death sentence. Better to put one's faith in victory and hope for the best.

The people are divided over what to do. Some think it is time to rebuild fortifications and war machines to keep the war going. Others think it is time to get back to the business of living. King Creed, the Twelve and his Warlords are not convinced the war is over and try to prepare for possible retribution. Sadly, they can not convince the people of this. Volunteer military units are disbanding in droves. Even if enforcers were to sweep the kingdom to press folks into military service, it would do no good. Too many simply want to put the war behind them and try to put their lives back together. There are units willing to form a defensive line against the inevitable Coalition return, as well as an equal number of mercenary units doing the same. However, Tolkeen's current defense force is less than half of what it was at the onset of the war, some four years ago.

The Warlords have sent several elite units way out front of Tolkeen's borders in the south and east to watch for the first sign of a Coalition advance. A good portion of these units are actually spying in Coalition territory. The rest are deployed along Tolkeen's east and south borders, performing counter-scouting actions against Coalition reconnaissance groups already known to be in the area. It is a thin line of defense, to be

sure, but one that might still provide a viable form of protection against the Coalition. For now, all Tolkeen's bravest can do is to hold the line, remain vigilant, and spring into action the very moment they are needed.

And *that* is where the curtains open on the drama about to unfold.

Predator and Prey

Hook: Cat and mouse game in the woods. Scout vs Scout. Aggressor and defender scouting squads have made contact far from everywhere. All of the sudden, the war gets a lot more personal. For the CS aggressors, the job is to eliminate the defender scouts. For the Tolkeen scouts, the job is to gather intelligence by capturing the aggressor CS troops filtering back in, interrogating them, and figuring out the enemy's future plans, whatever they may be, and get that information back to Intelligence. The enemy is either killed, or sent to a P.O.W. camp or Tolkeen for further interrogation.

Line: In the Wilderness of the Tolkeen border, the first Coalition scouting elements of the Second Invasion Force have arrived. Their mission is a simple one: to learn as much about Tolkeen's remaining defenses as possible before the rest of the invasion group arrives and sets about blowing Tolkeen all to hell. The only problem is that Tolkeen is wise to this ploy. The Coalition did it the first time they invaded, and they have been expecting them to do it again. Thus, a deadly game of cat and mouse has started, with units from each side engaging in intense point-blank firefights out in the middle of nowhere.

Historically, Tolkeen has fared better at this game than the Coalition. During the initial Siege of Tolkeen, hundreds of soldiers died in these low-level "scout wars" without either side ever gaining a distinct advantage. Now that the Coalition has returned, both sides have a chance to settle all the unsettled grudges created in the first round.

Sinker: There are two noteworthy scout elements that will provide worthy targets for soldiers on either side of the war. From the Coalition comes the *Fighting 31st*, an infamous scouting corps consisting almost exclusively of veterans from the first Siege on Tolkeen. These guys are ace field operators noted for their sniping, expert use of Dog Boys and counter-tracking skills. Average level of experience is sixth to tenth.

From Tolkeen are the *Chimeric Lot*, a large rabble of home-grown militia who never work in groups larger than three or four individuals. The Chimeric Lot excels at vicious hit-and-run warfare and interrogation (woe be to those taken prisoner by these barbarians). Average level of experience is sixth to ninth level.

Both the Coalition and Tolkeen have offered substantial bounties on the heads of any members of either unit. Now it is up to the player group to wade into this mess and make what they will of the situation. Saddle up, people. There's a war in the bush, and plenty of head hunting to be had.

Caught on the Edge

Hook: The Tolkeen defenders (or adventurers; i.e. player characters not allied to Tolkeen but in the area) have been successfully fighting a guerilla war against CS scouts and the resurgent Coalition menace. Until now, things have gone well for them, since the Coalition troops they run up against are nothing

more than lightly armored Dead Boys and the occasional Skelebot unit. However, things have changed and now the freedom fighters find themselves in serious trouble.

Tolkeen ground units get caught off guard (maybe they break down and get moving again once they are surrounded) by the advancing Coalition Army arriving in force and en masse, and must get the hell out of Dodge – punch their way through the swarming Coalition lines. Right now, they are mainly among Skelebots and ultra-heavy units, so a small force trying only to flee might have a shot at escape in a Road Warrior-style chase. If the characters get caught, torture and escape possibilities ensue.

Line: In a classic feint move, a team of Skelebots are sent into the defenders' midst. After a brief battle, the Skelebots disengage and retreat. If the group gives chase they are drawn into a Coalition trap, with heavy armored units consisting of numerous power armor troopers and even a few fighting robots. Suddenly outnumbered and outgunned, Tolkeen's defenders have to fight their way out of the tight spot.

Sinker: All is not lost for the heroes, though. They have the lay of the land and a chance to make it work in their favor. When the Coalition springs their trap, some of the units move into position too slowly, creating one or more gaps in the encirclement. If the characters move fast enough, they can race through and escape in time. All they need to do is pop the clutch and roll! By the time they hit the red line, the Coalition units give full pursuit, and now the chase is on. What results is a high-speed running gunfight or a pitched battle, should the characters in retreat (i.e. the player group) stop and make a stand. **Note:** If the players get in a bind, they can be saved by the *Chimeric Lot* or some other character or group who chase off the CS squad.

The Fighting 31st

Hook: The Fighting 31st (and whatever player characters who fight for the CS) have set up shop deep in the forests of Tolkeen, establishing a string of anti-aircraft positions. The mission is to mark the flight patterns of the Tolkeen air force (which consists of some TW craft, flying dragons and, most of all, salvaged Coalition aircraft). If the group does its homework (and they have), they can trace the flight lines of the craft they sight and learn where their hangars and airstrips are. Once they do that, they can assault the facilities and sabotage them, depriving Tolkeen of its air power before the heavy fighting starts. After all, there is no better way to attack an air force than when it is on the ground.

Line: The best target the CS has found is a large hangar and airstrip that the Coalition itself built in a hurry and abandoned even faster during the Sorcerers' Revenge. When Tolkeen took it over, it inherited over two dozen assorted fighter-bombers and interceptor craft, as well as a wing of assault rotorcraft and even some lockers full of SAMAS armor. The Fighting 31st wants to deprive Tolkeen of this windfall in the worst way, and so they have moved into position to destroy the entire facility.

Sinker: The Tolkeenites guarding the hangars outnumber the CS group by a ratio of six to one, so stealth and sabotage by the CS troops takes precedence over brute strength. One thing the Coalition saboteurs have plenty of are explosive charges, the kind that if properly placed will blow any one of these aircraft in

half. All they have to do is sneak inside the facility (how will they get past all those guards?), place as many charges as they dare, and get away before detonating them. Their power armored comrades will provide cover if they are on the run, and will strafe the field and attack Tolkeen personnel after the explosion to finish the job, with ground forces joining the battle under this scenario; both retreating back into the woods if things get too "hot." How many craft the CS assailants can rig and otherwise destroy or damage is left to the G.M.'s discretion, but the more they go for, the greater their chances of discovery.

If the player characters are on the side of the Coalition, this is their mission and Tolkeenites their enemy.

If the heroes are adventurers who sympathize with Tolkeen or are actual Tolkeen freedom fighters, then they are either among the airfield's defenders (perhaps just happening to be at the right place at the wrong time). Or they may have stumbled across the scheme (perhaps from a soldier they have taken captive or interrogated) and either rush to warn those at the airfield or to find and stop the saboteurs themselves.

Stage Three: Reaching Out

The Coalition is on the way. Tolkeen has readied herself as much as she can. Nearly everyone has begun the nervous wait before the Coalition commences its assault upon the kingdom. Only in the hearts of Tolkeen's defenders is the knowledge that the realm is not ready. There are not enough fighters, not enough weapons, simply not enough *power* to turn this Coalition advance aside. The Sorcerers' Revenge might have worked well, but it was too costly to do a second time. The Coalition rebounded from the slaughter quickly. Much more quickly than expected. Meanwhile, Tolkeen's defenses are undermanned and under supplied. The kingdom *could* issue Techno-Wizardry weapons and armor to its many P.P.E.-rich citizens, but even those stores are low. Much of the nation's TW equipment was destroyed or lost during the Siege's initial years of fighting and during the Sorcerers' Revenge. More importantly, Tolkeen has lost a lot of its Techno-Wizards, and without them, rebuilding the nation's TW arsenals will take more time than Tolkeen actually has before the Coalition comes knocking. Their magical defenses should make all the difference in the world, should the advancing army actually challenge Tolkeen and the tri-city area, but it still makes the kingdom's leaders nervous.

So what is there for an outgunned mage nation to do? Find some friends in high places, that's what. And that is exactly what Tolkeen has set about doing. The Coalition has made a lot of enemies throughout North America, and Tolkeen can at least try to recruit allies from well beyond its borders. If Tolkeen can pull off a few diplomatic miracles, it might find a strong new ally fighting by its side, a power infusion that could make the war an even contest again, maybe even tip the field against the Coalition. In any scenario, a working alliance is critical if Tolkeen wishes to pull victory from the jaws of defeat. That is why a large number of Tolkeen's top operatives are on last-minute missions to find out who in the world will join the fight in her darkest hour.

At present, King Creed and the Circle of Twelve have initiated a number of diplomatic contacts with various powers, including:

Lazlo. The greatest single magic power in North America. There is a good reason the Coalition has neglected to assault this mystic metropolis, and everybody knows it. What keeps the equation in check is that Lazlo is a peaceful city that cares not for military conquest. If it did, it and the CS would have locked horns long ago. If Tolkeen wants Lazlo to come to their rescue, they must do something to change their peaceful outlook and policy of non-involvement in Tolkeen's troubles. It is well known the Lazlo top dogs believe Tolkeen has become as corrupt and hateful as the Coalition. So why help them? Tolkeen is banking everything on a kind of domino theory: If Tolkeen falls, their diplomats argue, it will embolden the Coalition States to assault the other magic powers, one by one. Eventually, it will come to Lazlo. Better to nip this in the bud now and help Tolkeen defend itself. That way, the Coalition can be fought back and dissuaded from this insane policy of hyper-expansion. To convince Lazlo of this will take nothing short of mind control or godlike charisma. Of course, there are those blackguards in Tolkeen who believe if they eliminated certain key figures in Lazlo, the city would become much more inclined to help Tolkeen, and thus have dispatched certain assassins to that effect. The Dragon Plato and Erin Tarn are at the top of this list! **Note:** This latter scheme is the brainchild of Warlord Scard. It is a plan the insane Warlord has kept secret from every leader at Tolkeen. Except for the loyal, handpicked assassins sent on the mission, nobody knows of it.

Stormspire, leaders of Techno-Wizardry. Tolkeen needs new TW stores, and they need them *fast*. Only Stormspire has the kinds of hardware and manufacturing capabilities to fill Tolkeen's needs, and in quantity. Tolkeen has the money to buy themselves a new arsenal; the question is, will Stormspire agree to sell? Numerous figures within the city fear getting involved, certain that the CS will come after them for aiding and abetting Tolkeen. Others in the city simply do not want to sell to Tolkeen because they feel the city is unworthy of help due to its association with demonic forces and increasingly extreme and reckless behavior.

The Federation of Magic. Long-time rival of Tolkeen, and certainly evil to the core, these guys have tangled with the Coalition States before. Sure, they lost, and sure, they are disorganized, but they command great power nonetheless. If the Federation could be brought in to aid Tolkeen in force, the combined might could easily throw the Coalition into disarray, especially if the Federation struck at the "soft underbelly" of Coalition territory along the Magic Zone. With so many troops deployed to Minnesota and Free Quebec, the Federation stands a chance of hitting the Coalition hard and causing them to disperse their invasion force to protect their borders. That alone might shatter the Tolkeen invasion momentum enough to save the day. The Federation has already promised several thousand troops and Automotons – although they are yet to deliver on that promise. Of course, getting the Federation to even listen to this will be very difficult, if not impossible. But what if somebody pulled it off?

The Juicer Army of Julian I. These guys have also tangled with the Coalition, only they beat them at their own game. Ever since, they have been on the run and looking for a good fight to

join. The Siege on Tolkeen is the perfect opportunity for them. If Tolkeen can hire Julian I's force, the merc army could open a second front against the Coalition invaders, or they could drive to the capital city and help with the defense there. Either way, the massive number of soldiers, weapons and armor the Juicer Army would bring with it would be enough to give even the toughest CS veterans some pause.

Titan Arms. These mysterious robot manufacturers have not only been covertly selling heavy robots to the independent markets, but they have also defied Coalition Intelligence's efforts to discover who they are. Nobody knows to this day, but with the right connections, one can contact them through third, fourth and fifth parties to make a buy. They still cover their tracks too well to run down, but Tolkeen hopes if they can bend their ear somehow, they might get them to drop a shipment or three of heavy robots into Tolkeen city for defensive purposes. Those Coalition boys would be surprised to find a few Titans blocking the way, wouldn't they?

Larsen's Brigade. This crack mercenary company has helped Tolkeen in the past and had once hinted he would come to their aid should the CS invade; defying Emperor Prosek for a second time in Colonel Larsen's illustrious career. In fact, the Brigade helped train Tolkeen's volunteer army before all-out-war broke out and did a little smuggling and secret intelligence work for them early in the war. However, Tolkeen lost Larsen's support when the kingdom took to making alliances with the Daemonix and a host of other vile supernatural beings. But maybe Larsen's support can be won back. Track him down and let's make a deal!

The Naruni. The King and Counsel of Twelve have rebuked these alien arms merchants' offers to "trade" them arms. The Naruni have a long history of usurping kingdoms, and entire worlds for that matter, who do business with them. Tolkeen's leaders do not want to win the war with the CS only to lose their nation to the Naruni. Still, are things so desperate that maybe they should reconsider?

The Splugorth! That's right, Tolkeen diplomats have made contact with Lord Splynncryth of Atlantis. Their deal, a classic double-cross of their demonic allies. If Atlantis supports Tolkeen's defense by sending Kitanni and/or Kydian warriors (heck, Metzla or anybody), then when Tolkeen's victory is secured, the Splugorth can round up and seize the Daemonix, Thornhead, Chatterlings and any other extraterrestrial and demonic "allies" in Tolkeen's army as slaves for Atlantis! (Hey, that's one way to deal with these unsavory characters after the war.) Additionally, Tolkeen has promised to keep lines of communication and trade relations open with Atlantis. Lord Splynncryth was actually intrigued by this "deal" offer, but has declined. Is there some way to sweeten the pot and win his assistance? Talk about a deal with the devil. **Note:** Lord Splynncryth will not change his mind. He has his own plans for Tolkeen in the Aftermath of the war. Plans that should not antagonize the CS (too much) or make it an enemy of Atlantis.

Let's face it, these scenarios are all long shots at best. The odds of any one of them happening are slim and none, but Tolkeen still tries. Making them avenues for adventure.

Chemical Warriors

Hook: Hiring mercenaries would solve Tolkeen's personnel problems, but doing so has proved problematic. Tolkeen has the cash, but most of the freelancers it hired split after the Sorcerers' Revenge and none of them are crazy enough to come back with the Coalition returning. However, there is one group of hard cases who might just consider this kind of challenge. The Juicer Army of Julian I. That's right, the hard cases who gave the CS a bad time during the infamous *Juicer Uprising*. They have a grudge against the Coalition, and they are more than ready for a fight. The question is, will they fight for what is most likely a lost cause? That is what Tolkeen is fixing to find out.

Line: Tolkeen has arranged to meet with Julian I in a remote border town out on the western end of Tolkeen. All they have to do is send a diplomat and his escorts (the player characters, if they fight for Tolkeen) out to the meeting site to make a convincing pitch. They carry with them a huge cash payment with which they hope to secure Julian I's services. The group will teleport out there most of the way, avoiding Coalition-held territory between the meeting site and land Tolkeen still controls. Once there, they will try to negotiate a deal, deliver the down payment, and begin organizing the Juicer Army's involvement against the Coalition's.

Sinker: A Special Forces team (as many as 40 of the Coalition's elite, including SAMAS and Commandos) has learned about the meeting (Is there a spy in Tolkeen's midst or someone with loose lips shooting off his mouth to the wrong people? Or was this discovery pure coincidence?) They originally planned to kill two birds with one stone by jumping everyone at the meeting, killing Julian I, his bodyguards and the Tolkeenites, and taking the money. They'd keep the money, putting it in a secret account, take credit for stopping this dangerous liaison from the CS Brass and bring them the head of the infamous Julian I, and call it a good day's work (and player characters who are on the side of the CS soldiers will participate). But then they reconsider. Killing Julian I might convince his 10,000+ man army to join Tolkeen or go on a rampage at some other CS holding. Not acceptable. So they decide the better way to go is for the CS operatives to jump the Tolkeen diplomatic party (escorted by player characters on the side of Tolkeen) and steal the cash they carry to pay Julian I and kill anybody in their way (maybe the entire party to look good). With no cash, Julian will not fight, no matter how much he hates the Coalition. They'd still be heroes to the CS High Command for stopping the plot and can claim they never found the payoff money.

If this rogue CS cell fails, the Tolkeenites will meet with Julian I and try to convince him to join them. This will not be an easy thing. Julian's "Last Call" is rapidly approaching, as is the burn out of three quarters of the Juicers who follow him. The life span of a Juicer is short, and he and his men would like to go out in a blaze of glory. In their estimation, fighting for Tolkeen is a losing proposition and not the glorious end they hope for. However, if by some miracle, Tolkeen should succeed in procuring Julian's help, the Juicers will immediately want to go off into combat, taking the Tolkeenite heroes along with them. The nearest target of circumstance is a CS supply depot filled with weapons, fuel and ammo. It is lightly guarded and

ripe for the taking. After the group hits it, though, they should confer with their superiors in Tolkeen. The Juicer army might be formidable, but if they just fight the war like the undisciplined brawlers that they are, they will sign their own death warrants before they can add to Tolkeen's war effort in a big way. The thing is, how do you keep these Juicer types in line?

Made in America?

Hook: The mysterious weapons and robot manufacturer *Titan Arms* appears to have been monitoring the situation in Minnesota, and they want to help. Although nobody knows who or what these mysterious mech merchants are, they remain a force to be reckoned with. Their wares are among the most sturdy and reliable on the continent, and the Coalition has long feared that were Titan robots and equipment to be super-mass produced, the resulting firepower could be used against the Coalition States to great effect. It would be as if Northern Gun went entirely rogue and exported its hardware en masse to anybody willing to use it. The Coalition can not afford to let this happen; certainly not now. An infusion of Titan technology, while non-magical, would give the Tolkeenites a much-needed shot in the arm. The city itself might hold out for considerably longer with a few companies of Titan war machines holding its lines. That is why for both sides, the Titan involvement is a development worthy of notice.

Line: Like all things regarding Titan Arms, its involvement in the Tolkeen war is mysterious at best. Rather than strike a deal with Tolkeen, it dropped an entire mobile factory along the kingdom's western border in South Dakota. This mobile factory is essentially a convoy of twelve Behemoth Explorer-type walking mecha, each converted towards component and armament construction. Along with the Behemoths are 144 bulk containers with enough raw materials to build a legion of Titan war machines. All Tolkeen has to do now is to beat the Coalition to the drop site and get the stuff back to Tolkeen proper!

Sinker: Tolkeen heroes obviously will be on the search and retrieval mission, probably trading gunfire with CS squads on the same mission as well as the advancing Coalition forces, and holding them at bay somehow until the Tolkeen operatives can teleport the goods back home. Any Coalition player characters will be at the head of the charge to prevent the teleportation and to destroy or capture as much of the Titan Arms stores as possible. Anything denied to Tolkeen is a small victory for the Coalition. But if the entire shipment can be nullified, it would be a crippling blow to Tolkeen's struggling rearmament efforts. (Which is what will probably happen. Several Death's Head Transports are in the area and have hundreds of power armored and fast flying troops on site within 10 minutes after it is located, and transports there to haul it away in 45.) An additional mission for the Coalition heroes is to use this rare opportunity to discern exactly who Titan Arms might really be and try to trace its point of origin. Coalition Intelligence could find the clues they need to finally piece together the puzzle. It is up to the G.M. to decide, and the player characters to find out. An opportunity for further adventure.

Stage Four: The Big Push

And so it begins.

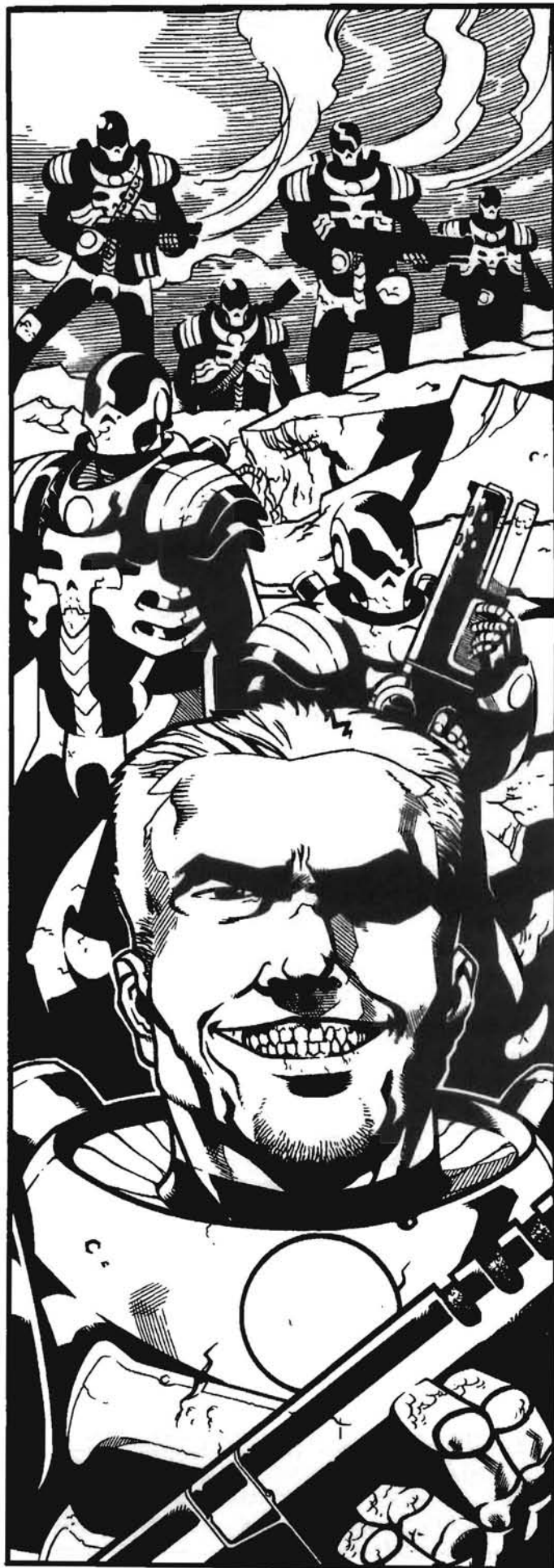
From three different directions, the returning Coalition invasion force roars across Tolkeen's borders, chewing up *everything* in its path. Tolkeen's initial defenses crumble after their first contact with the Coalition throng. Except in The Barrrens and Elemental Alley, the tired *remnants* of Tolkeen's military are no match for a freshly manufactured battle group straight from the factories of Iron Heart and the battlefields of Free Quebec. After a few days of pitched fighting, the Tolkeen lines buckle and turn tail. Whatever is left begins a desperate race for Tolkeen city, as all remaining Tolkeen units are ordered to withdraw and rally for a singular defense of the capital. Likewise, the population of any community between Tolkeen and the advancing army flees for the safety of the tri-city area. The Coalition invaders are only too happy to give chase. In one week, the Coalition covers more ground than it did for the years of the original invasion, largely because there are few willing or able to stand in the Coalition Army's way. The few Tolkeen units that do stop and face their pursuers are obliterated.

Here and there, adventurer groups and guerillas pull off unlikely victories that cause heavy Coalition casualties and momentarily slow a tiny facet of the invasion, but the Coalition force is just too big and has too much momentum to stop for long. Shortly after the first Coalition units crossed into Minnesota again, they arrive on the outskirts of the kingdom's heartland and assemble for the final massed assault upon the capital. Behind them lies a shattered country that has literally been run over by the largest single mechanized invasion in North American history since the Coming of the Rifts. Countless villages and demilitarized towns lie in ruins as the CS armies plowed through. Every road and pathway has been marked and patrolled by CS forces, and the entire countryside from the Minnesota border inward is now under heavy CS patrol. Just as before, huge Skelebot armies stand vigil over sectors hundreds of square miles large, but they detect nothing. For there is nothing to detect. The brash, cocksure Tolkeenite force that ran riot over the Coalition during the Sorcerers' Revenge has been caught short and unable to hold the line against the enemy. They have crumbled like a sand castle before the sea, and their only hope now lies with the successful defense of the City of Tolkeen and the tri-city area.

This is how many members of the High Command originally wanted to run the invasion. A mighty blitzkrieg assault that would strike Tolkeen in the heart and kill it. It is unlike the ponderous and gradual "encroachment" strategy that had been tried before (and with disastrous results). This time circumstances have dictated otherwise. The CS has learned a tremendous amount about fighting creatures of magic, and the first Invasion Force, despite its failures, is what has worn Tolkeen's fighting forces down to make this siege possible at all.

There are three major fronts to this new Coalition invasion, a Southern Front, an Eastern Front, and an unexpected Northern Front.

The **Southern Front** consists of a huge massed force coming up from Iowa and through the center of the Kingdom of



Tolkeen. This is the force that received the most resistance initially, but the Coalition fighters were ready and broke through.

The **Eastern Front** has skirted along the Wisconsin border (it dared not enter that impenetrable wilderness) and entered Tolkeen on Minnesota's southeastern corner. Originally this area had been heavily defended, but now was a collection of ghost towns and outposts easily overrun by Skelebots and air raiders.

The **Northern Front** consists of the army commanded by General Jericho Holmes, previously thought to have been lost to the Xiticix during the Sorcerers' Revenge! Thanks to some quick thinking, the General managed to navigate his army through the Hivelands with minimal losses, and has returned like a vengeful ghost to swoop down on Tolkeen from above and behind, where they were least expected. The war torn northern reaches of the kingdom had been abandoned, so without any real resistance built up there, Holmes had little difficulty linking up with the other invasion groups on the outskirts of Tolkeen city.

By the end of this phase, the three invasion forces combine into one, encircling the entire perimeter of Tolkeen, Freehold and Magestock. In a surprise move, General Holmes announces his presence to all parties with a surprise attack on Tolkeen that cripples all three cities. The Final Siege is on, and to everybody's amazement, it appears the impregnable city of Tolkeen may be the first to fall. After the forces synchronize their logistics and attack plans, the real Battle for Tolkeen, the attempted destruction of the capital city begins in earnest.

Wolves Among Wolves

Hook: In the southern section of Tolkeen, the Coalition invasion force has poured forth in quantity, with its heaviest units – large fighting robots, tanks, and power armor as escorts – leading the way. Although there are Tolkeen strongholds, especially in The Barrens, that can give the invaders a real tussle, The Coalition's swarming attack overruns the land. There is just no stopping them, but the CS can still be hurt. One of Tolkeen's more ambitious plans is getting right into the thick of the push and ambushing the CS troops by posing as CS soldiers themselves. Remember, tons of CS equipment and armor were collected by Tolkeenites after the Sorcerers' Revenge. What they have done is to scatter several platoons and companies of Tolkeen defenders dressed in CS gear. Each force includes at least 2-4 giant robots and 6-12 power armor units. The Tolkeenites disguised as CS soldiers position themselves as advanced units already in place holding the line and waiting for the rest of the Coalition Army to catch up to them.

When the advancing Coalition forces move past them, it gives the Tolkeenites in CS clothing the chance to blow the living daylights out of the invading front line in a surprise attack from within their own ranks. To add to the confusion, obvious Tolkeen defenders pop out of their hiding places or ambush positions to join the fight (player characters on the side of Tolkeen can be among those disguised as CS soldiers or the guerillas). The success rate at pulling this off has been pretty good, although it only puts a dent in the invading army. Skelebots are especially vulnerable to this deception since they have been programmed to attack and destroy all non-CS personnel encountered. When faced with CS troops attacking them, the robots

freeze, unable to retaliate against their own masters and are mowed down until the human commander in their legion tells them to retreat. For Tolkeen's wolves, most of these missions have been a turkey shoot. (Tolkeen has acquired, via psionic probes of CS captives, the identification codes to make this deception foolproof.)

Line: Where things get ugly is when the second wave shows up in full force. Problem number one, there are so many troops now, that pulling the attack from behind is impossible (the disguised Tolkeenites are effectively surrounded). Any attack is basically a suicide mission, which some "wolf squads" do. Others try to mix in unnoticed and wait for an opportunity to kill a commander, destroy a supply depot or communications relay tower, or Death's Head Transport, and/or transmit vital information about the enemy's position and plans before being discovered. Again, in many cases this is a suicide mission, but most try to bide their time until they can make a strategic hit and make a run for it to escape. Others simply infiltrate and do little things to undermine the enemy and plan to wait until they can do something big. **Note:** This infiltration plot can turn into an entire storyline in and of itself depending on the player group involved. All sorts of spy and sabotage adventures can grow from this if the players are so inclined. Think about it and explore the possibilities.

Sinker: CS Commanders and Intelligence have already heard about the Tolkeen treachery and are taking measures to identify and sniff out imposters; especially those who have infiltrated their ranks and walk among them as spies. To this end, I.D. codes are changed more frequently and squads of Commandos, Dog Boys and CS psychics (including ISS/Net-Set/Psi-Net operatives brought in special from Chi-Town) are assigned to track down and "neutralize" spies in their ranks. These guys are very good at what they do (especially the ISS). Worse, since the infiltrators work as a unit, a squad, if one Tolkeenite is found out, the cover for the entire squad is blown! Captured spies are interrogated, mind probed, beaten and, after a few days (providing an opportunity for a rescue attempt adventure), either executed in the field, or shipped back to Chi-Town for public display, trial and execution.

Run Like Hell

Hook: The Kingdom of Tolkeen's outlying border defenses collapse soon after meeting Coalition forces, and now any military units with a sense of self-preservation have turned tail. Under these circumstances, there is no dishonor in a strategic retreat. Tolkeen gave all it could and it just was not enough. Now the defenders face an overwhelming onslaught of CS forces coming up from the south, a force that can not be opposed openly.

Line: Tolkeen defenders on the run (player characters among them?) will be hounded by CS hunter-killer squads to eliminate them before they can reach the (relative) safety of Tolkeen or a fortified camp. The Blueline community and Center Gears are two havens that stand until the full invasion force washes over them. This is a simple hide and seek adventure scenario with deadly consequences (or at least combat) if those hiding are found.

Sinker: The Coalition pursuers may be relentless or give up after awhile, it depends on the individual group (player charac-

ters if they fight on the side of the CS) and the amount of resistance they run into. These hunter-killer squads are usually ordinary mixed groups of CS soldiers led by a Commando or Ranger or two, although some are composed entirely of Commandos, Rangers, Cyborgs, Juicers or power armor.

What about the Civilians?

Hook: Everybody living between the city of Tolkeen and the advancing Coalition Invasion Force is in mortal jeopardy. The CS troops are mowing down and torching everything, and executing everyone. Leave or die.

Line: The Coalition advance scouts and kill team are gunning down any group of refugees and destroying any homestead they encounter, with the main army drawing up not far behind them.

Sinker: The player group of Tolkeen supporters (or unaffiliated adventurers) runs across a band of fleeing refugees (small or large, it is up to the G.M.). They are slow moving (children or the sick or elderly or lack of a vehicle for transportation is slowing them down), and the heroes know one or more advanced Coalition squads are nearby and probably closing in. The only way these people are going to make it to a safe haven (Magestock is first if traveling from the south, Freehold if coming from the east) is if the player group gives them a hand and escorts them.

If CS player characters, the squad probably doesn't care to gun down innocent women and children, but that squad of Tolkeen guerillas escorting them is a different story entirely.

Stage Five: The Hardest Rain

The Coalition's joint invasion force to assault the city is moving into place, and will shortly be ready to go. Until it gets the green light to hit Tolkeen head on, another element of the invasion force will get its day – the newly formed Artillery Corps. The corps commands a vast arsenal of fixed, mobile and vehicular long-range missile launchers. The average LRM has a range of 500 miles (800 km), and some can fly as far as 1,800 miles (2,880 km) before delivering their payload. This places Tolkeen within easy striking distance from Coalition territory, where the Artillery Corps can attack relentlessly without fear of retaliation. The Corps tried getting first blood on Tolkeen early in the conflict by launching a preemptive nuclear strike against the capital city, but somehow the mages knew the attack was coming, and a ley line defense around the Twin Cities stopped the missiles cold. Since then, the Artillery Corps have had little chance to have an active role in the Siege on Tolkeen. After the Big Push, however, all that changes.

General Holmes' surprise (to everyone, the CS included) attack on Tolkeen has disabled the tri-city area's fabled force field defense system. That makes the tri-city area vulnerable to a wide range of offensive operations, air and missile attacks included. At this point, the CS intends to take Tolkeen by force with its manpower. General Holmes' troops are already engaging the enemy on its home turf and the city appears to be in a state of disarray. However, Freehold and Magestock are a different story.

Shortly before the ground offensive receives its green light, the Artillery Corps unleashes a continuous barrage of missile fire that lasts for four days and five nights against Freehold. It is the longest sustained barrage of any single target in post-Rifts military history, and the Coalition expends a mind-boggling amount of ordnance in the attack. The missiles are fired from deep within Coalition territory, mostly from retractable LRM launchers built into the ground near Chi-Town and several hundred brand new CTX-53 Missile Anti-Aircraft Tanks (these are just CTX-52 "Sky Sweeper" tanks with their entire weapons load switched for a six-missile LRM launcher assembly. This new mobile missile tank force is only the latest innovation from Iron Heart, but High Command hopes it will soon become a dominant part of the Coalition war machine. But before that can happen, the tank force and its stationary launcher counterparts must deliver results in Freehold.

In the first days of the Siege, the CS launched a preemptive nuclear strike on the Twin Cities (Tolkeen and Freehold), only to watch the ley lines surrounding the cities energize and swallow up the nukes before they could reach their target. (Incidentally, nukes are forbidden by standard Coalition mission doctrine. Their use against Tolkeen was an unwarranted deviation from that policy, and the officers responsible for the attack were executed for their transgression.) When the "Hard Rain" bombardment commences, it uses non-nuclear warheads (although the term "nuked" is still used to describe the destruction). Later, many will insist that the CS used limited tactical nuclear missiles, but it is not true and they did not need them.

Early on, at least three quarters of the missiles are stopped via sporadic use of the Rift Triangular Defense System, and after it fritzes out completely, by other means of magic, but missiles do hit Freehold, and hit it hard. After a few days, most are unstoppable and hammer the city, pulverizing a good half to two thirds of the Dragons' part of the city. Elsewhere, Magestock's perimeter defenses are softened up with a day of missile barrage before the Coalition's Southern Army sweeps in, easily punching through its shattered defensive line to take that city in two days.

Although the Corps and High Command know Tolkeen City's buildings are Mega-Damage structures, many of which magically regenerate from any damage they receive, the barrage produced great results. Seeing the enemy's greatest strongholds get blown to smithereens is a great morale boost for the ground troops, something which Coalition High Command feels it must have before commencing the final urban assault.

Shell Shock Frenzy

Hook: For the Tolkeenites within the beleaguered city of Freehold, this sustained missile attack is the worst kind of hell the Coalition has visited upon any of Tolkeen's settlements since the beginning of the war. Those lucky enough to find shelter live with a constant, mind-numbing thunder. The incessant concussions they feel as their city falls apart are slowly shaking every survivor apart. Although, by the barrage's end, the majority of the survivors are still in fighting condition, fully ten percent of the leftover militants will have suffered such severe shell shock that they can no longer be of any use in the city's defense. Those able to endure the stress of the bombardment have only become harder, stronger, and more resilient than ever before.

Line: For the city defenders, the action heats up when a team of Tolkeenite commandos (or a mixed group of warriors and mages; perhaps a hatchling or other powerful creature among them) finally cracks under the pressure of the bombardment and goes nuts, killing everything they can lay eyes on. These amok spree killers must be stopped before they slaughter hundreds. Those people without magic powers or supernatural abilities are most vulnerable in the city of dragons.

Sinker: The player characters, if present, are given the task to stop these lunatics, ideally *without* killing them! Conditions are such that they will have to fight them in close quarters among the ruins of the fallen city. Using spray attacks and heavy gunfire or area effect magic will only hurt the very innocent people they are trying to save. Under these circumstances, all gun fighting is out, this is a one-on-one slugfest, only their crazed, shell shocked opponents have a different view of things and will blast away indiscriminately. And the missiles keep falling.

Payback

Hook: The closest of these tank units is actually some six miles (9.6 km) east of the city. Unlike the majority of the Artillery Corps, these missile tanks are within easy striking distance of Freehold's defenders. Destroying them may not bring the city much relief, considering how much heat it's catching, but it will give the heroes a bit of a morale boost for the time being.

Line: All the defenders (player characters?) must do is navigate the lightly defended killing grounds between the missile tanks and Tolkeen's outer walls. Patrols of Scout Spider Walkers, Dog Boy platoons and other reconnaissance elements make the area difficult to slip through undetected, but it will be possible if the heroes exercise expert stealth or use magical means to travel without detection. Should the heroes run afoul of CS forces, a savage firefight will ensue. The heroes could easily triumph and continue their journey, but now things will be complicated by radio reports of their actions and position. Should that happen, the heroes must race to meet the tanks before they withdraw or before CS reinforcements come up and protect the tanks from harm. **Note:** This same mission could be attempted by characters in the city of Tolkeen or guerillas or newcomers from behind enemy lines.

Sinker: When the Tolkeenite heroes reach the missile tanks, the tanks will have little defense on their own. These vehicles are designed as long-range weapons only, and aside from the personal weapons of their crews, they have no means of repelling infantry attackers. If the characters arrived undetected, they can have a field day with the tanks, planting explosive charges or working spell magic on them at will. However, the sound of combat will attract 1D6 Coalition squads to investigate and join the battle.

Obviously, if the player characters are CS, they will be among those who come to investigate the trouble or may be already assigned to defend the missile tanks in the first place.

Ground Zero

Hook: Elsewhere along the close artillery front, an insane Coalition artillery commander (*Lt. Harrison Shrike*) has procured a series of nuclear warheads and has armed eight LRMs with them. When he receives his next orders to fire upon the

city, he will launch his "nukes" for the greater glory of the Coalition. At this point, a nuclear explosion over Freehold could produce catastrophic results. Sure, it would atomize the city center, but it *might* also rip the Megaversal fabric wide open, starting the same kind of psychic chain reaction that laid the Earth to waste when the Rifts first came! The chain reaction would be much, much smaller than what happened to spark the Great Cataclysm, but it still could destroy half of Minnesota, maybe more.

Line: Arty units have been firing on Tolkeen in staggered waves so they can replenish their ammo stores in between salvos. The standard downtime between firing cycles is eight to ten hours. As the curtains open on this adventure, our heroes (Coalition or Tolkeen, it does not matter) will have learned somehow about the nuclear payload shortly before Lt. Shrike fired his last, non-nuclear salvo. That means there will be another 8-10 hours before his LRMs are reloaded with nukes and ordered to blast the city. If the heroes are to storm the tank unit and prevent the launch, they will have to work fast.

Sinker: As in the previous adventure, the heroes could make it to Shrike's unit and storm the tanks, hopefully without any or much enemy infantry or other support to contend with. Enterprising characters *could* try to call in a Coalition air strike on Shrike's position, but it would require some fast talking. Intervening CS characters might face court-martial or get medals depending on how they handle themselves.

Stage Six: Iron Skies

Throughout the Second Invasion of Tolkeen, a fierce air war has raged all over Minnesota. The stakes are nothing less than air supremacy over the Kingdom of Tolkeen. From the get-go, the vast advantage lies with the Coalition States, whose air force had not suffered that badly during the initial Siege and the Sorcerers' Revenge. While building the Second Invasion Force, High Command also seriously beefed up the bomber wing of the air command, deploying over three hundred heavy fighter-bombers to the effort in Tolkeen. Couple that with the vast number of fighters and various other flying combat craft (rocket bikes, SAMAS, Skycycles, etc.), and the Coalition has the Minnesota stratosphere squarely in its gun sights. Tolkeen's air force, in comparison, has been decimated. It never had much combat aircraft to begin with, and most of what it did field got damaged or destroyed during the initial fighting. The Volcan Wing & Saucer will have a big impact, but there are not enough.

Now that Tolkeen has also lost many of the Techno-Wizards who built or maintained these craft, many of its aircraft that could return to combat sit in hangars, awaiting repairs and refitting, or join combat in a diminished condition. The result is a true David and Goliath match up with a tiny and desperate Tolkeen air force charged with the impossible task of holding back a mighty force of one-man fighters, power armor, and fighter-bombers and their interceptor escorts. And although the Tolkeen pilots and winged champions fight with skill and bravery (the Tolkeen kill ratio is six CS craft for every one of theirs), the result is inevitable: Tolkeen's air force is being whittled down to nothing. Any craft caught in their hangars are destroyed, and by the battle's end, CS fighter-bombers streak across Minnesota, *precision bombing* any military target they can set their sights on to. This makes any Tolkeen guerrilla ac-

tivity highly hazardous work, as units seen moving in the open are bombed and strafed without mercy. By the time the Artillery Corps begins its bombardment of Freehold, the CS Air Force owns the skies of Minnesota, and uses them to inflict gross punishment upon anything in the kingdom they wish to destroy. At first, military targets are the only items to fall under CS efforts, but soon the CS pilots begin to target civilian population centers, industry buildings, and agricultural operations. In the end, anything in Minnesota that the CS is not using for its own war effort will have been bombed or strafed to some degree. The country's entire infrastructure is now a ruin, and even if Tolkeen could pull out some miracle and repulse the Coalition from the walls of its capital, it will take years to repair the damage the CS air campaign has inflicted upon the kingdom.

Aerodrome 6060

Hook: Aerodrome 6060 is the largest and greatest Tolkeen air force command. Its fortified hangars have borne the brunt of Coalition bombing efforts thus far, and its roster of ace pilots have been the scourge of Coalition air operations in this part of Minnesota. 6060 pilots have a reputation for their skill and lethality, and any one of them merits a 30,000 credit bounty from the Coalition.

Line: Prudence demands that the Coalition bomb Aerodrome 6060 into smithereens, but the dashing Coalition interceptor pilots who have tangled with the 6060 before would like one last chance at single combat with them before they smash the base. Call it arrogance, call it an overblown sense of airmen's chivalry, the CS would rather defeat the 6060 pilots in the air, warrior to warrior, just to prove their superiority. As always, the fliers of Aerodrome 6060 are up to the challenge: the Coalition 3rd Interceptors dropped a load of leaflets on the Aerodrome issuing a challenge to a massed dogfight several miles south of the airfield at dawn. This will be the 6060's only chance at striking the Coalition in force before CS bombers perform the inevitable on their airfield.

Sinker: The circumstances of the dogfight are simple. The 3rd Interceptors will arrive with a force of 120 aircraft (a sizable interceptor force by Rifts standards). They will circle the dogfight site (a one mile/1.6 km diameter spot in which all of the combatants are to fight each other) at an altitude of 10,000 feet (3,050 m). Aerodrome 6060 has roughly an equal number of pilots left (player characters fighting for Tolkeen will be welcome to join them), all of whom will take to the skies within the combat zone, never exceeding an altitude of 5,000 feet (1,525 m). The Coalition pilots will enter the zone, one by one, matching the Tolkeenites, flier for flier. Then, the sides square off and go at it. Every time a Coalition craft goes down, one more will enter the circle to replace him. Should the Tolkeenites down 30 or more Coalition aircraft, the 3rd Interceptors will let the Tolkeenites all go as a gesture of goodwill among airmen. (These fighter jocks are always playing by strange rules.) If the Tolkeenites try to break out and run, they will be descended upon by the full force of the 3rd Interceptors. It is that simple. The Tolkeen fliers can choose not to meet the 3rd Interceptors' odd challenge, but it would be against their character to do so, and if they betrayed this gesture by the CS, the Tolkeenites can expect the 3rd Interceptors to pursue them without mercy for the duration of the war.

The Tolkeen Turkey Shoot

Hook: The Coalition is running a nonstop ferry service from Chi-Town to Minnesota wherein Death's Head flying transports bring fresh reinforcements of troops and supplies to the front. At first, these aircraft came in with large escort wings to stem any air attack, but as the CS gained air superiority in Tolkeen, these precautions evaporated. Now, the airlift flights come and go without any security precautions whatsoever, as if the Coalition could not conceive of any attack upon their aerial supply lines.

Line: This is just the kind of complacency Tolkeen's air wing has been waiting for. Tolkeen intelligence has learned that a large aerial convoy of transports will be coming shortly, full of the finest Coalition commandos they have for deployment in Tolkeen. Additional cargo includes a large shipment of IRMSS medical supplies and cybernetic parts, things that the CS have fallen short of as their offensive grinds on. Tolkeen intends to deprive them of all of this in a single swift strike.

Sinker: The details of the Tolkeen attack on the Coalition convoy are left to the G.M. All that matters is that the Coalition force outnumbers the Tolkeen attackers by at least four to one. There will be no Coalition interceptor cover or escorts flying along; CS player characters will either be on board one of the transports, or may see the commotion from the ground and respond in their own flying machines, or dash to the area of downed airships to rescue survivors.

The goal here is for the Tolkeenites to destroy as many transports as possible before they are forced to withdraw. The transports themselves are heavily armed and armored, and will not be easy to take down. Most have a small complement of SAMAS protectors and they will radio for help, so their attackers will have 10 minutes, tops, before CS interceptors arrive in force. Should the Tolkeenites fly right and shoot straight, though, they might very well destroy the entire convoy. **Note:** Player Characters fighting for Tolkeen can be part of this air assault wing and/or a ground squad assigned to salvage equipment from downed transports (or adventurers who literally have the transport fall in their lap).

Clipped Wings

Hook: A downed Coalition transport carrying command staff and sensitive intelligence materials has been shot down, and made an emergency landing within the city of Tolkeen. The CS soldiers and officers on board have now found themselves in the worst possible situation: On their own in the middle of a hostile city with no clear means of escape. They must contend with the urban panic, the enemy and their own forces blasting away at the city. Until the Coalition mounts a rescue attempt, the downed personnel will have to fend for themselves.

Line: For the Tolkeen player characters, these CS personnel and the secrets they hold are worth their weight in gold. The citizenry will literally tear these downed fliers apart if they find them and realize who they are, but the heroes must prevent this so they can get the most out of these choice prisoners. The problem will be a) finding them in the pandemonium and b) capturing them alive.

Sinker: Coalition player characters could be on the ground in or near Tolkeen when the aircraft is downed, and it is they who make a run to rescue the airmen. Or they could be part of a follow-up Special Forces crew dropped into the city to rescue the

downed CS personnel and get them the heck out of the city, either by jet pack or commandeered aircraft.

Stage Seven: Siege on Tolkeen

Not One Step Backward

After nearly a week of constant missile strikes at Freehold and fighting all around the perimeter and skies of Tolkeen, High Command calls off the Artillery Corps and orders the infantry to take charge in an all-out assault. The time has come for Tolkeen to fall, once and forever.

To do that, a massed force of fighting men, robots, heavy fighting vehicles, power armor, and Skelebots charge and smash through Tolkeen's outer walls and storm the heart of the city, slaying every enemy in their path. Of course, this is not an easy operation. The magical nature of the city has seen bomb and missile damage repaired almost as quickly as it had been wrought, and by the time the first ground forces hit the outermost walls of Tolkeen, its troops are prepared for life and death battle. The Tolkeenites fight with unparalleled tenacity and resolve. Breaching Tolkeen's outer wall defenses, even from the north, will be a monumental battle.

The walls of Tolkeen provide a virtual deathtrap to any ground-based invader. The first bastion is a sheer, featureless defensive monolith some 100 feet (30.5 m) high, and 15 feet (4.6 m) thick. The entire wall crackles with magical energy, as the local ley lines are channeled to flow through the material of the wall itself. Magical and conventional gunnery stations top the wall, offering a clear shot at anything on the outside ground out to a mile (1.6 km). The walls themselves are made of the toughest M.D.C. stone Tolkeen could fabricate, having hundreds of M.D.C. for every 10 foot (3 m) square segment. There is no gate to the wall; segments of it can be turned intangible by simply energizing them with 100 P.P.E.

Behind the first wall, which encircles the city, is a buffer zone, where the poorest of Tolkeen's citizens live. The buffer zone is Tolkeen's equivalent of a ghetto, with narrow streets and densely packed blocks of buildings standing in the perpetual shadow of the city's great walls. The inner wall is identical to the outer wall, except it is twice as tall, twice as thick, and twice as strong (nearly 1,000 M.D.C. per ten foot/3 m segment).

The Inner Wall is considered Tolkeen's last line of defense against ground invasion. CS High Command has decided that the assault force will stay in place and hammer away at Tolkeen's bastions until something gives – either the assault itself or Tolkeen. And for a while, after so many CS casualties and so little progress, it looked like Tolkeen *might* prevail after all.

The Skelebot Onslaught

Hook: The Skelebots in general have proven to be one of the Coalition's great failures of the Tolkeen campaign. Their sloppy programming and inadequate logic functions made them predictable and easy to outmaneuver. Throughout the first stage of the conflict, even as Tolkeen was suffering defeat after defeat, they still managed to reduce entire Skelebot armies into standing graveyards. The great dream of replacing the Coalition

trooper with a cheap, easy to replace mechanized equivalent died on the fields of Minnesota.

Line: However, in a stand-up fight, charging head on against an entrenched foe, the Skelebots work like a thing of beauty. Fearless, relentless and swarming. They just keep pressing the battle, climbing over the blasted and slagged bots that came before them, pounding and blasting the walls, shooting at defenders and scaling up to the very top. It's a nightmare for the defenders and an inspiration for the CS infantry waiting their turn. Meanwhile, SAMAS and CS flyers join the battle at the wall, picking off Tolkeen defenders, while the armored division (giant robots and tanks) add their support, blasting apart fortifications, and tackling giants, dragons, Iron Juggernauts, Daemonix and Elementals. After all, they have no problem wasting a few Skelebots in an artillery barge or pitched battle if it means blasting a bunch of Tolkeen's powerhouse defenders or hellish monsters to kingdom come. Skelebots are easily replaced. Tolkeen's defenders are not.

Sinker: The Skelebot advance will be a simple, medieval-style storming of the walls. They will try to climb the surface and go over if they can. The piles of dead Skelebots will create a rough staircase for subsequent Skelebots and infantry soldiers to climb on their way to the top of the wall. This is attrition warfare at its harshest, as the Skelebots throw wave after wave of themselves against Tolkeen. This phase of the battle will end when either the Skelebots overtake the walls or Tolkeen pulls out a temporary victory by exhausting the invasion force's first stores of Skelebots.



Stage Eight: Mean Streets

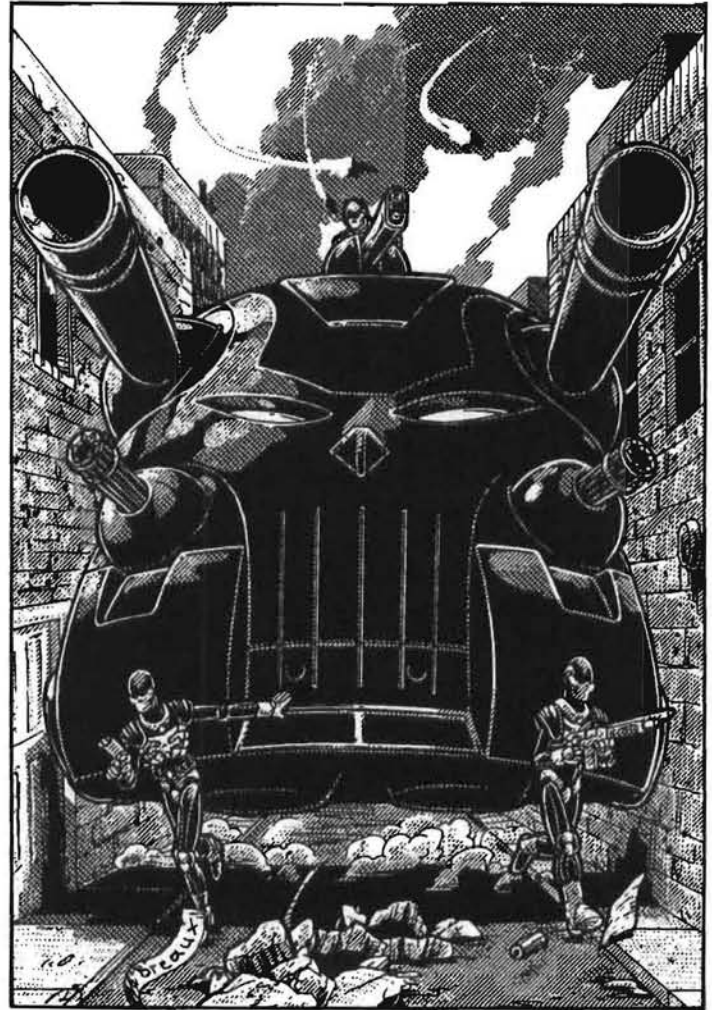
Despite the heroic effort to seal any breaches in the city walls, it has all proved to be impossible. The Coalition Forces are too many and too strong to contain and hold back. The defensive wall buckles and begins to give way. In the worst places, Tolkeen defenders either have to fall back and establish new defensive lines, or are destroyed where they stand. The CS casualties are high, but Tolkeen's are staggering. Even before the wall completely crumbles, the CS has penetrated into the city by the thousands. Even when a breach can be sealed, scores, sometime hundreds, even thousands of Coalition troops manage to pour through the gap. They are joined by increasing numbers of unchecked SAMAS and other air wing invaders strafing the streets and laying waste to the city. In the end, the defensive walls will cave in completely, first in the north, then the east, trapping Tolkeen's southern defenders and routing the western army. The Walls gone, the city is left bare. Fighting is now taken to the streets.

Urban targets remain the most difficult kind of military objective to take intact. Even without Warlocks and Elementals to restore stone fortifications, repair damaged buildings, create barricades and battle the enemy, Tolkeen offers its people a million places to hide. A million places to snipe from, ambush, and strike and then disappear to strike again at some other locale. It is also perfect for setting traps. Defenders have an easier time in their home cities than anywhere else, and Tolkeen, even after the bombardment it has suffered, exemplifies this principle to a tee. Every Tolkeen defender knows the city street layout by heart; in many cases, that includes basements, parking garages and secret lairs that CS reconnaissance and air raiders have been unable to detect.

Using their intimate knowledge of the city and its secret places and passageways, defenders can move freely about the city, popping up behind and amid CS invaders without warning, striking and then fading away before any counterattack can be raised. The narrow confines of some of Tolkeen's streets and alleys also make it difficult for the largest robots and tanks to maneuver. Unable to dodge incoming fire, small squads of defenders can strike a lumbering robot or tank as it tries to navigate the endless blind turns and tight straightaways of the city, unable to defend itself to the fullest. And once these large units are stopped, the smaller units and infantry behind them find themselves bottlenecked, where other defenders can use explosives, withering gunfire, or area effect magic to do the lot of them in. Even under the best circumstances, troops invading Tolkeen can expect a horrific casualty rate and very slow progress. This is just the way any urban campaign goes. Unwilling to completely destroy the city itself, the CS must now storm the city and take it street by street. Of course, half of Tolkeen is in flames by this point, but that's what the High Command wants, so that's what they get.

Most Tolkeen defenders are beyond fooling themselves at this point. They accept the fact that the Coalition's victory is in hand. Even as they resist, they know they have lost both city and kingdom, but they will not give up without producing a mountain of CS corpses first. But for every ten defenders who accept

Tolkeen's fate as sealed, there is one defender who genuinely believes that all is not yet lost. These die-hards fight as if their heroism alone could turn the war around, no matter how bleak things seem now. This is the moment that Tolkeen's defenders must decide what they do next. Those who desire to fight (for whatever reasons) continue to do so, others will turn to defending innocent civilians and/or escorting civilians out of the city (hopefully to freedom). Still others will flee, often gathering weapons, equipment and friends along the way so they can lay low a while and regroup to forge a new guerilla resistance. Of course, any Coalition opposition that gets in their way will be taken down.



Heavy Barrel

Hook: Tank warfare in the streets, Tolkeen style. With the Inner Wall entirely collapsed (for the moment) in places, the Coalition has moved as much heavy gear into the city as possible. The streets there are not as cramped as the buffer zone, but they are not super highways either. Wherever a major tank or robot moves down a street, it fills all or most of the entire street, moving along like a deadly roadblock bristling with weapons. The Coalition is using this to great effect in sweeping Tolkeen's streets clean of any and all non-Coalition personnel. Those before these advancing machines have three options: Get shot down, get run over, or try to hole up in a building.

Line: Like everything, there is a downside, and for the Coalition it is that any time a tank or giant robot is "street sweeping,"

they are open targets for any guerrilla who wants to strike a few times and then fade away. To this end, Tolkeen gunners are showing their marksmanship and blasting the wheels, treads and legs out from under the heaviest Coalition units, stalling invasion columns all over the city. When this happens, the infantry stuck behind their heavy vehicles become vulnerable to guerrilla attack.

Sinker: To stop this from happening, small units (squads and platoons) of Coalition soldiers (often Commandos and SAMAS) are escorting the tank(s) to provide extra firepower, return fire and to break up or avoid anti-tank "bottlenecking" to keep the offensive moving. Even as the tank war rages within the city, so too will there be fierce skirmishes in the streets, and skilled tactics to hobble the Coalition's taking of the city. The battleground is nothing less than the alleys and streets of Tolkeen. Tank smashing will grind that to a crawl, and after all they have gone through, the CS does not want that to happen.

Player characters fighting for Tolkeen are likely to be one of these anti-tank squads. Characters trying to rescue civilians are likely to run across a tank squad. And characters on the side of the CS will be looking to bust up these guerrilla operations and/or escort a tank.

Sniper Alley

Hook: While the battle rages for access to the core of the city around King's Tower, Tolkeen and Coalition snipers and anti-snipers play a deadly game of target practice within the buffer zone. With so many Coalition units currently holding their position there, it has become open season for Tolkeenite sharpshooters looking to score a few easy kills. Through a gun sight, the Coalition army seems less like an invincible destructive force and more like just another target-rich environment. End of story.

Line: After suffering constant losses from sniper fire, the Coalition has set up its own anti-sniper squads, marksmen whose job is to find the position some sniper is shooting from, and then set up their own position and snipe snipers from it. These elite killers are given free rein to prowl the city as they see fit and tracking down enemy snipers. They are expert at spotting ambush points and often hang out at known sniper areas, wait for somebody to take a hit, and then they trace back the shot to where it might have come from. The anti-sniper moves into position, scans for the enemy shooter, lines him up in the sights and ... boom. No more sniper.

Sinker: The nature of sniping and anti-sniping makes for lonely and dangerous work. Although the sharpshooter has the upper hand and often kills his target without opposition, his position can and does get found out. Once discovered, snipers and anti-snipers are in for a world of hurt. Rarely packing the kind of heavy weaponry needed to blast their way to freedom, and almost always without any kind of support or backup, the made sniper has little to do except take potshots until he either returns fire or gets to safety. Either way, this business entails lots of waiting and isolation, and shooters for both Tolkeen and the Coalition have made noteworthy impacts on the other side by sniping key personnel or disabling important hardware from a distance. As long as the lone shooter commands such power, he will continue to be used in force by both sides of this war, especially with such an urban battleground that poses so many opportunities for snipers to hide and do their deadly work.

In this case, the player characters may be targeted and pinned down by a sniper. One or more must slip away to try to locate the sniper and put him out of action.

House to House

Hook: House to house, building to building, face to face, this is how the Coalition must carry out the dirty work of sweeping through the Inner Wall's threshold and moving into the core of the city. There are too many insurgents and militants about for the Coalition to leave any stone unturned. The downside is that this is a slow and dangerous process that gives Tolkeen militants ample opportunity to blast a few Dead Boys without warning and then fade away. The upside is that it slowly and surely reduces the amount of space the Tolkeenites can occupy, slowly forcing them into a smaller and smaller area. This is war at point blank range, where nothing but guts, skill and luck determine who wins and who dies.

Line: Chief among Tolkeen's defenders (their numbers continue to dwindle) in the city is a unit that calls itself the *Flatirons* which has made mincemeat out of nearly every Coalition unit it has come across. The Flatirons consists of just eight or nine members (the player characters might be honorary members or pals), and has honed its sense of teamwork to a fine science. Using a mixture of sniping, demolitions work, magic and heavy weaponry, these guys know how to ambush forces much larger than they and destroy them without taking a single casualty themselves. Lately, the leader of the Flatirons, a Headhunter named *McConnell Howler*, has become obsessed with eliminating his chief competition, a Coalition unit called the ...

Sinker: ... *Silver Seven*, a team of Coalition Juicers who have become top-notch urban warriors. They are the Coalition counterpart to the Flatirons, and the two groups have dueled against each other ever since the Coalition breached Tolkeen's Outer Wall. Both have tried in vain to ambush the other, and are resorting to ever more daring missions in the hopes that it will draw out the other. So far, nothing, but eventually, one of these groups will lose its collective cool and go flat out hunting for the other. When that happens, there is no telling what the two groups will do to make sure they eliminate each other. Resorting to a formalized gunfight is not out of the question, nor is a series of melee combat contests to the death, held in some abandoned building, far from the maddening roar of the battle going on elsewhere. For until the Flatirons and Silver Seven settle their rivalry, both groups will be unable to continue targeting the other side at large. On the other hand, their private war may jeopardize innocent civilians or rescue operations.



OF FREDDIE E. WILLIAMSON

Epilogue

"I know you. Sergeant Deon Canton, correct?"

Sgt. Canton could not believe his eyes. *General Micander Drogue*. Somehow the man survived. And there they now stood, face to face, in the middle of nowhere. What were the odds? Had to be astronomical.

"You defied a direct order, Sergeant. Oh yes, I heard about your little escapade in Wisconsin. Freeing the prisoners. Leaving the Death Camp standing as evidence of my ... um ... little venture. Couldn't kill a few damned D-Bees and torch the camp, could you? I thought you were a man who understood. Someone I could trust."

Sgt. Canton had heard the General had gone missing in action someplace around Freehold. Heard he had sent a lot of good men to the grave before then, too. That while the Coalition Army had pushed into Tolkeen and Freehold – the battle spear-headed by General Jericho Holmes – that General Drogue's forces had been crushed in one of the last efforts of the war. Now, here he was, the man himself, dressed up to look like a mercenary. Sgt. Canton must have been looking at the costume funny, because the General looked down at himself and addressed it.

"Oh, this? A ploy to get out of a predicament. Got ourselves pinned down between two enemy factions. The only way to get out was to, um, assume the guise of the enemy. Resourceful, eh?"

"What about your men?"

"What are you suggesting, Sergeant?" Drogue snarled, "That I deserted my men? That I got them boxed into an ambush and slipped away to save my own skin? You don't know what happened. Don't judge me, sir. Not when you didn't have the stomach to take care of the simple business I left in your hands."

"I'm not a butcher, General." The words just bubbled out of Sgt. Canton's mouth before he realized he had even said them.

The General was screaming at him now. Something about cowardice and being a traitor to humankind. Sgt. Canton could see the General's flush cheek and snarling teeth as he barked and slobbered at him like an angry pit bull. *No, not an angry dog*, thought Canton to himself, *a pig. The man is a coward and a pig*, he thought, oblivious to the actual venom being spewed at him. *In addition to being a butcher and a lunatic, the General is a coward and a pig. A disgrace to everything the Coalition States should stand for. An insane pig somebody should put down.* Canton would actually remember that later. Thinking how General Drogue needed to be put down.

"What's the matter, Sergeant? D-Bee got your tongue? Fruahhh! Call whatever's left of your platoon over here and escort us out of this hell hole. Maybe the brass will take that into consideration at your court-martial. If you're really lucky maybe you'll get a cell next to your men."

"My men? They didn't do nothin' wrong."

"Don't hand me that. We both know that a man like you gives his men too much respect to cut them out of the loop. They knew the orders I gave you, and every last one of them defied me. You may stand at the front of the line, sir, but your boys stood right behind you. Backed you up all the way. Now

they'll all hang beside you. So much for their misspent loyalty, now."

Yeah, he was pig alright. A little man slopping through the garbage to become someone important. A cruel little man who has been rollin' in it for so long, he can't smell the stink on himself anymore.

"You ruined my career. Did you know that? Your little mercy parade ruined me!"

"No, sir. You did that all by yourself."

"You arrogant little bastard!!!" the General squealed.

Somehow Sgt. Canton heard it all through a haze. His mind was spinning. No, racing. Running all the possibilities. He saw the General was accompanied by three goons. Commandos, probably. He heard the General squealing like a stuck pig, his face red with fury. Somehow, the Sergeant wasn't angry himself. His thoughts kept him grounded as they had so many times under enemy fire. This was just another barrage. For a moment, it was as if he was floating in a dream, watching events unfold around him as a spectator, allowing him to watch objectively and think about what was transpiring and how best to respond.

"Come on man!" The General pushed him this time. "What's wrong with you? Your mind scrambled, son? Is that it? Did I leave an addled retard to handle my business back at the death camp? Is that the problem? You retarded, Sergeant?"

Sgt. Canton heard the voice of Corporal Krakowski calling out somewhere in the distance.

There it was again, "Is everything okay, Sarge?"

That was Krakowski, always looking out for him. For everybody in the squad. He was no snarling dog or a cowardly, snorting pig.

"Your mind scrambled, son?" echoed in Canton's head over and over again.

"Sarge, you in trouble?"

Then everything snapped back into real time for Sgt. Canton.

Not Drogue, not Krakowski, not anybody realized what was happening before the General's head vanished in a red mist of vaporized skin and bone.

"Mind Melters!" Sgt. Canton shouted. "Mind Melters! Scrag 'em!" he bellowed as he turned the next blast of his particle beam rifle on one of the startled Commandos.

Corp. Krakowski and the rest of the squad leapt into the firefight without hesitation. They had learned to trust their field leader years ago.

It was over in less than 15 seconds. So fast it even surprised Sgt. Canton.

"You okay, Sarge? You look ... I don't know. A little weirded out."

"Yeah. Yeah ... I'm fine. Um, let's mist these bodies, okay?"

"Why Sarge? They ain't gonna be bothering nobody any more."

"Because I said so, damn it!"

"Geez, okay. Sorry for asking."

"I ... I'm sorry, John I just don't want ... I mean ... he messed with my head. Threatened my men. I ... want these ... pigs ... misted. That's all. That's all."

"You got it, Sarge. Sorry, for questioning you. Consider 'em blasted so deep into hell that even their ghosts won't be able to find their bodies."

"Thanks. That's exactly what I want."

Christmas.

Sgt Canton could hardly believe he was home with his family. His beautiful family. He wondered if he deserved it. Surviving the war. The happiness of being reunited with his loved ones. Especially after everything he had seen and done in the Tolkeen campaign.

He couldn't help thinking about General Drogue. Back at the concentration camp, Drogue had forecasted the war would end soon and that Deon and his men could be home by Christmas. The man was right about that. Poor ol' General Drogue. Missing in action and presumed dead. Another tragic loss of the Tolkeen Campaign. At least that was the official spin. Somehow, he knew the Coalition High Command breathed a collective sigh of relief when "Mad Dog" Drogue turned up missing.

Yeah, the boys did a good job. When they were done with him, there was nothing left of the General or his companions but scorched earth and bits of Mega-Damage armor. No evidence that the General was ever there. Just a notation in Corporal Krakowski's log. "Killed four Mind Melts approx. one hundred twenty clicks east of Tolkeen." A minor incident forgotten by the squad ten minutes after it happened.

Drogue was right about something else, too. He (Canton) respected his men too much to cut them out of the loop. He had always told them everything. No secrets. Absolute camaraderie. It was good of the old man to point that out, because Deon might have otherwise told them it was Drogue they killed that day, not some slime bag Mind Melter. Thanks to the General, that secret was his alone. The boys didn't need to know. It was his deed and his secret. If anyone burned for it, it would be him alone.

Funny, it was one of the few things in the war he didn't regret. War can turn a man into judge, jury and executioner easier than most would think. It's not a power trip for most. It's just reality. One learns to make snap life and death decisions and live by them. Regret, if any, comes later. Pause too long for consideration and you and your men are dead. It's as plain as that.

There were plenty of regrets and sadness for Sgt. Canton. A multitude of things he wished he had never done. A hundred faceless people, maybe more, whom he was directly or indirectly responsible for sending to their maker. And thousands of others that came streaming through his life in the war years that he barely even noticed, let alone remembered. There were a few, however, that were etched in his mind forever. Krakowski and the crew under him, of course, General Drogue and a few others too.

This Christmas morning, however, it was the face of a Noli Cyber-Knight smiling up at him as his life leaked out through the Sergeant's fingers. That gentle face was joined by those of the Noli child and the old man and his family at the Death Camp. So frail and tortured they could not accept freedom even when somebody opened the gates of hell and bid to them leave, no strings attached.

That was his proudest moment in the war. Just thinking about it made tears swell up in his eyes. It was the event that helped him and his men climb out of the abyss themselves. It gave them back their moral compass and helped them survive the war as men, not animals like ... Drogue. Ironic, he thought, that it would be an animal like Drogue who ultimately gave them their way to salvation. And the salvation of those D-Bees too. Funny how it all came full circle and how he would be the one to take the General's life. Not the enemy, him.

As Sgt. Canton watched the snow falling from the window of his new mid-level Chi-Town apartment – his reward along with a few medals for his "courageous" service – he wondered if they survived. If the refugees from the death camp made it to freedom. He chose to believe they did. It made him happy to think that Noli family was huddled around a warm fire that morning, healthy and happy, and glad to be alive. He was this morning. Glad to be alive and surrounded by his family. Glad the war, at least for him, at least for a while, was over.

Final thoughts from the Author

I want to thank all of you who followed the Coalition War on Tolkeen. I hope it lives up to your expectations and then some. I hope it was a teeter-totter ride that kept you guessing and intrigued. Mostly, I hope it was fun to read and even more fun to play.

The destruction of the Kingdom of Tolkeen actually marks something of a new beginning for **Rifts®**. It is 109 P.A. The landscape of North America has been changed. Tolkeen is gone. The war is over, although the fighting continues.

Although triumphant, the once "invincible" Coalition Army has been proven to be vulnerable to defeat. The length of the war proved that. The Sorcerers' Revenge only punctuated that. It is a revelation that inspires the nation's enemies. It also begs the question, is the CS stronger or weaker for the Minnesota campaign? Will it embolden them to take on other powers? Or will they be satisfied with their victory and lay low for a while, licking their wounds?

What about the Federation of Magic? They have seen an old rival destroyed and a hated enemy weakened.

What about the Xitix? Growing unchecked in the north.

Archie-Three has been awfully quiet. What has he been up to?

Will the Cyber-Knights remain fractured?

What is the fate of those who survived Tolkeen?

These and many other questions are asked and addressed in the follow-up book, **(Minnesota) Aftermath**. I originally thought an aftermath section would appear in the back of this book, but as I began writing *Siege Six*, I quickly realized there was too much other important stuff that had to go into it, and that the *Aftermath* needed its own book! I hope you don't mind.

The end of the war also gives us an opportunity to look at what else has been going on in the world, revisit some old friends like Triax and the NGR and Africa, as well as explore new parts of the world and continue to expand upon North America.

In short, we have a lot of great things planned for **Rifts®**.

One of them is compiling two or three comprehensive but easy to use *super-sourcebooks* to help make the **Rifts® Megaverse®** more accessible. With any luck, these two or three collections of core information will eliminate the necessity of having to lug around a dozen or more books to every game session.

Rifts® Game Master's Guide. To that end (and because Rifts® gamers have been begging us for it for years now) Bill Coffin and I have put together a massive **Rifts® guide book** that will hit the store shelves in the fall of 2001. This mama jama will be huge! Probably over 300 pages and contain every darn skill, experience table, hand to hand chart, and weapon to appear in the Rifts® line to date! There will also be comprehensive *lists* of O.C.C.s, R.C.C.s and Magic Spells and where they can be found, condensed stats for vehicles and equipment, rules clarifications, new art, a world update and a collection of World Maps! Of course, a guide book would not be complete without tips, advice and suggestions on how to play and create adventures. We've also included some game designer's notes to give the player an idea of how and why the game is structured the way it is.

The Rifts® Book of Magic will follow a month or so after the **Rifts® G.M. Guide** and will contain every single spell and article of magic to appear to date. Ley Line and Wizard spells, Necromancy, Warlock spells and everything else, listed and described. Rune weapons, Techno-Wizard items, Bio-Wizard

stuff, and the whole nine yards. A few new things too, and we will also spotlight a few O.C.C.s. and offer some new rules and clarifications.

Then, we are thinking about doing an **Adventure Guide** with rules, tips and data that will make creating adventures and campaigns simple and fun (yes, that means lots of creation tables). And, because you folk seem to want it, a **Rifts® Dragons & Gods** sourcebook.

Those books will be followed by a host of new world books. Things we are kicking around include the two *Rifts® Australia World Books*, *Rifts® China*, *Rifts® Japan Two*, *Chi-Town*, *The 'Burb*s, *Northern Gun*, and a few new books for *Phase World™* – *The Anvil Galaxy™* and *The Cosmo-Knights™* being two of them. As you can see, we have a lot planned for **Rifts®**. We hope you'll be there with us every step of the way. Oh, and please do not hesitate to send us your wants and suggestions any time, via mail or e-mail.

As always, keep those imaginations burning, and we'll keep trying to provide the fuel that feeds them.

– Kevin Siembieda, 2001



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