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Rifts® Conversion Book Two:

Pantheons of the Megaverse®

By C.J. Carella



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Violence and the Supernatural

This book may be inappropriate for young readers.

Pantheons of the Megaverse is *inspired* by the mythological tales of ancient gods, terrible monsters, magic and heroes. None of the portrayal of these mythological character are historically accurate. These fictional characters are not meant to represent any modern religions or beliefs.

This book is filled with fictional gods, demigods, heroes, supernatural monsters, magic, insanity, and violence. Other- dimensional beings, often referred to as "demons," torment, stalk, and prey on humans. Champions of Light battle the Forces of Darkness in the eternal battle of good verses evil.

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Compatible with Heroes Unlimited™, The Palladium Role-Playing Game™ and the entire Palladium Books® Megaverse™!

Dedicated to my gaming group: Gary Blauvelt, Scott Coady (who suggested I write something for Palladium), Joanne Fry, Michele Guthrie, and Brian Yurancer. Keep the dream alive, guys!

Special thanks to: My parents, Carlos and Carmela, who opened their Florida home to me. And to Joan Masters, for a great deal of help in this and other projects.

– Carlos J. Martijena-Carella, 1994

The cover painting is John Zeleznik's vision of one possible Thor in the world of Rifts; complete with bionic augmentation and mystic hammer aglow with energy. Remember, the possibilities are limited only by your imagination.

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And A Very Special Thanks to C.J. Carella for his keen insight of epic mythos, whether it be ancient gods or the world of Rifts. An excellent first book for Palladium — I look forward to many more.

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Some Words From the Author

My introduction to ancient mythology occurred at a young age. From those old Italian movies about Hercules and other legendary heroes, novels, and comic books to the actual mythological stories of ancient cultures. The themes of mythology have sparked my imagination and interest in the field of fantasy writing. In fact, the ancient myths and legends were the basis for most fantasy role-playing games, the **Lord of the Rings Trilogy** (inspired by Nordic and Celtic myths) and even **Star Wars**!

The basic concepts of monster slaying, damsels in distress, and the heroic quest all originated in the myths of ancient cultures. The first dramatic plays of the Greek and other early cultures dealt with the personalities and influences of gods and demigods. So this book and all RPG books about mythology are in effect coming full circle to the stories without which this genre would not have existed.

Welcome to Pantheons of the Megaverse. This sourcebook is designed so it can be used with the entire Palladium Megaverse; from **Rifts** to **The Palladium Role-Playing Game** and **Heroes Unlimited**.

Unlike most sourcebooks on the subject of mythology, **Pantheons of the Megaverse** does not give one absolute definition of each deity. Instead, it presents several different views about the gods, ranging from Lovecraftian-style monsters to the human-like characters from Greek mythology. Game Masters can decide which description holds true for their campaign. Some may use ALL the different and variant gods in their campaign to allow for greater diversity, intrigue and flexibility (some suggestions have been given for that situation). GMs will have at least two versions of most ancient gods, and I hope they will be inspired to create their own as well.

In addition, the players will not know which (if any) of the deities described in this book they may encounter — the genuine article or a powerful impostor. Say, for example, that a party of Rifts adventurers hears tales of the return of Thor, the god of thunder; is this Thor the super-powerful god of myth, an alien intelligence with inhuman and evil intentions, or a clever mortal impostor? Even if the players have purchased this book, they may not be sure, keeping the game more interesting.

When writing Pantheons, I did extensive research on the deities and beliefs of several cultures. The deities of six different cultures are described within and integrated to the Palladium RPG system. Legends often changed over the centuries, which meant in many cases there were several versions of a particular god. This meant I had to choose one of the versions and/or elements out of several in order to make them coherent and compatible with other places and events. Also, none of the religious chroniclers of antiquity left much room for deities of other pantheons, so I had to allow for the "fact" that, if all these gods existed on Earth, they would have to make contact with each other at one point or another. Consequently, I took poetic license when describing even the more traditional gods and their minions.

Always keeping the Palladium Megaverse in mind, I took some dramatic turns with many of the alternate versions of the gods to fit them nicely into the worlds of Palladium. As a result, I have made changes in some of the stories, personalities and abilities of the gods to allow for a smooth fit with other parts of the Palladium Megaverse. Some gods are described as monstrous alien intelligences, while others are given different powers and abilities than what appear in the classic stories. For the most part, students of mythology should be able to recognize the more traditional deities, but in some versions, the characters are so uniquely **Rifts** or Palladium that they vary considerably from tradition. Kevin Siembieda and I see the "liberties" taken with these alternative versions of the traditional myths to be both fun and exciting. We wanted to produce something other than the "classic" book of gods and avoid the "same old, same old" trap of so many other mythological extrapolations in role-playing. After all, these are fanciful characters in a fictional environment. Anything is possible! In these instances I drew inspiration from the ancient myths but then took them in a new and, hopefully, exciting direction. I just hope nobody's favorite mythological god ended up too changed for their taste.

The point of this rant is: if any readers use this book to study for a final exam on comparative religions or ancient gods, you're going to be in big trouble! I seriously doubt that your teacher will have heard of the Splugorth, for instance, or that Zurvan, the Persian god of time, is a four-dimensional being. This book is a game supplement, not a scholarly treatise!!

Having said all that, I hope that this book will fulfill its function as an exciting role-playing aid that gives old gods a fresh, new look. Read and enjoy!

C.J. Carella

Comments from Siembieda

I just wanted to jump in and say that **Pantheons of the Megaverse** is intended to be more than just the same old rehash of dusty old gods that we've all seen before. C.J. has made an effort to provide more than the traditional portrayal of gods (probably more suitable to fantasy campaigns) and departed from convention to give the reader something different. We proudly present untraditional "Palladium" versions of mythological beings you only thought you knew about. In many instances, these new takes on ancient legends were written with **Rifts** in mind, but are just as easily adapted to any science fiction, super-hero, horror or other RPG setting one might want.

Historically, mythological gods, like those of the Greeks and Romans, showed extremely *human* emotions and desires. They often meddled in human affairs and frequently quarreled and even warred among themselves and other supernatural beings. Mythological gods were often envious, petty, vengeful and mean. Some engaged in constant games of competition, betrayal and destruction. All too often, human beings (and D-bees) were used as the pawns in these games. One of the things C.J. has done is weave a nice commentary of how the various gods, impostors and other pantheons might work with humans, deities within their pantheon and so-called gods from other perhaps alien or rival pantheons of god-like beings.

As good as Palladium's portrayals of mythological gods may be, the reader should be aware that there is a wealth of material Palladium hasn't even touched yet (well, for the time being anyway). Little known gods, monsters, legends and stories can offer a great deal of interesting source material for adventures and characters. Take a peek at them and let them provide inspiration in your extrapolations regarding ancient gods and creatures of myth. Who's to say that a particular mythical being was not really an alien intelligence, dimensional traveler, alien cyborg or strange mutation. Cut that imagination loose and let those ideas soar.

To make the legends come to life, Palladium Books has assembled some of its best artists and a few talented newcomers. I think this is a great package filled with characters and ideas that can spawn scores of adventures. I can also assure you that we have C.J. chained in a dimensional time hole working on a bunch of other books to be released this year (boy, is this guy creative!). You can also bet on seeing more fantastic art from John Zeleznik (who did the cover), Roger Petersen (see Wormwood for more of his art), Vince Martin, Wayne Breaux and a host of other talented artists and writers. Enjoy.

Defining Gods

This chapter explains some of the basic concepts behind mythological gods and pantheons. Of course, all the characters and so-called gods are *fictional* and not meant to reflect the beliefs of any modern religion or their deities.

What Are Deities?

Since the origin of humankind, people have tried to understand the world around them. To primitive cultures, it was obvious that the world was at the mercy of powerful, unstable forces. Forces beyond their control and often beyond their understanding. The weather might be pleasant one day then turn into a deadly thunderstorm the next. Wildlife for hunting might be plentiful one year and gone in the next. Crops in the field might yield a vast harvest one season and be plagued by blights, too much rain or droughts the next. No matter what a person did or how hard he worked, everything he had could be obliterated in a single mishap; a fire caused by lightning, an earthquake, erupting volcano, hurricane, flood, storm, pestilence and so on.

Primitive people tried to find a way to control the uncontrollable or at least explain why these things might happen. Many believed that the forces of nature were living things, with spirits that motivated them. Ancient priests and magicians of the world tried to make deals with those forces, either by bribing them with sacrifices and offerings, or by pleasing them with rituals of song, dance, feasts and harvests in their name. As cultures developed, the forces they worshipped became more complex; instead of nameless spirits or gods given a broad range of powers, they became very distinct individuals, each in charge of a specific function in Nature. With the passage of time other gods and demons were created to explain the causes of disease, physical and mental aberrations, bad luck, war, disasters, inspiration, culture, and the forces of good and evil.

The "traditional" and historical view of deities assumes that these gods were the creation of primitive, superstitious men and women. But what if those early hunter-gatherers, chanting around the fire, were in fact communicating with powerful, superhuman beings? If that was the case, what manner of creatures were those spirits? Is it coincidence that god-beings were worshiped in virtually every part of the world? In the fictional context of role-playing games we dare to ask these questions and suggest that these gods were actually powerful dimensional travelers, aliens, creatures of magic and supernatural beings from across the Megaverse.

Some General Types of Gods

What follows are some basic types of gods and approaches to their use in role-playing games. Listed below are several options. The exact type of god-like character selected for adventures will ultimately depend on the needs of the campaign and the preference of the Game Master and/or his players.

Supreme Beings

This character is the type of omnipotent All-Father the average person thinks of when they think of a god. This is a being of absolute power, completely above mortals, able to do anything with but a wish. Giving game stats for such beings is useless. If the gods in an RPG campaign are of this type, there is no need to work out stats and powers. If they want to do something — anything — it will be done a second after they think about it. If player characters decide to attack a supreme being, the god will be unharmed by their feeble attempts (never mind they were using those techno-wizard nuclear super-railguns doing 4D6 × 100 M.D.!). If the supreme god is offended, one angry glance from him/her and it's time to roll up new characters.

If the Game Master (GM) is going to include god-like beings as an active part in a campaign, the omnipotent supreme approach is rarely very satisfying. Furthermore, it will almost certainly unbalance the game unless used very carefully by the GM. This type of character works best if the god(s) is part of the background and is never, or extremely rarely (say once during a whole campaign), encountered in person. Or, the GM might decide to have a supreme being send his lesser relatives and underlings (who are not omnipotent or all-powerful) to interact with the player characters as his/her emissaries and/or enforcers.

Powerful Supernatural Beings

Powerful supernatural beings are the type of characters most frequently described in myths and legends. They are superhuman and incredibly powerful, but still subject to some limitations. This is typical among ancient myths in which the gods were often hindered, tricked and even hurt or killed by their enemies, including attacks from powerful or clever mortal humans! Even so, it will usually take a being of cosmic power to seriously inconvenience, let alone hurt, elder deities. This is the approach used to describe most of the deities in this book.

Powerful supernatural beings are separated into sub-categories to describe their general power level. On the top of the power hierarchy are the **gods**, ultra-powerful beings who need worshippers to become stronger. They are followed by **godlings** who are lesser creatures and who frequently act as servants and guardians of the more powerful gods. Then there are **demigods**. These can be superhuman beings who can be of mortal, magic or supernatural origin. They can be humans and dimensional beings (D-bees) who have acquired great power or mystic knowledge, cyborgs, mutants, entities, dragons, monsters, and supernatural beings of all kinds. Although generally relegated to the lower scale of power, some demigods can become as powerful as a godling and the most crafty and deceitful can influence or manipulate the gods (although this can have deadly consequences). **Note:** For that matter, the lines between these three categories are not always clear-cut. Some so-called *demon lords* are as powerful as a godling or even a god. Sometimes a very powerful godling will be the equal of a lesser god and a demigod can be as powerful as a godling. Conversely, some demigods and godlings aren't much more powerful than a human or D-bee with high-tech augmentation, high magic or super-powers.

Gods

The gods are the chief members of most pantheons. Any godlings or demigods in that pantheon are generally less powerful and subservient to true gods. These gods are very powerful and usually have one, or more, area of power or specialty; i.e., Thor is the god of thunder, Venus is the goddess of love, etc. Within the pantheon, there will usually be a senior or chief god. This is typically the infamous All-Father and/or All-Mother/Earth Mother. He (or she) will often be the parent of many of the other gods in the pantheon and will be more powerful than any other pantheon member. All gods will have superhuman stats and powers, will be very hard to kill (they are mega-damage beings in the appropriate worlds, and will have hundreds or thousands of S.D.C.

in non-M.D.C. worlds), and may be invulnerable to some forms of attack.

All gods have several natural powers, including the ability to regenerate damage at a very fast rate, senses superior to those of most mortals, possess supernatural powers, and, in many instances, magic and/or psionic powers as well. Some can control weather and natural forces at will, some can control or possess lesser beings, others have psionic and/or magic powers, and so on. The gods are also effectively immortal, inasmuch as they cannot die of old age (or at least have a life span of hundreds of thousands of years). Gods can die from violence or accidents, but this is easier said than done.

Game Masters (GMs) may rule that a god does not die in the normal sense of the word. In this case, a god who has been destroyed/slain has only been *dispelled* from the particular plane of existence where he was defeated, but still lives in another dimension. This may mean that he or she will "eventually" recover fully and seek revenge or return some day many years later ("eventually" may mean "two thousand years from now."). The GM may also decree that the only way to destroy these types of gods is to destroy him in his native plane/dimension. All of this is up to the GM, depending on how tough he wants the gods to be.

This book also works on the premise that gods need to establish themselves in a world before they can be truly recognized as a god. They are not established until they have a large number of worshippers (several thousand at least) and some sort of religious group dedicated to spreading their ideas. If they lack any of this they are only visitors to the world and their powers are much diminished. On Rifts Earth, for instance, the gods are not completely established; therefore most are weaker than normal — at least for the moment. Their M.D.C. totals, for instance, are only one-fifth their normal value. **Note:** The GM can decide that the god doesn't need worshippers and that either of the M.D.C. values presented in the descriptions is suitable for play.

Godlings

Godlings are the junior members of a pantheon. When they appear in legends, they are usually the sidekicks, students and assistants of greater, established gods. They are frequently dispatched to perform any number of roles and services for their more powerful elder. They can also play minor or major parts in quests and conflicts.

The exact status/place of a godling in a pantheon will depend on the politics of that particular pantheon. In some of them, godlings will be treated as lowly minions, sent out on errands and completely subject to the will of their superiors and elders. In others, the godlings will be pretty much on their own and may take sides in family squabbles and even conspire against some of the major gods. Most godlings will have a patron in one or two gods and an enemy or two in others.

Most are not as powerful as a god, and usually do not specialize in one area of renown; for example there are no "godlings of thunder." GMs may even allow godlings as player characters (see the optional R.C.C. rules). This type of deity is the one most frequently encountered on the "common plane" of a universe, either travelling on a mission or simply on a pleasure trip. Unlike the super powerful gods that they may serve, the powers of godlings are not increased or diminished by the number of people who worship them.

Demigods

There are many legends of gods becoming infatuated with mortals (usually mortal women). At the end of these usually short and unhappy relationships, the woman would conceive and give birth to a child of mixed heritage; these are demigods, half-mortal, half-deity. Note that in the Palladium Megaverse, most supernatural entities **CANNOT** breed with humans or members of any different species. Gods can do it by temporarily assuming a mortal (though super-powerful) form which should be considered one of the gods' special, supernatural powers. Although the children that result from these unions are usually stronger, smarter and better looking than the mortals around them, they do not show signs of their supernatural heritage until several years after their birth (around age seven or eight). In some societies, they soon become admired and even worshipped, while in others their differences and superhuman powers may cause them to be shunned and feared. In the Rifts world, a young demigod might grow up to become the champion of an isolated village, a warrior of renown, a great leader, a powerful magician, a seer, or healer. Likewise, he or she may become an infamous villain, despot ruler, maniacal self-proclaimed god, or a felon pursued by the Coalition States.

Demigods can also be allowed as player characters at the Game Master's discretion. Their ancestry may lead to a very interesting future, since the gods often concern themselves with the affairs of their offspring. A demigod may also have enemies without knowing it. The enemies of the character's parents or family may try to hurt the gods by striking at or using the demigod offspring. Having a demigod in a party is a sure way to attract adventures.

Incredibly powerful men and creatures of magic, like dragons, and superhuman characters with great power (natural or artificial), may be worshipped or regarded as a demigod or even a god. However, they are seldom as powerful as a true god, but may equal or surpass a demigod or godling.

Minions of the Gods

Minions are servants, assistants, worshipers and slaves of the gods, godlings and demigods. They are creatures either created or recruited to work for the gods. Some are humans and can include priests, practitioners of magic, witches, assassins, warriors, scholars, and leaders of men. Others are powerful monsters, creatures of magic and supernatural beasts like Cerberus, the giant dog that guards the Underworld in Greek mythology. Minions vary dramatically in their level of power and nature. Many servitors are equal to an ordinary human and are no match for a skilled or well-equipped character. The most powerful minions may rival the gods themselves. They may look like beautiful angels or they may be hideous, misshapen things. They can be creatures of good or fiends of evil. Frequently the character's appearance, handsome or ugly, may belie his/her/its true nature — the beautiful may be evil incarnate and the monstrous may possess the soul of an angel.

The Pantheons of Light & Darkness

Throughout the Megaverse and in almost every pantheon, there has been a fundamental conflict: a battle waged between gods from two opposing moral camps. One group is made up of evil exploiters, destroyers and hatemongers who love violence for its own sake; the Pantheons of Darkness. Opposing them are other gods who, due to their own concern for morality (or sometimes for pure self-preservation), will do everything in their power to stop the destroyers. These are the so-called Pantheons of Light.

In general, the gods of the Pantheons of Light are of good or predominately good and self-serving alignments. They do not necessarily think very highly of mortals and may be guilty of many crimes against those weaker than themselves, but they do not wish to exterminate, abuse, or systematically enslave all "lesser beings." Some are true friends of humankind and other sentient beings, but the majority are mostly concerned with their own self-interests. Since gods become stronger when they are worshipped, they usually try to keep worshippers relatively happy.

On the other side, the Gods of Darkness are almost universally of evil and anarchist alignments. They want to acquire power through murder, betrayal, slavery and other foul means. Their worshippers are frequently terrorized into submission and pay tribute to the dark deities

out of fear. Other worshippers willingly serve the forces of evil because they themselves are evil and/or self-serving. These people often have little regard for life, compassion or justice. Like the gods they worship, they respect power, brutality, and cunning. They see nothing wrong with tormenting and enslaving the weak and the end always justifies the means. Whereas most gods follow some code of conduct, many of the Gods of Darkness will betray, deceive and ambush any who are in their way.

These differences are not always clear-cut. Some of the dark gods follow their own strict codes of honor (mostly those of aberrant alignment), and some so-called Gods of Light are as evil or selfish as the dark ones. In some cases, evil gods have become the enemies of other powerful Gods of Darkness out of rivalry, hatred, jealousy, revenge, or to protect themselves by siding with and hiding among the side of light.

In general, however, the battle lines are more or less clearly drawn. On one side stand such creatures as demons, alien intelligences, evil gods, witches, necromancers and would-be tyrants. Their opposites are such beings as paladins, knights of renown, Gods of Light, and anyone who makes a stand for what is good and right. In between is a mostly indifferent majority: people, creatures and gods who bear no real ill will toward anybody, but who are only concerned with those matters that directly effect them and who do not wish to get involved. Most of the gods of Olympus, for example, tend to be indifferent or neutral (regardless of their alignment) in the current conflict between Light and Darkness, despite the fact that they have often fought the forces of evil.

Each pantheon described in this book is divided into the camps of light, darkness, and indifference/neutrality. Many traditions speak of a time when all the gods will have to choose sides in an apocalyptic struggle that will leave no one untouched or unharmed. At that time, there will be no place for indifference or neutrality.

Alien Intelligences

What if the so-called gods were real, but instead of being the human-like creatures of myth, they were malevolent, utterly inhuman entities? Alien intelligences are just such creatures. If the gods were alien intelligences, that would explain why mortals often suffered at their hands, and why, despite the prayer and worship of so many, the world is still a place of suffering and pain. They only care for lesser intelligent beings inasmuch as they can use them for their own diabolical purposes. The monsters only manipulate, delude and warp the beings who offer them loyalty.

Alien intelligences are very powerful creatures, often the equal of the gods. They do not need worshippers, so their power is undiminished in most places. On the other hand, they are usually unable to enter a world until some conditions have been met (**Rifts Earth** is an exception). Most of their abilities are very similar to the gods' although most don't regenerate as quickly and are less adept in the magical arts. Some of the gods presented in this book were originally alien intelligences or were created by them! The most powerful alien intelligences are much more powerful than the gods, but they are all imprisoned in unknown, extra-dimensional zones, and/or sleeping in magically induced slumber. Should they wake up, the whole Megaverse would be in danger. **Note:** The Old Ones from the **Palladium World** are the greatest of the alien intelligences, but it is the vampire intelligences and the Splugorth (both lesser intelligences when compared to the Old Ones) who are among the most infamous and powerful in the Megaverse.

If the GM wants a world where all or many of the ancient gods are actually evil intelligences, he can use the examples presented in this and other **Rifts** books to reconstruct the pantheons along those lines. This may be especially appropriate for a **Beyond the Supernatural** campaign, where most supernatural beings are monstrous and evil.

Others

Even in the history of the real world, there have been mortal men and women worshipped as gods. Some of them were insane or delusional individuals, some were misguided religious leaders and kings. The Pharaohs of Egypt, and the kings, queens, and emperors of many other cultures, were believed to be gods or the human embodiments of a god. Others believed their political or spiritual leaders to be the children of the gods or chosen emissaries of a particular god and granted superhuman powers. Others were ruthless opportunists exploiting gullible or desperate people.

On **Rifts Earth**, many beings with superhuman powers have appeared and some may be mistaken for gods. Powerful magicians, ancient dragons, demons, aliens and D-bees might try to masquerade as gods for their own purposes. Perhaps even some of the gods of ancient myth were impostors. Several examples of beings "posing" as gods are given in this book. Dragons are an excellent example of "beings that would be gods." Some of these false pantheons are altruistic organizations like the **Sons of Quetzacoatl**, while others are little more than glorified mercenaries like the **Olympus Club**, and others are downright evil, like **The Dark Council**. The power of those impostors varies widely; some are nearly the equals of gods, while others are two-bit charlatans of minimal power and resources. The less powerful impostors can make for a fun encounter for player characters. An impostor might manipulate the player characters for his own ends, or an impostor might join the player group for any number of reasons (to hide from enemies, to right a wrong, etc.). Likewise, an extremely powerful (and self-serving) player character(s) might be invited to join the impostors' pantheon of imitation gods.

Gods in Your Campaign

Pantheons of the Megaverse offers over a hundred beings of enormous power. As one might suspect, the average group of adventurers won't have a chance of defeating them — especially an entire pantheon. That is all right, since the deities described are not typically intended to be used as "random encounters" but for color and intrigue. When the players become involved in the affairs of the gods, it should be a memorable and frightening affair. Depending on the circumstances, the characters might not become aware that they are involved in a power struggle between gods until the very end.

Listed below are just some uses for involvement of gods in a campaign:

1. **The patrons or chief enemy(s) of the adventurer party** or a particular player character. If the god is a patron, some or all of the characters might go on a quest at the behest of the deity, or feel compelled to help a priest or worshipers of that god. If a player character is a demigod, godling or priest of a particular pantheon, he/she may become embroiled in any number of conflicts, from being asked favors or given orders to spread the word of the greater gods or helping others who worship that god/pantheon. Furthermore, one might become a target simply because of his alliance to a particular pantheon, such as an evil cult, or worshipers of the Gods of Darkness, attacking, imprisoning, or persecuting the members of the group or other innocent people.
2. **An occasional role-playing encounter.** The old legends are full of instances where a god decided to appear to a band of mortals to offer them advice, a challenge (with a reward), quest, or even just to make fun of them! If a deity takes interest in something the characters are doing, he/she might "drop in" on them and have a little chat. Often, this was done in disguise, with the god pretending to be a mortal and engaging the heroes in conversation. This can make for some very interesting role-playing, especially if the GM drops a few clues and hints leading to the identity of the stranger.

These "visits" can be used to keep the characters on a moral path, provide vital information, predictions or to test their loyalty, challenge them in some way or misdirect them (especially if a rival deity).

3. **Dreams, visions and omens.** The gods don't always come out and say things directly. Many mythological heroes received help, commands, warnings and inspiration in dreams, or through strange occurrences that could be interpreted as symbols or hidden messages. One example: A character might dream that Thor walked into camp with him and took him to Valhalla. There he was told that a great monster was nearby and that a true hero was needed to destroy it. The player character wakes up the next morning and discovers he is clutching an amulet of Thor, or some other symbol, in his right hand.

   An omen is much less clear. For instance, the party is about to enter a cavern. As they approach they see the dead body of a raven. Maybe it means nothing. However, a character who worships the Norse pantheon would know that the raven is a symbol of Odin. Even so, does the dead raven mean that to go into the cavern means certain death, or that the place is inhabited by an enemy of Odin, or that Odin is forbidding his worshippers to go further? Interpreting an omen the wrong way could lead to trouble, but omens always add an element of mystery and suspense. Dreams, visions and omens are also an excellent device to move the adventure in the right direction or to create a feeling of urgency or tension.

4. **Conflict.** The presence or involvement of a god or pantheon of gods can escalate or reduce the intensity or magnitude of conflicts large and small.



5. **Artifacts, weapons, magic and secrets of the gods** can also become an element of adventure. Good or evil characters may search for lost or stolen items, search for magic and secrets in a quest to attain power or forbidden knowledge, and so on. Likewise, the uncovering or use of artifacts, magic and secrets may unleash monsters or forces that could cause a whole new adventure/dilemma, and/or evoke the wrath of the gods.

6. **Supernatural intervention can be a means to curb hack-and-slashers.** If some players have adopted an "if it bothers me at all, I'll kill it" attitude for their characters, a variation of the godly visit, vision or omen can be a useful way to get them back in line. Players will be less likely to pick fights for no good reason if there's a chance that somebody around them is a supernatural creature of immense power or under the watchful and protective eye of such a being. Debilitating curses from angry gods is a convenient way for an angry god to punish a character who has defied or annoyed him.

   Let's say that a character(s) with a nasty attitude who is armed to the teeth, visits a small village where nobody has any powerful weapons or defenders. The character is abusive and insulting. He or she even makes fun of the people's god, religion or way of life. Maybe the belligerent character defiles a sacred artifact or temple and/or physically or emotionally abuses a priest or even an innocent townsperson. Any of these actions may anger a compassionate god, godling or demigod in the area.

   Maybe the old guy sitting quietly in the corner is actually a god in disguise (or maybe he/she is a noble demigod just passing through but who decides to teach the character some manners). The old man offers a warning, chastisement or says something that offends the bully and the bellicose player character starts a fight. Suddenly, to his horror, the old man shrugs off his best blows (perhaps even mega-damage) like nothing. The old man smiles, and his eyes flash with supernatural light. The deity doesn't have to destroy the player character to make his point, but he might demand some sort of restitution to the townsfolk and/or embarrass the bully in return for sparing his life. Of course there are many other ways to punish the character or to stop his cruelty or annoyance. The character could be struck by a curse(s) that is debilitating or embarrassing (for ideas see faerie food and curses in the **Rifts Conversion Book** as a well as magic curses in the **Rifts RPG**). The god or his minions might incapacitate him and take all of his possessions or a rare item. To get them back the disrespectful character must perform some service to the town or accomplish a quest, and so on.

   GM Note: Abusing this technique will result in an unrealistic campaign and a perception of unfairness — gods have better things to do than police the actions of rude, abusive or even murderous characters. It's best to reserve such action for situations that seem appropriate and for particularly disruptive, violent and destructive individuals.

   A comment from Siembieda: I often play these situations for humor. First, I try to give the troublemaker every opportunity to settle down and back off. I'll provide hints and warnings before I sic an angry or playful supernatural being on him. If the guy ignores warnings and pleas from innocent non-player characters, I let him have it. Again, there's no reason to kill the character, that's blatantly unfair, but there must always be consequences for one's actions.

   To help diffuse an awkward situation, I'll play the revenge or punishment for laughs, scaring and/or embarrassing the character (hopefully not the player) and giving him or her some temporary debilitating, enormously costly, or potentially horrible consequence (not that the character knows it's temporary at the time). Of course, there is the occasional player whose character is so out of control or reckless that he/she will get the character in serious trouble or killed. That's okay. One of my favorite GM sayings is that "GM's don't kill characters, the character kills himself" by diving into or provoking a life threatening situation. Sometimes the character dies a hero while trying to save others and sometimes the character dies foolishly. It's all part of the game.

Battles Between Gods

Gods rarely fight each other directly. The reasons for this are many. First, the deities haven't lived for thousands of years by taking foolish risks. A fight between gods, even if one is clearly more powerful, is a chancy thing. Another enemy of the deity might decide to attack while his attention is divided. Also, the winner will have to deal with the rest of the loser's pantheon. Most gods will have many friends, relatives and followers that will seek revenge. **G.M. Note:** Revenge can be a great springboard for adventures and villains. Use it.

Another reason for the lack of direct encounters is the mass destruction such a fight would cause. In a role-playing game context, you might have seen how mega-damage weapons can lay waste to the land. In the real world, just look at Beirut, once a modern, prosperous city, now a gutted ruin after decades of warfare. Now picture two gods dishing out hundreds of mega-damage points of destruction per melee round, plus spells and psionic attacks.

In regards to **Rifts** and **Beyond the Supernatural**, whenever gods clash, the fabric of reality is weakened by the conflict. This means there is a good chance that ley line storms will erupt and a dimensional rift will open at any nearby nexus point (75% for any nexus point located within one mile of the fight, 40% for nexus points within one hundred miles!). When gods fight each other, the player characters should take notice, even if they are miles away. Priests, psychics and practitioners of magic (ley line walkers in particular) will automatically sense the disturbance and are likely to have visions of danger and destruction. They may even sense the cause and location of the battle.

Choosing Pantheons

As the introduction mentioned, most pantheons have more than one entry for the same god, representing a different origin, abilities and power level. After deciding the role of the gods in the campaign, the GM should choose which one of those entries is the true one or the one(s) he wishes to incorporate in his campaign (they can all be appropriate; see below).

Selecting One Pantheon

The easiest thing to do is to pick one of the entries as the one pantheon to be used in the campaign and stick to it. Each will have an established set of stats or rules dealing with the gods and little else. Doing this will keep things simple and will work like most other RPGs. Unfortunately, this will reduce the scope and gaming potential of the book as a whole. For example, if the "evil intelligence" option is used, the Priest O.C.C. cannot exist. The closest thing to a priest would be the Witch O.C.C., which is not really appropriate as a player character class. If the "god" option is used, a lot of creatures and possible intrigues regarding impostors and other aspects will be lost.

Different Worlds, Different Gods

Another possibility is to decide that some god beings existed and ruled in some worlds of the Megaverse and that in others, they were replaced by impostors or different beings in parallel dimensions. For instance, Zeus might have been worshipped on Earth and other galaxies or dimensions as a basically good god, while in a different dimension Zeus was evil or an alien intelligence with no sympathy for humankind. Both the god and the alien intelligence might find the modern Earth of **Heroes Unlimited, Beyond the Supernatural** or **Rifts** interesting enough to visit or to send minions to. If the two entities meet they are likely to come into conflict. This possibility allows the GM to use every description in the book and some of his or her own. Once the heroes discover that one dimension's god may be another dimension's demon, they may be very careful of how they deal with them.

The Combination

Even better, maybe two or more groups of gods, all going by the same name, were competing for worshippers in ancient times, and may start doing so again. For example, Zeus would be fighting Jupiter, and hunting for the Zeus impostor who leads the Olympian Club. Since the world of **Rifts** is such a unique multidimensional nexus, it is ideal for this type of conflict. Most of the god descriptions have been designed with the assumption that all the versions of the pantheons exist at the same time. This provides the Game Master with the maximum of possibilities and allows for easy integration of characters and settings. It's a simple matter to prune down or ignore versions that are inappropriate for a particular setting or which don't interest the GM.

Plots and Conspiracies

Almost every pantheon described in this book will be involved in some plan or conspiracy involving Rifts Earth and other Palladium game worlds. These are meant as plot hooks to bring those pantheons into an existing campaign, or even to launch a campaign around them. The number of possible plots is staggering. A GM who wished to include them all will soon find his campaign overrun with gods and minions tripping over each other. This might be good for a humorous campaign but not for a heroic or dramatic one. Thus, pick the gods and plots that seem to work best and go with them.

Not all, or even most, of the plots described in the following pages need to be realized. Some may occur years after others, and some may be happening but simply do not concern or affect the player characters or their world. The GM should probably choose one or two situations and use them in the campaign, either as the main focus or to provide adventures between the main events. For example, characters resting after foiling the Coalition States stumble upon a plot by Tiamat to kill a hatchling dragon. They may enjoy an adventure to save the dragon and defeat Tiamat's minions, but eventually they will probably go back to their guerrilla warfare against the Coalition and other mortal foes. Later on, if the campaign needs a change of pace, a new focus, or intermission, the GM can reintroduce Tiamat, or his minions, looking for revenge and who now has a genuine grudge against our heroes.

Some Other Observations About Gods & Role-Playing

Quickie Mega-Damage Conversions to S.D.C.

Many of the gods are overwhelmingly powerful (they wouldn't be gods if they weren't). In a mega-damage (M.D.) environment they have M.D.C. bodies and inflict huge amounts of mega-damage from their attacks. Some wield magic weapons or can fire magic arrows, lightning, fire balls, etc. that can inflict 1D6 × 10 M.D. or more! Even their punches, kicks and weapons may inflict 4D6 M.D. to 2D6 × 10 M.D.!! They are so powerful, that the quickest, easiest and most logical way to convert them to an S.D.C. and hit point world like the **Palladium Role-Playing Game** or **Heroes Unlimited** is to simply make mega-damage weapons, punches and powers into S.D.C./hit points. This means a lightning bolt that does 2D6 × 10 M.D. will now do 2D6 × 10 S.D.C.; a punch that inflicts 6D6 M.D. would now inflict 6D6 S.D.C., and so on. These one to one conversions are quick and usually work in a game context. Of course the Game Master can make any adjustments he or she feels necessary.

The physical hit points and S.D.C. are provided for each god character. In the case of the **Palladium Fantasy RPG**, use only the hit points, ignore the S.D.C. points. Again, the Game Master can adjust god characters, the damage they inflict, the number and damage of powers, etc., as they deem appropriate to fit into their campaign world. Remember that the gods presented in this book are only loosely based on the actual myths — thus, your own research may show that god has additional or different powers, attitudes and/or relationships.

Notes on Gods & Magic

The gods can combine areas of magic that humans cannot, such as warlock magic and ley line magic. Likewise, the gods can combine and/or have several areas of mystic expertise (as many as five or six in some cases) that humans/mortals cannot. God beings can also have many more or far fewer skills than humans of a similar occupation. While this is common among gods, such multiple character classes, unlikely combinations, skills and abilities are not possible for most mortals. **Note:** The same principle applies to the number of attacks per melee and combat bonuses — a god may simply have more bonuses and attacks, and/or higher bonuses and melee actions than a mortal with similar areas of knowledge and experience.

As for spell magic, damage and duration, gods can deliberately regulate the power/strength of a particular spell. This means a god who is a 20th level spell caster can cast a fire ball or call lightning at his full 20th level magnitude of power, or at a minimal first level spell strength, or anywhere in between. Less destructive degrees of magic are usually cast when the god is trying to frighten or warn away lesser beings, or when the god is travelling in disguise. The god may also use less damaging magic when he is overconfident (which gods often are) and doesn't think he/she needs to use anything more powerful. Full strength spells are almost always used during serious combat and when the god is angry! The god can usually cancel the duration of a spell at any point, unless stated otherwise. Some magic, such as those that set the forces of nature in motion may be out of the control even of the gods, or can be slowed down but not instantly cancelled.

Magic Items & Treasure

Of the scores of gods described in **Pantheons of the Megaverse** we only present weapons and items "of note." We don't begin to list all the magic items, potions, scrolls, weapons, armor or treasure a god may own or have access to. Here are a few notes about the possessions of the gods.

1. Not all gods have vast treasure troves. Some live simple, austere lives with virtually no treasure, wealth or possessions. Many rely only on their incredible natural and mystic powers and don't have any need for these human "baubles."

Then there are those who may hoard magic, weapons and treasure by the ton, but they sure as heck aren't going to share them with sub-creatures like humans, demigods and even godlings! While a god may have access to magic and wealth, most are extremely selfish and never or rarely share. The Greek gods were possession oriented and, generally, extremely selfish. The Norse gods on the other hand, especially Odin, collected all kinds of weapons, armor and magic and was comparatively generous with them. Odin handed out non-magical and low magical items frequently to warriors who worshipped him and proved their worth in combat and showed loyalty to Asgard. Occasionally, he'd even bestow a coveted rune weapon. In some cases, he'd bestow humans with special powers (see the Valkyrie and Berserker), but in ALL cases he'd then expect these warriors to serve him and Asgard for the rest of their days!

Other gods are so removed from humankind that they never even considered collecting such "things," let alone distributing them to mere mortals. The suggestion of such an act is likely to elicit an indignant, "Why?" and the suggestion ignored and forgotten a moment later. Those who operate on a cosmic scale are concerned with far more important things like eradicating (or spreading) evil from the Megaverse. In their eyes, humans and most mortals are insignificant to the cosmic order.

2. Mortals, demigods and godlings who pester gods for too many favors are likely to be made to suffer or squashed like the bugs they are. Most gods will feel that it is enough that they grace them with their presences and the occasional intervention or help via their priests or a vision. Remember, in the minds of the vast majority of these mythical god-like characters, they are to be worshipped! They do not serve humans; humans and ALL lesser beings serve and obey them!!

3. A god may have access to special items and wealth, but may not have it instantly available to him or may not deem a character worthy. Many are the mythological tales of mighty gods sending lesser gods, godlings, demigods and mortal heroes on "quests" to acquire a sacred, valuable or magical item. The god character knew about the item and knew where it was, but didn't have it. Also note that in most of these tales, the powerful god could have waltzed in and taken the item himself with ease. However, such an action was beneath him and therefore inconceivable. Instead, lesser beings were sent to do the job even if their failure meant the death or suffering of thousands. Such is the nature of these strange and fickle alien beings who call themselves gods. Most gods just don't take a direct hand in the affairs of mortals except for their own amusement.

Game Master Note: Always be careful with the availability of treasure and magic, especially to player characters. Too much of a good thing may unbalance even the best of games. As for rewards to mortals, remember, many gods will consider it reward enough that the characters were chosen by the gods to do whatever it was they were asked to do. To even ask for anything more may be insulting, with grim consequences, including being cursed, forced on a dangerous quest, being sent to the Nether World, plagued by monsters, marked as traitors (and plagued by monsters or bad luck until he/they make amends), the god unleashing evil or danger into the world, and many consequences, not to mention an angry god smiting the character down where he stands! An angry god is also likely to punish the entire group of heroes or adventurers for the crimes or insults of one character.

Mythological gods given to envy and selfishness (and that's most of them) are more likely to take an entire treasure or rare or powerful magic item(s) than to give them away as a reward. Even if the hero could do great good with the items and the god is only going to add it to his collection and never use it, the deity is likely to take it for himself. If he doesn't, one of his rivals, enemies or fellow gods might. An interesting continuing sub plot might be a lesser or evil god secretly trying to seize a magic item from the player characters — but he must be subtle to avoid the wrath of the good or rival gods.

Another good story element for characters who are working for or with gods is that the rivals and enemies of their gods are likely to target them for attack and trouble, especially if the characters become famous. Remember, in most pantheons there are many ongoing rivalries and constant wars between the forces of Light and Darkness. The characters are going to make powerful enemies just from association, let alone as soldiers (or pawns) in any conflict.

Using Pantheons in Other Palladium Games

A good deal of the information contained here deals with ideas for integrating mythological gods in the **Rifts** campaign world. Most of the creature descriptions include conversions to non-M.D.C. game settings, to allow for easier use and introduction into those settings. The presence of god-like beings, demons and supernatural forces can be fun and interesting elements for any of Palladium's games.

Here are some possibilities to consider:

Heroes Unlimited: The combination of mythology and super-heroes is an old theme in comic books. Mythological characters like Thor and Hercules have made appearances innumerable times, both as heroes and villains. Demigods and godlings would fit right in with super-heroes and would be a match for any super-mutant in the world. An alien intelligence trying to come to Earth by creating secret cults and societies

can make for a dangerous enemy. Rogue gods can make powerful, dramatic threats and the greater deities will have to be defeated through cunning and teamwork, not muscle alone. Elements of science fiction can be easily applied by having a dimension spanning or time travel device accidentally teleport a god-like being to earth or open a dimensional gateway to Asgard or other legendary dwelling places of the gods. Likewise, the alleged god could be an alien menace or champion from another galaxy or dimension (or time). Maybe, the so-called god is one of the powerful impostors. Explore the possibilities.

Beyond the Supernatural: Many of the "gods" in this book are nothing more than malignant entities, as terrifying in 20th-century Earth as in the world of **Rifts**. The old gods can be used as a source of horror or conflict. Perhaps they are angry because they are no longer worshipped or they seize a new opportunity to regain worshippers and/or control of the world. Archaeologists might desecrate a holy place and incur the wrath of an angry god. Worse yet, they may unleash a malignant force from a prison that held it for centuries. An evil priest or practitioner of magic might intentionally or accidentally summon one or more dark gods into the world. Unable to control the being, the creature runs amok or quietly plots and sends its monstrous minions into the city streets to incite trouble and cause mayhem. The secrets of magic are often guarded by supernatural forces who can become deadly adversaries for supernatural investigators. Characters can become swept up as pawns in the games and competitions of god-like beings or inadvertently combat the supernatural minions of one side or the other (and thereby incurring the wrath and/or gratitude of one or both beings and their minions).

Rifts® Chaos Earth™: Ever want to play the *Great Cataclysm* while it was happening? Then **Rifts® Chaos Earth™** is for you. The collapse of human civilization is just the beginning as magic transforms the world, demon and aliens swarm through the Rifts, and ancient gods and demigods return to Earth. This is an ideal setting to use any of the deities, imposters and characters from this book. Some of the gods may have appeared to help humanity, others to help along its destruction. Ancient feuds and rivalry between some gods and pantheons may erupt into titanic battles, while others may seek to re-establish their power base by recruiting human worshipers. Any scenario fits in this wild setting, especially those based around Armageddon!

The Mechanoids: These enemies of all bipeds have already targeted some of the gods as yet another enemy to be exterminated. Dimension-traveling deities have run up against these murderous cyborgs whose great science, vast numbers and war machines sometimes rival the power of the gods. A whole campaign dealing with the Mechanoids versus the Gods (one or more pantheons) could be outrageous!

The Palladium (fantasy) Role-Playing Game: There are already several powerful pantheons in the Palladium world, including some Egyptian gods from Earth. Other Earth gods or variants might decide to "muscle in" on this new world and compete with the established pantheons for worshippers and territory. Some of the player characters could play priests or other believers caught in the wars of the gods or dedicated to establishing a new religion. Or perhaps one of the Gods of Darkness has struck an unholy alliance with one of the other evil pantheons. Other ideas might deal with an evil force attempting to awaken the Old Ones or trying to tap their power or steal their secrets while they slumber, and which might awaken them or unleash some terrible new monsters or pantheon of gods. Many of the other ideas suggested are also applicable, like adventures dealing with artifacts, magic and secrets of the gods, the search for power and so on.

Note that the inclusion of godling or demigod player characters and any modifications are left entirely to the GM's judgement. If he or she says NO god characters — so be it. Game Masters, be careful whenever using powerful characters such as gods. Don't create a situation where you've allowed ultra-human powerhouses that will make your life miserable and the campaign less fun. The use of god-like beings must always be used judiciously for all concerned.



The Rifts Priest

An Optional O.C.C.

Priests, priestesses and shamans typically act as the links between the gods and mortals. They spread the teachings of a god or pantheon, champion the cause of the deities, and act as the spiritual leaders of the community. In some societies, priests also gain political and financial power, and can become the rulers of cities, kingdoms or entire nations. In other situations, priests have worked outside society and have even been persecuted and attacked for teaching their doctrines.

In general, priests usually swear allegiance to one or two specific gods, although he may revere, honor, and obey any or all of the gods in the same pantheon. Although a priest may draw his or her inspiration and power from one or two deities, he will know about all the gods in that pantheon and how they relate to and affect the god(s) he holds

above others. Likewise, the priest will know about his pantheon's friends, allies, enemies, rivals, cults and other beings and organizations (mortal and supreme). Each religion has its own moral code and priests are expected to know and follow that code wherever they go.

So far, no organized religions have officially appeared on **Rifts Earth**, with the exceptions of the cult of Dragonwright and a few evil cults. The designer of **Rifts** has left the issue of religion deliberately vague. Presumably the people of technologically advanced societies like the Coalition States, New German Republic, and even Lazlo are likely to believe in a benevolent, forgiving, supreme god who does not take a direct hand in the affairs of humans. Some of the inhabitants of the Coalition States (CS) may be atheists or agnostics preferring science and cold, hard facts over faith and the supernatural. Their fears and loathing of magic and the evil supernatural monsters who claim to be demons and so-called gods, like the Splugorth, have left the people of the CS with a poor regard for gods, magic and spiritualism. In fact, they recognize most so-called gods as super powerful beings from alien worlds and dimensions. Since they tend to view all magic as dangerous and all supernatural creatures as the enemy, they will view these would-be-gods as the enemies of humankind. If threatened by one or more gods in any way, the Coalition will muster its forces to attack and try to destroy the alien god being(s).

This is not true of the poor and uneducated masses of humans and D-bees who live in the burbs of the great CS cities or those found scattered throughout the wilderness. Unfortunately, the sentiments of these people often swing to the other extreme — thus fueled by their fears, superstitions, and often desperate situations, they are often compelled to believe any powerful being who claims that he/she/it is a god. Some worship the being freely while others are enticed or forced into worship. In many instances, D-bees and other dimensional visitors bring new and different religions and gods with them. Some may even have been sent by their gods to gain new converts. However, priests may have a hard time converting the people of Rifts Earth. Their powers and alliance with a supernatural being will usually be confused with magic, witchcraft or summoning. Societies, like the CS, that persecute practitioners of magic will persecute priests, too. Similarly, priests may be considered the pawns of dangerous or evil supernatural beings and be feared and persecuted. To convince people of the benefits of worshiping his god or pantheon of gods, the priest will have to set an example for the community, using his deeds as well as his words to prove the worth and power of his beliefs. Most good priests can be valuable allies against the forces of darkness, including vampires and supernatural monsters. Small communities and people under siege by dark forces are more likely to accept a priest's protection and convert to his religion.

Clerical Knowledge & Abilities

Spell Casting

Priests gain their abilities directly from their deity(s) and their faith. The spells and spell effects are identical to the spell magic of wizardry. The difference lies in how the spells are attained, not how they function. Priests are endowed with the ability to cast spells by their deity. It is not a learned nor practiced skill. Most clergy know nothing about the ways of magic. The spells of priests are invoked by the chanting of their god's name and the type of spell needed.

Spells are gained at the same rate as the Mystic player character (see the **Rifts® RPG**), with the same restrictions. Priests cannot be taught nor can they purchase additional spell knowledge.

Priest Abilities

Beside his spell casting powers, the priest has several special powers, gained through his link with the deity(s). The typical priest can select three from those listed below. These abilities have a success ratio which increases with each level of experience.

Note: Some of the deity descriptions include some ultra-powerful priest abilities. For those deities that don't have any special powers for their priest, the character can select three additional powers from those listed here. If the god provides no magic powers and no special abilities, the GM can rule that the priest can have all of the powers below.

1. Exorcism: A successful exorcism will drive out/banish any entity or demon from a possessed person, animal, dwelling or area. The exorcised creature(s) cannot return to the place or person for at least 6 months and is likely to NEVER return (86% likelihood of never returning). A successful exorcism performed in an area such as a graveyard, tomb, etc., will destroy all animated skeletons, corpses, and mummies which inhabit the area of exorcism. Ghouls and zombies will he banished for 10 months, while the greater supernatural creatures, including lesser devils and demons, vampires, ghosts, wraiths and specters are banished for 6 months.

The Rite of Exorcism requires 1D6 hours of prayer and meditation to perform the rite, depending on the strength of the possessing/inhabiting force. The holy symbols of the priest's religion are necessary and it is wise to have assistants and bodyguards should fighting be necessary. Success ratio: 7% per level of experience. An exorcism can be attempted as many times as the priest wants to try.

2. Healing Touch: The healing touch restores 1D8 Hit Points or S.D.C. (1D4 M.D.C. to supernatural beings). Priests can perform the healing touch once every other melee round, but cannot use it on themselves.

3. Remove Curse: This ritual is similar to exorcism except that it removes magic curses. If successful, all the effects of the magic or god induced curse are removed (of course new curses can be placed on the character). Unfortunately, while the priest can remove a curse from a person or animal, he cannot remove curses placed on/in rune weapons, magic items or sacred/supernatural places. It takes 1D4 × 10 minutes to perform the remove curse ritual. Success Ratio: 7% per level of experience. The priest can only perform remove curse ONCE per each curse on the same person. However, he can perform this ability on innumerable different people and other priests can try to remove a curse on those another priest failed to help.

4. Resurrection: This is one of the most awesome of all priests abilities, to actually breathe life into the recently deceased. Impressive as it may be, there are a number of limitations and conditions. The body must have all of its parts; small body parts like fingers and toes may be missing, but will remain missing after the resurrection. The person should not have been dead for more than 4 weeks (refrigeration can add up to 6 months to the 4 week limit without penalty). A penalty of −3% is applied to each month beyond 4 weeks since the time of death. Deceased over one year old has only a total of a 5% chance for a successful resurrection. Ratio of Success: This ability can only be attempted by priests of fifth level or higher. At fifth level, the priest has a 10% chance to perform a successful resurrection, plus 3% per each additional level beyond five. **Note:** A resurrection can only be attempted ONCE on the same character by the same priest. A failed roll means the dead character remains dead.

5. Turn Dead: This rite is similar to exorcism, but it can be enacted in only 2 melee rounds (30 seconds). It affects only animated skeletons and corpses, mummies and ghouls. This ability enables the priest to turn/repel the dead by commanding them to leave in the name of his deity(s). The undead will stop what they were doing and go away. Vampires, ghosts, wraiths, and specters may be temporarily kept at bay (a few feet away), hesitating for one or two melee rounds, but will not be otherwise affected. Demons and gods are not affected at all! Success Ratio: 20% at first level, plus 5% per additional level of experience.

6. Prayer of Strength: This ritual endows the priest with additional spiritual strength: +6 to save vs horror factor, +1 on ALL other saving throws, +10% to turn dead, +20% exorcism, +2 spell strength, +1

to strike, parry and dodge. This prayer can only be attempted twice per 24 hour period. Duration: 3 melee rounds per level. Success Ratio: 20% at first level, +7% per additional level.

7. Prayer of Communion: The prayer allows the priest to contact his deity or one of the gods in the pantheon. The god responds by creating an inspirational vision or dream which will motivate and encourage the priest. There is a 60% chance of a divination or an omen which warns of impending danger, treachery, or good fortune (in this instance, the priest will automatically correctly interpret the signs of an omen). Visions and dreams are usually symbolic and cryptic, and always concern people and matters close to the priest. Can only be attempted twice per 24 hour period. Success Ratio: 21% at level one, +7% per additional level.

8. Prayer of Intervention: A powerful prayer that grants special powers to the priest. A successful prayer will give the priest ONE of the following temporary boons (player's choice):

* Enables the priest to cast ANY one spell, of any spell level, that his god(s) knows. The priest is able to cast the spell with the effects, spell strength and duration five levels higher than his current experience level! Thus, a third level priest would be able to cast a spell as if he were eighth level. P.P.E. cost for that one spell is not applicable (provided by the gods). Success Ratio: 21% at level one, +7% per additional level.

* Temporary knowledge to create a magic scroll. This ability is limited to priests of 6th level or higher and can only be attempted once per 24 hour period. The type of spell is limited to the knowledge of his god(s) and is typically equal in spell strength to the level of the priest. The exact spell level potency can be regulated by the priest who is conjuring the scroll. Success Ratio: 9% per level of experience.

* Super Healing! The priest's normal healing touch now instantly restores 2D4 × 10 Hit Points/S.D.C. (or 4D6 M.D.C.). Duration: Two healing touches. Success Ratio (to get this boon): 21% at level one, +7% per additional level.

9. Miracles: Miracles are the result of direct appeals to the god(s) the priest worships. They are not as definite as spells (see the Prayer of Intervention, above), but are used to create supernatural effects such as changing the weather, parting bodies of water, granting temporary superhuman abilities, etc. Miracles can only be used when the priest is involved in a cause that his deity considers important. Asking for a miracle to defeat the guardian of some treasure the priest and his companions want will NOT work. Unlike other powers, this ability requires the use of P.P.E. points. If the energy is not available, the miracle will not work.

The priest's devotion to his deity(s), sincerity, need and the devotion to his god's interests help create these miracles. Miracles are absolutely impossible if the deity decides that the priest or the reason for the request is undeserving. Great Miracles should be used only in the most desperate or important of circumstances. If the god(s) are actively monitoring the priest's progress and he is acting on the god's behalf, the deity may grant a miracle regardless of whether or not the character's roll was successful (this is absolutely left to the GM's discretion).
Duration: Varies. Some effects may be permanent.
Success Ratio for Miracles: The Priest's M.A. attribute number plus 2% per level of experience.

Available Types of Miracles:

Miracle of Luck: The priest and up to one additional character per level of the priest's experience (but the additional characters must be follower of that god or pantheon) receive the following bonuses: +4 on initiative, +10 to roll with impact/fall, +10 to save vs horror factor, +8 to dodge, +8 to save vs poison, +4 to save vs magic potions, and impervious to magic curses and charms. Duration: One minute per level of experience. P.P.E. Cost: 40 points.

Supernatural Strength: The priest is temporarily granted supernatural strength, endurance and abilities. All of his Hit Points and S.D.C. temporarily become M.D.C. points! His strength is increased by 2D4 and becomes supernatural. Other bonuses: +1 on initiative, +1 to strike, parry and dodge, and +1 on all saving throws. While empowered in this way, the character radiates an aura of awe and power that is equal to a horror factor of 12 to his enemies. Duration: One minute per level of experience. P.P.E. Cost: 60 points.

Great Miracles: This is the most flexible ability, allowing the priest to do incredible things.

- Any of the previous abilities, numbers 1-8, at double the duration, and/or double the power/strength. Duration: Varies. P.P.E. Cost: 100 points.
- Control Over Nature: Earthquakes, volcanic eruption and storms (not ley line storms) can be stopped in an instant. The direction of wind can be changed according to the desire of the priest, rain made to fall (not a storm; covers a one mile area per level of experience), clouds created to reduce the heat of the sun, flood waters lowered to normal, flash flood conditions dissipated, and swarms of insects/locust sent away (unfortunately they go somewhere else). The priest can also make a spring of fresh water appear in a desert and places without water, make flowers bloom, make bread or potatoes appear out of thin air (up to enough food for a dozen people), increase the amount of processed food by three times, double the yield from crops, and repel packs of animals. Duration: The priest has control over nature for one melee (15 second) per level of experience. The averted disaster (flood, hurricane, earthquake, volcanic eruption, etc.) will gone until the next act of nature — there will be at least a week of calm. The creation of rain, clouds, water, etc., will remain in effect for one hour per level of experience or until the priest cancels the magic. P.P.E. Cost: 160 points.
- Miraculous Healing (by touch or glance): Heal the crippled (return to old statistics or average attributes), restore vision to the blind, voice to the mute, hearing to the deaf, cure sickness and disease, automatically and instantly dispel possessing entities, automatically dispel magic curses and sickness, negate poison (even amounts as vast as a lake) and restore one character per level of experience to full health/Hit Points/S.D.C. (mega-damage restored to half). Duration: The priest has the power of miraculous healing for one melee (15 seconds or three to six melee actions/healings). The effects of the healing is instant and permanent. P.P.E. Cost: 250 points.
- Control Over Magic: Dispel any magic barrier, curse or spell, with the exception of rune magic and spells of legend. Create an anti-magic cloud or sanctum, instantly close a dimensional rift, open a dimensional rift to the desired location (only a 10% chance of error), and calm ley line storms (reduce by half; the priest is impervious to damage or side-effects). The priest himself is also impervious to all magic transformations, charms/mind controls, curses, sickness, insanity and illusions while he has the power to control magic. Duration: The power to control the forces of magic lasts for one melee (15 seconds) per level of the priest. The effects of his control/negation of magic is instant. P.P.E. Cost: 500 points Note: Spell casting is not one of the control powers.

Attribute Requirements: None. The priest needs only faith and dedication to his gods. A high M.E. and M.A. are helpful but not necessary.

Alignment: Any; typically reflective of the pantheon the priest worships.

Race: Any; although some gods/pantheons may restrict their priests to be a member of a particular race or races and some will be favorites of monsters, D-bees and humans.

O.C.C. Skills:

Dance (+20%)
Languages and Literacy: Two of choice (+20%).
Languages: Native tongue at 98% and two languages of choice (+20%).
Basic Math (+20%)
Lore: Demons & Monsters (+20%)

Land Navigation (+10%)
Wilderness Survival (+10%)
W.P.: Two of choice, may reflect pantheon.
Hand to Hand: Basic

O.C.C. Related Skills: Select a total of seven other skills. Plus two additional skills at levels four, eight, and twelve. All new skills start at level one proficiency.
Communications: Any (+5%)
Domestic: Any (+10%)
Electrical: Basic only
Espionage: None
Mechanical: None
Medical: Any, except cybernetics (+10%)
Military: None
Physical: Any
Pilot: Any (+5%)
Pilot Related: Navigation only.
Rogue: Any (if worship an evil or selfish god +4%)
Science: Any (+10%)
Technical: Any (+20%)
Weapon Proficiencies: Any
Wilderness: Any (+5%)

Secondary Skills: The character also gets to select five secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in that list.

Standard Equipment: Usually, a basic suit of light mega-damage armor, one or two symbols of the priest's god or pantheon, traveling clothes, a ceremonial robe, sleeping bag, 1D4 cloth sacks, backpack, canteen, food rations of 2D4 weeks, sunglasses or goggles, a knife and one energy weapon of choice. The GM may also allow some basic personal items and other odds and ends.

Money: Varies. A priest can start out with only the clothes on his back and live a life of poverty, or lead a simple life with some possessions and wealth (but spends much of his money on the needy) or acquire the fortune of a king. The typical priest starts out with 4D4 × 100 in credits and 2D4 × 100 in gold or gems.

Cybernetics and Bionics: None to start. Most priests tend to avoid even cybernetic implants other than for medical reasons. They prefer to rely on their god.

Experience: Priests use the same experience table as the Mystic O.C.C.

Gods as Player Characters

What follows are two optional R.C.C.'s, the godling and demigod. Both are powerful beings that should be balanced enough to use as player characters. Of course non-player characters may be much more powerful depending on their age, level of experience, knowledge, allies and magic items. The same applies to the many superhuman minions and heroes/demigods available as *optional* player characters.

Be careful not to unbalance or completely disrupt an ongoing campaign. The inclusion of god-like characters must be approached with caution. Such a campaign may end up degenerating into mindless slug-fests between characters with thousands of M.D.C., or with the player characters wantonly abusing the mortal population, overthrowing governments, etc. The old saying "power corrupts" can apply to role-playing characters as well. It may be best to include even some of these lesser god-like beings in a campaign of their own.

Another option, at the Game Master's discretion, is to allow the players to take on the identities of mythological godlings and demigods (even gods) and involve them in the neverending wars between Light and Darkness. The godlings and demigods should be on the lower ranks of power and are probably more human, heroic, and adventurous characters.

Here are some points the GM should keep in mind whenever he or she allows gods as player characters.

1. The gods are not invulnerable and there are forces out there that even gods cannot fight with impunity. Even if Thor, Herakles and Marduk teamed up, they wouldn't survive a frontal assault against Atlantis, the CS, or the NGR, for example.

2. All gods have enemies willing to strike at the first sign of weakness. Sure, god characters might be able to vanquish a Coalition armored company, but such a battle would no doubt tax the god's power and attract the attention of other deities. Gods who may be enemies, rivals, old foes looking for revenge or simply mean spirits of opposite alignment. Such deities might decide that this would be a perfect time to strike at the god player character, while he is still smarting from his wounds. Or the enemy might use the battle with the CS, fuel their animosity and, through deception and cunning, entice them to wage a military campaign or outright war against the character!

3. For gods, victory or defeat is not determined by who went down to zero M.D.C. first. Few gods, including godling or demigod player characters, will foolishly fight to the death if they have any choice about it. Most deities will beat a hasty retreat (often using their teleport and dimensional teleport powers) the moment they are reduced below half their normal M.D.C. The only exception are apocalyptic battles where the beings involved know there will be no safe place to retreat, or during a frenzied battle or berserker rage when the god has lost control of his emotions.

Typically in battles between gods, the first god that runs or surrenders is the loser, but both live on to fight another day. Players who foolishly insist that their characters pursue enemy deities and fight them to the death are not playing in character, and their characters are in serious danger of being destroyed.

4. Abusing helpless mortals can lead to unexpected consequences. Some have been discussed in a previous section. Another god or relative (mom, dad, brother, cousin) may step into stop or punish a godling or demigod player character for conduct contrary to the pantheon (a god's reputation is very important). Moreover, bad blood is bad blood. A punk godling or demigod is going to make enemies of mortal humans, D-bees and other intelligent beings. Any or all of whom may rise up to mete out justice or to destroy a malicious god. Remember, even lowly humans have mega-damage weapons, magic and psionics at their disposal. Vengeful humans could ambush a godling and hurt him/her a lot with concentrated firepower — even capture or kill him. Repeated volleys of heavy plasma missiles and particle beam blasts will whittle down the strongest of gods.

5. Emphasize cunning and compassion. The powers of a godling or demigod should not focus only on combat and winning challenges. As a being of great power, the character has great responsibilities toward others. If a good alignment (including unprincipled), the character should feel compelled to help the downtrodden, right injustice and defend the innocent. Negotiations, diplomacy, a charming personality, intimidation and bluffing can work wonders. The player characters might even wish to conceal their godly nature and true identities, as did many of the gods of legend. After all, the moment it becomes public knowledge that gods are walking the streets, people will either come running to them with millions of troubles they want the gods to fix, run away in terror, or even attack them for any number of reasons.

6. Characters with the powers of the gods are going to be perceived as a danger, rival, threat or impediments not only by other gods but by rival priests, power hungry wizards, dragons, monsters, warlords, and would-be conquerors. Their very presence may incite conflict. Eventually the characters will run into someone or some force more powerful than themselves.

7. Alignment. Even the most powerful character must play within the guidelines of his alignment. If the character starts to waver, the GM should remind the player that his character is slipping out of alignment and profile. If the player continues to play the godling out of alignment, he should be warned that the character will be subject to a dramatic alignment change if he persists on his current course (and it takes a long time and a lot of work to get an old alignment back). Even anarchist and evil gods will see consequences for their actions in some form.

If the GM and the players both follow these basic ideas and try to play in character, a campaign with gods can be very interesting and loads of fun. Rifts Earth and many RPG environments offer plenty of dangers and challenges even for gods, including threats from Atlantis, the military of the CS and/or NGR, the Mechanoids, ancient dragons, invaders from other dimensions and others. As long as the game doesn't become boring, too easy or one-sided, and people are having fun, then anything goes.

The Godling R.C.C.

An Optional Player Character

Allowing godlings and demigods as player characters can be a challenge for players and the Game Master. For one, it means that at least one pantheon will become somehow involved in the affairs of the party. The GM will have to determine what that involvement is, and how deeply it will affect the campaign. The players also need to do some work. If someone is playing a godling, he will have to learn about the pantheon he is associated with and the traditions and customs of that pantheon. A Norse godling, for instance, should typically behave like a warrior/Viking (and not like the crazy, murderous Vikings of some movies, but like the Norsemen of ancient times).

A godling isn't just a super-powerful creature. He will probably feel arrogant and may be contemptuous of or condescending to lesser beings. Others may be paternal and overly protective towards mortals. The only beings most godlings will treat like equals include dragons, demigods, intelligent mega-damage D-bees and powerful practitioners of magic. Next in line for some degree of their respect are members of reputable ancient and long-lived races like the Atlanteans and Elves, as well as some mortals with superhuman abilities like the Star Child from Rifts England. After them will be courageous mortal heroes and magicians, and below them will be the rest of humankind.

Attributes: The number of six-sided dice is as designated. I.Q. 4D6, M.E. 3D6+6, M.A. 4D6, P.S. 4D6+6, P.P. 4D6, P.E. 4D6+4, P.B. 4D6+4, Spd 4D6+10. Attributes are considered supernatural.

M.D.C.: P.E. ×10, plus 1D4×10 M.D.C. per level of experience. Additionally, any S.D.C. bonus from primary and secondary skills is added on as extra M.D.C.

S.D.C./Hit Points (for non-mega-damage worlds): P.E. ×12 S.D.C. plus any S.D.C. bonus from physical skills. Hit Points are equal to P.E. ×3 plus 2D6 per level of experience.

P.P.E.: If a practitioner of magic, 3D4×10+20 plus 4D6 P.P.E. per level of experience. If not a practitioner of magic, base P.P.E. is 2D4×10.

I.S.P.: If a master psionic, 4D6×10 plus the M.E. number. Add 10 I.S.P. per level of experience. Otherwise, a minor or major psionic gets M.E. number plus 1D6×10 I.S.P., and gains 1D6 I.S.P. per level of experience.

Horror Factor: 7+1D4; none if pretending to be a normal human.

Natural Abilities: See the invisible, resistant to poison, drugs and toxins (half as effective), nightvision 200 ft (61 m), fire and cold resistant (does half damage), regenerates 1D6×5 M.D.C. every minute.

Select THREE powers from the following (the GM may decide which based on the pantheon's powers):

1. Turn invisible at will and see the invisible.

2. Energy Blast: A ranged attack doing 1D6 M.D. (or S.D.C) plus 1D6 every two levels after the first. Range: 2D6×100 ft

3. Energy Aura: A field of magical energy that protects with 20 M.D.C. (or S.D.C.) per level of experience. Can be created up to three times per 24 hour period.

4. Super-Strong: Add 2D6+10 to P.S.

5. Super-Tough: Add 1D6 to P.E. and 3D4×10 to M.D.C.

6. Shape Shifter: The character can change at will into one animal, one time a day per level, for one hour. The character gets all the advantages of the shape and retains his M.D.C., ability to speak and all attributes. The animal has to be a normal animal, not a monster. If this ability is taken twice, the character can shape shift into ANY type of normal animal.

7. Impervious to one type of attack. Pick one: Cold, fire, lightning, energy, poison and disease, mind control or possession.

8. Super-Swift: Add 1D4 to P.P. and 1D6×10 to Spd attribute.

9. Super-Psionic Powers: The character has all the abilities from two of the three lesser power categories or one lesser category and five super-psionic powers, or can be a Burster (pick one).

10. Magic Powers: The character has all the abilities of a practitioner of magic. Pick one: Ley Line Walker, Shifter, Mystic or Warlock (or Necromancer if evil). The spells available: All magic spells of the same level as the character's experience; i.e. a first level character knows all first level spells, a second level character knows all first and second level spells. This power can be taken twice to get two different types of magical powers.

11. Fly: The ability to fly under one's own mystic power and without exhaustion. Speed attribute: 3D4×10, duration: 2 hours per level of experience.

Combat: Varies with hand to hand skill selection.

Bonuses: +1 melee attack/action per round, +1D4 on initiative, +1 to strike, parry and dodge, +2 to save vs magic, +6 to save vs horror factor. This is in addition to attribute and combat bonuses.

Psionics: A minor psionic, unless Power #9 is chosen.

Magic: None unless Power #10 is chosen.

R.C.C. Skills:

Languages and Literacy: Dragonese/Elf, the pantheon's native language and one language of choice, at 98%.
Languages: Speaks two additional languages of choice (+15%).
Basic Math (+20%)
Lore: Demons & Monsters (+25%)
Land Navigation (+10%)
Three W.P.'s of choice.
Hand to Hand: Any of choice

R.C.C. Related Skills: Select a total of eight other skills. Plus two additional skills at levels three, seven, eleven and fifteen. All new skills start at level one proficiency.

Communications: Cryptography and radio: basic only
Domestic: Any (+10%)
Electrical: None
Espionage: Any
Mechanical: Locksmith only

Medical: Any (except cybernetics; +10%)
Military: None
Physical: Any
Pilot: Any; except robots and power armor, (+15% for Horsemanship) Pilot Related: Navigation only
Rogue: Any (except computer hacking)
Science: Any
Technical: Any (+10%)
Weapon Proficiencies: Any
Wilderness: Any (+5%)

Secondary Skills: The character also gets to select five secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in that list.

Average Life Span: 50,000 years, effectively immortal.

Habitat: Virtually anywhere; home is determined by pantheon.

Typical Allies: Friendly pantheon members and priests of the pantheon.

Enemies: Hostile members of the Pantheon, rival pantheons supernatural beings in general, and, depending on the character's alignment and deeds, the forces of evil or good.

Size: Varies; usually between 5 and 20 feet tall (1.5 to 6 m).

Weight: Varies accordingly with size.

Standard Equipment: Usually, M.D.C. suit of archaic armor of the pantheon (3D4 × 10 M.D.C.), one lesser rune weapon or other type of lesser magical weapon, and basic provisions. Vehicle; GM's option.

Money: 2D6 × 1000 in gold coins, 4D6 × 1000 in gems and artifacts.

Cybernetics and Bionics: None to start; most avoid it. Never agree to a full bionic conversion or M.O.M. implants.

Note: Most godlings consider themselves superior to mortals and may have been raised by gods or in an alien place. Consequently, they may not understand human customs, laws, morality or modern technology.

The Demigod R.C.C.

An Optional Player Character

Demigods are more human since they are frequently part human and usually have been raised within human (or D-bee) society as a normal human. The character may not know what god fathered him/her or what pantheon the god was from. The demigod character may not even know that he/she was sired by a god and may consider himself a mutant or superhero. In this case, what the character doesn't know might hurt him, because he may have supernatural rivals and enemies he is unaware of. An attack by monsters or gods or a quest to discover a demigod's origins could start a whole campaign.

Listed below are the common abilities of all demigods. The GM will have to assign specific abilities depending on who the father was. In general, beside the powers listed below, most demigods will have ONE extra power, similar to that of the godly father or mother.

The Typical Demigod

Attributes: The number of six-sided dice is as designated. I.Q. 3D6+2, M.E. 3D6+4, M.A. 3D6+6, P.S. 4D6+4, P.P. 3D6, P.E. 4D6, P.B. 3D6+6, Spd 4D6+6. Attributes are considered to be supernatural.

M.D.C.: A mega-damage creature in M.D.C. worlds. P.E. ×5 M.D.C. plus 2D6 M.D.C. per level of experience. Additionally, any S.D.C. bonus the character would get from physical skills is added as M.D.C. points.

S.D.C./Hit Points (for non-mega-damage worlds): P.E. ×8 plus any S.D.C. bonus from physical skills. Hit Points are equal to P.E. ×2 plus 2D6 per level of experience.

P.P.E.: As per the appropriate O.C.C., plus 4D6.

I.S.P.: As per the appropriate O.C.C., plus 4D6.

Horror Factor: 6+1D4 when he is recognized as a demigod.

Natural Abilities (all demigods): Fire and cold resistant (does half damage), regenerates 1D6×5 M.D.C. every minute. And select any one power from those listed under godling.

Combat: Varies with the O.C.C. and physical skills learned.

Bonuses: +2 on initiative, +2 to save vs magic, +1 to save vs psionics, +3 to save vs horror factor, +20% to save vs coma/death. These are in addition to skill, combat and attribute bonuses.

Psionics: Standard or as per O.C.C., unless Power #9 is chosen.

Magic: As per O.C.C., unless Power #10 is chosen.

O.C.C. & Skills: The Demigod can pick any O.C.C. that fits his human/D-bee background and interests with the following exceptions: Rifts: Full conversion cyborg, robot, juicer, or crazy. A demigod who unknowingly tries any of those treatments will find that they do not work or that they negate his supernatural/magic powers. Heroes Unlimited: Full conversion cyborg, robot, alien, magic, or mutant animal. The GM may rule that if an O.C.C. would offend the demigod's pantheon, the character might be somehow prevented from pursuing it (or there may be modifications and/or side-effects). In general, demigods tend toward man-at-arms, magic practitioners or psionics.

Average Life Span: 1,000 to 4,000 years. Some demigods become true immortals.

Habitat: Any.

Allies: The character's parent deity (sometimes), allies of the parent deity.

Enemies: Enemies of the parent deity and his pantheon.

Size: Typically around 5 to 8 feet tall (1.5 to 2.4 m) or roll 1D4+4 feet tall.

Weight: Varies with size; usually equal to a muscular human.

Standard Equipment: As per O.C.C.

Money: Varies with O.C.C.

Cybernetics and Bionics: None to start; most avoid it. Never agree to a full bionic conversion (partial maybe, unless a spell caster) nor will they consider M.O.M. implants. Furthermore, the demigod is suspicious of and cautious about letting strangers operate (dissect and study) on him.

Note: Remember, super powerful and courageous warriors, cyborgs, mutants, D-bees, practitioners of magic and the occasional priest may be considered or officially elevated to the position of demigod or even godling, without having been born of a god (or possessing the power of that O.C.C.).



Experience Tables

Demigods & High Elves	Godling R.C.C.	* Supernatural Minions	Asgardian Dwarves, Berserkers & Warriors of Valhalla
1 0,000-2,400	1 0,000-2,600	1 0,000-2,700	1 0,000-2,200
2 2,401-4,600	2 2,601-5,000	2 2,701-5,400	2 2,201-4,400
3 4,601-9,200	3 5,001-10,000	3 5,401-10,800	3 4,401-9,000
4 9,201-18,400	4 10,001-20,000	4 10,801-21,600	4 9,001-19,000
5 18,401-28,300	5 20,001-30,000	5 21,601-31,600	5 19,001-28,000
6 28,301-48,000	6 30,001-50,000	6 31,601-42,800	6 28,001-40,000
7 48,001-78,000	7 50,001-80,000	7 42,801-62,000	7 40,001-60,000
8 78,001-110,000	8 80,001-120,000	8 62,001-90,000	8 60,001-80,000
9 110,001-150,000	9 120,001-170,000	9 90,001-120,000	9 80,001-100,000
10 150,001-200,000	10 170,001-230,000	10 120,001-170,000	10 100,001-150,000
11 200,001-250,000	11 230,001-300,000	11 170,001-220,000	11 150,001-200,000
12 250,001-310,000	12 300,001-380,000	12 220,001-290,000	12 200,001-275,000
13 310,001-380,000	13 380,001-470,000	13 290,001-400,000	13 275,001-350,000
14 380,001-470,000	14 470,001-600,000	14 400,001-500,000	14 350,001-425,000
15 470,001-600,000	15 600,001-800,000	15 500,001-700,000	15 425,001-525,000

* Applicable to most inhuman minions available as optional player characters, unless otherwise noted.

The Aztec Pantheon

The Aztec religion is often perceived as a bloodthirsty, cruel faith. It is true that the Aztec practiced human sacrifice, sometimes even with large numbers of victims, however many of these people went to the sacrificial altar willingly, believing that giving their lives would help their people and ensured them an eternal reward in the afterlife. Others sacrificed were captives taken during ritual wars with other tribes. In some instances, the sacrifices were brutal affairs, with priests removing the heart or other organs from living victims or skinning them alive! However, the sacrifices were never performed out of anger or cruelty — they usually had some important purpose that would help the people of that community.

Some of the Aztec gods were bloodthirsty, evil beings that demanded death and suffering in return for protection. Others were more peaceful, but were defeated and driven away by the violent majority. This conflict centered around Quetzalcoatl, the feathered god of the air, and the cruel Tezcatlipoca, god of war and night. Quetzalcoatl was defeated and exiled, but he promised to return one day. The murderous Tezcatlipoca demanded more sacrifices from his worshippers, but was still not appeased by the bloodbaths in his name. Legend says that the coming of the Spanish to Mexico was Tezcatlipoca's punishment of the Aztecs for hoping for the return of Quetzalcoatl. The Spanish conqueror, Hernan Cortez, was thought to be the returning Quetzalcoatl and it was that belief which caused the collapse of the Aztec Empire.

Aztec Gods & Rifts

When the civilizations of Central America were destroyed by invaders more violent and bloodthirsty than the gods, the Aztec Pantheon withdrew from Earth. The gods traveled to other worlds and gained new converts in alien lands. The coming of the rifts has changed the Earth, however, and the old gods wish to return.

Central America is a land of turmoil, dominated by Vampire kingdoms. A large area of Central America, the Yucatan peninsula, has become a giant gateway to the dimension of the ancient Mayan pantheons. The Aztec gods, led by Tezcatlipoca, have tried to take over Yucatan, but have been repelled by the Mayan deities, vampire intelligences and the myriad other races and peoples that control the land. The Aztec gods have regrouped and are concentrating on the Vampire Kingdoms in hope of ruling over them.

Relations with Other God Beings

1. **Other Pantheons:** The Aztecan and Mayan empires, and their pantheons, have long fought over control of Central America. Before the Coming of the Rifts, the Aztecs won and the Mayan deities were subdued and banished; worshipped only in remote areas of Mexico and the Yucatan peninsula. Quetzalcoatl has had dealings with many other pantheons (see individual entry).
2. **Vampires:** The coming of the Vampire Kingdoms is not seen by Tezcatlipoca and his followers as a disaster. Rather, they believe they can make some sort of deal with these creatures to reestablish the old cults in return for their protection. The Aztec gods have enough power to defend the Vampire Kingdoms from attacks by humans, Atlantis and possibly even the Pantheons of Light. Tezcatlipoca has approached the intelligences controlling the Empire of Mexico, Muluc, Miltan and Ixzotz. Some intelligences, particularly the ruler of the Muluc kingdom, want the gods to support only one of the Vampire Kingdoms and help them in a war to conquer the others. The Aztec gods would rather not do that, since they wish the maximum number of worshippers even if they are vampires. A civil war will disrupt their plans and kill thousands of humans and vampires alike, not to mention expose the kingdoms to the outside world. **Note:** Tezcatlipoca is becoming impatient. His offer is quickly becoming a threat; "Accept us or we will lead the mortals against you and cover your land in endless rain and flood waters." While threats are not likely to frighten all the vampire intelligences, some will comply.
3. **The Splugorth:** The Aztec pantheon sees the Splugorth realm as a threat to their plans. The Splugorth and their minions are too powerful to intimidate, and they are not likely to deal with any pantheon. The enmity between the Splugorth and the vampires is one of the reasons the Aztec pantheon is trying to ally itself with them.
4. **The Atlanteans:** Some survivors of Ancient Atlantis sought refuge in Central America after the ancient cataclysm that removed that

civilization from the Earth. The Aztecan and Mayan gods learned much from these sorcerers, including the secrets of pyramid magic. The Aztec gods betrayed and murdered most of those refugees after learning their secrets. The Atlanteans don't know of this ancient crime, but if they learn of it, their clans would probably declare war on these treacherous gods.



Tezcatlipoca

God of Darkness

This bloodthirsty deity was the god of war, magic, and the night sky. His symbols were the bear and the jaguar, as well as obsidian, the mineral used for most of the Aztecs' weapons. Tezcatlipoca was also a corruptor of the innocent, a god who could lead humans to vice and self-destructive behavior. The ultimate extortionate, the god threatened mortals with bad luck, pain and madness unless he was satisfied with human sacrifices.

Tezcatlipoca expelled *Quetzalcoatl* from Tula, the Aztec center of worship, and ruled the pantheon with an iron fist. Sometimes, the evil god would assume human shape and meet young warriors traveling at night and challenge them to single combat. Sometimes the fight would be to the death (of the mortal, of course), but typically the god fought until he was satisfied by the workout and then vanished.

Tezcatlipoca resents the disappearance of his cult on Earth, although it was his oracles and false priests who claimed that the Spanish were gods and contributed to the collapse of that culture and his worshipers. Now he wants to return and build an even greater empire. Tezcatlipoca believes the vampires would be perfect minions and high priests. They would gladly sacrifice humans and then feast on their remains. He doesn't particularly like the vampire intelligences, whom he sees as potential competitors, but he is hoping that in forging the alliance those beasts can be kept in a subordinate background. As long as they're kept fed, he reasons, they'll be no problem. The only being Tezcatlipoca truly fears is Quetzalcoatl, but he believes the dragon-god has abandoned the Earth and will never return. **GM Note:** He knows nothing about Quetzalcoatl's plans.

Real Name: Tezcatlipoca. Also known as Yoalli Ehecatl (Night Wind) and Yaotl (the Warrior).

Alignment: Diabolic

M.D.C.: 63,000 (12,600 to start on Rifts Earth and grows as the number of Earth followers increase).

S.D.C./Hit Points (for non-M.D.C. worlds): 4,000 S.D.C. and 2,300 hit points.

Size: Six feet two inches (1.85 m) in human form, 8 feet (2.4 m) long and five feet (1.5 m) tall in giant jaguar form, 20 feet (6.1 m) tall in giant bear form.

Weight: 200 lbs/90 kg(human), 500 lbs/225 kg (jaguar), 6 ton (giant bear-headed man).

Attributes: I.Q. 21, M.E. 22, M.A. 23, P.S. 48 (supernatural), P.P. 24, P.E. 25, P.B. 17, Spd 63 (43 mph/69 kmph).

Disposition: A sadistic bully with no compassion in his black heart. He loves to hurt, torment and destroy humans, both from without (by killing them outright) and from within (by corrupting or driving them insane). He enjoys inflicting physical torture and emotional pain. He is jealous of powerful beings and feels threatened by any being who challenges his power; Quetzalcoatl is a prime example. He sees himself as the rightful ruler of the Aztec pantheon, all humans and, with the control of Rifts Earth, perhaps the entire Megaverse!

Horror Factor: Typically 15, but 16 in bear shape.

Experience Level: 15th level warrior, 12th level ley line walker and stone master.

Natural Abilities: Nightvision 3000 ft (915 m; can see in total darkness), see the invisible, turn invisible at will, bio-regenerate 4D6 × 10 M.D.C. per minute. Takes half damage from energy and fire attacks. Can turn 1D6 × 100 dead per day, teleport 86%, dimensional teleport 80% (only to a dimension he knows which are many).

Special: Transform into human or giant monsters: The god can turn into a human, or a giant jaguar or bearman. In the latter case, he is a giant, hairy humanoid with the head of a bear. The human form is typically used to walk among humans in order to spy upon them or to fight, corrupt and manipulate them for his own pleasure. The duration of this disguise is unlimited and the god can change shapes with a thought.

Special: The Power of Corruption: Tezcatlipoca can cause an enemy to surrender to the worst side of his personality. Characters who fail a save vs magic (19 or higher!) are suddenly controlled by the dark side of their nature, giving vent to feelings of anger, hatred, envy, revenge and others. These feelings are overwhelming and the victim will release them in an intense, extreme, or obsessive way. For example: A violence-prone character might sink into a berserk fury (attacking people at random), a greedy character may stab a companion in the back and take the gold and magic item he has admired or secretly coveted, while an evil or anarchist character may seek revenge and engage in murder or torture.

Any insanities the character may have become totally overwhelming — an alcoholic or addict will stop whatever he was doing and get himself some booze or a fix, a phobic will see the object of his fear and become paralyzed, and so on.

Duration: The initial corruption lasts one day. After 24 hours the victim gets a new throw to save. This time an 18 or higher is needed. This continues each subsequent day and each day the corrupting influence is less (17, 16, 15, etc.). A failed roll means another day of madness and corruption for that character. The effects of this corruption can even influence deities, although their initial roll to save is 17 or higher.

Limitations: Thankfully, Tezcatlipoca can only use his power of corruption twice per 24 hour period. However, this loathsome god is a master of lies and deceit and can influence and manipulate characters with his words.

Vulnerabilities: Silver weapons inflict mega-damage and weapons made from the Millennium Tree inflict double damage. The god is also susceptible to magic, psionics and mega-damage weapons.

Skills of Note: All wilderness skills plus detect concealment, track humans and wilderness survival, all at 98%. Speaks Dragonese/Elven, Nahuatl (the language of the Aztecs), Quiche Mayan, Atlantean, Spanish, American and seven other languages from other dimensions, all at 98%. W.P. Sword.

Combat Skills: Hand to Hand: Martial Arts

Number of Attacks: Five hand to hand or psionic attacks or three by magic.

Restrained Punch — 1D6 × 10 + 33 S.D.C.

Full Strength Punch — 6D6 M.D.

Power Punch — 2D4 × 10 M.D.

Kick Attack — 6D6 M.D.

Bonuses: +2 on initiative, +7 to strike, +10 to parry and dodge, +33 to S.D.C. damage, +3 to roll with impact or fall, +6 to save vs magic, +5 to save vs psionics, +12 to save vs horror factor.

Magical Knowledge: All stone magic. All spells from levels 1-4 plus circle of flame, fly, horrific illusion, call lightning, fire ball, impervious to energy, invulnerability, agony, life drain, sickness, spoil, banishment, control/enslave entity and close rift. **P.P.E.:** 4,000.

Psionic Knowledge: Knows all sensitive powers plus bio-manipulation, hypnotic suggestion, possession, mind block auto-defense, and mind bond. Equal to a 12th level psychic. **I.S.P.:** 1,000.

Allies: Works closely with Tlaloc, Huitzilopochtli and Xipe Totec. He occasionally associates with demons, vampires and Mictla, the Aztec ruler of the Underworld. Worshippers include werebeasts, many monster races, lesser demons and evil humanoids.

Minions: Tezcatlipoca has a cult of Jaguar People that worship him in his jaguar aspect. These shape shifters are fanatical followers. A few thousand can be found in the Yucatan and a few thousand more scattered throughout Central and South America. If he needs to invade Mexico, Tezcatlipoca can rift in an army of 2,000 to 4,000 werejaguars and has several thousand other monsters and demons he counts among his minions.

Enemies: Quetzalcoatl, other Gods of Light and characters of a good alignment. The god also dislikes most dragons.

Description: Tezcatlipoca has three major shapes: the first one is of an athletic young warrior with a dark stripe across his face. He also appears as a gigantic bear-headed humanoid and as an enormous jaguar. In jaguar form he can run across the sky at a speed of 220 or 150 mph (241 km).

Weapons of Note: 1. The Mirror Shield: This huge, polished bronze shield has the power of knowing what is in a person's mind. By reflecting the person's face in the mirror, Tezcatlipoca will know what that person is thinking or what emotions he is feeling. He often uses this shield to determine how corruptible a person is and to appeal to his inner desires.

2. Tezcatlipoca's Sword: This is actually a club with obsidian blades on the sides. This enchanted weapon is indestructible, inflicts 2D6 × 10 M.D. per strike and can be used to parry long-range energy attacks at no penalty.

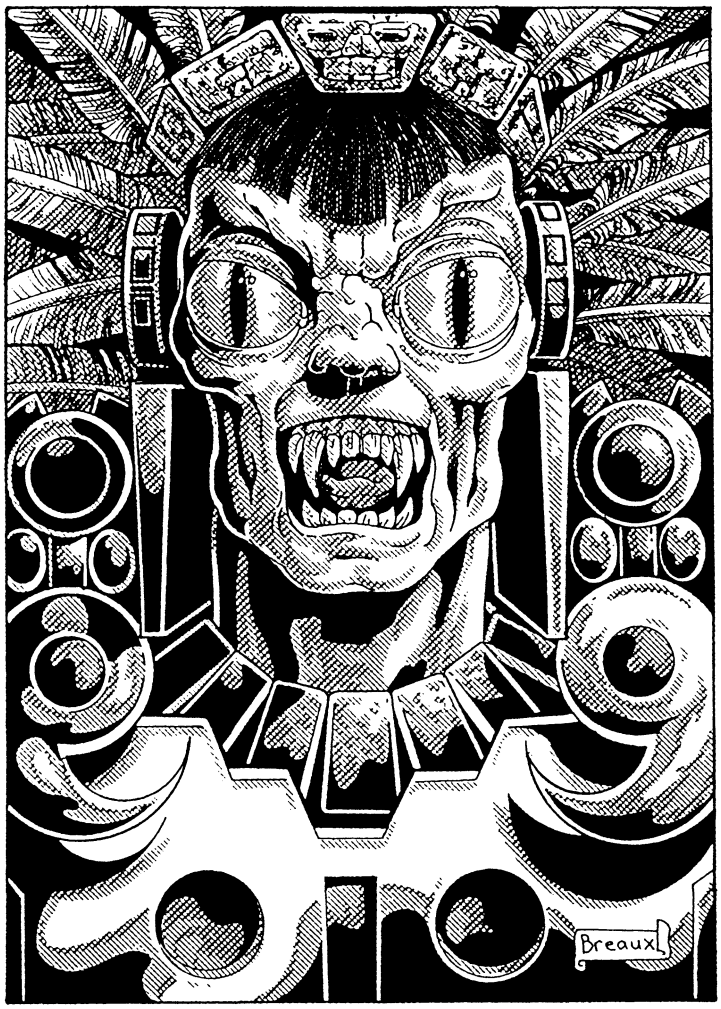
Tlaloc

God of Rains

This fearsome god was the bringer not only of beneficial rain but of storms, killing lightning bolts, floods and disease. The god was an unreliable deity to worship, given to cruel whims and brutal punishment. If he was unsatisfied with the sacrifices offered to him, or if he was bored, frustrated or in a bad mood, he would send storms, droughts or pestilence against the offenders. Tlaloc is a petty and fickle tyrant who enjoys keeping mortals in fear and suspense — like a cruel child who beats and torments his pet dog one moment and then pets and offers it treats the next.

Tlaloc, together with Tezcatlipoca and Huitzilopochtli, was a leading deity of the Aztec pantheon. The god was not sorry when Quetzalcoatl, another bringer of rain, was driven away and out of power. Tezcatlipoca's conduct is closer to Tlaloc's idea of the way gods should act toward mortals.

Even after mortals stopped worshipping him, Tlaloc stayed near the Earth, invisible and observing humankind from the clouds. Often he diverted hurricanes and storms over the ancient lands of the Aztecs, bringing death and destruction to the descendants of the people who



abandoned him. Ancient items found in Aztec ruins can be used to attract this god's attention. More than one 20th-century researcher has evoked the rage of Tlaloc for tampering with one of those items, or by removing an idol, or disturbing an ancient temple (such occurrences might make for interesting mysteries in **Beyond the Supernatural** campaigns).

With the return of the other Aztec gods, Tlaloc has again joined forces with Tezcatlipoca and likes his plans for Mexico and the vampires. Tlaloc pointed out that he could play a vital role in negotiations. As a rain god, he can keep the vampire cities free of rain (at least during the night) or besiege them with storms and help their enemies. The threat of such a god will convince some vampire intelligences to accept the Aztecs' proposals.

Real Name: Tlaloc
Alignment: Miscreant
M.D.C.: 36,000 (7,200 on Rifts Earth).
S.D.C./Hit Points (for non-M.D.C. worlds): 2,000 S.D.C. and 1,600 hit points.
Size: 8 feet/2.4 m tall.
Weight: 650 lbs/290 kg.
Attributes: I.Q. 19, M.E. 25, M.A. 21, P.S. 35 (supernatural), P.P. 21, P.E. 23, P.B. 4, Spd 88 (60 mph/96 kmph) running, 220 (150 mph/241 kmph) flying.
Disposition: Cruel, mean and vindictive, with no respect for human or D-bee life. He enjoys sending diseases and lightning bolts to kill randomly just because he can do it. Thinks that Quetzalcoatl and any god who shows consideration to mortals are sentimental fools.
Horror Factor: 16
Experience Level: 15th level water warlock, 10th level ley line walker.

Natural Abilities: Nightvision 200 ft (61 m), turn invisible at will, see the invisible, unaffected by cold, electricity does half damage, and bio-regenerates 2D6 × 10 M.D.C. per minute. Teleport 75%, dimensional teleport 64% (only to a dimension he knows).

Special: Weather Control: Three times a day, the god can create or stop rain in a 100 mile (160 km) radius. The rain can be anything from a light drizzle to a drenching tropical storm. By playing with thermal currents, he can also "herd" larger weather systems to wherever he'd like them, as long as they are within 2000 miles (3200 km) from his target. Hurricanes can be brought to bear against areas the god wishes to destroy. To do this, the god has to fly above the clouds to control them. The duration of these storms is typically 3D6 minutes. Also see magic powers.

Special: Breath of Sickness: Tlaloc can blow a disease-laden wind onto any targets within 60 ft (18 m) of him. Characters struck by the foul wind must roll to save vs magic (17 or higher). A failed roll mean a wasting, painful disease. The first symptoms appear 24 hours after the attack and includes fever, dehydration, aching bones, and skin discoloration. The victim suffers the loss of 1D6 hit points per day. Also reduce melee attacks and combat bonuses by half. **Note:** This sickness will affect even dragons and supernatural creatures (take 1D6 M.D. and apply other effects as above).

Tlaloc can use his breath six times per day. He often does this while invisible or as a parting gift if he is defeated in combat.

Special: Lightning Bolts: Tlaloc can call lightning at will, inflicting 1D6 × 10 M.D. at no P.P.E. cost. He can cast two lightning bolts per melee round but each counts as one melee attack/action.

Skills of Note: Art, demon and monster lore, astronomy, advanced math, land navigation, and wilderness survival, all at 98%. Knows Nahuatl, Quiche Mayan, Spanish, English/American, Atlantean, French and Elemental, all at 98%, as well as W.P. Sword, and W.P. Blunt.

Combat Skills: Hand to Hand: Basic

Number of Attacks: Four hand to hand or psionic attacks per melee round, or three by magic (prefers magic).
Restrained Punch — 5D6 + 20 S.D.C.
Full Strength Punch or Kick — 4D6 M.D.
Power Punch — 1D4 × 10 M.D.

Bonuses: +3 on initiative, +5 to strike, +6 to parry and dodge, +20 to S.D.C. damage, +2 to roll with impact or fall, +10 to save vs horror factor, +5 to save vs magic, +6 to save vs psionics.

Magical Knowledge: Knows all water spells, equal to a 15th level water warlock. Also knows all magic spells levels 1-5, plus tongues, impervious to energy, call lightning, wind rush, minor curse, negate magic, summon fog and protection circle: superior. **P.P.E.:** 4,000.

Psionic Knowledge: Knows all sensitive powers, equal to a 6th level psychic. **I.S.P.:** 750.

Allies: Tezcatlipoca. He also has connections with the Mayan rain god, Chac, and associates with the occasional demon, lesser elemental and evil priest or wizard.

Minions: Can summon 1D6 lesser water elementals.

Description: A huge humanoid with an overlarge head, two goggle-like eyes and long fangs protruding from his mouth. His voice is deep and has a faint, thunderous echo.

Huitzilopochtli

War God

This god of war and the sun was not as cruel as Tezcatlipoca or Tlaloc, but he also demanded human sacrifices, usually of captive warriors who were disemboweled on his blood-spattered altars. Huitzilopochtli was quick to anger and retaliation, and enjoyed the rigors of warfare, especially against supernatural enemies. This warrior deity often defended the pantheon against incursions by other gods or alien intelligences.



When Quetzalcoatl was overthrown, the god decided to back Tezcatlipoca, mostly to maintain unity in the pantheon. As a warrior, Huitzilopochtli believed that a divided pantheon would be easy prey for its enemies. He feels badly about the fall of the Aztec Empire and he wept when he saw so many brave warriors massacred by the steel and gunpowder weapons of the Europeans. Yet of all the main gods, he is the least eager to reconquer Earth. He believes their time on this planet has passed and they should move on. Still, he will follow the pantheon wherever it goes.

As a god of the sun, Huitzilopochtli is philosophically opposed to vampires and other night monsters (unlike Tezcatlipoca who is a god of the dark). He hates vampires and does not like the idea of an alliance with them, but as usual, will support the pantheon. It is ironic that he and Tlaloc could be the greatest vampire hunters on the planet, Huitzilopochtli bringing the light of day to them in the middle of the night, yet they are planning to join forces with these loathsome creatures.

Huitzilopochtli

Alignment: Anarchist

M.D.C.: 30,000 (6,000 on Rifts Earth)

S.D.C./Hit Points (for non-M.D.C. worlds): 2,000 S.D.C. and 1,000 hit points.

Size: 9 feet tall (2.7 m)

Weight: 1000 lbs (450 kg)

Attributes: I.Q. 22, M.E. 21, M.A. 21, P.S. 45 (supernatural), P.P. 23, P.E. 24, P.B. 12, Spd 88 (60 mph/96 kmph).

Disposition: Mostly interested in war and acts of bravery. Has nothing but hatred and contempt for guns and all high-tech ranged weapons, and considers those who use them to be cowards. He respects hand-to-hand fighters greatly and sometimes an extraordinary warrior will receive some sort of gift, usually in the form of a battle spell, that affects him out of nowhere, or a superior weapon (magic or just excellently crafted). Huitzilopochtli dislikes the major gods of his pantheon, but he is loyal to the group, not the individuals. If Quetzalcoatl somehow regained power, he would be glad and serve him as well.

Horror Factor: 15

Experience Level: 15th level warrior, 10th level ley line walker.

Natural Abilities: Night vision 100 ft (30.5 m; can see in total darkness), see all spectrums of light, including infrared and ultraviolet, look into the brightest light without being blinded, see the invisible, turn invisible at will, bio-regenerate 2D6 × 10 M.D.C. per minute. He is impervious even to mega-damage energy blasts, heat and fire (magic energy does full damage). He can also turn 1D6 × 100 dead per day, teleport 86%, dimensional teleport 80% (only to a dimension he knows).

Special: Radiate Light: Huitzilopochtli has the power of invoking the sun's light, creating a dazzling display that can hurt vampires and other beings of darkness as if they were outside at noon (vampires take 1D6 × 10 M.D. per melee round). The effect is centered around the god and affects a radius of 300 ft (91.5 m). Vampires outside the area are still partially affected: −2 to all attacks and defenses due to fear of the light and are held at bay.

The sun god can also fire a laser like beam of energy from his eyes, mouth and/or fingers. The damage can be as little as 1D6 S.D.C. or as much as 1D6 × 10 M.D. per blast (double to vampires). Each blast counts as one melee action/attack. Range is 2000 feet (610 m) but is only used against unworthy enemies who use long-range weapons. He can also fire a no damage light beam 2000 feet (610 m).

Skills of Note: All espionage and wilderness skills, plus prowl, demon lore, and singing, all at 98%. Literate in Nahuatl, Quiche Mayan, Dragonese/Elven, Spanish, American and Atlantean. Knows ALL ancient and modern W.P.s, plus boxing, wrestling, swimming and athletics.

Combat Skills: Hand to Hand: Martial Arts.

Number of Attacks: Nine hand to hand attacks per melee or two by magic.
Restrained Punch — 1D6×10+30 S.D.C.
Full Strength Punch — 6D6 M.D.
Kick Attack — 1D4×10 M.D.
Leap Kick — 2D4×10 M.D.
Power Punch — 2D4×10 M.D.
Body Flip or Block — 4D6 M.D. plus victim loses one melee attack and initiative.

Bonuses: +3 on initiative, +10 to strike, +10 to parry and dodge, +30 to S.D.C. damage, +6 to roll with impact or fall, +10 to save vs horror factor, +6 to save vs magic, +4 to save vs psionics.

Magical Knowledge: Knows all level 1-2 spells plus armor of Ithan, magic net, escape, energy disruption, apparition, fire ball, impervious to energy, invulnerability, swim as a fish, dimensional portal and close rift. **P.P.E.:** 1,000.

Psionic Knowledge: None

Minions: Huitzilopochtli is often accompanied by demigod-like Aztec warriors he has endowed with superhuman powers (Use the attributes of the Warriors of Valhalla. These warriors wear magic feather armor similar looking to that worn by the sun god with 200 M.D.C. and no prowl or movement penalties). The god has a small army of 1000 of these warriors. He also associates with other warrior gods, godlings, demigods, dragons, True Atlanteans and the occasional mortal warriors of great repute.

Description: A larger-than-life man in feathered armor, and feather headdress. He is covered in war paint: the lower part of his face, legs and arms are painted blue, the upper part of his face is black. At night, a yellow aura of light is visible around him.

Weapons and Equipment of Note: 1. The Xiuhcoatl (Turquoise Snake): This is a club shaped like a snake. The weapon inflicts 3D6×10 M.D.! The snake head can shoot forth a stream of flames inflicting 1D6×10 M.D. Range: 1000 ft (305 m).

2. Huitzilopochtli's Shield: This small, round shield is indestructible and grants the god a +3 bonus to parry. It can also be thrown (1000 ft/305 m), does 6D6 M.D., and returns to the god.

3. Armor made with enchanted hummingbird feathers. 1000 M.D.C.

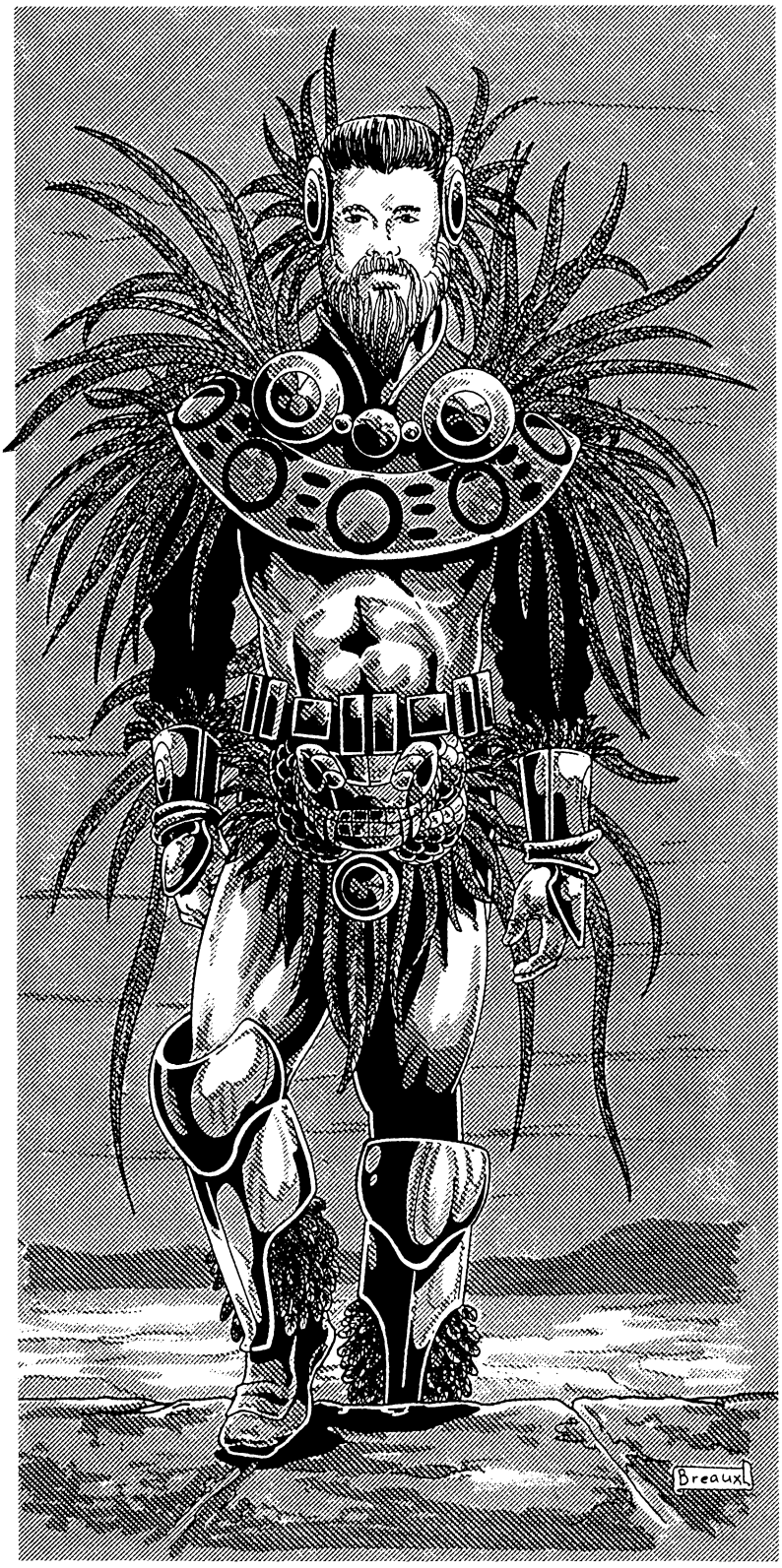
Quetzalcoatl the Rebel

The Ancient Feathered Serpent

Quetzalcoatl was an elder Kukulcan dragon (see Rifts Conversion Book) that ascended into godhood and became a protector of humankind. He was the deity of the air and rain, as well as medicine, art, and science, and the patron of agriculture and astrology. Before becoming a god, the dragon dwelt among men and taught them many secrets. When he became divine, he watched over the ancient Toltecs and Aztecs. He demanded the sacrifice of animals and plants, never humans.

Quetzalcoatl did not realize that the other gods, who had been there before his rise of power, resented his place of power and attention paid to him by humans. It was only his vast power that kept the others from rising against him until Tezcatlipoca finally struck out. The dark god used black magic and his corrupting power on the dragon-god. Even Quetzalcoatl proved vulnerable to the corruption, abandoning himself to nights of drunkenness and murderous rage. When the fit of madness was over, the god, appalled at his own actions, withdrew from Earth. He and his loyal follower Xolotl left the planet, promising to return one day.

The first return of Quetzalcoatl was during the 17th century A.D., long after the conquest of Mexico by the Spanish. The god saw that the Aztecs had been deceived into thinking these invaders were his servants and that the leader was supposedly Quetzalcoatl himself (which was not true)! Enraged, Quetzalcoatl hunted for Tezcatlipoca, and the



two gods fought. Tezcatlipoca was badly injured in the fight and fled before Quetzalcoatl's rage. His fury spent, Quetzalcoatl meditated about his next step. He again left Earth and spent the intervening centuries in other dimensions where he met many deities from Earth and other places, including the Palladium world.

The god recently learned that Tezcatlipoca and his followers are plotting to reestablish themselves on Earth. Quetzalcoatl will do everything in his power to stop those evil deities from dominating and tormenting Earthlings (human and nonhuman) again. Xolotl has already investigated the area and has come back with horrible tales of vampires and evil gods walking the Earth. Quetzalcoatl is presently seeking allies to

fight these creatures. Meanwhile, the other gods of the Aztec Pantheon have no idea that the Feathered Serpent is back in the picture.

Real Name: Quetzalcoatl. Also known as Ehecatl (the wind).
Alignment: Principled
M.D.C.: 70,000 (14,000 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 5,000 S.D.C. and 2,000 hit points.

Size: 6 feet, 5 inches (1.96 m) in human form; 12 feet (3.6 m) long, with a 20 foot (6.1 m) wingspan, as a dragon.

Weight: 200 or 2000 pounds respectively (90 or 900 kg).

Species: Dragon god

Attributes: I.Q. 25, M.E. 26, M.A. 24, P.S. 36 (supernatural), P.P. 25, P.E. 28, P.B. 19, Spd 60 running (41 mph/65 kmph), 250 flying (170 mph/270 kmph).

Disposition: Well-meaning, compassionate and helpful. A wise teacher who likes and respects humankind and most sentient beings. Quetzalcoatl also has a rarely seen streak of bad temper, which only comes to the surface when he is extremely tired, frustrated or under a corrupting magic.

Horror Factor: 15

Experience Level: 20th level ley line walker and scholar, 8th level temporal wizard.

Natural Abilities: Nightvision 200 ft (61 m; can see in total darkness), see the invisible, turn invisible at will, bio-regeneration 2D6 × 10 M.D.C. per minute, resistant to fire and cold (does half damage), teleport self 88%, dimensional teleport 88%, and metamorphosis at will into human form, no limit.

Special abilities: Healing touch restores 4D6 S.D.C./hit points or 2D6 M.D.C. Resurrection: this powerful gift allows Quetzalcoatl to raise the dead (80% chance).

Skills of Note: All science, technical, and medical skills as well as fishing, dancing, singing, detect ambush, detect concealment, track humans, track animals, and wilderness survival, all at 98%. Through magic he can speak and read all languages. W.P. Sword, W.P. Blunt, W.P. Energy Rifle, and W.P. Heavy Energy Weapons.

Combat Skills: Hand to Hand: Expert

Number of Attacks: Seven hand to hand or psionic attacks per melee round, or four breath attacks and three physical, or three by magic.
Restrained Punch — 6D6 + 21 S.D.C.
Full Strength Punch — 5D6 M.D.
Power Punch — 1D6 × 10 M.D.
Kick or Tail Strike — 6D6 M.D.
Bite — 5D6 M.D.
Breath Weapon — Paralysis for 2D4 melee rounds; range 200 feet (61 m), nine feet wide (2.7 m); a 17 or better is needed to save.

Bonuses: +4 on initiative, +8 to strike, +9 to parry and dodge, +21 to S.D.C. damage, +4 to roll with impact or fall, +8 to save vs horror factor, +11 to save vs magic, +10 to save vs psionics.

Magical Knowledge: All magical spells from levels 1-15 an all temporal magic spells. **P.P.E.:** 9,000

Psionic Knowledge: All sensitive, physical and healing powers, plus bio-manipulation and group mind block. **I.S.P.:** 1,200.

Weapons and Equipment: Usually none; relies on magic and cunning.

Description: In his kukulcan form, he appears as a beautiful, 12 foot (3.6 m) long snake with bright gold plumage and a bird-like head. As a human, he appears as a male with white hair and beard and European features (this also caused the Spanish to be confused with him; Quetzalcoatl's human form came from another dimension where Caucasians were the dominant race).



Xolotl

The Ally of Quetzalcoatl

Xolotl is the symbol of magic and magicians. He was allegedly Quetzalcoatl's brother, but they are only brothers through friendship and spirit, not by blood. This dog-headed god has accompanied Quetzalcoatl on many quests, including a heroic trip to the realm of Mictla, demon ruler of the Underworld. The two friends enjoyed vanquishing Mictla, weakening his power, but victory was short lived for his defeat inadvertently helped the current ruler of Hades, Asmodeus, rise to power.

When Quetzalcoatl was temporarily corrupted by Tezcatlipoca, Xolotl tried to stop him, but the insane wind god almost killed him. His sacrifice and near death managed to snap Quetzalcoatl out of his state, but he could not stop the Feathered Serpent from fleeing Earth in shame. Xolotl followed and the two gods remain best friends despite this incident. Xolotl often scouts ahead for his friend and stands by him in battle. They have traveled to many worlds together and have vanquished many evil forces.

Back on Rifts Earth, the two are looking for champions to join them in their inevitable battle with the evil Aztec gods and possibly vampires as well. Both gods have been secretive to avoid tipping their hand too soon. As an aside, Xolotl is fascinated by the dog-boys and other mutant animals created by the Coalition's States and Gene Splicers. In fact, the dog-headed god has secretly visited the Lone Star complex and is one of the few beings who has any idea of the dangers festering at that place. He believes that the dog boys would make excellent worshippers and allies for him in particular. Xolotl has even toyed with freeing them from the Coalition's tyranny (This plot line is also applicable to the setting in **After the Bomb**).

Real Name: Xolotl
Alignment: Unprincipled
M.D.C.: 13,000 (2,600 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 800 S.D.C. and 500 hit points.
Size: 6 feet tall (1.8 m)
Weight: 180 lbs (81 kg)
Attributes: I.Q. 25, M.E. 20, M.A. 20, P.S. 30 (supernatural), P.P. 23, P.E. 21, P.B. 15, Spd 44 (30 mph/48 km).
Disposition: Xolotl is a curious and inquisitive deity. He always wants to know more. He learned about magic from Quetzalcoatl, then visited magicians from other worlds to compare notes. He is also a defender of intelligent humanoid animals, mutants and non-humans (he was called the **God of Monsters** by the Aztecs), and dislikes any being who prejudges somebody on the basis of his appearance.
Horror Factor: 13
Experience Level: 14th level ley line walker.
Natural Abilities: Nightvision 60 ft (18 m; can see in total darkness), see the invisible, turn invisible at will, bio-regenerate 1D4 × 10 M.D.C. per minute, never tires and can leap 30 feet (9 m) high and lengthwise. Takes half damage from energy and fire attacks. Teleport 76%, dimensional teleport 70% (only to a dimension he knows), has keen senses of vision, hearing and smell.
Skills of Note: Tracking humans, tracking animals, art, dancing, anthropology, demon lore, faerie lore, land navigation, hunting and wilderness survival at 98%. Prowl 88%, W.P. archery and targeting, sword and energy rifle. Magically knows all languages.
Combat Skills: Hand to Hand: Basic
Number of Attacks: Six hand to hand attacks per melee round or two by magic.
Restrained Punch — 5D6 + 15 S.D.C.
Full Strength Punch or kick — 3D6 M.D.
Power Punch — 6D6 M.D.
Bonuses: +3 on initiative, +6 to strike, +7 to parry and dodge, +15 to S.D.C. damage, +6 to pull punch, +4 to roll with impact or fall, +8 to save vs horror factor, +4 to save vs magic, +4 to save vs psionics.
Magical Knowledge: Knows all spells from levels 1-15 at 14th level of experience. **P.P.E.:** 2,000.
Psionic Knowledge: None
Weapons and Equipment: Nothing of note; may use magic or technology.
Description: A humanoid with a brown-furred dog's head. Often wears a feathered headdress and human body armor.

Xipe Totec

God of Flaying

This was the god of the spring and fertility. To represent the changing of seasons, his priests killed a sacrificial victim, peeled off the skin, and wore the skin in a gruesome ritual. Xipe Totec himself wore a cloak made out of human skin. This monstrous god demanded some terrible sacrifices from his worshippers, such as tying victims to posts and shooting them with arrows, their dripping blood a symbol of fertilizing rain, among others.

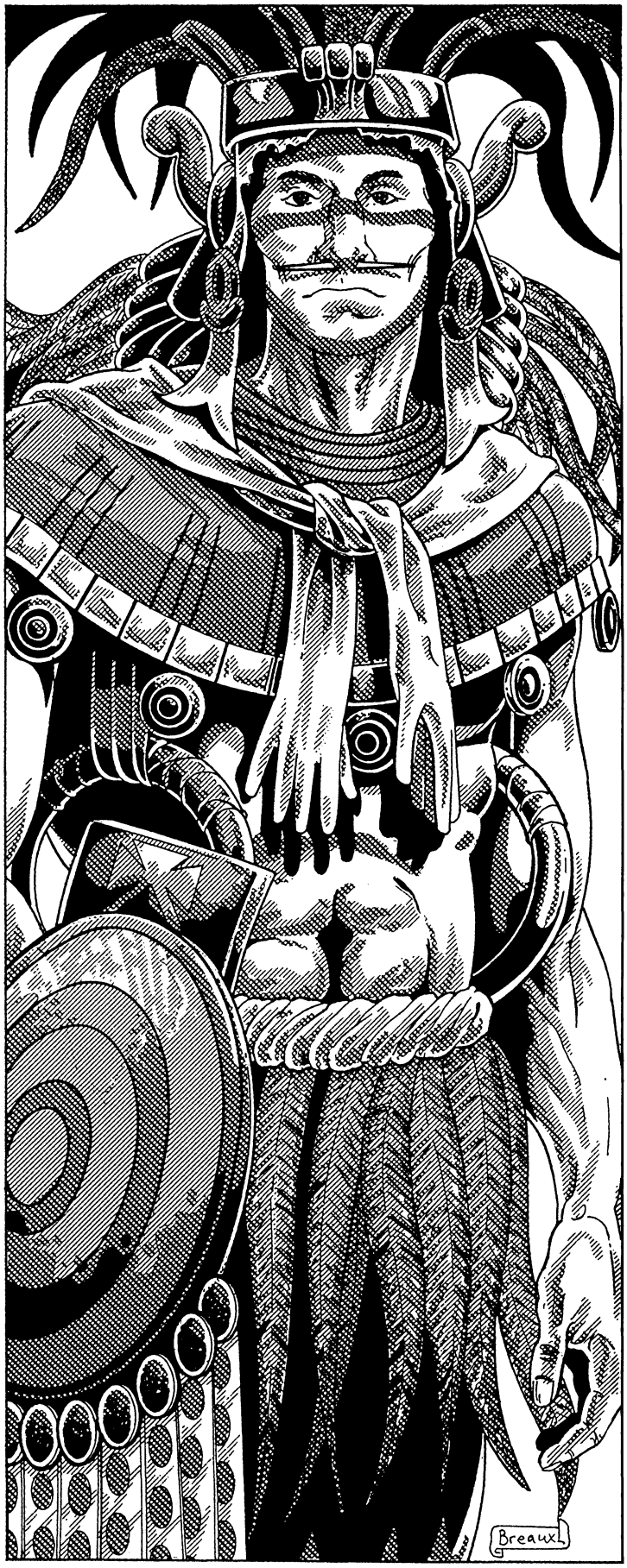
Like Tlaloc, this god was cruel and fickle, sometimes causing droughts to drive his worshippers to a new series of murderous rituals. The god likes to barter for life at the cost of the deaths of others. He enjoys the corrupting effect of this payment on the priests and people buckling to his demands. Xipe Totec also enjoys possessing people to commit horrible, bloody crimes — the god has some powers similar to those of an alien intelligence, including the ability to possess a mortal (human or D-bee).

Xipe Totec has stayed on Earth for thousands of years. After the Aztec's priests were exterminated by the Spanish, the god created secret cults that kept conducting bloody sacrifices. These dark cults were often discovered by psychic investigators, arcanists, and secret agents (and super-heroes) throughout the ages. Most of these cults remained in Mexico, but sometimes they committed crimes in other parts of the world. Some rumors even suggest that he may have influenced Adolf Hitler.

Xipe Totec protected a handful of his followers during the time of the rifts, and now remnants of the cult live on in human cities like El Paso and even in some vampire-held areas, including the cities of The Mexican Empire. The Mexican cult has served Xipe Totec well, providing him and the other Aztec gods with valuable information about the vampires and humans in the area.

Xipe Totec is all for the alliance with the vampires. Cults led by this creature will be merciless and destructive and usually composed of evil humans, monsters, and lesser demons. If the god has his way, altars will be erected across the nation and hundreds of victims will be offered to him every night. He loves to torture and torment creatures of good alignment and all beings weaker than himself.

Real Name: Xipo Totec (Our Lord, the Flayed One).
Alignment: Diabolic
M.D.C.: 30,000 (6,000 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 2,000 S.D.C. and 1,000 hit points.
Size: 6 feet, 6 inches (1.9 m)
Weight: 250 lbs (112.5 kg)
Attributes: I.Q. 19, M.E. 20, M.A. 20, P.S. 28 (supernatural), P.P. 21, P.E. 20, P.B. 9, Spd 38 (26mph/41 kmph).
Disposition: A morbid, evil creature who uses his powers to satisfy his perverted urges for murder and bloodshed. He sees his demand for mass murder as fair trade for his protection and benevolence. He claims he is saving thousands from starvation and suffering by the sacrifice of comparatively few.



Horror Factor: 16

Experience Level: 15th level ley line walker and 10th level stone master.

Natural Abilities: Nightvision 300 ft (91.5 m; can see in total darkness), see the invisible, turn invisible at will, bio-regeneration 3D4 × 10 M.D.C. per minute, and is impervious to poison and disease. Takes half damage from energy and fire attacks. Teleport 84%, dimensional teleport 80% (only to a dimension he knows).

Special: Aura of Fertility: Xipe Totec can cause the lands of a large area (1000 mile/1600 km radius) to be either fruitful, providing a better than normal yield for the land, or infertile. This effect can be countered by water and air magic, or the powers of another fertility god.

Skills of Note: Identify plants and fruits, botany, preserve food, skin and prepare animal hides, land navigation, demon/monster lore, and advanced math, all at 98%, and W.P. knife, W.P. sword. Knows Nahuatl, Dragonese/Elven, Quiche Mayan, Spanish, and Atlantean, all at 98% or can use the tongues spell to understand and speak any language.

Combat Skills: Hand to Hand: Assassin

Number of Attacks: Seven hand to hand or psionic attacks per melee round, or three by magic.
Restrained Punch — 5D6+13 S.D.C.
Full Strength Punch — 3D6 M.D.
Power Punch — 6D6 M.D.

Bonuses: +2 on initiative, +9 to strike, +6 to parry and dodge, +13 to S.D.C. damage, +3 to pull punch, +3 to roll with impact or fall, +14 to save vs horror factor, +4 to save vs magic, +4 to save vs psionics.

Magical Knowledge: Knows all stone magic and all wizard spells from levels 1-7, plus commune with spirits, hallucination, negate magic, spoil, summon and control canines, control/enslave entity, anti-magic cloud, metamorphosis: mist, calm storms, summon rain, summon storm and summon lesser being. **P.P.E.:** 3,000.

Psionic Knowledge: Knows all sensitive powers plus bio-manipulation and psychic surgery (uses it to perform sacrifices). **I.S.P.:** 600.

Allies: Xipe Totec has many contacts among necromancers, dark cults, demons and evil entities, however, even some of the Gods of Darkness find him revolting.

Description: A pale, slim man wearing a human skin like a cloak. He is often mistaken for a vampire, and enjoys using his magical spells to imitate their powers and fooling hunters into going after him armed with wooden and silver weapons and water hoses!

Weapon and Equipment: Enchanted obsidian knife which he uses for torture and sacrifices. The knife can be instructed to inflict 6D6 S.D.C. damage on normal mortals or 6D6+6 M.D.

Xochiquetzal

Goddess of Beauty

This goddess of flowers and love has been married to both Tlaloc and Tezcatlipoca, although her heart is with neither god; she loves Quetzalcoatl. Tragically, she has been treated as an object to be passed around or stolen and not like a person. Secretly, she seeks to escape and to destroy the two gods who have ruled her life.

Xochiquetzal was a goddess from a minor pantheon, worshipped by a Western tribe of Mexico. When the Aztecs expanded their borders and absorbed other peoples, they also took their gods. Xochiquetzal was sent to the Aztec's pantheon as a hostage. There she was immediately attracted to Quetzalcoatl, but the god was soon deposed by Tezcatlipoca and his evil friends. Tlaloc took her as a wife and she submitted to save her pantheon from complete destruction. A few decades later, however, Tezcatlipoca abducted her from Tlaloc's pocket dimension and forced her to become his consort. Tlaloc was enraged



but decided not to make an issue of the abduction, claiming he had never cared much for the goddess.

The goddess is seething with rage and hatred, but she hides it well. Nobody would guess that this ingratiating, beautiful deity harbors any ill will towards her brutal husband. However, she often tries to manipulate one evil god against another and tries to help the innocent and good whenever she can. Sometimes she drops hints to Tlaloc that she might want to start things over with him, then she goes to Tezcatlipoca and accuses the rain god of making passes at her. She will do whatever she can to sabotage the Aztecs' plan to ally themselves with the vampires of Mexico.

Real Name: Xochiquetzal
Alignment: Anarchist (was once unprincipled)
M.D.C.: 6,000 (1,200 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 300 S.D.C. and 300 hit points.
Size: 5 feet, 6 inches (1.6 m)
Weight: 110 lbs (49.5 kg)
Attributes: I.Q. 24, M.E. 18, M.A. 24, P.S. 18 (supernatural), P.P. 19, P.E. 20, P.B. 26, Spd 24.
Disposition: Outwardly a happy and sociable and always tries to look the part of a mighty queen. In reality, she is very sad and miserable, with nothing but revenge to live for. She has given up on Quetzalcoatl who never knew about her feelings for him. She might try to run away one day, but characters who took her under their care would soon be pursued by the enraged gods.
Horror Factor: 10
Experience Level: 10th level ley line walker.
Natural Abilities: Night vision 200 ft (61 m; can see in total darkness), see the invisible, turn invisible at will, bio-regenerate 1D6 × 10 M.D.C. per minute.
Skills of Note: All domestic and botany, recognize plants and fruits, holistic medicine, horsemanship, and wilderness survival, all at 98%. Speaks and reads Nahuatl, Spanish and Dragonese/Elven.
Combat Skills: Hand to Hand: Basic
Number of Attacks: Four hand to hand or two by magic per melee.
Restrained Punch — 3D6 + 2 S.D.C.
Full Strength Punch — 1D6 M.D.
Power Punch — 2D6 M.D.
Bonuses: +4 to strike, +5 to parry and dodge, +2 to S.D.C. damage, +4 to roll with impact or fall, +4 to pull punch, +4 to save vs magic, +4 to save vs psionics.
Magical Knowledge: Knows all spells from levels 1-4 plus minor curse, purification, water to wine, and remove curse. **P.P.E.:** 1,000.
Psionic Knowledge: None.
Description: A stunningly beautiful woman with bronze skin and long black hair. Usually dressed in Aztec finery, with long woven robes and many pieces of jewelry and feather ornaments.


Breaux

Cihuacoatl

Earth Goddess, Mother of the Gods

Cihuacoatl is a deity of the Earth and fertility. She is the oldest of the gods and a harsh mistress for deities and mortals alike. She was thought to be a symbol of agriculture, but was horrific in that she devoured the corpses of the dead and then caused the soil to produce new life in return. She was one of the first deities to create the link between death and life, which led to sacrificial rituals. The goddess has been satisfied to let her children deal with humankind with little interference. Occasionally, she would wander the roads in the guise of a beautiful woman and claim one or two lives. Like most Aztec gods, she demands a terrible price for whatever gifts she provides.

Over the centuries, Cihuacoatl has traveled to different parts of the Megaverse. She met a world populated by Nagas and became their tutelary deity. She now can command a huge army of those creatures in a campaign of conquest. She also met Herakles in one of her travels, and the Greek god decided she was a monster and attacked her. The fight ended inconclusively, but Cihuacoatl now hates all of the Greek gods and has taken the trouble to learn a great deal about them — at some point she plans to attack them.

The goddess will aid Tezcatlipoca in his bid to control Mexico, but she has an agenda of her own. She finds the Splugorth a great deal more interesting and capable allies than the vampires. A frequent visitor to Atlantis, Cihuacoatl and Splynncryth have become relatively good friends, and, according to malicious rumors, more than friends. Cihuacoatl plans to help the vampires at first, but will then cause civil war and strife. She is likely to use Tlazolteol in her schemes, because she is very loyal to the Earth goddess. Cihuacoatl believes her sons will fall in line when they have no choice but to work with the Splugorth. Mother knows best, after all.

Recently, Cihuacoatl has heard of a group of creatures that have been called the *Children of Cihuacoatl* (see **Rifts World Book One: Vampire Kingdoms**). These beings are actually aliens from another dimension. The goddess is considering approaching them and trying to become their patron and ruler. If she manages this, she will have technologically advanced minions at her disposal.

Real Name: Cihuacoatl. Also known as Coatlicue.
Alignment: Miscreant
M.D.C.: 50,000 (10,000 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 500 S.D.C. and 800 hit points.
Size: 12 feet (3.66 m) tall in natural form, 5 feet four inches (1.63 m) in human form.
Weight: 2 tons as a god or 100 lbs/45 kg in human guise.
Attributes: I.Q. 23, M.E. 27, M.A. 22, P.S. 40 (supernatural), P.P. 19, P.E. 20, P.B. 4, Spd 66 (45 mph/72 kmph).
Disposition: Rarely wastes time communicating with mortals, preferring to terrorize and devour them in short order. With other deities, she can be haughty, proud and arrogant. She likes the company of inhuman deities and alien intelligences, and has become attracted to Splynncryth, the ruler of Atlantis (in her opinion has "the cutest tentacles"). It is unknown whether Splynncryth returns her affections, but he is certainly *profiting* from her help with the situation in Mexico — remember, Splugorth hate vampires.
Horror Factor: 17 when in her natural form.
Experience Level: 16th level earth warlock, 12th level stone master and 8th level ley line walker/wizard.
Natural Abilities: Nightvision 3000 ft (910 m; can see in total darkness), see the invisible, turn invisible at will, bio-regenerate 4D6 × 10 M.D.C. per minute and is impervious to poison and disease, but takes half damage from energy and fire attacks. Can turn 1D6 × 100 dead per day, teleport 80%, dimensional teleport 76% (only to a dimension she knows, which are many) and transform into a beautiful maiden at will.

Special: Hypnotic Gaze: Her two serpent heads can cast a hypnotic beam when they are joined together. This beam is psionic in nature (psionic saves are at −4), and causes the victim to become passive and unresisting (does not attack) unless he is attacked first, in which case he is still at −2 attacks per melee round and all combat bonuses are also −2.

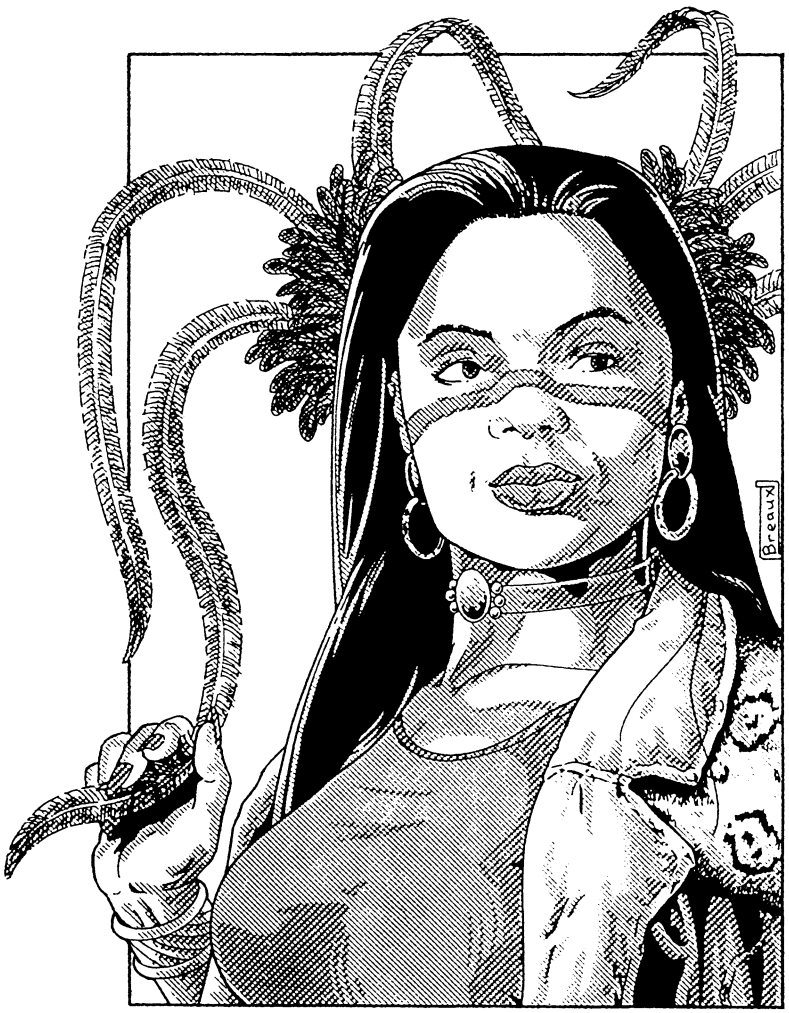
Special: Summon and Control Snakes: The goddess can summon and control as many as 1D4 × 100 snakes; poisonous or otherwise.

Skills of Note: Knows all domestic and wilderness skills, plus botany, herbology, art, demon lore, detect ambush, tracking (humans and animals), and wilderness survival, all at 98%. Literate in Dragonese/Elven, Nahuatl, Quiche Mayan, Atlantean, Spanish, American and Kittani, at 98%.
Combat Skills: Hand to Hand: Basic
Number of Attacks: Six hand to hand or three by magic per melee.
Restrained Punch — 6D6 + 25 S.D.C.
Full Strength Punch or Kick — 5D6 M.D.
Power Punch — 1D6 × 10 M.D.
Bite — 1D4 × 10 M.D. plus poison (1D6 × 10 M.D. unless a save is made).
Head Butt — 5D6 M.D.
Bonuses: +4 on initiative when in natural form, +4 to strike with hands, +6 to strike/bite with either head, +6 to parry and dodge, +25 to S.D.C. damage, +4 to roll with impact or fall, +3 to save vs magic, +7 to save vs psionics.
Magical Knowledge: Knows all elemental earth spells (at 16th level), all stone magic (12th level), and all magic spells levels 1-5 plus fire ball, time slip, tongues, life drain, luck curse, sickness, spoil, wisps of confusion, speed of the snail, summon entity, time hole, and close rift; equal to an 8th level wizard. **P.P.E.:** 6,000.
Psionic Knowledge: None, other than hypnotic gaze.
Weapons and Equipment: None. Relies on her powers and magic.
Allies: As said above, she has established ties with the Splugorth.
Minions: She can summon 2D4 lesser earth elementals or one greater elemental at will. Coatlicue also has dominion over a dimension populated by Naga serpent people (see the **Indian Pantheon**), and often uses them as agents, servants, assassins and soldiers. She could summon as many as 4,000 Naga warriors at one time. These creatures are skilled in magic, but are primitive and have no knowledge of energy weapons and other high technology. She also associates with alien intelligences, Splugorth, and other forces of darkness. She is often worshipped by monsters, lizard men, and evil beings.
Description: In her natural form, Coatlicue stands 12 feet (3.6 m) tall and has two snake heads, which can merge together to form a hideous reptilian whole and can then use her hypnotic gaze. Her hands and feet have long claws and she is dressed in a skirt made out of living, writhing serpents. The goddess can transform into a beautiful woman (P.B. 21), but only does so when she feels it necessary — she prefers her natural form.

Tlazolteol

Goddess of Sin

Tlazolteol was called "the Eater of Impurity." She represented the dark side of love and passion. Men who had committed impure acts went to her priests to achieve purification. The goddess was actually a perverted creature who loved to see the terrible crimes mortals committed when driven by passion. This goddess of impurity loves to manipulate mortals, putting them in complex situations just to see what they will do. She is the ultimate creator of soap operas, twisting events and emotions so two people who are completely wrong for each other fall in love and torment each other. For example, she may cause two sisters to desire the same man and watch transfixed as the women destroy



each other while competing for him. She also understands and uses emotions such as lust, envy, and jealousy, and encourages deceptions, blackmail, sexual brutality and murder.

This goddess prefers to remain behind the scenes. She has caused wars and prevented attempts at reconciliation. Some have said that she secretly helped the Spanish when they came to Mexico. In truth, she helped nobody and only made things worse for both sides. Tlazolteol has remained on Earth, traveling the world and causing trouble wherever she goes. She has been the wife and mother of kings during the Middle Ages, a bordello madam in California during the 1880's, a double agent during both World Wars, a revolutionary in Central America during the 1960's, and a high-class call girl during the 1980's. People who became involved with her all came to evil ends. Some were murdered, others had their reputations ruined and several committed suicide. All did terrible things to their countries, their loved ones, and everything they stood for.

Tlazolteol continues her wanderings. She can be at the center of any upheaval that involves romance, lust or passion. Often she plays several roles at once, using her shape shifting abilities! More than once, the mistresses of generals from both sides of a war have mysteriously disappeared after no further damage could be done. The coming of the rifts and the many dimensional rifts has only increased her opportunities for mayhem.

Real Name: Tlazolteol
Alignment: Diabolic
M.D.C.: 8,500 (1,700 M.D.C. on Rifts Earth).
S.D.C./Hit Points (for non-M.D.C. worlds): 550 S.D.C. and 300 hit points.
Size: varies
Weight: varies

Attributes: I.Q. 24, M.E. 23, M.A. 23, P.S. 24 (supernatural), P.P. 22, P.E. 20, P.B. 25, Spd 44 (30 mph/48 kmph).

Disposition: She is a temptress and manipulator. Unlike other goddesses of lust, she cares less about making men desire her than about the chaos she can cause through passion. If a man rejects her, she arranges things so his lover or wife "discovers" that he was unfaithful and leaves him or better still, kills him. She likes to put people in desperate positions where they have to lie or commit crimes to win, survive or escape. Many end up doing what's necessary (and wrong) no matter how horrible, and Tlazolteol rejoices, once again convinced of the inferiority of humans.

The goddess is not much of a fighter (or a lover), but she is not above committing murder if it will further her ends. If discovered and attacked, she will try to kill her enemies, or run away, especially if facing difficult odds. She will always try to flee when reduced to half her M.D.C. If captured, she will try to make a deal with her captors, using her feminine wiles and treachery. She always seems to have valuable information, and will use it for bargaining, manipulating or selling. Of course, Tlazolteol may try to mix in bits of misinformation.

Horror Factor: 13 when her true nature is revealed.

Experience Level: 12th level ley line walker.

Natural Abilities: Nightvision 200 ft (61 m; can see in total darkness), see the invisible, turn invisible at will, bio-regenerate 1D4 × 10 M.D.C. per minute. Teleport self 65%, dimensional teleport 45%. Tlazolteol can change her shape at will (no limits). Most often she is a black or brown haired woman with tan skin, but she can assume any features, skin color and type of hair. She is always very beautiful and acts in a sensual, provocative way.

Special: Soul Search: The goddess can understand the general personality and alignment of anybody she makes eye contact with. Their sexual dreams, desires, and fears also become clear to her, as well as other intense goals, desires and fears. She uses this information for the worst possible outcome. Only master psionic characters with mind-block auto-defense are safe from this probing.

Skills of Note: Knows all domestic and espionage skills, plus prowl, climbing, palming and concealment, at 98%. Literate in Nahuatl, Dragonese/Elven, Quiche Mayan, Atlantean, English, Spanish and German. Magically speaks all languages.

Combat Skills: Hand to Hand: Assassin

Number of Attacks: Five hand to hand or two by magic.
Restrained Punch — 4D6+9 S.D.C.
Full Strength Punch — 2D6 M.D.
Power Punch — 4D6 M.D.
Bite — 1D4 M.D.

Bonuses: +8 to strike, +5 to parry and dodge, +9 to S.D.C. damage, +3 to roll with impact or fall, +4 to save vs magic, +5 to save vs psionics.

Magical Knowledge: Knows the following spells: blinding flash, cloud of smoke, heavy breathing, sense magic, befuddle, chameleon, concealment, fear, paralysis: lesser, fool's gold, shadow meld, calling, domination, heal wounds, horrific illusion, hallucination, locate, luck curse, mystic portal and create magic scroll. **P.P.E.:** 900.

Psionic Knowledge: All sensitive powers plus empathic transmission, hypnotic suggestion, and mind bond equal to a 12th level psychic. **I.S.P.:** 800.

Weapons and Equipment: Varies; tends to rely on her powers.

Description: As a shape shifter who can say what is her true appearance? Tlazolteol always appears as an exotic beauty with sparkling eyes.

The Sons of Quetzalcoatl

Demigods & Champions of Mexico (Rifts Earth)

This is an organization led by a Kukulcan dragon named **Corellion**. The group has recently appeared in the South of Mexico and is lending protection to the natives against the vampires' depredations. The two feathered serpents of the group have caused the natives to believe these beings are Quetzalcoatl and his followers, returned to save their land. At first, Corellion denied being a god, but he realized that the humans needed a symbol they could understand to allay their fears about facing the demonic vampires. Thus, Corellion relented and started going by the name Quetzalcoatl. His band of heroes have been given similar Aztec names, depending on their abilities. Unlike many such groups in the Megaverse, these warriors did not intend to be confused with the old gods, but have grudgingly accepted this honor.

The Sons of Quetzalcoatl work out of the township of Old Acapulco, around the ruins of the devastated city. From that base they launch guerrilla raids against the vampires, most of which are a few hundreds of miles away. Selected teams go on extended "hunting trips," destroying as many vampires as they can. The main targets are bands of wild vampires, but sometimes small villages are liberated. After killing the village's vampire ruler and his undead minions, the Sons of Quetzalcoatl often evacuate the entire human population and take them to a safe place in the south. This is a dangerous trip, since wild vampire bands and organized vampire forces often hunt down these refugees. So far, however, the vampire kingdoms are still unaware of the true nature and location of this new enemy.

Some of the champions go on long-term missions to infiltrate and spy on the larger vampire cities. Agents have been stationed in Morelos, Xochicalco and Mexico City. There they use magic and psionic means to send information about the vampires and important events. One of them, the renegade vampire nicknamed Cihuateto (described in the following pages), has risen high in the ranks of the vampire kingdom and is a superb spy for the vampire hunters.

The Sons of Quetzalcoatl are slowly gaining strength and confidence. They know they are not powerful enough to directly challenge the vampires, but they are getting ready. Corellion has sworn he will cleanse Mexico of this pestilence or die trying.

Relations with Other Groups

1. **Other Pantheons:** The Sons of Quetzalcoatl don't know anything about the real Aztec gods or their return to Earth. As far as they are concerned, most creatures that claim godhood are at worst supernatural monsters or at best conniving opportunists. Any claims at being a deity will be met with distrust and hostility. None of the members have met a god, except Aristophanes/Nahualli, who, as an Atlantean, knows a bit about the deities. The evil Aztec gods will not take kindly to these heroes, but the real Quetzalcoatl and Xolotl will look upon them as champions worthy of their support (unfortunately they don't know about them yet).
2. **The Coalition States:** The CS doesn't even know about the existence of this group or the vampire kingdoms even though prospective members are sometimes recruited from the Coalition States or enemies of the States, but this is done discretely.
3. **Others:** The Sons of Quetzalcoatl know of Reid's Rangers (see **Rifts Vampire Kingdoms**) and have considered forming an alliance, but for now the two groups are too far apart geographically to meet.

Average members of the Sons of the Quetzalcoatl

The Sons of Quetzalcoatl also have about a dozen main members, including three ley line walkers (levels 2, 5 and 6, respectively), five techno-wizards (specialists in anti-vampire weapons) and a mystic (level 5). Other members of note include several robot pilots, 3 juicers and 2 partial conversion borgs. The team has a small group of heavy combat robots and power armor, including 3 SAMAS models, 2 Titan Combat Robots, 1 Triax Ulti-Max power armor suit, and 1 Forager Battlebot.

Additionally, the group has assembled a militia equipped with laser rifles (Coalition models), anti-vampire weapons and light M.D.C. body armor. The militia has about 100 members, average 2nd level wilderness scouts or vagabonds.

Quetzalcoatl of the Sons

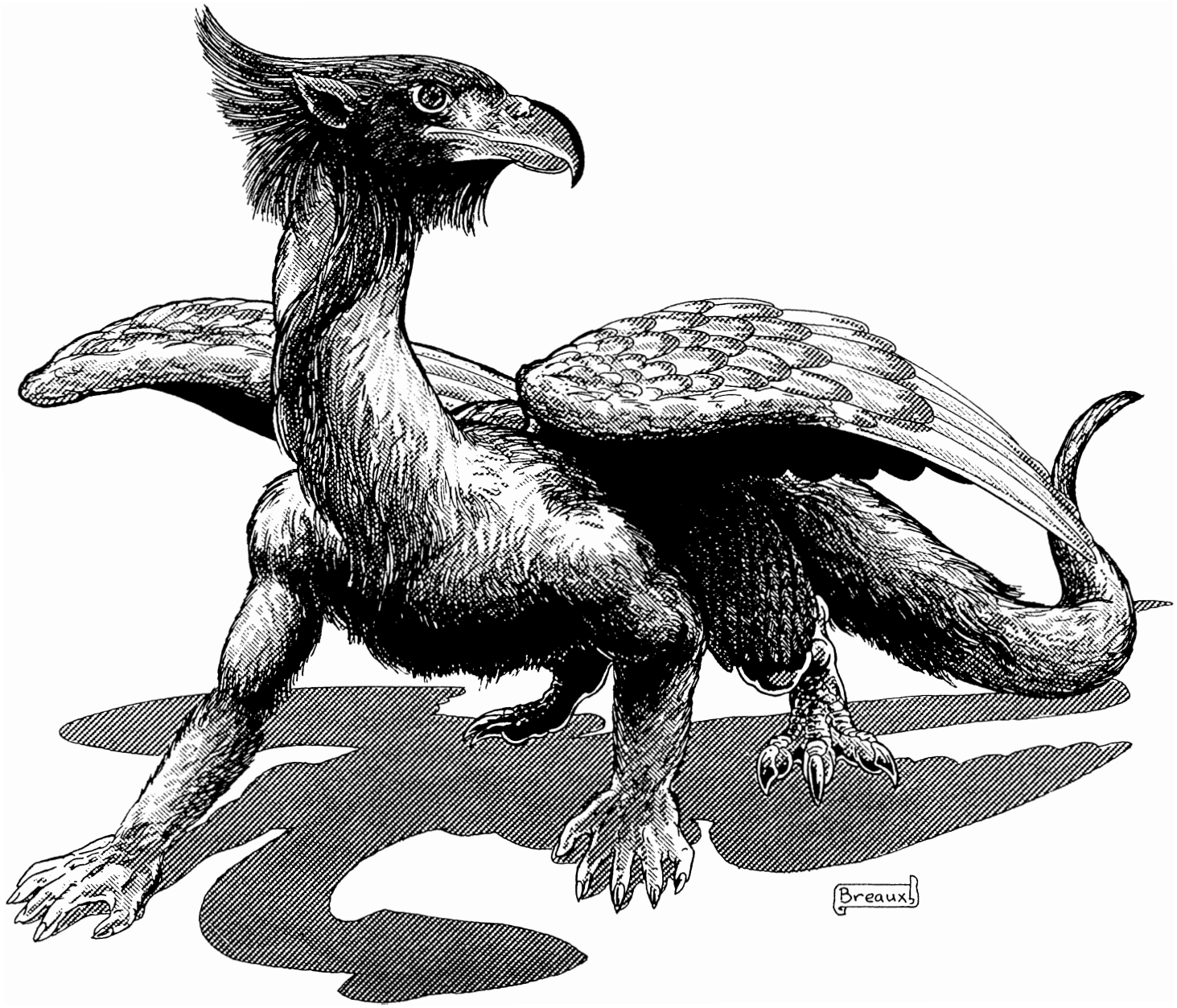
Kukulcan Vampire Hunter

Quetzalcoatl/Corellion is a 900 year old Kukulcan Feathered Serpent who has devoted the last three centuries to eradicating the vampire threat from the Earth and, ideally, the Megaverse. When Corellion was a hatchling, his Kukulcan best friend and love was savagely murdered by a band of Wild Vampires. The sight of his sweetheart, torn to pieces by the monsters, sent Corellion over the edge. The previously gentle and generous dragon became a grim and obsessed hunter/destroyer of vampires. Hundreds of vampires and three Vampire Intelligences have died at his hands, and tens of thousands of vampires have been destroyed because of his actions.

A couple of years back, Corellion heard of a dimension where not one but several vampire intelligences had managed to establish themselves. He wasted no time travelling there and discovered the rumors were true and if anything, understated. The dragon was terrified by the extent of the invasion. Realizing that he needed help, he contacted his only surviving ally (the life span of a vampire hunter tends to be short), the Atlantean Stone Master Aristophanes (see Nahualli, below). The two searched for a secure base of operations and settled on the southern coast of Mexico where the vampires still had not made much progress. Then they started recruiting allies.

Today, Quetzalcoatl/Corellion leads an organization with almost a hundred agents and soldiers. His recruiters travel around the continent, finding new champions to join the cause. He has decided that the most visible members of the organization should adopt Aztec or Mayan identities (these are usually supplied by the natives' superstitions) to help the prestige of the group and rally the people.

Real Name: Corellion, but believed to be the god Quetzalcoatl.
Alignment: Scrupulous
M.D.C.: 2,000
Size: 6 feet, 2 inches (1.88 m) tall as a human, nine feet (2.7 m) long as a kukulcan dragon.
Weight: 300 lbs (135 kg).
Species: Kukulcan dragon — considered a demigod.
Attributes: I.Q. 20, M.E. 25, M.A. 24, P.S. 19 (supernatural), P.P. 18, P.E. 21, P.B. 22, Spd 20 (14 mph/22 kmph) running, 120 (82 mph/130 kmph) flying.
Disposition: Corellion is a dedicated leader with little time for a personal life or sympathy for those who are not as dedicated (and obsessed) as he. His own life has no other purpose than to fulfill his oath of vengeance. He has friends, but he (and they) know that if he has to sacrifice them for the greater good he will do so. Just as he would give his own life to destroy the vampire race. The loss of his lover and that of scores of friends and allies over the course of his war has hardened his heart, or at least he likes to think so. In reality, the kukulcan suffers terribly every time anybody close to him is hurt, but he tries not to show it. Try as he might, he has never been able to distance himself from others. As a military leader, he is very capable and has an excellent knowledge of vampires, their tactics and weaknesses. Nobody on his team has died because of ignorance.
Horror Factor: 13



Experience Level: 12th level air warlock and sorcerer.

Natural Abilities: Nightvision 100 ft (30.5 m; can see in total darkness), see the invisible, turn invisible at will, bio-regeneration 1D4 × 10 M.D.C. per minute, resistant to fire and cold (does half damage), teleport self 88%, dimensional teleport 20% and metamorphosis at will (48 hours; dragon ability).

Skills of Note: Basic and advanced math, basic electronics, demon/monster lore, faerie lore, all sciences, and all wilderness skills at 98%, literate in Dragonese/Elven, Spanish, American and Atlantean, 98%; uses the tongues spell to communicate with others.

Combat Skills: Natural

Number of Attacks: Seven physical, or four breath attacks and three physical, or three by magic.

Restrained Punch — 4D6+2 S.D.C.

Full Strength Punch — 3D6 M.D.

Power Punch — 6D6 M.D.

Kick/Tail Strike — 3D6 M.D.

Bite — 3D6 M.D.

Breath Attack — Paralysis for 2D6 melee rounds; range 100 feet (30.5 m), six feet wide (1.8 m).

Bonuses: +2 on initiative, +6 to strike, +7 to parry and dodge, +2 to S.D.C. damage, +4 to pull punch, +4 to roll with impact or fall, +6 to save vs horror factor, +7 to save vs magic, +9 to save vs psionics.

Magical Knowledge: Knows all air warlock spells equal to a 12th level warlock. Also knows all air magic spells, plus all spells from levels 1-3 plus animate & control dead, turn dead, exorcism, restoration, resurrection, remove curse, cure minor disorders, cure illness, heal wounds, wards, and sanctum equal to a 12th level ley line walker. **P.P.E.:** 600.

Psionic Knowledge: Has all sensitive, physical and healing psionic powers, plus bio-manipulation and group mind block. **I.S.P.:** 130.

Weapons and Equipment: TW modified rail gun with wooden ammunition, Wilk's laser pistol, two silver daggers, and always carries several stakes (doesn't need mallets with his supernatural strength) and an Egyptian holy symbol.

Description: In human guise, Corellion appears as a man with black hair and beard (he has shaped a beard because this increases his resemblance to the mythical Quetzalcoatl). As a kukulcan dragon, he is a magnificent blue-white feathered serpent with emerald eyes.

Nahualli the Sorcerer

Atlantean Stone Master & Son of Quetzalcoatl

The character who calls himself Nahualli is a True Atlantean named Aristophanes. He has fought against vampires for centuries, traveling through dimensions with Undead Slayers and other champions of good. His reasons are mysterious and unclear. He claims to hunt the creatures because it is the duty of Atlanteans to protect the "lesser races" from vampires and other monsters. The truth is, he has stared into the face of evil and once lost his nerve. 300 years ago, Aristophanes and two Undead Slayers reached the lair of a vampire intelligence. The inexperienced stone master had never seen such a loathsome creature. It was hideous and obviously more powerful than any human being. The young Aristophanes felt that he and his companions were idiotic children to even imagine they could challenge such a creature. Panic overcame him, and he fled. His companions were killed by the monster. It is now a point of honor for him to make amends for his act of cowardice and to never again let fear overcome him. Although he has valiantly fought hundreds of vampires, his quest continues.

Aristophanes has made it a point to fight vampires almost exclusively. Time and time again he forces himself to stare down those creatures and control the fear that once possessed him. He has not directly attacked a vampire intelligence, however. That opportunity always seems to escape him. Truth be told, he is afraid he will fall prey to terror again and let his comrades down. Corellion does understand this and knows that he may not be able to count on his friend when it comes to a final confrontation with any alien intelligence.

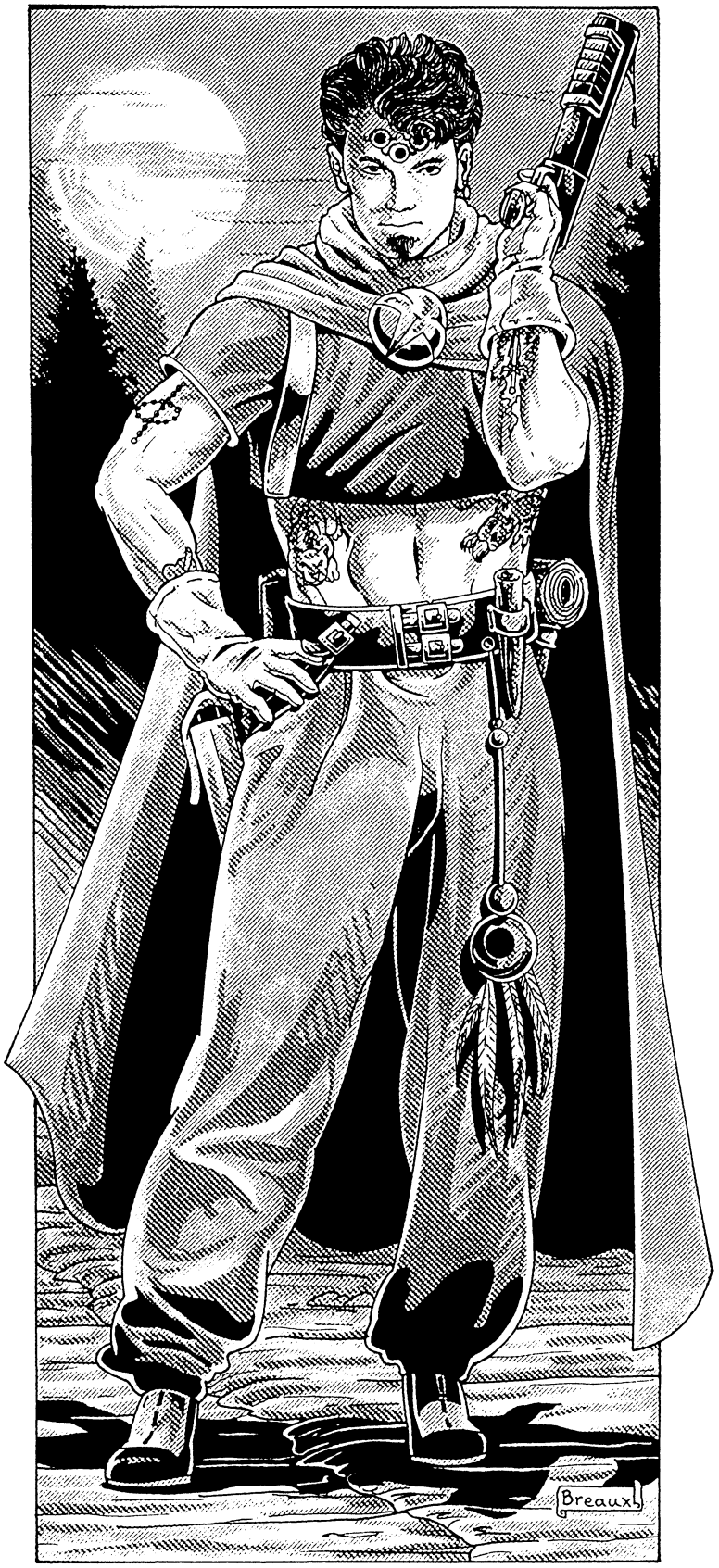
Since joining the Sons of Quetzalcoatl, Aristophanes has been known as Nahualli by the locals, which means sorcerer, and he has adopted the description as his code name. In his spare time, he has been conducting research on archaeological sites, hoping to find traces of the Atlanteans that migrated to Mexico long ago. Although this quest has been fruitless, he has learned a great deal about human culture.

Real Name: Aristophanes, but known as Nahualli the Sorcerer.
Alignment: Scrupulous
M.D.C.: By armor or magic.
S.D.C./Hit Points: 147 S.D.C. and 51 hit points.
Size: Six feet, 7 inches (2.0 m)
Weight: 210 lbs (94.5 kg)
Species: True Atlantean
Attributes: I.Q. 15, M.E. 20, M.A. 15, P.S. 21, P.P. 14, P.E. 17, P.B. 16, Spd 16.
Disposition: As Nahualli, he acts in a mysterious and bold manner to reinforce his image as a powerful sorcerer. Privately, he is a congenial and friendly person who can talk about a surprising range of subjects. In combat, he is cool and controlled, but deep down he fears he is a coward.
Horror Factor: 10
Experience Level: 9th level stone master
Natural Abilities: Sense vampires (1000 ft/305 m), sense ley lines, sense rifts, and ley line phasing, all equal to a ley line walker. He cannot be physically transformed by magic and has an extended life span.

Tattoos: Has 6 tattoos, including the Marks of Heritage:

- Heart impaled by wooden stake: Impervious to the bite and mind control powers of vampires. P.P.E. to activate: 15. Duration: 9 hours.
- Flaming Sword: A magical sword that inflicts 1D8 M.D. P.P.E. to activate: 10. Duration: 2 hours, 15 minutes.
- Simple Animal: Cheetah. Creates a cheetah servant. P.P.E. to activate: 20. Duration: 9 hours.
- Heart Encircled in Chains: Protective aura with 675 M.D.C. P.P.E. to activate: 40. Duration: 90 minutes.
- Eyes: Three: Gives nightvision to 1200 ft/366 m, see the invisible and see aura. P.P.E. to activate: 20. Duration: 90 minutes.
- Monster: Gryphon: Creates a gryphon servant (86 M.D.C.). P.P.E. to activate: 80. Duration: 4 hours, 30 minutes.

Skills of Note: Basic and advanced math 98%, astronomy 85%, archaeology, lore: demons and monsters 80%, lore: faerie 80%, land navigation 82%, operate dimensional pyramids 85%. W.P. Sword,



W.P. Energy Pistol, W.P. Automatic Pistol, athletics, and boxing. Literate in Atlantean and Dragonese, speaks Atlantean, Greek, Spanish and American at 95%.

Combat Skills: Hand to Hand: Martial Arts

Number of Attacks: Four hand to hand or two by magic.

Bonuses: +1 on initiative, +2 to strike, +6 to parry and dodge, +3 to S.D.C. damage, +3 to pull punch, +5 to roll with impact or fall, +4 to save vs horror factor, +2 to save vs magic, and +3 to save vs psionics.

Magical Knowledge: All stone magic, including gem powers. Has 1D4 each of 2D6 different types of gems with him at all times. **P.P.E.:** 167.

Psionic Knowledge: None

Weapons and Equipment: Several techno-wizard anti-vampire devices, mostly water guns and light sources. Always carries a silver plated sword, silver cross, and several stakes and a mallet with him.

Description: A very tall, well-built man with reddish-brown hair and goatee. He prefers cloaks and capes to other forms of dress, but will put on an Aztec headdress for formal events.

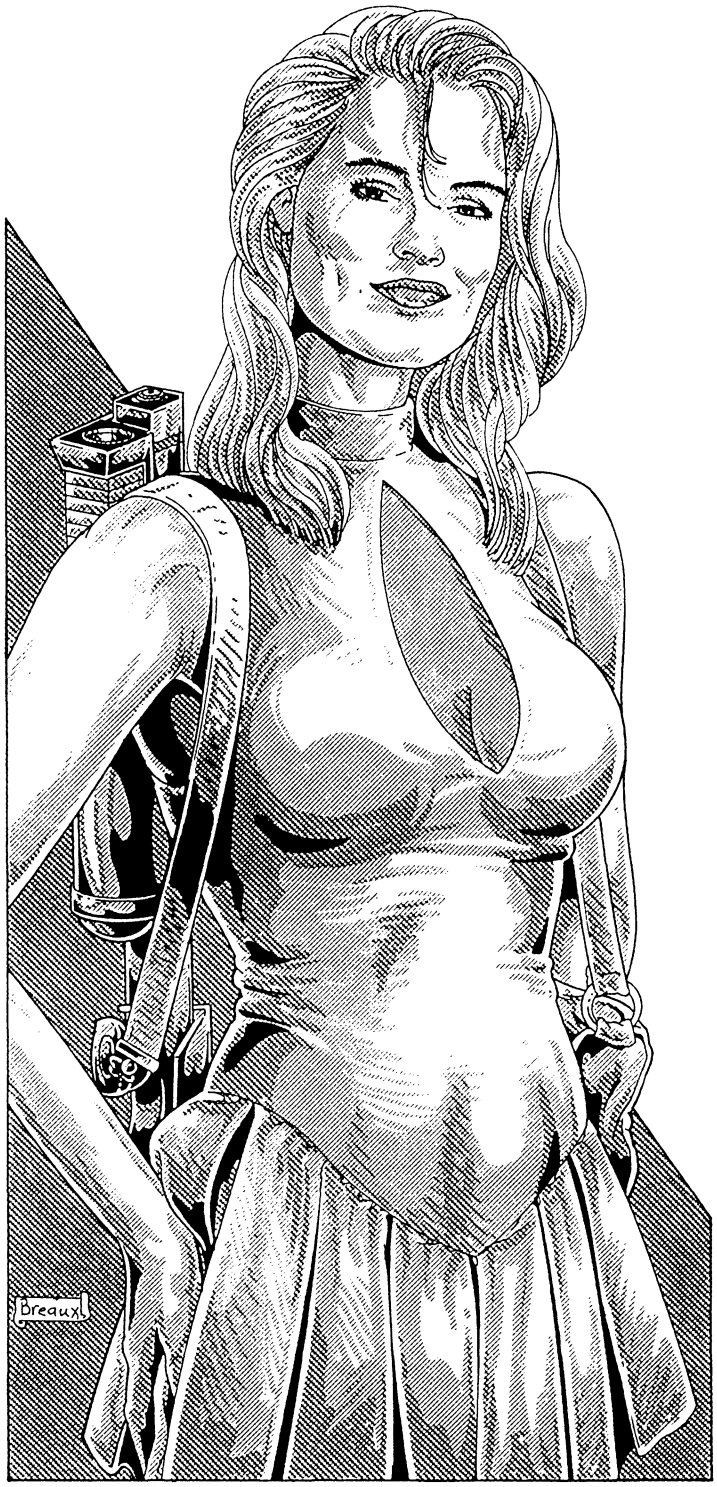
Janelle, Daughter of Quetzalcoatl

Dragon Hatchling and a member of the Sons of Quetzalcoatl

Janelle is a 26-year old Kukulcan hatchling looking for adventure. Aristophanes found her in North America where she had run afoul of the Coalition States. When Janelle heard that another kukulcan led the Sons of Quetzalcoatl, she enthusiastically joined the organization. She has fallen in love with Corellion, but he is too remote and forbidding for her to reveal her true feelings. Instead, she is always playing games with him, poking fun at the serious leader and trying to attract his attention with juvenile stunts. So far, these tactics haven't worked.

The young kukulcan is an invaluable member of the group. She provides aerial and ground reconnaissance and is one of the few creatures that can go toe-to-toe with a vampire and have a good chance of winning. Janelle is also a loyal friend and companion, although her childish attitude sometimes puts off the more serious Sons of Quetzalcoatl (somehow, the hatchling has picked up the accent and vocabulary of a Valley Girl, and seems to have based her life on the ancient 20th-century movie "Buffy the Vampire Slayer!").

Her eagerness to do the job at hand has sometimes led her into trouble. Once, she sprung an ambush on a band of wild vampires too early and found herself fighting half a dozen creatures on her own for over a minute before the rest of the team arrived. She was severely injured, but doesn't seem to have learned from this incident. In fact, the attention she got from Quetzalcoatl (who yelled at her for ten minutes) may prompt her to purposely put herself in danger again to get his attention.



Real Name: Janelle

Alignment: Unprincipled with good tendencies and intentions.

M.D.C.: 300

Size: 5 feet, 9 inches (1.75 m) tall when in human form or nine feet (2.7 m) long as a feathered dragon.

Weight: 130 lbs (58.5 kg) in human form or 300 lbs (135 kg) as a dragon.

Species: Kukulcan dragon hatchling.

Attributes: I.Q. 14, M.E. 12, M.A. 17, P.S. 16 (supernatural), P.P. 18, P.E. 15, P.B. 17, Spd 16 running or 80 flying (about 56 mph/90 kmph).

Disposition: A vibrant, energetic girl who has a lot of growing up to do. She subconsciously believes nothing really bad can happen to her and often takes needless risks. She is overconfident in her own abilities and faith that her friends will keep her safe. Janelle can be annoying at times but she is very loyal, sincere, and will never abandon or refuse to aid a friend or person in trouble.

Horror Factor: 12

Experience Level: 6th level dragon hatchling.

Natural Abilities: Nightvision 100 ft (30.5 m; can see in total darkness), see the invisible, fire and cold resistant (half damage), teleport self 34%.

Skills of Note: Basic math 98%, demon and monster lore 55%, track animals 50%, W.P. Rifle, W.P. Energy Weapon. Knows Dragonese/Elven, American and Spanish, all at 98%.

Combat Skills: Hand to Hand: Basic

Number of Attacks: Four hand to hand or two by magic.
Restrained Punch — 3D6 S.D.C.
Full Strength Punch — 1D6 M.D.
Power Punch — 2D6 M.D.
Kick/Tail Strike — 2D6 M.D.
Breath — Paralysis for 2D4 melee rounds; range 60 feet (18.3 m), six feet wide (1.8 m)

Bonuses: +2 initiative, +3 to strike, +4 to parry and dodge, +2 to roll with impact or fall, +2 to pull punch, +2 to save vs horror factor.

Magical Knowledge: Knows all elemental air spells from levels 1-2 plus call lightning. P.P.E. 70

Psionic Knowledge: Astral projection, clairvoyance, empathy, see aura, sense evil, sense magic. **I.S.P.:** 40

Weapons and Equipment: TW Rifle and water grenade launcher, TW globe of daylight flares, KEP-Special energy pump pistol, particle beam rifle, silver cross, and silver dagger.

Description: Her human shape is that of a young human female, 18 to 20 years old, with blonde hair and blue eyes. As a dragon, she has silver feathers decorating her slender frame.

Cihuateto

Renegade Vampire and a member of the Sons of Quetzalcoatl

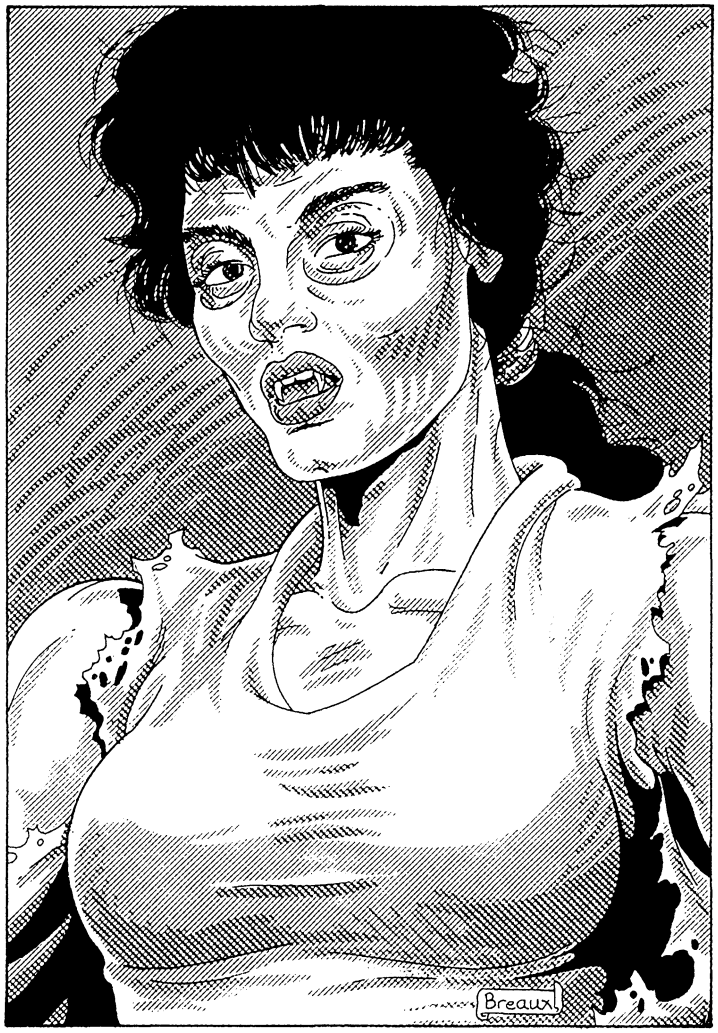
The woman who calls herself Cihuateto (after the ghostly servants of the Aztec sun god) was born Jennifer Flores and was a heroic vampire hunter who operated from El Paso. She and her allies made numerous forays against the bands of wild vampires that threatened the countryside. She personally destroyed a dozen of the foul beasts. One day, they wandered far from El Paso and met a seemingly unmolested community. The natives seemed friendly, but the vampire hunters felt they were hiding something.

The heroes camped near the town for the night, not trusting the villagers enough to stay inside the town. Shortly after dark, a large band of vampires came out of the town and charged the encampment. The attackers were organized and efficient, nothing like the wild vampires they had fought before. It was a swift, brutal and one-sided fight. All of Jennifer's friends were slain by the monsters. Jennifer waited for her death, but the leader of the pack, a master vampire, decided to prolong her agony forever, and turned her into a vampire.

Three years of torture and torment followed. Her creator abused her savagely and forced her to commit one atrocity after another in an attempt to completely break her spirit. However, there was a tough, resilient core to Jennifer's personality; a core that survived the indignities and torture. She would have eventually died, but fate intervened. The vampires were attacked by one man, a mysterious being who single-handedly killed the twenty-five vampires in the town. Towards the end of the fight, as the master vampire prepared to fight the newcomer, Jennifer broke free of his control and stabbed him in the back and into the heart with a wooden stake. Then she waited for the stranger to kill her as well.

The mysterious being did not attack. Instead, he asked her to tell him her story. She complied. The stranger was obviously moved, spared her and gave her a gift, a black ring that protected her from the control of other master vampires. Then he told her about the Sons of Quetzalcoatl and where to find them.

Jennifer made the trek south, feeding only on the human hirelings of the vampires. She saved Janelle, the Daughter of Quetzalcoatl, when the impetuous dragon was on the verge of being destroyed by a vampire ambush. The dragon-girl immediately accepted the vampire as a friend and was able to convince Quetzalcoatl/Corellian to accept her. Jennifer, now calling herself Cihuateto, has proven herself innumerable times

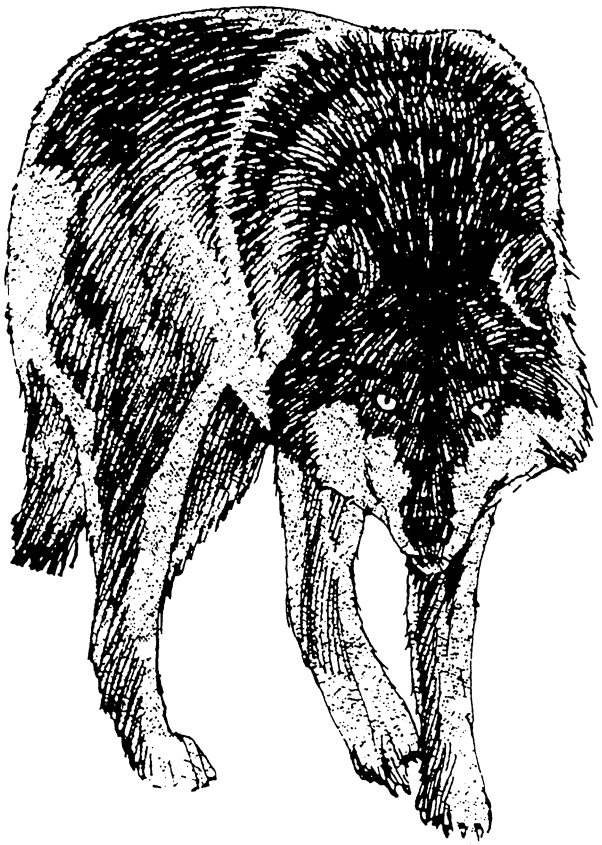


and has earn the respect of even Quetzalcoatl, who has never before trusted a vampire. As to the name of the stranger — nobody knows his identity. Cihuateto is beginning to suspect that the mysterious man was actually a god — maybe the real Quetzalcoatl!

Cihuateto has gone on to infiltrate Mexico City and has managed to rise among the ranks of the city authorities. Even the local vampire intelligence does not realize that she is immune to mind control and only sees a very competent warrior and strategist. The vampire woman is collecting information to undermine and destroy the vampire kingdom. She lives for the day when she can kill the intelligence that spawned her, even though it will mean her death.

Real Name: Jennifer Flores, commonly known as Cihuateto.
Alignment: Anarchist
M.D.C.: None
Hit Points: 100 hit points. Invulnerable to all weapons, including mega-damage weapons, except silver, wood, and magic; see vampires.
Size: 5 feet, 3 inches (1.6 m) tall.
Weight: 130 lbs (58.5 kg)
Species: Secondary Vampire — originally a human female.
Attributes: I.Q. 14, M.E. 24, M.A. 16, P.S. 27 (supernatural), P.P. 21, P.E. 17, P.B. 12, Spd 22 (15 mph/24 kmph).
Disposition: Jennifer is a tragic figure who is fully aware that she is doomed to die. She is too strong-willed to let her vampire nature rule her and so she struggles to destroy her fellow undead. Her unknown benefactor (he can be any of several deities fighting the vampire kingdoms, at the GM's choice) may have found a way to cure her, but she does not know any of this. In the meanwhile, she is keeping her cover and is grateful that the vampires in Mexico City don't have to commit atrocities to get their blood.

Horror Factor: 12
Experience Level: 8th level secondary vampire.
Natural Abilities: Nightvision 1600 feet (488 m; can see in total darkness), smell blood up to a mile away, does not breathe, bleed or radiate heat. She can recognize other vampires by sight. Like all vampires, she is impervious to most weapons (including M.D.C. weapons), regenerates 2D6 hit points per melee, total regeneration of limbs and body in eight hours or less, immune to poisons and disease, immune to magical sleep and paralysis. She can shape shift into wolf, bat or mist, summon vermin, canines and fog, and can turn others into wild vampires.
Vulnerabilities: Affected by magic (but can't be killed by it), vulnerable to silver and wood, sunlight and running water.
Skills of Note: Tracking 25%, prowl 50%, speaks Spanish and American, 98%. W.P. Knife, W.P. Sword.
Combat Skills: Natural
Number of Attacks: Five hand to hand or two by psionics plus one hand to hand attack.
Restrained Punch — 3D6+12 S.D.C. (1D4+12 H.P.)
Full Strength Punch — 2D6 M.D. (2D6+12 H.P.)
Power Punch — 4D6 M.D. (4D6+12 H.P.)
Killing Bite — 2D6 M.D.
Bonuses: +2 on initiative, +3 to strike, +3 to parry and dodge, +12 to S.D.C. damage, +3 to roll with impact or fall, +5 to save vs horror factor, +3 to save vs magic, +5 to save vs psionics, +8 to save vs psionic mind control, +6 to save vs magic mind control.
Magical Knowledge: None. **P.P.E.:** 20.
Psionic Knowledge: Death trance, alter aura (self), empathy, mind block, presence sense, sense evil, deaden pain, induce sleep, hypnotic suggestion, super-hypnotic suggestion. **I.S.P.:** 80.
Weapons and Equipment: Varies. As a hunter, she is skilled in the use of TW anti-vampire weapons.
Description: A skinny, haggard-looking woman, her former beauty marred by her bestial state. Her expression is often marked by anguish and pain.



Huitzilopochtli, the Warrior of the Sons

Full Conversion Cyborg

Julian Mercado, an El Paso native and former caravan leader, was the sole survivor of a caravan ambushed by wild vampires. A tough fighter, he hurt several vampires and managed to kill one with a high-pressure hose. When the vampires got their hands on him, they decided to have some fun at his expense. They bled him half to death and then staked him to the ground, leaving the desert sun to take care of him. By chance, a party of adventurers came by the road and rescued him from death. His limbs had become gangrenous and had to be amputated.

Julian had squirreled away quite a bit of money and valuables. He sold everything he owned and used the funds to give himself a new body made of steel. He managed to get a state-of-the-art cyborg system to replace his crippled body. The cyborg became a vampire hunter. He joined Doc Reid for a while, but left after a dispute with Sir Raoul Lazarious, a bullying cyber-knight who commands the Rangers in the field. The cyborg was then recruited by the Sons of Quetzalcoatl and has had his armor repainted to resemble the Aztec war god. Julian is a dedicated vampire hunter who has come to like and admire Corellion and the others.

Real Name: Julian Mercado.
Alignment: Unprincipled.
M.D.C.: Full Cyborg Conversion: 280 M.D.C. Usually wears HI-B3 Heavy Infantry Armor which provides an additional 420 M.D.C.
Size: 9 feet (2.7 m) tall
Weight: 1200 lbs (540 kg)
Species: Modified human (borg)
Attributes (human & bionic): I.Q. 12, M.E. 16, M.A. 12, P.S. 28, P.P. 24, P.E. 16, P.B. 4, Spd 132 (90 mph/144 km).
Disposition: There is a human being inside all the ironmongery and it shows. Julian has a wry sense of humor and is friendly towards everyone. He became very close to Jennifer/Cihuateto, seeing in her another person forced into becoming an inhuman monster. Before her mission to Mexico City, the two often worked as a highly effective hunter/combat team. Julian is trustworthy, brave and compassionate.
Horror Factor: 12; he's BIG and menacing looking.
Experience Level: 6th level Borg.
Natural Abilities/Cybernetic systems: Multi-optic eye with polarized filters, fully loaded sensor hand (left), forearm particle beam (right arm), silver plated knuckle blades (retractable; both hands), silver plated wrist needle (right arm; no drug dispenser, just a needle used to stab vampires), chemical spray built into the chest (typically filled with ordinary water or holy water), built-in radio receiver and transmitter, built-in loudspeaker, gyro-compass, bionic link with gas filter and oxygen storage cell, headjack and amplified hearing, concealed laser rod (right leg), and a secret compartment (left leg, typically contains vampire slaying items).The bionic conversion makes Julian immune to the vampire's slow kill bite.
Skills of Note: Radio: basic 85%, pilot hovercraft 90%, pilot tank and APC 70%, read sensory equipment 70%, weapon systems 75%, climbing 75%, Spanish 98%, American 98%. W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy, W.P. Knife, wrestling and athletics.
Combat Skills: Hand to Hand: Expert
Number of Attacks: Three hand to hand attacks.
Full Strength Punch — 1D6+13 S.D.C.
Power Punch — 1D4 M.D.
Bonuses: +7 to strike, +10 to parry and dodge, +13 to S.D.C. damage, +4 to roll with impact or fall, +3 to save vs magic and impervious to psionic see aura and bio-manipulation.


Breaux

Magical Knowledge: None. **P.P.E.:** 3
Psionic Knowledge: None
Weapons and Equipment: Colt .45 loaded with silver bullets, water cannon, several stakes cut and balanced like knives, Coalition C-27 heavy plasma cannon, neural mace, and other odds and ends in addition to his bionic systems.
Description: A metallic monster with a grinning death-head. His armor has been painted with the wargod's colors — blue legs and arms, the lower half of the face blue and the upper half black. Two crossed obsidian clubs are painted on his chest.

Xolotl — Dog Boy



This German Shepherd dog boy was one of the Son's first recruits. He was a runaway from Lone Star but he loves his new life and his comrades. He was called Ricky and served the Coalition States faithfully for three years. His team leader, a psi-stalker, decided to desert and neither Ricky nor his fellow dog boys really understood what was happening until Coalition Troops hunted them down and tried to kill them all. Ricky barely escaped and wandered the wilderness of western America alone and confused.

A recruiter from the Sons of Quetzalcoatl discovered him, and offered him a new career as a vampire hunter. Desperate and lonely, he quickly accepted and has never regretted his choice. He has quickly risen through the ranks and is recognized for his skill and intelligence. The natives venerated Ricky, identifying him with Quetzacoatl's dog-headed companion, Xolotl, and he soon adopted the name as his official code name.

Real Name: Ricky the Dog
Alignment: Scrupulous
M.D.C.: Body Armor
S.D.C./Hit Points: 75 S.D.C. and 59 hit points.
Size: Five feet, 10 inches tall (roughly 1.8 m).
Weight: 170 lbs (76.5 kg)
Species: German Shepherd Dog Boy
Attributes: I.Q. 14, M.E. 11, M.A. 15, P.S. 20, P.P. 15, P.E. 19, P.B. 13, Spd 33 (22 mph/36 kmph).
Disposition: Completely friendly and loyal to his friends and deadly to their enemies. He and Janelle the kukulcan, get along very well and trade one-liners all the time. He respects the giant cyborg Julian and is in awe of Corellion/Quetzalcoatl. He feels an instinctive dislike of Jennifer (the renegade vampire) because all his instincts rebel at her unnatural existence.
Horror Factor: 9
Experience Level: 9th level Dog Boy
Natural Abilities: Sense psychic and magic energy 50 feet (15 m), sense supernatural beings (80%), superior sense of smell, keen hearing; see the Dog Boy O.C.C. in the **Rifts RPG**.
Skills of Note: Intelligence 74%, radio: basic 98%, pilot hovercraft 98%, read sensory equipment 85%, weapon systems 95%, climbing 95%, running, land navigation, wilderness survival, hunting, athletics, wrestling, American 98% and Spanish 65%, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Sword, W.P. Knife.
Combat Skills: Hand to Hand: Martial Arts
Number of Attacks: Four hand to hand attacks per melee round.
Bonuses: +1 on initiative, +3 to strike, +4 to parry and dodge, +3 to S.D.C. damage, +3 to roll with impact or fall, +3 to pull punch, +2 to save vs horror factor, +2 to save vs magic, +1 to save vs psionics.
Magical Knowledge: None. **P.P.E.:** 4.
Psionic Knowledge: Sense evil, sense magic, sixth sense, empathy and telepathy. **I.S.P.:** 149.
Weapons and Equipment: Portable water cannon, metal water shotgun, C-14 rifle/grenade launcher, C-18 laser pistol, pair of vibro-swords, silver dagger, a wooden cross, and Dog Boy armor (30 M.D.C.).
Description: A German Shepherd dog boy. Wears repainted Coalition Dog Boy armor in combat and has become an expert on anti-vampire devices and weapons. He has also learned to pilot robot vehicles and power armor, and owns a suit of stolen SAMAS armor.

Babylonian Gods

The Pantheon of Sumer

The ancient Sumerians created one of the oldest civilizations on the planet. They were the first to build great cities of stone and have organized armies. They and their successors, the Babylonians, worshipped a large and powerful pantheon. This pantheon was made up of elemental gods who had to destroy their evil, monstrous parents. So, like many others in the Megaverse, the Sumero-Babylonian deities were involved in the struggle between Light and Darkness.

In a role-playing context, the gods of darkness are supernatural intelligences distantly related to the Old Ones of the Palladium world. They had created humanoid agents to assist them in their affairs. Their creations rebelled against the tyranny of their "ancestors" and battled them using the powerful magic powers they had been granted. From the ashes of this conflict rose the Gods of Light. The great intelligences and most of their demonic servants were destroyed or banished. The new gods accepted the worship of grateful mortals who had been freed from the horrors of the evil ones.

Anu, Enlil, Enki and Marduk were the first of the great liberating gods. Others followed, either sired by these four, or new arrivals from other worlds. The pantheon survived intact for centuries until the expansion of the Persian Empire. The Persians conquered the Babylonians and persecuted the religious followers. Later, the Macedonians, under Alexander the Great, restored the old religion, but eventually they would again fall to the Persians, and later the Muslims, and their cult was destroyed.

Relationship with Other Entities

1. **Other Pantheons:** The Babylonians felt some enmity toward the Egyptians, but it wasn't a deep, resentful hatred. Despite some clashes between the two pantheons, Marduk and Ra have similar viewpoints, and common enemies in the Gods of Darkness.

   The Persian gods, particularly the gods Verethraghna and Atar (see the Persian Pantheon) fought Marduk and Ishtar. The Babylonian goddess, Ishtar, humiliated Verethraghna and extended her own range of worshippers over parts of Persia and the Macedonian Empire. For this reason and others, there is some bad blood between the two pantheons, but the leaders of the Babylonian and Persian gods are too level-headed to pay the feud too much attention. Marduk has much the same problems as Ahura Mazda, and wants to work with all other Gods of Light. The Persian god of evil, **Ahriman**, wants to find a way to release the evil Babylonian gods and use them for his own purposes.

   Relations with the Greek pantheon are better. Alexander the Great declared that Marduk, Anu and Zeus were all equals. As a result, worship of the two pantheons occurred side by side, and some gods started sharing worshippers. Marduk is impressed by Zeus' power and knowledge and the Lord of Olympus admires the courage of Marduk in destroying his evil ancestor (an act that reminds Zeus of his own problem with his father).

2. **Vampires and Alien Intelligences:** The Pantheon of Sumer hunts them down whenever these entities intrude in their areas of influence. These creatures are too closely related to the gods' own monstrous ancestors to evoke any feelings other than fear and hatred.

3. **The Splugorth:** These beings are considered alien intelligences and treated as such, but they are too organized and powerful to be attacked directly. Marduk prefers to keep them under observation and only act against them as a last resort.

Anu

The Sky God

This god was the original leader of the pantheon and the father of many important deities to follow. Anu controlled the sky, the stars and the seasons. He was the oldest deity worshipped by the Sumerians (there had been older sons and daughters of Tiamat and Apsu, but they were not widely followed). He is closer to the alien intelligences that gave him birth than to most humanoids. Anu did not have the courage to confront Tiamat and Apsu directly; Enki and Marduk were the ones who did the fighting and as a result, Marduk became the new leader of the pantheon. Anu feels some resentment about this but has acknowledged that sometimes children will surpass their parents.

Anu is the least human-like of the pantheon's members, thus, he has little interest or compassion for the mortal races. Appealing to him will rarely garner intervention, unless the petitioner is a dragon, a godling, demigod or some sort of immortal. The only other race he somewhat respects is the True Atlanteans. Some powerful Atlantean sorcerers have communicated with the god in the past and he might listen to and even help an Atlantean in need.

Real Name: Anu

Alignment: Unprincipled

M.D.C.: 70,000 (35,000 in Rifts Earth; due to his origins he doesn't need worshippers)

S.D.C./Hit Points (for non-M.D.C. worlds): 5,000 S.D.C. and 2,000 hit points.

Size: In humanoid form he stands 6 feet (1.8 m), otherwise, Anu is a 20 foot by 10 foot (6 x 3 m) fleshy mound with tentacles.

Weight: 200 lbs (90 kg) in human form and 25 tons in monstrous form.

Species: A god/alien intelligence hybrid.

Attributes: I.Q. 21, M.E. 29, M.A. 19, P.S. 40 (supernatural), P.P. 19, P.E. 30, P.B. 18(4), Spd 44 on the ground or air.

Disposition: Always vaguely distracted; it could be said that he has his head in the clouds. In human form, he looks like a bad actor trying to perform as a normal humanoid. In monster form, he is actually more friendly and relaxed, but most mortals don't deal well with him in that shape. He never gets mad, but is not above crushing an annoying mortal without remorse and carrying on with his conversation as if nothing had happened.

Horror Factor: 10 in human form, 17 in monster form.

Experience Level: 18th level shifter, 15th level ley line walker, 12th level mind melter.

Natural Abilities: Nightvision 1000 feet (305 m; can see in total darkness), can see in all spectrums of light, see creatures from the fourth dimension, recognize/see through magic illusions, see the invisible, bio-regeneration 3D6 × 10 M.D.C. every melee round (15 seconds), resistant to fire and cold (half damage), impervious to poison and disease, can turn 1D6 × 100 dead, healing touch restores 1D6 × 10 hit points/S.D.C. or M.D.C., teleport self 93%, and dimensional teleport 89%. Anu can float off the ground at running speed and can fragment into 1D4 separate essences which can possess mortals (seldom does this anymore).

Special: Summon Air Elements: Anu can summon 1D4 greater air elementals and/or 4D6 lesser air elementals to do his bidding. He can also see and speak to all air elementals.

Skills of Note: Generally not applicable — primordial force of nature. Magically knows all languages, all lore, and any skill he finds interesting or useful at the time; all at 90% proficiency.

Combat Skills: Natural Abilities.

Number of Attacks: Five hand to hand or psionic attacks per melee in human form and seven hand to hand or psionic attacks in monster



form, or three by magic spells in either form.
Restrained Punch/Tentacle Strike — 6D6+25 S.D.C.
Full Strength Punch/Tentacle Strike — 5D6 M.D.
Power Punch/Tentacle Strike — 1D6×10 M.D.

Bonuses: +10 on initiative, cannot be surprised or attacked from behind when in monster form, +5 to strike, +7 to parry and dodge, +25 to S.D.C. damage, +3 to pull punches, +3 to roll with impact or fall, +12 to save vs horror factor, +9 to save vs magic, +8 to save vs psionics.

Magical Knowledge: Knows all magical spells from levels 1-15. **P.P.E.:** 5,000.

Psionic Knowledge: Knows all sensitive and super psi-powers. **I.S.P.:** 1,500.

Weapons and Equipment: None. Relies entirely on his powers; for example, he can create a psi-sword for each of his six tentacles.

Description: In human form, a grey-skinned, black-bearded man with shining stars instead of eyes. In monster form, a dome of flesh with seven tentacles and twelve gem-like, starry eyes on long eye stalks.

Enlil,

The Wind God

Enlil was Anu's eldest son, a god of the wind. He wasn't really born, but was created when a fragment of Anu's essence melded with a greater air elemental and a mortal's mind in a complex magic and psionic ritual. Enlil, as a result, was much more human-like than his father, although still very different from any mortal. Enlil acted as Anu's (and at first, Apsu and Tiamat's) enforcer, destroying mortal cities that refused to pay tribute and enemies with lightning, hurricanes and tornadoes. When Apsu and Tiamat conspired to destroy the gods, Enlil was terrified and did not dare to join the rebellion. As a result, he had to bow to Marduk's authority after the Elder Gods had been defeated. Enlil serves in the **High Council of Sumer**, along with Enki and Anu, where they advise Marduk, although the chief god always has the final say in all matters.

The wind god fears and hates alien intelligences like the Splugorth, Old Ones and vampires. He sometimes visits Atlantis in his Elemental form and tries to stir up trouble for Lord Splynncryth. On two occasions, he has teleported into the Atlantean Refuge and destroyed hunter squads. Enlil doesn't dare to do much more than that, although if Marduk ever orders an attack against Lord Splynncryth, Enlil and his army of air elementals will lead the battle.

Real Name: Bel Enlil

Alignment: Unprincipled

M.D.C.: 63,000 (12,600 in Rifts Earth)

S.D.C./Hit Points (for non-M.D.C. worlds): 4,300 S.D.C. and 2,000 hit points.

Size: Varies at the will of the god, 7-14 feet tall (2.1 to 4.3 m).

Weight: 300 to 2,000 pounds (135 to 900 kg).

Attributes: I.Q. 22, M.E. 22, M.A. 19, P.S. 43 (supernatural), P.P. 26, P.E. 21, P.B. 21, Spd 44 or 160 (109 mph/174 kmph) flying.

Disposition: Given to mood swings. Once he complained that mortals were making too much noise and sent a flood against them. Another time he sent rains to stop a drought and winds to blow away a menacing insect swarm. He is very loyal to Anu; slightly less friendly toward Marduk. Although he fears alien intelligences, he is a courageous and fierce combatant.

Horror Factor: 14

Experience Level: 18th level air warlock, 10th level ley line walker.

Natural Abilities: Nightvision 600 feet (183 m; can see in total darkness), see the invisible, see elementals, bio-regeneration 1D4 × 100 M.D.C. per minute, invulnerable to electricity (does no damage), resistant to energy (half damage), can turn 1D6 × 100 dead, teleport self 84%, dimensional teleport 74%, and hover or fly at will. His healing touch restores 4D6 hit points/S.D.C. or M.D.C.

Special: Weather control: Can create storms as per the spell, equal to a 20th level spell caster, six times per 24 hour period at no P.P.E. cost! He can also summon lightning six times per day at no P.P.E. cost (inflict 1D6 to 1D6 × 10 M.D., his choice; range 2000 ft/610 m). Likewise, he can change the direction of the wind at will and can "feel" wind changes, temperature changes and approaching weather systems. Enlil always knows his exact location and can never get lost.

Special: Summon Lesser Air Elements: The wind god can summon 1D6 lesser air elementals at will to do his bidding. He can also see and speak to all air elementals. Also see minions.

Skills of Note: All wilderness skills, astronomy, space navigation, mathematics, art, demon lore, prowl, palming, pick pocket and climbing, all at 98%. Knows Dragonese/Elven, ancient Akkadian, Assyrian and Sumerian, and 12 other languages, all at 98%. W.P. Sword, W.P. Spear, W.P. Archery and targeting.

Combat Skills: Hand to Hand: Expert

Number of Attacks: Six hand to hand or three by magic.
Restrained Punch — 1D6 × 10 + 28 S.D.C
Full Strength Punch or Kick — 6D6 M.D.
Power Punch — 2D4 × 10 M.D.

Bonuses: +3 on initiative, +8 to strike, +10 to parry and dodge, +28 to S.D.C. damage, +2 to pull punch, +2 to roll with impact or fall, +4 to save vs magic, +5 to save vs psionics.

Magical Knowledge: Knows all elemental air spells at 18th level, and all magic spells from levels 1-4 plus calling, wind rush, call lightning, impervious to energy, energy disruption, horrific illusion, time slip, tongues, eyes of Thoth, luck curse, minor curse, curse: phobia, banishment, summon fog, calm storm, and anti-magic cloud. **P.P.E.:** 2,000.

Psionic Knowledge: Knows all sensitive powers plus empathic transmission, group mind block, mind block auto-defense, and hydrokinesis. Equal to a 10th level psychic. **I.S.P.:** 1,000.

Minions: Enlil can summon 1D6 minor air elementals at will. If the Council of Sumer ordered so, he could assemble an army of 2D6 × 1,000 lesser air elementals and 2D4 × 10 greater air elementals.

Description: A pale-skinned, bearded humanoid, or a gigantic, vaguely humanoid air creature with a vague hint of a beard and a helmet on its head.



Weapon of Note: Sword of the Sky: An ancient rune weapon that Apsu had taken from a dead god from another dimension. The weapon is black in color, indestructible and has the following powers:

- I.Q. 11 and has a telepathic link with Enlil
- Scrupulous alignment. If any being of evil alignment touches it, the sword burns them, inflicting 1D4 × 10 M.D.
- Spell Magic: Can cast the following water elemental spells as often as six times each per 24 hour period: rain dance, summon storm, drought, hurricane, part waters. Equal to a 10th level water warlock!
- Mega-Damage: 2D4 × 10 M.D., double damage to supernatural intelligences and vampires!!
- Lightning bolt: 1D6 × 10 M.D.; range: 2,000 feet (610 m).

Enki

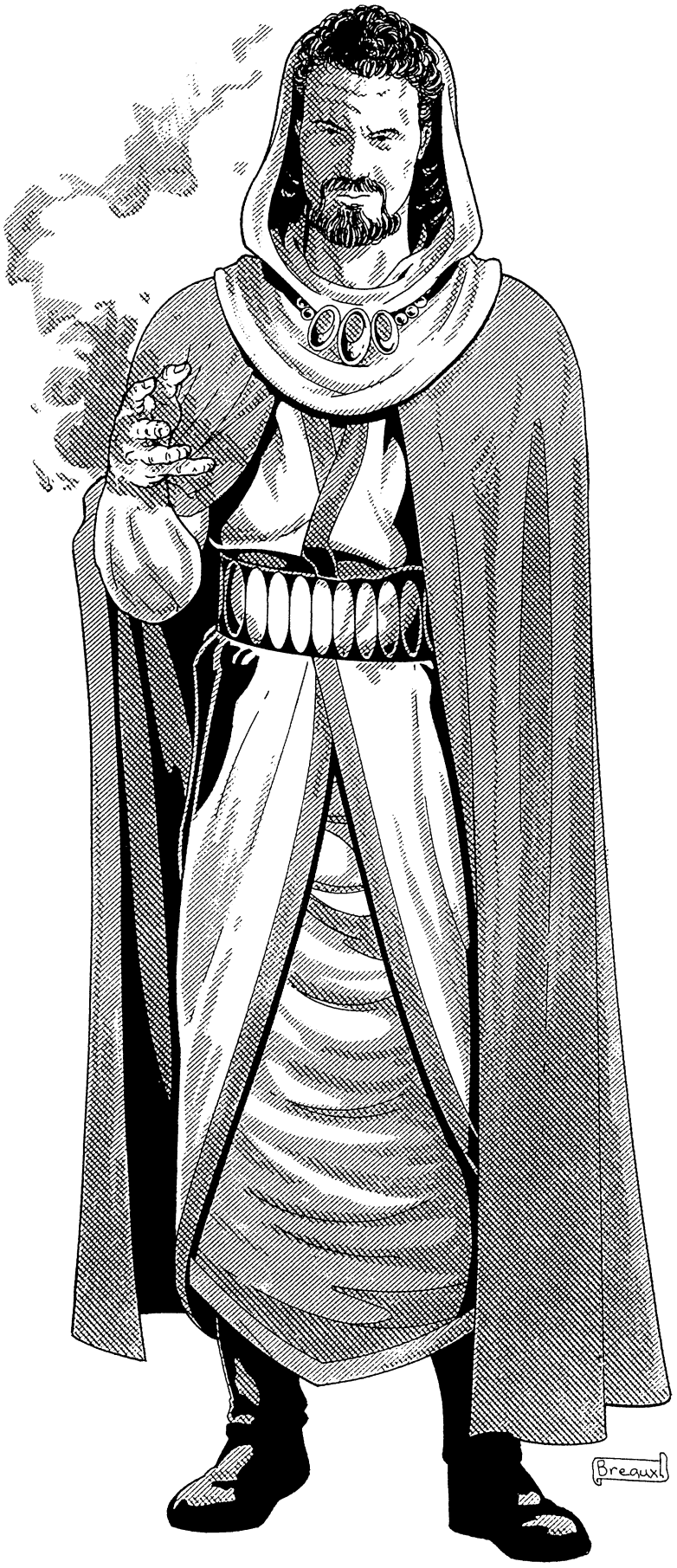
God of Magic

Enki was a god of the waters, but also a teacher of the arts of magic and civilization. The son of Enlil, Enki was the most human-like of the first generation of gods and it was his son Marduk who became the greatest deity in the Pantheon of Babylon. This god always felt love and respect for mortals. He was appalled by the crimes of Apsu and Tiamat and hated following their orders.

Enki was the only one of the early deities who actively rebelled against his elder gods. Using powerful magic spells, powered by a great ley line nexus at the best astrological time, Enki unleashed a spell of immense power, the equivalent of 100,000+ P.P.E. spent in one second. The spell was not powerful enough to destroy Apsu, but it managed to place him in eternal (or so Enki hoped) slumber. Unable to put an end to the alien monster, Enki consigned his "grandfather" to a dimensional prison, bound with the most powerful spells he could devise. Then he and his wife Damkina engendered Marduk to combat and defeat Tiamat in single combat.

As a god of magic and knowledge, Enki is fascinated by the powerful energies coursing through Rifts Earth. He has visited Tolkeen and Lazlo several times in disguise, learning the wonders of techno-wizardry. He will try to protect those states against the depredations of the Coalition States, but does not want to act openly because he fears that the Gods of Darkness will join the Coalition in destroying any place he holds dear.

Real Name: Enki. Also known as Ea, Abzu (causing confusion with Apsu, who is also called Abzu), Nudimmud and En-uru.
Alignment: Scrupulous
M.D.C.: 74,000 (14,800 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 5,000 S.D.C. and 2,400 hit points.
Size: Varies at will, 6 to 24 feet tall (1.8 m to 7.3 m)
Weight: Varies appropriately with his size.
Attributes: I.Q. 26, M.E. 25, M.A. 26, P.S. 37 (supernatural), P.P. 23, P.E. 24, P.B. 21, Spd 66 (45 mph/72 kmph).
Disposition: A friendly and caring deity, more of a father figure than Marduk and slightly less threatening. His power and station are obvious to everyone, and even in disguise, they come across. Mortals in Lazlo and Tolkeen think he is a super-powerful wizard from another dimension. Some even suspect he may be a godling, but no one imagines his true identity. Only Plato suspects he may be a powerful god and he has shared this feeling only with Erin Tarn.
Horror Factor: 15 (awe to good beings, horror to evil ones)
Experience Level: 20th level ley line walker and water warlock. 12th level shifter, diabolist and scholar.
Natural Abilities: Nightvision 2000 feet (610 m; can see in total darkness), see the invisible, turn invisible at will, swim with the speed and agility of a dolphin, breathe underwater, bio-regeneration 1D4 × 100 M.D.C. per minute, can turn 1D6 × 100 dead, teleport



self 83%, and dimensional teleport 76%. His healing touch restores 1D6 × 10 hit points/S.D.C. or equivalent M.D.C.

Special: Magic Control: Enki can create an anti-magic cloud or sanctum equal in strength to a 20th level mage at no P.P.E. cost, once every two hours! The cloud, unlike the normal spell effect, resembles a light, white fog. Otherwise its effects are the same.

Skills of Note: Knows all science, technical, pilot related, and domestic skills, plus computer hacking, cryptography, radio: basic, surveillance systems, horsemanship, pilot all boats, automobiles, motorcycles, and hover vehicles at 98%. W.P. Sword and W.P. Spear.

Combat Skills: Hand to Hand: Martial Arts

Number of Attacks: Seven hand to hand melee attacks or three by magic.
Restrained Punch — 6D6 + 22 S.D.C
Full Strength Punch or Kick — 5D6 M.D.
Power Punch — 1D6 × 10 M.D.
Kick — 5D6 M.D.

Bonuses: +2 on initiative, +6 to strike, +9 to parry and dodge, +22 to S.D.C. damage, +3 to pull punch, +3 to roll with impact or fall, +10 to save vs horror factor, +6 to save vs magic, and +7 to save vs psionics.

Magical Knowledge: Knows ALL spell magic, including spells of legend, and all water elemental magic at 20th level of ability. He also knows all circles and wards at 16th level of ability. **P.P.E.:** 8,000.

Psionic Knowledge: Knows all sensitive and physical powers at 10th level. **I.S.P.:** 450.

Weapons and Equipment: None. Relies mostly on his magic and wits.

Description: Enki appears as either a mature man with black hair, or a creature with the front parts of a goat and the tail of a fish, which he uses to travel under water (same speed as when running).

Marduk

Lord of the Gods

Marduk was the son of Enki and Damkina. He was originally a god of thunderstorms. When the gods rebelled against Apsu and Tiamat, however, young Marduk took the initiative and challenged Tiamat in single combat. The battle was of epic proportions. Marduk was no match for the monster in hand to hand combat so he used his magical net to temporarily trap the creature, then forced her jaws open with powerful winds and telekinesis, and shot arrow after arrow into her. Severely wounded, Tiamat tried to flee but was imprisoned in another dimension. Some of the servants of Tiamat were forgiven, but the more demonic or inhuman ones were destroyed or banished.

With this victory, Marduk assumed the role of chief deity in the Babylonian Pantheon. Marduk claimed for himself the Tablets of Destiny, powerful artifacts that allow him glimpses of the future and which confer enormous power and authority to the wielder. He was given the title Bel (Lord) and ruled gods and men with severity but fairness. Among humans, he became a god of cities and order and recognized as a protector of civilization and is a god who desires peace and prosperity. Marduk is also a friend of Dragonkind: one of his symbol is the dragon and he has relied on the advice of several ancient dragons on many occasions. Tiamat and its imitator, the Queen of Dragons, have tried to destroy this relationship, spreading stories that Marduk is a dragon-slayer.

Marduk became interested in Rifts Earth shortly after the eruption of the ley lines. He saw with dismay that civilization had collapsed and where it reappeared it was controlled by tyrants, bigots and hate-mongers. Marduk is especially fearful of the machinations of the Splugorth, who he realizes are distant cousins of Apsu and Tiamat, the mortal enemies of Light. To combat the danger of the Splugorth, Marduk is assembling a select team of godlings, demigods, young dragons and other champions of good. The team will be sent on missions of espionage and sabotage against Atlantis in preparation for the day when he feels strong enough to launch a large-scale attack (not likely for several centuries).

Real Name: Commonly known as Bel Marduk, but it is said that his full name has 50 secret names so any magic that needs his True Name would only work if all 50 names were known (and they are not).

Alignment: Principled good

M.D.C.: 80,000 (16,000 on Rifts Earth). Without the Tablets of Destiny, he would have 60,000 M.D.C. (12,000 on Rifts Earth).

S.D.C./Hit Points (for non-M.D.C. worlds): 6,000 S.D.C. and 2,000 hit points.

Size: Ranges from 6 to 24 feet (1.8 m to 7.3 m).

Weight: Varies with size.

Attributes: I.Q. 23, M.E. 28, M.A. 24, P.S. 50 (supernatural), P.P. 22, P.E. 26, P.B. 19, Spd 88 (60 mph/ 96 km).

Disposition: The picture of a wise, powerful, forceful, yet compassionate king. He will listen to any source of good advice, even if it is coming from mortals. He respects all life and will not take it lightly. He is extremely courageous and will fight for what he believes even if the odds are against him.

Horror Factor: 16 (awe to good beings, horror to evil ones)

Experience Level: 20th level air and water warlock, 16th level ley line walker, and 10th level shifter.

Natural Abilities: Nightvision 1000 feet (305 m; can see in total darkness), see the invisible, turn invisible at will, bio-regeneration 1D6 × 100 M.D.C. per minute, resistant to fire and cold (half damage), impervious to poison and disease, can turn 2D6 × 100 dead, teleport self 96%, dimensional teleport 88%. His healing touch restores 1D6 × 10 hit points/S.D.C. or equivalent M.D.C.

Special: Wind Blasts: Super powerful wind rush that strikes an opponent like a hammering blast. Inflicts 2D6 × 10 M.D., with a range of 4,000 feet (1200 m). Each blast counts as one melee attack.

Skills of Note: Art, lore: demons and monsters, astronomy, all wilderness, all at 98%. Magically knows all languages. W.P. Sword, W.P. Blunt, W.P. Chain, W.P. Archery and targeting.

Combat Skills: Hand to Hand: Martial Arts

Number of Attacks: Seven hand to hand attacks per melee or psionics, or three by magic.
Restrained Punch — 1D6 × 10 + 35 S.D.C.
Full Strength Punch or Kick — 6D6 M.D.
Power Punch — 2D4 × 10 M.D.
Kick — 6D6 M.D.
Wind Blast — 2D6 × 10 M.D.

Bonuses: +3 on initiative, +6 to strike, +9 to parry and dodge, +35 to S.D.C. damage, +3 to pull punch, +3 to roll with impact or fall, +12 to save vs horror factor, +7 to save vs magic, +8 to save vs psionics.

Magical Knowledge: Knows all air and water spells, and all magic spells from levels 1-15, including spells of legend. **P.P.E.:** 10,000.

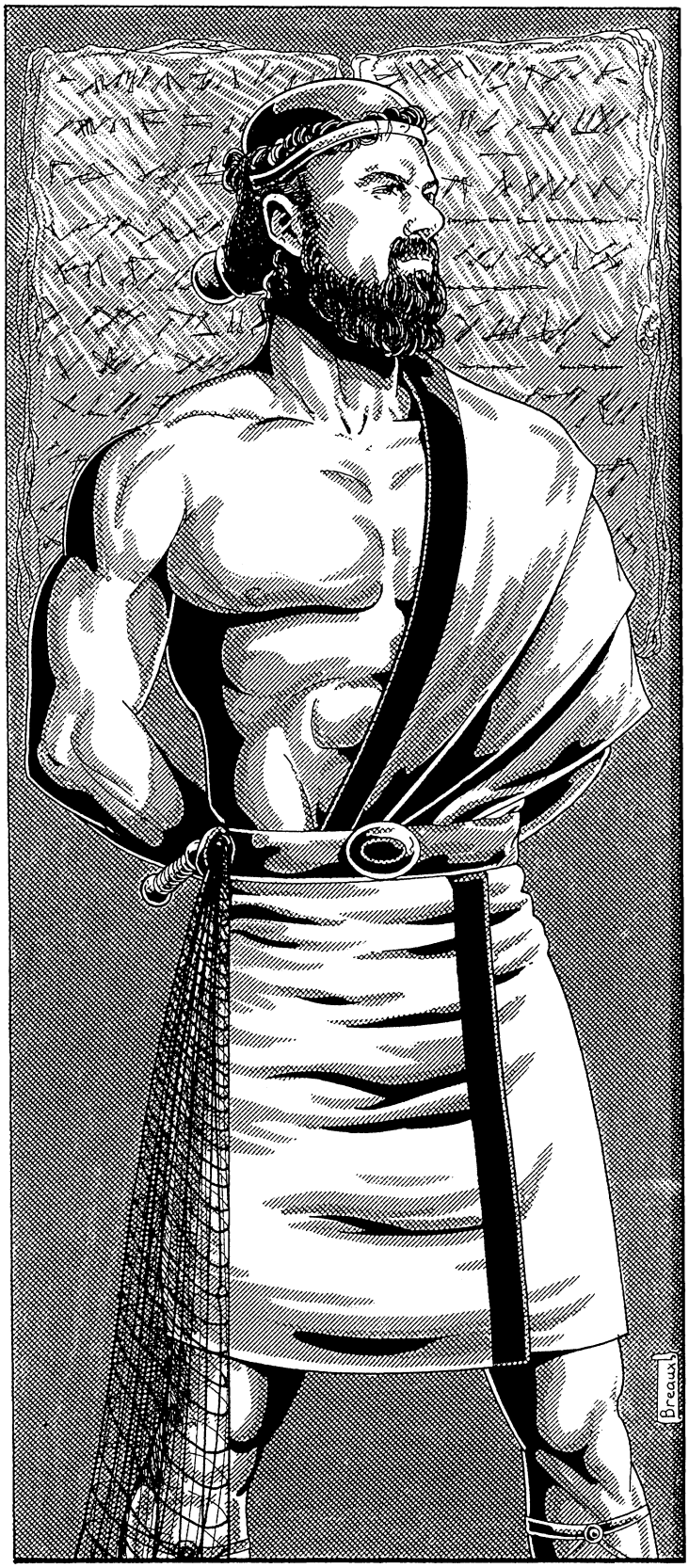
Psionic Knowledge: Knows all sensitive powers. **I.S.P.:** 800.

Allies: Marduk knows several other Gods of Light, including Ra, Apollo, Isis, Ahura Mazda, Brahma and Quetzalcoatl. He is also on good terms with Enki and Enlil who will obey his every command. He also affilitates with dragons, spirits of light, and all champions of Light.

Minions: Marduk has several godlings at his command, as well as Scorpion people (see below), elementals, spirits of light and mortal worshippers.

Weapons and Equipment: 1. Scepter of Power: A greatest rune weapon, a silver rod with a dragon curled around the head. It is a symbol of Marduk's authority and a powerful item.
- I.Q. 15 and has a telepathic link to Marduk.
- Indestructible; silver in color with emerald eyes.

- Principled alignment. If any creature of evil alignment touches it, the scepter inflicts 1D4 × 10 points of damage, and will continue to do so each melee it is held.
- Spell Magic: The scepter can cast each of the following spells three times per 24 hour period: calm storm, summon storm, close rift, banishment and rain dance. Spell strength equal to a 10th level sorcerer.



- Ley Line Storms: The scepter can start a ley line storm if it strikes a nexus point! The storm lasts 2D4 minutes; the wielder of the storm is unharmed by it.
- Mega-damage: The scepter inflicts 2D4 × 10 M.D. if used as a weapon.

2. Spear of Lightning: This magical weapon is a solid metal spear, seven feet (2.1 m) in length, made out of a single silvery piece.
- Mega-Damage: It inflicts 1D6 x 10 M.D.
- Call lightning: Works as the spell, but inflicts 1D4 × 10 M.D. Using it this way counts as one melee attack.
- Can be thrown and returns magically to wielder. Range: 1000 feet (305 m).

3. Marduk's Net: Characters hit by the net become entangled, lose three melee attacks per round and are −4 on all combat bonuses. It takes 2D4 melee actions/attacks to untangle oneself from the net. It will hold anyone with a P.S. 60 or less; half the time to escape for creatures with greater strength. The net also interferes with any attempt to teleport or dimensional teleport (−60% to successfully teleport).

4. Marduk's Bow: A magical weapon with supernatural range and damage. Arrows inflict 1D6 × 10 M.D.; range: 4000 feet (1200 m).

5. The Tablets of Destiny: These items are incredibly ancient relics that existed before Apsu or Tiamat appeared in the Megaverse. He who possesses The Tablets will find his power enormously increased. A mortal would become an M.D.C. creature (doubles hit points and S.D.C. and convert to M.D.C.) and +1 to save vs magic. A supernatural creature would find his M.D.C. doubled, and a being with godlike powers would get an additional 20,000 M.D.C. Besides those physical bonuses, the owner knows all languages, including lost/ancient ones. He can understand the workings of any magic and device if he is interested in examining it. With the Tablets, Marduk could learn to manufacture a Techno-God device. Furthermore, the owner will receive glimpses of significant events in the future (fundamentally a cosmic version of clairvoyance and the oracle spell). Through the tablets, Marduk has learned of the arrival of the Mechanoids to Rifts Earth, the coming of the Four Horsemen of the Apocalypse, and the evil events transpiring in Camelot.

Ishtar

Goddess of Love & War

Ishtar was the goddess of fertility and love, but also the deity of war and bloodshed. She was a daughter of Anu, one of the new generation of gods that took over the pantheon. Ishtar is a cheerful, energetic goddess always ready for action, but sometimes succumbs to the heat of the moment without thinking things through. She has also been known to be lecherous, unfaithful, and dangerous when somebody turns her down. Although officially a member of the Gods of Light, she fights the forces of evil more out of spite than from any sense of duty or morality.

Ishtar hates the goddess of the underworld, Ereshkigal, and will go to any length to destroy her. This animosity all began when Ishtar expelled Lilith from an area the goddess wanted for a temple in her own honor. Lilith turned to Ereshkigal for help and the two plotted against Ishtar. When Ishtar foolishly tried to become the queen of the underworld, Ereshkigal made her move. Ishtar and her bodyguards were ambushed as soon as they arrived at the land of the dead. Ishtar was overcome, bound with mystical chains, and hung up and tortured by Ereshkigal and her minions. Ishtar was brought to the brink of death several times, then healed so the torment could continue. Eventually, the other gods realized what was happening. Enki pleaded with and threatened Ereshkigal. The goddess eventually let Ishtar go, but Ishtar had to swear an oath to bring some other god to take her place in the underworld. Ishtar and several demons traveled the land and found

Ishtar's husband, the god Tammuz, celebrating the supposed death of his promiscuous and violent wife. Enraged, Ishtar had Tammuz sent to the Underworld in her stead. Years later, however, she regretted her rash actions (Enki also reprimanded her for making a deal with the evil goddess) and undertook a quest that eventually led to Tammuz's rescue.

Ishtar loves war and conflict, but she loves great warriors even more. A heroic mortal, especially a being of magic like a tattooed man, or a powerhouse like a juicer, might catch her fancy (having an Physical Beauty of 16+ helps). If the character is for some reason not interested in having an affair with a supremely beautiful woman, Ishtar will never forgive his rebuke and will find an indirect way to punish him, such as informing an enemy of the character's whereabouts. The fickle and impetuous goddess could easily regret this action and come back to the mortal to save him and/or ask for forgiveness (and incidentally making a pass at him yet again). Few gods show such a befuddling duality of nature.

During the course of her career, Ishtar has had affairs with dozens of major deities from other pantheons. The lecherous gods of Olympus were eager to accept her advances and even some of the pious Persian and Hindu gods were seduced by her. She even managed to warm up a few icy Asgardians! If Ishtar started naming names, there would be blushes and fights all over the Megaverse!

Real Name: Ishtar, also known as Innana.

Alignment: Anarchist and given to rash judgements and whims.

M.D.C.: 43,000 (8600 on Rifts Earth)

S.D.C./Hit Points (for non-M.D.C. worlds): 3,000 S.D.C. and 1,300 hit points.

Height: Ranges from 6 to 24 feet (1.8 m to 7.3 m).

Weight: Varies with size.

Attributes: I.Q. 22, M.E. 21, M.A. 26, P.S. 40 (supernatural), P.P. 24, P.E. 23, P.B. 27, Spd 88 (60 mph/ 96 km).

Disposition: A spoiled princess, she can be joyful and charming one moment and vengeful, vindictive and cruel the next. If she doesn't get her way she will pout and try to manipulate things to her advantage. If she is still thwarted despite her efforts, she will become angry and spiteful.

When she is attracted to a male (god or mortal), Ishtar will be totally devoted to him, helping him, lending or giving him powerful magic items, and sometimes fighting his fights (much to the warrior's humiliation). But this adoration is always short-lived. If the male returns her affection, she will become bored of the character in 3D4 days and leave his side, likely never to return. If a character resists her advances she will be initially intrigued, challenged and continue to try to win his affection. However, after a while, she may become offended, frustrated and angry, and things may degenerate into a love-hate relationship that may lead to death and destruction.

Horror Factor: 14 (awe to good beings, horror to evil ones)

Experience Level: 15th level ley line walker and warrior.

Natural Abilities: Nightvision 200 feet (61 m; can see in total darkness), see the invisible, bio-regeneration 3D6×10 M.D.C. per minute, resistant to fire and cold (half damage), healing touch restores 1D6×10 Hit Points/S.D.C. or M.D.C., teleport self 81%, and dimensional teleport 78%.

Skills of Note: All domestic, espionage and rogue, plus horsemanship, sail boat, and land navigation, at 98%. Magically knows all languages. W.P. Sword, W.P. Spear, W.P. Energy pistol, W.P. Energy rifle.

Combat Skills: Hand to Hand: Assassin

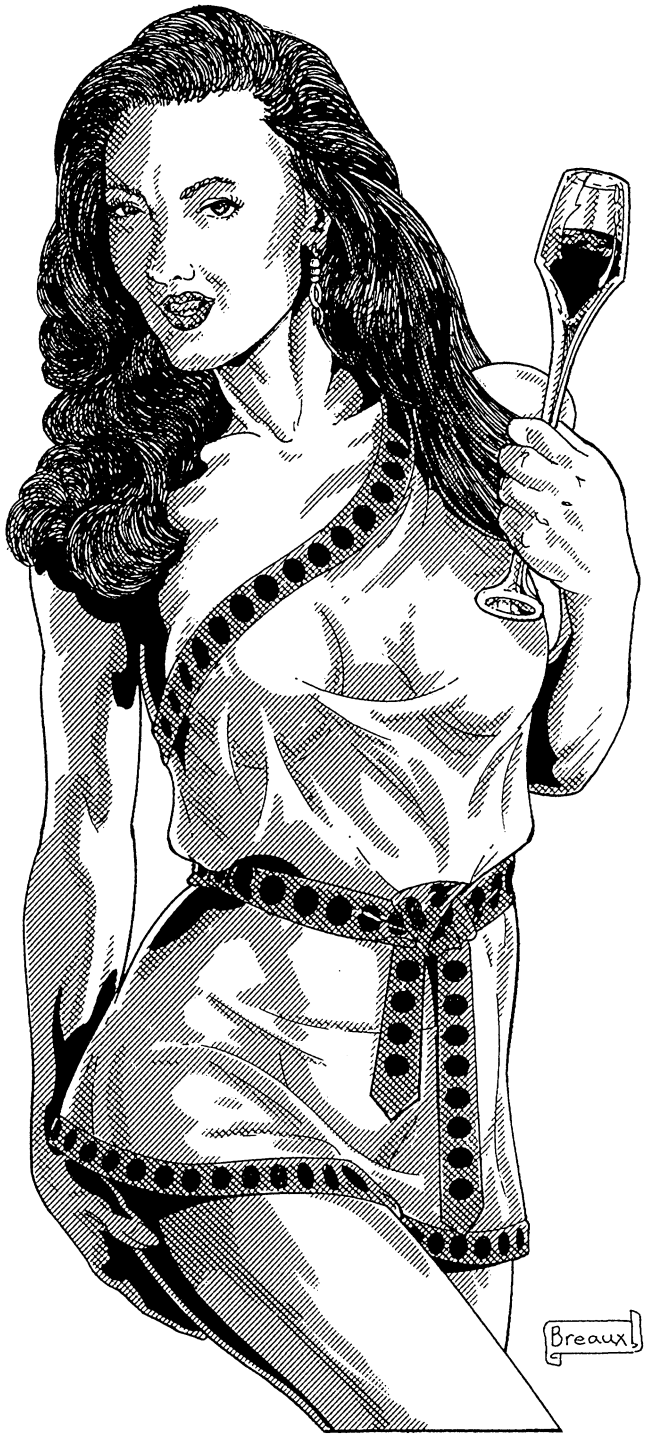
Number of Attacks: Eight hand to hand or psionic attacks per melee round or two by magic.

Restrained Punch — 6D6+25 S.D.C.

Full Strength Punch — 5D6 M.D.

Power Punch — 1D6×10 M.D.

Kick — 6D6 M.D.



Bonuses: +4 on initiative, +11 to strike, +8 to parry and dodge, +25 to S.D.C. damage, +3 to pull punch, +3 to roll with impact or fall, +11 to save vs horror factor, +5 to save vs magic, +4 to save vs psionics.

Magical Knowledge: Knows all spells from levels 1-4 plus calling, apparition, fire ball, impervious to energy, mask of deceit, escape, sleep, globe of silence, magic pigeon, tongues, eyes of the wolf, invulnerability, negate magic, and protection circle: simple. **P.P.E.:** 3,000.

Psionic Knowledge: Empathy, alter aura, clairvoyance, levitation, psychic surgery, bio-manipulation, group mind block and mind block auto-defense. **I.S.P.:** 400.

Allies: Has many friends and lovers among several pantheons and many humanoid races. However, for every friend and lover there are two enemies!

Minions: None per se.

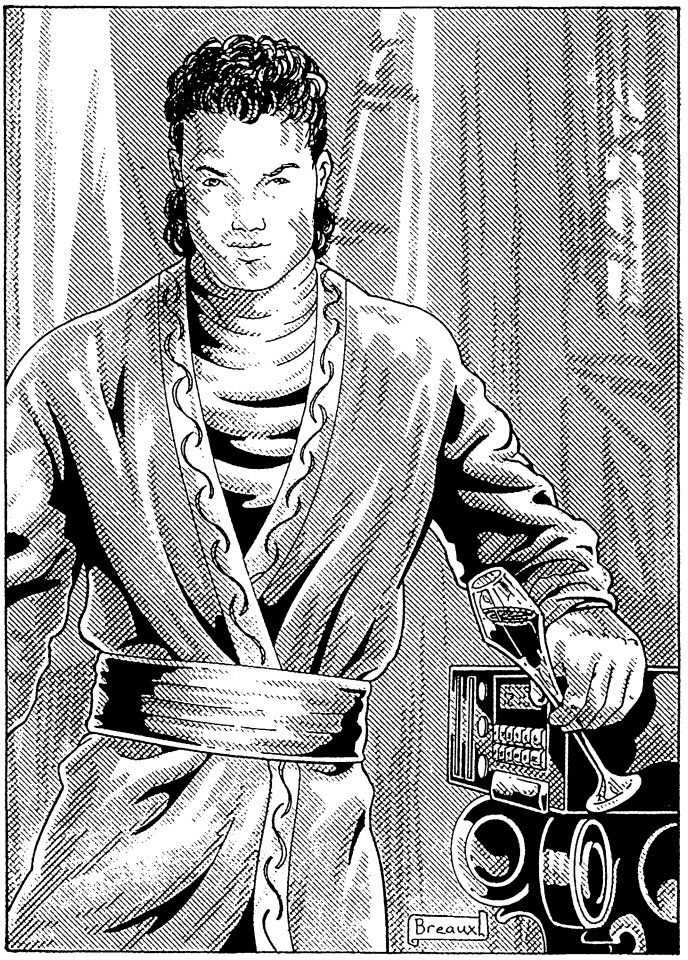
Description: A gorgeous black-haired woman with intense grayish-blue eyes. She will be wearing either a skimpy, semi-transparent short tunic, or full battle regalia, complete with scale armor, spear and shield.

Weapons and Equipment: 1. Sword of Victory: A greatest rune weapon, dark red in color, with a sculpted hilt showing two linked dragons; the dragon heads end in the hand-guard.

- I.Q. 12 and has a telepathic link with Ishtar.
- Anarchist alignment: If any creature of evil alignment touches the sword, it inflicts 1D4 × 10 points of damage every melee that it is held.
- Mega-Damage: the sword inflicts 2D6 × 10 M.D., double damage to dragons, vampires, demons and Splugorth.

2. Spear of Vengeance: A long, golden-tipped spear, a magical weapon that inflicts 2D4 × 10 M.D. Can be thrown and returns magically to its owner. Range: 2000 feet (610 m).

3. Magical Scale Armor: 1,000 M.D.C. and weightless.



Tammuz of the Soil

Tammuz was a symbol of prosperity and fertility, using his powers to help crops grow. The use of his powers helped make the Mesopotamian region known as the most fertile soil of the ancient world. He is worshipped in several parts of the Megaverse and if Tammuz wanted to, he could win millions of followers on Rifts Earth. He loves to be the center of attention so he may decide to do just that.

Tammuz was one of the most handsome of the deities and many thought that he and Ishtar were made for each other and they wed. Ishtar soon became tired of Tammuz and a life of monogamy and started travelling the Megaverse in search of excitement and new romance. Tammuz was enraged but there was little he could do. For one, Ishtar was a daughter of Anu and he wasn't going to antagonize one of the oldest gods. For another, Ishtar, the goddess of war, could mop the floor with him. The frustrated and sad Tammuz could do little to resolve the matter. It is no wonder then, that when he learned that his wife had gotten her just deserts in Ereshkigal's realm, he started celebrating. Unfortunately for him, Ishtar escaped and turned him over to the Mistress of the Dead's not so tender mercies (see Ishtar, previously described).

After several years of torture by Ereshkigal and Nergal, Tammuz was rescued by a repentant Ishtar. The couple came to an amicable agreement, all but annulling their marriage vows. Now both gods spend time with whomever they please and sometimes even with each other; no questions asked. This immoral behavior has shocked Anu and annoyed Marduk (Enki, who has been guilty of his own escapades, is more understanding). Neither god has decided to do anything about it other than grumble during family meetings.

Real Name: Tammuz. Also known as Dummuzi.

Alignment: Unprincipled

M.D.C.: 30,000 (6,000 M.D.C. on Rifts Earth)

S.D.C./Hit Points (for non-M.D.C. worlds): 2,000 S.D.C. and 1,000 hit points.

Size: Ranges from 6 to 24 feet (1.8 m to 7.3 m).

Weight: Varies with size.

Attributes: I.Q. 19, M.E. 17, M.A. 18, P.S. 24 (supernatural), P.P. 18, P.E. 22, P.B. 25, Spd 33.

Disposition: Friendly and outgoing, but shallow and timid. He prefers to have a good time above all else and loves a party, even if it is thrown to celebrate a horrible event, like his wife's death. He likes to make passes at attractive women at social gatherings, although unlike his wife, he doesn't go out of his way to seduce people. He is very self-centered and loves to be flattered and praised.

Horror Factor: 11 when he reveals and proves his identity.

Experience Level: 12th level water warlock and 8th level dryad (see Rifts England).

Natural Abilities: Nightvision 200 feet (61 m; can see in total darkness), see the invisible, bio-regeneration 2D6 × 10 M.D.C. per melee (15 seconds), teleport self 62%, dimensional teleport 51%.

Special Fertility Aura: He can ensure good crops for a 24 mile (38 km) radius, by concentrating for a few minutes. By spending 100 P.P.E., he can double this radius; by spending 500 P.P.E. he can double it again, and so on. At a nexus point, drawing from the energy of several magicians and worshippers, Tammuz could ensure the food for an entire nation! This power affects the weather of the area in such a way that the right amounts of rainfall, sun and heat will occur. As long as no major natural or artificial disasters (such as earthquakes and warfare) befall the area, local farmlands will yield 50 + 4D6% more than their previous record!

Skills of Note: Knows all domestic and wilderness skills, plus herbology, horsemanship and sail boat, all at 98%. Knows Dragonese/Elven, all languages of the ancient Near East, and 10 Earth languages, at 98%.

Combat Skills: Hand to Hand: Basic

Number of Attacks: Four hand to hand attacks per melee round or two by magic.
Restrained Punch — 4D6 + 9 S.D.C.
Full Strength Punch — 2D6 M.D.
Power Punch — 4D6 M.D.
Kick — 2D6 M.D.

Bonuses: + 4 to strike, + 5 to parry and dodge, + 9 to S.D.C. damage, + 2 to pull punch, + 4 to roll with impact or fall, + 5 to save vs horror factor, + 5 to save vs magic, + 2 to save vs psionics.

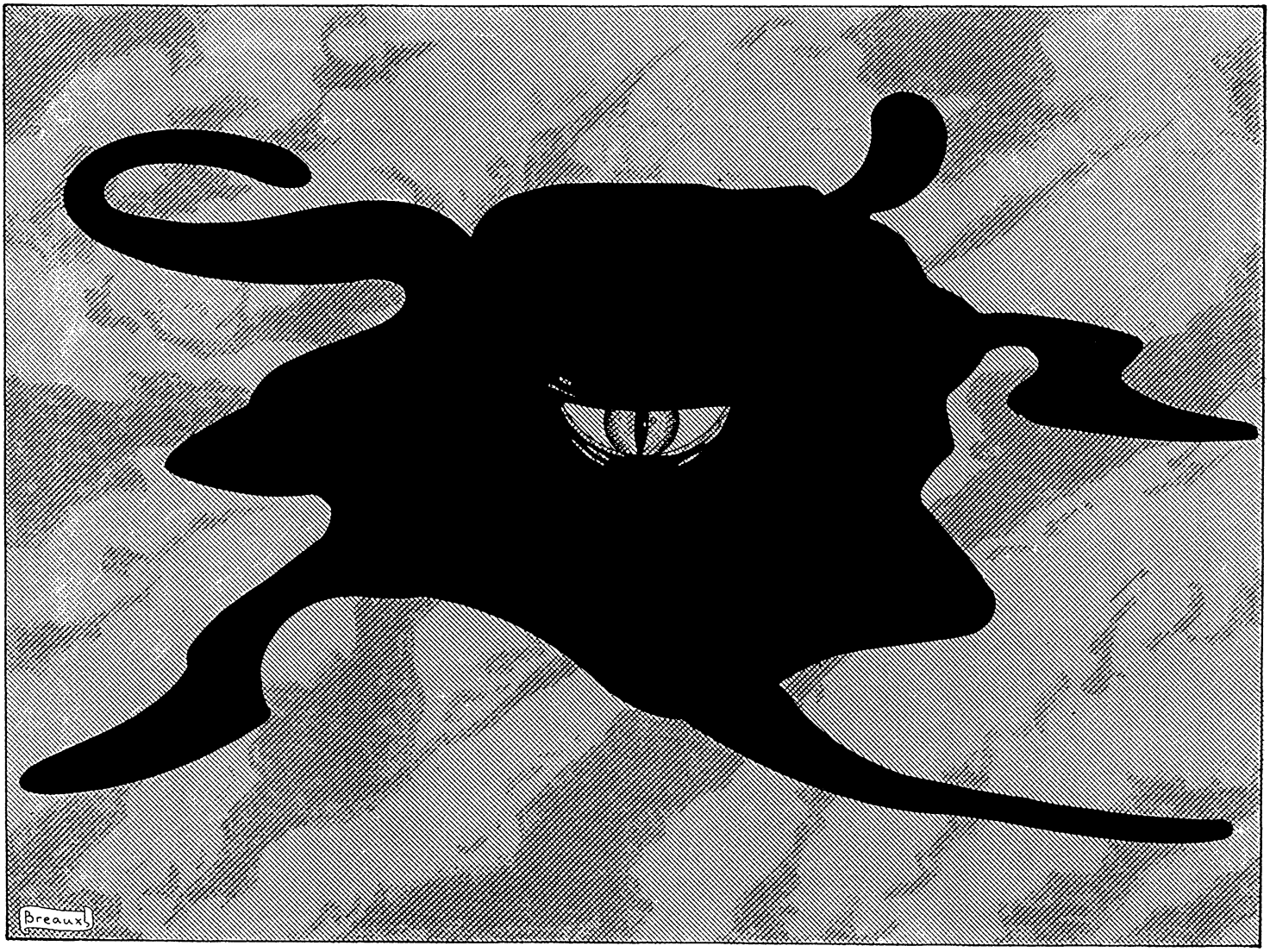
Magical Knowledge: Knows all warlock water spells and dryad magic. He can also prepare magical herbs. **P.P.E.:** 2,000.

Psionic Knowledge: None

Weapons and Equipment: Nothing of note.

Description: A strikingly handsome, clean-shaven young man. Often clad in green and gold robes.

Babylonian Gods of Darkness



Apsu, Of The Abyss

Apsu was called the god of the abyss where the deepest waters flowed. In reality, he was not a true deity seeking worshippers, but a murderous, sadistic alien being. A P.P.E. vampire who fed on the suffering and fears of lesser beings. His race is unknown, although he is probably closely related to the Old Ones from the Palladium world and may be some sort of alien intelligence. Apsu was a being of such power that neither gods nor men dared attack him. He had created a small army of beings of godlike power to serve him and he had enough might to crush any single Splugorth by himself. The monster would take over one dimension, inflict suffering and misery on its inhabitants until the world was sucked dry, and then move on.

This started to happen on Earth. Apsu, his consort and near equal Tiamat, and his underlings all set up in the fertile land between two rivers in Mesopotamia, where some of the earliest known civilizations were beginning. Atlantis already existed, but Apsu did not want to face determined opposition this early on. Thus, he decided to establish a power base elsewhere. He instructed his god-slaves to teach these pathetic mortals the arts of magic and civilization, the better to exploit them later. It was a process similar to raising a herd of cattle. Apsu would see to it that the people grew in numbers and power, expanded their nation's borders, and then he would feast on them all.

Something went wrong, however. Some of the less evil gods under his evil rule could not stomach his orders and they spoke up against his plans. Apsu, counseled by the evil god Mummu, decided to destroy these unworthy beings. Tiamat asked for some time to decide which gods deserved to be destroyed and which could be punished and/or turned.

Apsu hesitated for too long, allowing Enki to muster enough courage to strike first. By a stroke of luck, Apsu had been recently weakened fighting an ancient dragon who had foolishly tried to usurp Tiamat's titles. Enki's magics were enough to subdue Apsu. According to legends, Enki was able to slay the monster after he was asleep, but in reality Enki only consigned him to eons of mystic slumber, like the Old Ones.

A few demon lords have tried in vain to release Apsu. Very few beings who may have enough power to free Apsu are willing to do so. Not even Tiamat is eager to release her former consort. Apsu is likely to wake up in a berserk rage and lay waste to several dimensions before running into enough opposition to stop him. Nobody, except perhaps the most insane, want that to happen.

Note: Even in his dormant state, Apsu is vaguely aware of momentous events on Earth, like the eruption of the ley lines, the growing power of the Splugorth and vampire intelligences, the arrival of the Four Horsemen of the Apocalypse, the creation of the Gargoyle Empire and

the turmoil in China. The information came to him in the form of annoying dreams. The quick succession of these events is beginning to stir him. At first, he will not be able to awaken fully, but he may awaken enough to send a fragment of his life essence to Earth, possess a body and start to bring about his return.

Real Name: Unknown

Alignment: Diabolic

M.D.C.: 250,000. When (if) he awakens, for about a month or so, Apsu will be reduced to a "mere" 95,000 M.D.C. As he accumulates magical energy and followers, his M.D.C. will slowly grow to a quarter million; it is not reduced on Rifts Earth.

S.D.C./Hit Points (for non-M.D.C. worlds): 20,000 S.D.C. and 5,000 hit points.

Size: 40 feet (12 m) in diameter and 20 feet (6 m) tall

Weight: 75 tons

Species: Alien Intelligence

Attributes: I.Q. 27, M.E. 30, M.A. 22, P.S. 70 (supernatural), P.P. 24, P.E. 30, P.B. 3, Spd 88 (60 mph/96 kmph floating, flying or swimming).

Disposition: Apsu is an entity of pure evil who will only speak with mortals if he can somehow use them. As for gods and other alien intelligences, Apsu will be threatening and bullying, confident in his incredible power. Only when faced with an equal (the Midgard Serpent or one of the Old Ones), will he be diplomatic and ingratiating. It will take a legion of gods, godlings, demigods, dragons and powerful mortals to defeat him again.

Horror Factor: 19

Experience Level: 20th level ley line walker and master of bio-wizardry (see Rifts Atlantis) and temporal magic (see Rifts England).

Natural Abilities: Nightvision 2000 feet (610 m; can see in total darkness), see the invisible, turn invisible at will, bio-regeneration 1D4 × 100 M.D.C. per melee round (15 seconds), teleport self 93%, dimensional teleport 89% (unable to use this power at the moment). Semi-indestructible! Kinetic energy attacks (punches, stabs, etc.) do ONE-TENTH damage to Apsu, unless they are inflicted by magical weapons! Non-magical energy attacks do one-quarter damage. Magical and psionic attacks inflict normal damage. Apsu is impervious to heat, cold, disease and poison/drugs and does not breathe air. Also see the attack section for the engulf power.

Vulnerabilities: Apsu takes double damage from rune weapons of good alignment and silver S.D.C. weapons do double M.D. against him. Weapons made from Millennium Trees do ten times more damage!!

To kill Apsu, it is necessary to bring him to −1000 M.D.C. At zero M.D.C., all of his bonuses and attacks will be reduced by half, but he will try to escape the moment he is reduced to 30,000 points or less.

Skills of Note: Most skills are not applicable. Magically knows all languages and lores at 98%.

Combat Skills: Natural Abilities.

Number of Attacks: Ten per melee round via hand to hand or five by magic or psionics.

Restrained Punch — 1D6 × 10 M.D.

Full Strength Punch — 3D4 × 10 M.D.

Power Punch — 4D6 × 20 M.D.

Engulf — Special: This attack consists of Apsu making his body a dense gelatin and washing over his enemy. This allows him to absorb and trap his opponent(s), inflicting 1D6 × 10 M.D. automatically every melee round. The victim is in agony and loses half of his melee attacks, all combat bonuses and skills and will start to drown! Physical attacks inflicted while inside Apsu will do no damage to the creature, even from magic weapons. A being with a P.S. of 40 or higher can struggle to pull himself out of Apsu in six melee actions (about 22 seconds). Spells cannot be cast inside Apsu (treat his insides like an anti-magic cloud) and teleport attempts into and out of him are at −40%.

Bonuses: +2 on initiative, +6 to strike, +6 to parry and dodge, +1 to roll with impact or fall, +15 to save vs horror factor, +8 to save vs magic, +8 to save vs psionics.

Magical Knowledge: Knows all spells from levels 1-15, including spells of legend and all temporal magic spells as well as the secrets of bio-wizardry (excluding the making of rune weapons). **P.P.E.:** 12,000.

Psionic Knowledge: Knows all sensitive powers plus empathic transmission, mind block auto-defense and bio-manipulation. I.S.P. 2,000.

Weapons and Equipment: Relies entirely on his powers.

Description: A shapeless blob of inky darkness with pseudopods forming and reforming from his body. A huge eye is in the middle of this dark mass. Shooting the eye has no effect — it is a prop the god uses (his senses don't depend on it). He can sometimes form a vaguely humanoid head. He doesn't speak, but communicates telepathically or empathically with a terrifying mind-voice that itself has a Horror Factor of 15 (20 for psionics sensitive without mind block). Apsu is a source of pure evil, one that seeks to devour all that exists.



Tiamat

Evil Apsu had a powerful partner, a giant serpent who called herself Tiamat. She had counselled against Apsu's plans to destroy the lesser gods, not out of any goodness of her heart (like some mortal chroniclers later claimed), but because she thought the gods should be exploited and manipulated instead. When Apsu was brought low by Enlil however, she grew enraged and marched against the gods leading an army of monsters and demons. To avoid a blood bath, Marduk met her in a one on one duel — winner takes all. Tiamat was severely wounded and

barely escaped, but managed to teleport to a safe haven. Marduk was the victor.

For several centuries, she hibernated and healed. When she woke up, her powers were much reduced from the loss of followers and the battle itself. Still, she started plotting her revenge. She wasn't interested in helping Apsu, because she would only be his underling. She couldn't attack the Gods of Babylon openly, because they would all rally to Marduk's side and this time she might be killed. Instead, Tiamat decided to let the gods believe she may have crawled off to die or fled to another dimension. Meanwhile, her demonic agents looked for a good power base, with Rifts Earth a most promising candidate.

Some of her servants can already be found in the **Phoenix Empire** and **Atlantis**. Others work their evil on **Wormwood**. Tiamat may try to forge an alliance with the Splugorth, or any evil power that can assure her of victory over her enemies.

Real Name: Tiamat
Alignment: Diabolic
M.D.C.: 60,000 (30,000 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 5,000 S.D.C. and 1,000 hit points.
Size: 300 foot long (95 m) serpent!
Weight: 60 tons
Species: An unique monster of unknown origin.
Attributes: I.Q. 26, M.E. 23, M.A. 22, P.S. 60 (supernatural), P.P. 19, P.E. 26, P.B. 3, Spd 88 (60 mph/96 kmph).
Disposition: An alien creature without a shred of compassion or sympathy. An eater of human flesh and drinker of emotions. Even her demon underlings are afraid to get too close to her. When angry or upset, she tends to forget herself and takes a bite of anything around her.
Horror Factor: 18
Experience Level: 18th level ley line walker.
Natural Abilities: Nightvision 1000 feet (305 m; can see in total darkness), see the invisible, bio-regeneration 4D6 × 10 M.D.C. per melee round (15 seconds), doesn't need to breathe air, can swim on or under water, resistant to energy (half damage), impervious to poison and disease, impervious to magic potions, can animate and control 1D6 × 100 dead, turn 1D6 × 100 dead, teleport self 96%, dimensional teleport 91%. Her healing touch restores 1D6 × 10 hit points/S.D.C. or M.D.C.

Special: Killing Breath: The monster can breathe forth a glacial wind that saps vitality from her targets. Damage: 3D6 × 10 M.D., plus the victim feels weak and tired (reduce speed and combat bonuses by half). Range: 2000 feet (610 m). A powerful enough counter-wind (Marduk's wind blasts, for instance) will cause Tiamat to inhale her killing breath and take damage herself!

Special: Retractable Tentacles: The seven tentacles that crown her head can magically extend up to 30 feet (9 m) in length. Each is prehensile and agile, allowing each to strike, parry, grab or entangle independently.

Skills of Note: Generally not applicable. Knows demon/monster lore at 98%.
Combat Skills: Natural Ability.
Number of Attacks: A total of 10 hand to hand (tentacle, tail, bite) attacks per melee round or three by magic.
Bite — 2D6 × 10 M.D.
Tail Strike — 3D4 × 10 M.D.
Stinger — 2D6 × 10 M.D. plus paralyzing poison. Victims are −4 to strike, parry or dodge for 1D4 rounds unless a save vs poison (15 or higher) is made. This poison will affect dragons and supernatural creatures!
Tentacle Strike — 5D6 M.D.
Killing Breath — 3D6 × 10 M.D. plus penalties.
Bonuses: +2 on initiative, +6 to strike, +10 to parry, +6 to dodge, +4 to roll with impact or fall, +12 to save vs horror factor, +8 to save vs magic, +8 to save vs psionics.
Magical Knowledge: Knows all spells from levels 1-15. **P.P.E.:** 6,000.
Psionic Knowledge: Knows all sensitive powers plus empathic transmission. **I.S.P.:** 200.
Weapons and Equipment: None.
Allies: Other evil gods, dragons, demon lords and the forces of evil. She and the Persian god Ahriman have often considered working together, but they are both too megalomaniacal to be good partners.
Minions: Tiamat can summon 1D6 gallu bulls, or galla demons or scorpion people (see minions at the end of this section) with maximum M.D.C. and will consider working with any evil beings. Mortal worshippers are usually monster races, assassins and thieves.
Description: Tiamat is a monstrous snake several times larger than most dragons! The body is covered in metallic red scales and her tail is shaped like a scorpion's stinger. Seven tentacles encircle the upper half of her head. They can be extended up to thirty feet and are used to strike and ensnare enemies and prey. Unlike most gods, Tiamat cannot transform into any other shape, although she can create illusions of herself as a humanoid.

Mummu, The Maker

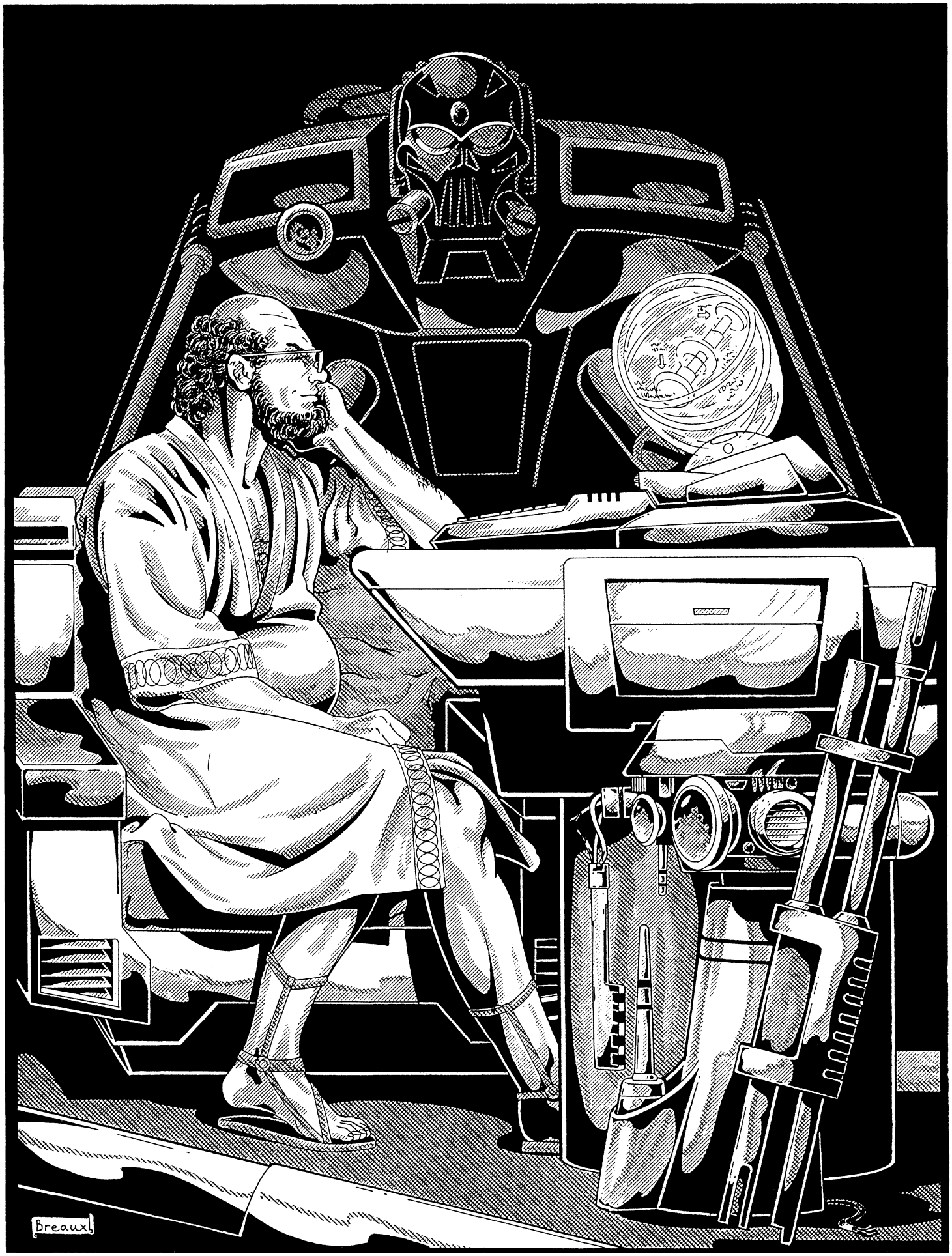
This god of craftsmanship and engineering was Apsu's and Tiamat's trusted servant. The god was very helpful to the two, because neither knew nor cared about technology, but they realized its value. As a result, Mummu was made their main advisor. A pragmatic god, Mummu did not condone many of the horrible acts of his masters, but he decided to support what he considered to be the winning side.

When the Gods of Sumer started protesting Apsu's policies, Mummu advised Apsu to destroy them immediately, without mercy. Apsu hesitated too long and was defeated. Mummu was imprisoned by Enki soon after the downfall of Apsu. After the war was over, Enki gave Mummu the choice to serve him or be destroyed. Mummu submitted to the god, but in his heart burned a hatred that even his practical personality could not dim. Once he had been among the mightiest gods, second only after Apsu and Tiamat. Now he was a lowly servant building trinkets at the whim of the one who enslaved him.

When Tiamat recuperated and started sending agents to spy on the Pantheon of Sumer, Mummu saw his chance. Soon he became Tiamat's most trusted agent in the enemy camp. Enki has not realized what's going on and continues to dismiss Mummu as harmless. Enki believes that the god has mended his evil ways and has offered him his trust as a gesture of friendship. He has also given him more responsibilities.

Soon, Mummu will be in a position to inflict severe damage to the Pantheon of Sumer. Away from prying eyes, Mummu meets with Tiamat's agents regularly. Enki's latest mission for Mummu has been to travel to Rifts Earth to learn more about technology, especially techno-wizardry, which is still rare in the Megaverse. He's also started to deal with Lord Splynncryth's minions, and he might become a triple agent, working for three different groups at the same time.

Real Name: Mummu
Alignment: Miscreant
M.D.C.: 35,000 (6,000 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 2,500 S.D.C. and 1,000 hit points.
Height: 5 feet, 4 inches tall (1.63 m).
Weight: 200 lbs (90 kg)
Attributes: I.Q. 28, M.E. 19, M.A. 19, P.S. 30 (supernatural), P.P. 18, P.E. 19, P.B. 14, Spd 44 (30 mph/48 kmph).
Disposition: Servile and self-abasing in front of people of authority and power, abusive and bullying towards those he considers beneath him (this includes most mortals). Always looking out for himself,


Breaux

he will not hesitate to betray Tiamat if he thinks he can get a better deal.

Horror Factor: 9, when his godly identity is revealed.

Experience Level: 20th level craftsman/engineer, 15th level stone master, 15th level ley line walker, 6th level techno-wizard.

Natural Abilities: Nightvision 200 feet (61 m; can see in total darkness), see the invisible, turn invisible at will, bio-regeneration 4D6 × 10 M.D.C. per minute, resistant to fire (takes half damage), teleport self 74%, dimensional teleport 53%. Natural aptitude for all crafts and mechanics.

Skills of Note: Knows all technical, scientific, mechanical, electrical, and computer skills at 98%. Robot combat: basic. Magically knows all languages.

Combat Skills: Hand to Hand: Basic

Number of Attacks: Five hand to hand or two by magic.
Restrained Punch — 5D6 + 15 S.D.C.
Full Strength Punch — 3D6 M.D.
Power Punch — 6D6 M.D.
Kick — 3D6 M.D.

Bonuses: +4 to strike, +5 to parry and dodge, +15 to S.D.C. damage, +2 to pull punch, +4 to roll with impact or fall, +8 to save vs horror factor, +3 to save vs magic, +3 to save vs psionics.

Magical Knowledge: Knows all stone magic, and all spells from levels 1-7 plus negate magic, mystic portal, and anti-magic cloud. **P.P.E.:** 1,700

Psionic Knowledge: None

Minions: He has a motley crew of transdimensional artisans, including several dwarves, a cyclops and a human. Some of these creatures are also mid-level techno-wizards.

Description: A short, pot-bellied, balding man. Looks more like an accountant than a god. He looks a lot more imposing in his modified SAMAS armor, so he prefers to wear it as often as possible (not practical in Coalition-dominated lands).

Weapons and Equipment: 1. Techno-wizard SAMAS armor: Mummu has a pair of SAMAS Armor (their previous owners no longer have any use for them) with techno-wizard modifications, plus enchantments that have tripled their original M.D.C. (main body is 750 M.D.C.). The techno-wizard spells incorporated into the armor are: Armor of Ithan, invulnerability, chameleon, invisibility and impervious to energy, all at 10th level. The armor has been repainted in red, with gold trimmings. On several occasions, Coalition troops have attacked Mummu on sight, with terrible consequences for the mortals. There is now a bounty for the "Man in Red Armor."

2. Techno-wizard rail gun: This is a super-powerful variant of the TK-Machinegun described in the **Rifts RPG**, page 92. The modification would cost 1,600 P.P.E. from a normal Techno-wizard. It has the same range as the SAMAS rail gun, but does 2D4 × 10 M.D. per "burst." It holds 20 bursts. A telekinesis spell or 20 I.S.P. will charge/replace four bursts.

Kingu, The Chosen

After Apsu fell and Mummu was imprisoned, Tiamat chose one demon from her ranks and raised him to become her lieutenant in the coming war. Kingu was the chosen one and he was given enormous power and several artifacts, including, for a time, the fabled Tablets of Destiny. The bloodthirsty demon led the charge against the gods, but after Tiamat fell he was soon defeated by Marduk. According to Babylonian mythology, Kingu was executed and that was the end of him. Tiamat, however, rescued the corpse of her servant, and used a complicated summoning ritual to bind his life force to that of a vampire intelligence she had enslaved previously.

Kingu, now a hideous demon-vampire hybrid, lives again. He has lost whatever semblance of humanity he may have once had and has become a bloodthirsty monster. The creature lives for the day when he will defeat Marduk and reclaim the Tablets of Destiny. In the meanwhile, he is sending his pseudo-vampire minions to selected places in the Megaverse, gathering followers and weapons for the time of his revenge.

The Yucatan peninsula has attracted Kingu's attention. He believes he can intimidate other vampire intelligences into obeying his orders. He is also considering forging an alliance with the evil god Camazotz, Lord of Bats and Darkness (see **Rifts Vampire Kingdoms**) to control the vampire hordes. Since the vampire intelligences are not likely to give up without a fight, all of Central America could be plunged into a multi-sided conflict. This is also likely to provoke the gods of the Aztec pantheon.

Real Name: Kingu

Alignment: Diabolic

M.D.C.: 9,000 M.D.C. (this does not change on Rifts Earth).

S.D.C./Hit Points (for non-M.D.C. worlds): 700 S.D.C. and 200 hit points.

Size: Seven feet (2.1 m) tall.

Weight: 400 lbs (180 kg)

Species: A unique demon-vampire intelligence hybrid.

Attributes: I.Q. 26, M.E. 28, M.A. 18, P.S. 40 (supernatural), P.P. 18, P.E. 26, P.B. 6, Spd 44 (30 mph/48 kmph).

Disposition: A bubbling cauldron of rage under an icy exterior. He will appear cool and collected, but the smallest annoyance will cause him to lash out and kill. As a result, his agents usually send an expendable servant or a prisoner to give the demon any bad news. Killing the messenger is typical behavior for Kingu. He hates Marduk with a passion and all beings of good alignment above all others. For distraction, Kingu will torture to death creatures of good alignment; if possible, a godling or hatchling dragon.

Horror Factor: 15

Experience Level: 15th level ley line walker and shifter; 12th level vampire.



Natural Abilities: Superior vision, nightvision 4000 feet (1200 m), see the invisible, see infrared and ultraviolet spectrum, smell blood two miles away (3.2 km), recognize the scent of human blood 90%, bio-regeneration 4D6 × 10 M.D.C. per minute.

Vampire powers: Kingu can shape shift into a wolf, a vampire bat, or mist. He is invulnerable to most forms of attack including mega-damage weapons, fire, poison, drugs, etc. Magic inflicts normal damage and wood, silver, running water and holy water inflict mega-damage! Sunlight reduces M.D.C., spells, psionics, regeneration, attacks and attributes by 50% (by 25% on a gloomy, overcast day). Weapons made from a Millennium Tree inflict ten times damage! Kingu can create secondary vampires through slow kill (see **Rifts Vampire Kingdoms**). He cannot create master vampires, unlike a true vampire intelligence.

Skills of Note: All rogue and wilderness skills at 86%.

Combat Skills: Hand to Hand: Assassin.

Number of Attacks: Seven hand to hand or two by magic or psionics.
Restrained Punch — 6D6 + 25 S.D.C. (1D4 + 25 H.P.)
Full Strength Punch — 5D6 M.D. (3D6 + 25 H.P.)
Power Punch — 1D6 × 10 M.D. (6D6 + 25 H.P.)
Killing Bite — 3D6 M.D. (3D6 H.P.)
Damage in parentheses is hit point damage to vampires. Kingu can be a terrible enemy to vampires as he is able to tear them apart in seconds.

Bonuses: +2 on initiative, +8 to strike, +5 to parry and dodge, +25 to S.D.C. damage, +3 to pull punch, +3 to roll with impact or fall, +8 to save vs horror factor, +7 to save vs magic, +8 to save vs psionics.

Magical Knowledge: Knows all spells from levels 1-4 plus energy disruption, call lightning, dispel magic barrier and fly as the eagle. **P.P.E.:** 1,000.

Psionic Knowledge: Has all vampire psionic powers: death trance, alter aura (self), empathy, mind block, hypnotic suggestion, presence sense, sense evil, deaden pain, induce sleep and super-hypnotic suggestion. **I.S.P.:** 500.

Weapons and Equipment: None, relies on his natural powers.

Description: Kingu appears as a humanoid with leathery skin and black hair. His eyes shine with a red glow and he has the sharp fangs of a vampire. Kingu can metamorph into mist, bat or wolf at will.

Ereshkigal

Goddess of the Underworld

This goddess was another one of Tiamat's and Apsu's servants. She was in charge of the souls of the dead and she retained that position after the two Elder Gods had been defeated. Ereshkigal is a cruel, sadistic goddess. Once she gets her clutches on any being, god or mortal, she will not release him unless forced or tricked into doing so. The goddess Ishtar and her mate Tammuz both suffered horribly at her hands, and the other gods dislike her intensely but have never decided to take action against her.

Unknown to the rest of the Pantheon, Ereshkigal is working with Tiamat, providing her with information about the other gods in return for gifts and services. Ereshkigal does not want much beyond control of her realm, but craves for more helpless victims (godly and mortal) she can imprison in her hellish dimension. Careless dimensional travelers can stumble into her realm and even gods find it very difficult to escape her. Ereshkigal would also like to expand her realm, at the expense of the many evil entities that live in Hades. She might covertly work with any force to get what she wants.

Real Name: Ereshkigal

Alignment: Diabolic

M.D.C.: 40,000 (8,000 on Rifts Earth, but rarely leaves her domain).

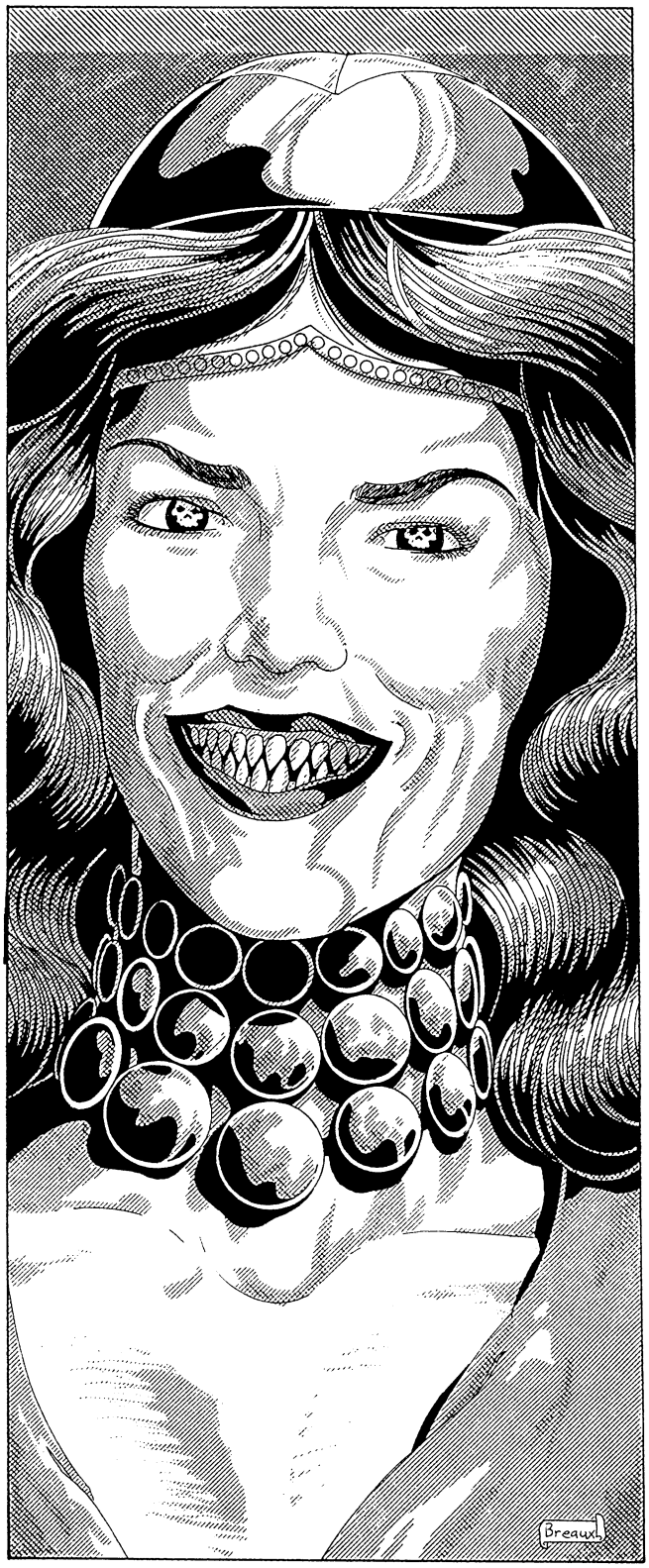
Note: All other gods find their M.D.C. divided by five when visiting Ereshkigal's realm, which puts them at a distinct disadvantage. Only alien intelligences, including vampires, are not bothered by this.

S.D.C./Hit Points (for non-M.D.C. worlds): 3,000 S.D.C. and 1,000 hit points.

Size: Varies from 7 to 24 feet (2.1 to 7.3 m). Usually appears as a 12 foot (3.6 m) tall woman with pointed teeth.

Weight: Varies with height.

Attributes: I.Q. 20, M.E. 27, M.A. 21, P.S. 40 (supernatural), P.P. 22, P.E. 30, P.B. 14, Spd 88 (60 mph/96 kmph).



Disposition: At first, she can be very charming as she welcomes visitors to her realm; making them feel as if they are in for a pleasant stay. After a short while, she becomes gleefully vicious. Ereshkigal is as cruel as one can imagine, engaging in both physical and psychological torture. She has a knack for knowing what torture (physical or mental) will hurt her victim most and uses that knowledge to its greatest effectiveness.

Horror Factor: 17

Experience Level: 16th level ley line walker and 12th level necromancer (see Rifts Africa).

Natural Abilities: Nightvision 1000 feet (305 m; can see in total darkness), see the invisible, bio-regeneration 4D6 × 10 M.D.C. per minute (1D6 × 100 M.D.C. per minute in her realm), resistant to fire and cold (half damage), can animate and control or turn 1D6 × 100 dead, teleport self 89%, and dimensional teleport 73%. Her healing touch restores 1D4 × 10 hit points/S.D.C. or M.D.C.

Her grim and magical realm is an effective prison, not only reducing the mega-damage points of gods but interfering with all types of teleportation (−80% penalty). Furthermore, only she can open a dimensional rift within her domain. On the other hand, people can easily teleport "in" (+20% to their percentage) — she loves company!

Skills of Note: Knows all espionage and technical skills at 98%. Magically knows all languages. W.P. Knife, W.P. Sword, W.P. Blunt.

Combat Skills: Hand to Hand: Basic

Number of Attacks: Five hand to hand or two by magic.
Restrained Punch — 6D6+25 S.D.C.
Full Strength Punch — 5D6 M.D.
Power Punch — 1D6 × 10 M.D.

Bonuses: +5 to strike, +6 to parry and dodge, +25 to S.D.C. damage, +4 to roll with impact or fall, +9 to save vs magic, +7 to save vs psionics.

Magical Knowledge: Knows all necromantic spells (see Rifts Africa) plus all magic spells from levels 1-4 plus calling, circle of flame, domination, compulsion, constrain being, hallucination, commune with spirits, summon entity, summon lesser being and close rift. **P.P.E.:** 5,000.

Psionic Knowledge: Knows all healing powers, but uses them for torture. **I.S.P.:** 300.

Weapons and Equipment: Rarely uses any.

Description: A gigantic woman. She would be considered attractive except for her eyes, which have a skull reflecting in each pupil and her mouth which is full of pointed, razor-sharp teeth.

Minions of Note: She commands a variety of demons, including the galla and scorpion people.

Nergal, Prince of Discord

Nergal was Ereshkigal's consort, and a god of violence, plague and destruction. The god was sometimes identified with the sun, focusing on the evil aspects of its power — the burning, desert-making, killing sun. He was not worshipped and the Pantheon of Sumer had little tolerance for him. Nergal sided with Apsu and Tiamat and was pardoned only because of the influence of his wife. Shortly afterwards, Nergal joined Tiamat in her home dimension and has been at her side ever since.

Nergal enjoys suffering and lives to inflict pain on mortals and gods alike. He advised Ereshkigal to imprison and torture Ishtar and was angered when she and Tammuz were finally released. Since Tiamat has taken an interest in Rifts Earth, Nergal has followed suit. He believes the planet with its many dimensional rifts has tremendous potential, but there is one small problem: there aren't enough wars! There is plenty of violence, and conflict but he is not satisfied. Nergal has decided to take matters into his own hands and help instigate full-blown wars. He and his agents will try to push the Coalition States into war with Tolkeen, Lazlo, and the Federation of Magic. In Europe he will help the Gargoyle and Brodkil Empires against Triax and the NGR and try to drag in several other kingdoms. He will find the Angel of Death and her revolutionary inventions of particular interest. With the right pushes, Nergal thinks he can plunge the whole continent into war.

Real Name: Nergal

Alignment: Diabolic

M.D.C.: 18,000 (3,600 on Rifts Earth).

S.D.C./Hit Points (for non-M.D.C. worlds): 1,000 S.D.C. and 800 hit points.

Size: Varies from 6 to 24 feet (1.8 to 7.3 m).



Weight: Varies with height.

Attributes: I.Q. 18, M.E. 23, M.A. 17, P.S. 43 (supernatural), P.P. 17, P.E. 21, P.B. 9, Spd 88 (60mph/96 kmph).

Disposition: A savage, sadistic bully who can be amazingly cunning and diplomatic when he is manipulating events toward war. On the field of battle he is a craven coward. If he has the slightest fear of losing a fight, he will flee immediately, abandoning allies and causes without hesitation. He is only a swaggering menace when his opponent is clearly overmatched by him. Then he will play games of cat and mouse. Instead of delivering killing blows, he will reduce the damage of his attacks, limiting himself to S.D.C. blows if his enemy's armor has been shattered, in order to prolong his victim's agony. This attitude may give an enemy a chance to escape or even turn the tables on him.

Horror Factor: 14

Experience Level: 12th level ley line walker.

Natural Abilities: Nightvision 1000 feet (305 m; can see in total darkness), see the invisible, turn invisible at will, bio-regeneration 1D6 × 10 M.D.C. per melee, animate and control 1D4 × 100 dead, teleport self 74%, and dimensional teleport 45%.

Special: Fire powers: Nergal can create a fire ball, circle of fire and globe of daylight three times per day at no P.P.E. cost, at a strength equal to a 15th level sorcerer.

Skills of Note: Track human, hunting, detect ambush, detect concealment, wilderness survival, land navigation, horsemanship, art, Dragonese/Elven, Akkadian, Sumerian, Assyrian, Persian, American, Gobbley and Spanish, all at 98%. W.P. Sword, W.P. Knife, W.P. Energy Pistol, and W.P. Energy Rifle.

Combat Skills: Hand to Hand: Basic.

Number of Attacks: Five hand to hand or two by magic.
Restrained Punch — 1D6×10+28 S.D.C.
Full Strength Punch — 6D6 M.D.
Power Punch — 2D4×10 M.D.

Bonuses: +1 on initiative, +4 to strike, +5 to parry and dodge, +28 to S.D.C. damage, +4 to pull punch, +4 to roll with impact or fall, +6 to save vs horror factor, +4 to save vs magic, +5 to save vs psionics.

Magical Knowledge: Knows all spells from levels 1-4 plus domination, horrific illusion, compulsion, memory bank, and wisps of confusion. **P.P.E.:** 900

Psionic Knowledge: None

Weapons and Equipment: A magic sword with a crimson blade that is indestructible and inflicts 4D6 M.D., as well as a Triax particle beam rifle, vibro-knife, and assorted techno-wizard devices. His magic scale armor is red, has 1000 M.D.C. and is weightless.

Description: A human with fiery hair, beard and eyes. He is often clad in red robes or scale armor.

Lilith — Bringer of Misery

This evil demoness is related to the Succubus, and was a loyal servant of Apsu and Tiamat. Orignally a powerful Dar'ota (see **Rifts® Dark Conversions**), she was transformed permanently into a beautiful creature of great power. After the fall of her masters, Lilith wandered the Megaverse, bringing death and destruction wherever she went. She would often seduce the ruler of a powerful nation and then entice him into declaring war on a neighbor or engage in senseless acts of brutality for no good reason. At least one world was utterly destroyed when her machinations led to a nuclear exchange. As the missiles reached her lover's Presidential Palace, she laughed and Rifted away, leaving her pawns to their deaths.

Over the centuries, Lilith has undertaken missions for both Tiamat and Nergal. She has been used by a Splugorth lord as a spy and has done some work for the evil Persian gods as well. She and the Persian demoness Jahi have developed a friendly rivalry over the years. They sometimes compete for the attention of the same man or vie for the same possessions and worshippers. The unfortunate mortal who succumbs to either as his lover is doomed no matter who he chooses. It is likely that she'll catch wind of Nergal's schemes for war on Earth and help him with his new pastime.

Real Name: Lilith. Also known as "She of the Night."

Alignment: Miscreant

M.D.C.: 1800 (Not reduced in Rifts Earth).

S.D.C./Hit Points (for non-M.D.C. worlds): 180 S.D.C. and 100 hit points.

Height: 5 feet, 9 inches (1.75 m).

Weight: 145 lbs (65 kg)

Species: Unique demon creature.

Attributes: I.Q. 19, M.E. 22, M.A. 23, P.S. 35 (supernatural), P.P. 21, P.E. 21, P.B. 25, Spd 33.

Disposition: Lilith is a seductress who can act cocky and challenging or sweetly submissive, depending on what her instincts tell her. She always figures out the best way to approach a man and sink her claws into him. If the male is already married or in a relationship, so much the better. Lilith will strike up a friendship with the wife/fiancee, and get to her target by that route; first destroying the previous relationship, then "consoling" the heartbroken male.

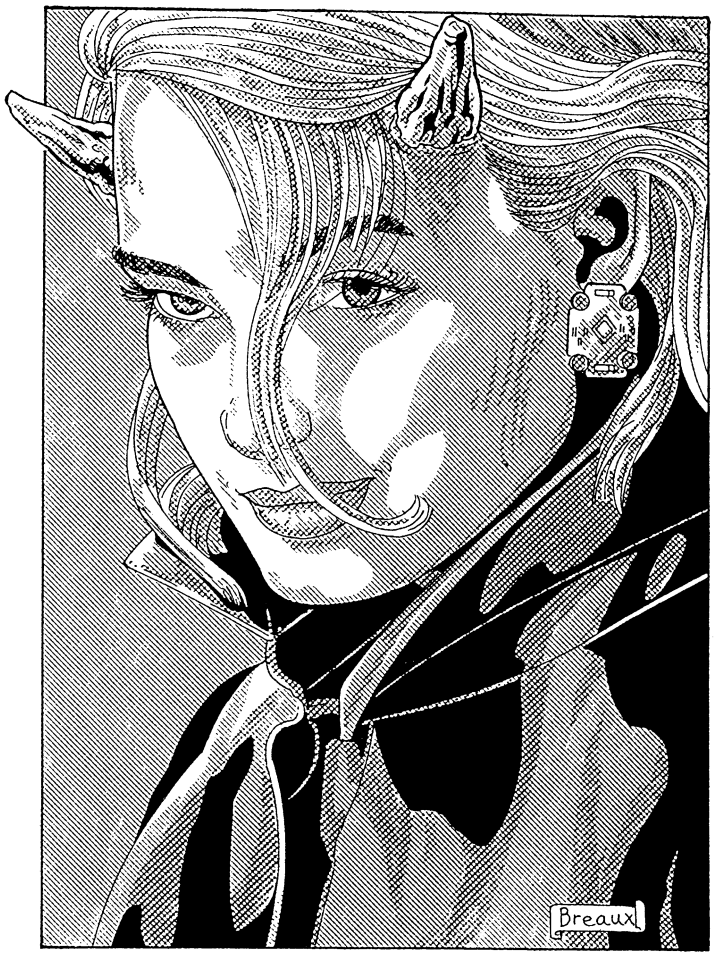
If her true nature is discovered, Lilith will lash out in a berserker rage for a few melee rounds and then flee. If confronted by gods or beings of great power (adult dragons, powerful wizards), she will simply run away.

Horror Factor: None unless enraged; 14 when her demonic nature is revealed.

Experience Level: 8th level sorcerer

Natural Abilities: Nightvision 100 feet (30.5 m; can see in total darkness), see the invisible, turn invisible at will, bio-regeneration 1D6×10 M.D.C. per minute, teleport self 43%, dimensional teleport 29%. Shape shift into any humanoid female form.

Skills of Note: All rogue at 98%, wilderness survival 89%, tracking 85%. W.P. Sword, W.P. Energy Rifle, W.P. Energy Pistol.



Combat Skills: Hand to Hand: Assassin

Number of Attacks: Five hand to hand attacks or two by magic.
Restrained Punch — 5D6+20 S.D.C.
Full Strength Punch — 4D6 M.D.
Power Punch — 1D4×10 M.D.

Bonuses: +1 on initiative, +5 to strike, +6 to parry and dodge, +20 to S.D.C. damage, +3 to pull punch, +3 to roll with impact or fall, +8 to save vs horror factor, +4 to save vs magic, +5 to save vs psionics.

Magical Knowledge: Knows all spells from levels 1-2 plus armor of Ithan, fool's gold, shadow meld, calling, domination, compulsion, apparition and life drain. **P.P.E.:** 500.

Psionic Knowledge: Knows all sensitive powers. **I.S.P.:** 200.

Weapons and Equipment: Varies with locality.

Description: A stunningly beautiful woman. She can alter her features and hair color at will. If she loses her temper she will sprout fangs and claws, and her beautiful face will become terrifyingly twisted.

What follows are the lesser creatures associated with the Pantheon of Sumer and the Babylonian Gods of Darkness.

Gilgamesh — The Demigod

King Gilgamesh was the greatest hero of Babylonian mythology. He was the legendary ruler of the city of Uruk, as well as being a priest, magician and warrior. Gilgamesh was a semi-divine being, but unlike most gods and godlings, he lacked their apparent immortality. Despite that shortcoming, Gilgamesh was a powerhouse, as strong as the gods and nearly as resilient. He performed many services for both men and gods, slaying monsters, fighting demons, and fulfilling quests.

Sadly, as a king he proved to be tyrannical and unjust. He taxed his people unmercifully and sometimes abused them physically. When the people complained to the gods, they sent a godling warrior, the man-bull Endiku, to punish Gilgamesh. The two fought, but Gilgamesh was the winner. In the course of the fight, the two heroic warriors became friends and went together on many quests.

Years later, King Gilgamesh turned down the goddess Ishtar. Enraged, Ishtar sent a divine animal, the Sacred Bull of Sumer, against Gilgamesh. The king and his friend fought and destroyed the creature. This act offended the gods and they took Endiku away, leading Gilgamesh to think that his friend was dead. Suddenly aware of his own mortality, Gilgamesh quested for the secret of eternal life. He thought he had found it in a mystical plant that grew at the bottom of the sea, but the plant was stolen from him by a serpent and Gilgamesh seemed condemned to die of old age.

So does the tale of Gilgamesh end. What the Babylonian scribes do not know is that Gilgamesh decided to travel even further for the secret of immortality. Using the sorceries he had learned from the gods, he opened a rift and started travelling through the Megaverse. The gods of Sumer do not know of his whereabouts, but have heard tales of a hero that goes by the same name, travelling with an Atlantean Undead Slayer that looks a lot like Gilgamesh's old friend Endiku. Whether this is the true Gilgamesh or an imitator (see Gilgamesh the Wanderer for the second option) is up to the GM. The Pantheon of Sumer is intrigued and has dispatched the real Endiku to look for his old friend.

Real Name: Gilgamesh

Alignment: Anarchist
M.D.C.: 1123 (Does not change on Rifts Earth).
S.D.C./Hit Points (for non-M.D.C. worlds): 250 S.D.C. and 112 hit points.
Height: 7 feet (2.1 m).
Weight: 400 lbs (180 kg) of pure muscle.
Species: Demigod variant.
Attributes: I.Q. 18, M.E. 22, M.A. 20, P.S. 50 (supernatural), P.P. 24, P.E. 29, P.B. 17, Spd 44 (30 mph/48 km).
Disposition: Gilgamesh has a magnetic presence that fascinates and intimidates most mortals and other demigods. He is supremely self-confident (or at least was before he became afraid of death). As a born leader, he will usually try to assume command of any situation and will not hesitate to offer advice or chastise the judgement of generals and kings.

In combat, Gilgamesh will assess his foe's strengths and weaknesses and use the most efficient techniques to quickly disable or kill that foe. His keen combat skills have allowed him to hold his own against vastly superior opponents (centuries ago, Herakles challenged Gilgamesh to a friendly wrestling match; Gilgamesh managed to defeat the stronger and tougher deity using his wits).
Horror Factor: 11



Experience Level: 18th level warrior, 7th level ley line walker, 5th level priest of the Pantheon of Sumer (lapsed; cannot perform any clerical miracles anymore).
Natural Abilities: Bio-regeneration 1D6 × 10 M.D.C. per minute. Ages much more slowly than humans (possible life span 600 years), supernatural strength and endurance, speed and agility.
Skills of Note: All wilderness, espionage and domestic at 98%. Acrobatics, wrestling, boxing and athletics. W.P. Knife, W.P. Sword, W.P. Blunt, and W.P. Spear.

Combat Skills: Hand to Hand: Martial Arts
Number of Attacks: Six hand to hand or two by magic.
Restrained Punch — 1D6 × 10 + 35 S.D.C.
Full Strength Punch — 6D6 M.D.
Power Punch — 2D4 × 10 M.D.
Kick — 6D6 M.D.
Crush/Squeeze — 4D6 M.D.
Bonuses: +4 on initiative, +7 to strike, +13 to parry and dodge, +35 to S.D.C. damage, +4 to pull punch, +8 to roll with impact or fall, +7 to save vs horror factor, +7 to save vs magic, +7 to save vs poison, drugs and disease, +4 to save vs psionics.
Magical Knowledge: Knows all spells from levels 1-4 plus eyes of Thoth, swim as a fish, impervious to energy, teleport: lesser, invisibility: superior, mystic portal, close rift and dimensional portal. **P.P.E.:** 325.
Psionic Knowledge: Mind block, telepathy, astral projection. Equal to a 7th level psychic. **I.S.P.:**73.
Description: A brown-haired and bearded bodybuilder, with great poise and charisma. Will dress in the costumes of the land he is in, but when he can, he prefers to be clad in a short tunic or the enchanted scale armor that was a gift of the gods.
Weapons and Equipment: 1. Sword of Gilgamesh: This is a plain looking short sword that is really a greatest rune weapon.

- Anarchist alignment.
- I.Q. 13 and linked telepathically to Gilgamesh.
- Indestructible; blue-grey in color.
- Dimension travelling/warping abilities: teleport lesser, teleport greater, mystic portal, time hole, sanctum and dimensional portal. Each can be performed as often as four times per 24 hour period (except dimensional portal: once per day). All are equal to a 10th level spell.
- Mega-Damage: 1D6 × 10 M.D. Doubled against dragons and vampires.

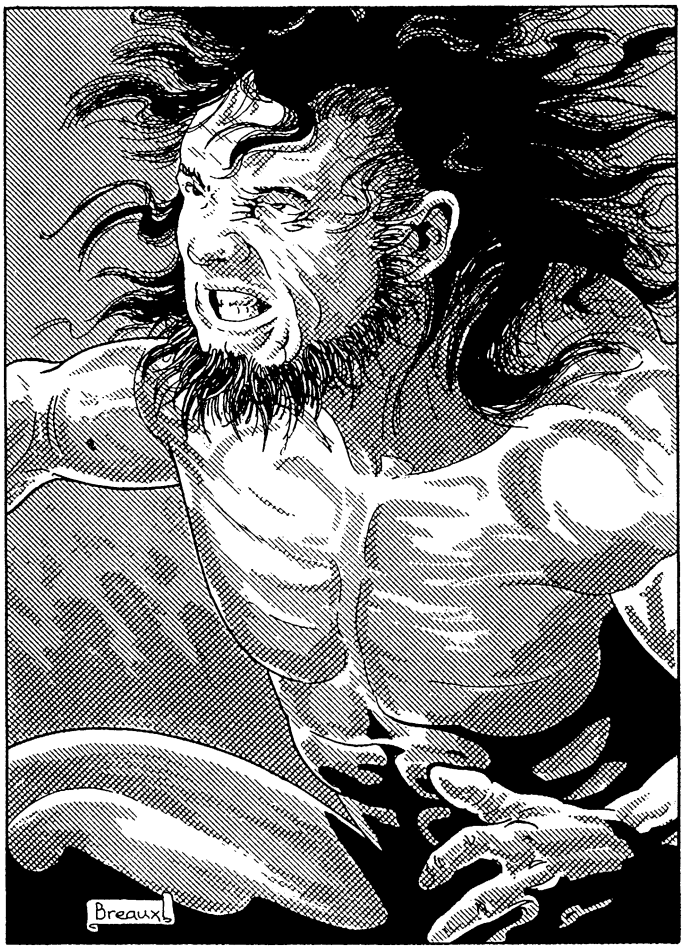
2. Enchanted Scale Armor, M.D.C. 1,000 and regenerates M.D.C. at a rate of 50 per day.

Endiku

The being called Endiku was a minor servant of Apsu and Tiamat. He was a master warrior bred for strength and endurance rather than brains or charm. Endiku was a mystical mix of man and bull and was used by the evil Elder Gods as a living weapon. Endiku himself was not evil, simply not very smart. He was a follower used to receiving orders and carrying them out. After Marduk pardoned him for his complicity with Apsu he was placed in the service of the Gods of Sumer. As far as Endiku was concerned, nothing had changed. The gods still barely spoke to him except to issue orders and he went and fought battles he didn't understand.

His orders regarding Gilgamesh weren't any different from a hundred other assignments. Arrive, destroy, leave. This time, however, things did not go as planned. Gilgamesh proved to be a powerful and cunning enemy. Endiku's brute force was overcome by wile, and soon he was at the mercy of the rebellious demigod king. Gilgamesh, however, spared him. For the first time in his life, Endiku had met a person who did not make fun of him, who respected his abilities and treated him as an equal. The two became fast friends and came to love each other like brothers.

When the Pantheon of Sumer recalled him as a punishment for the slaying of the Bull of Heaven, Endiku was heartbroken. He knew that Gilgamesh thought he was dead and for a while it did seem that the gods intended to deliver Endiku to Ereshkigal's realm, a fate worse than death. However, the gods valued Endiku's services too much to destroy him. There were other wars to fight and other demons to slay. The godling returned to his previous life, but he wasn't an unquestioning



servant anymore. On many occasions, he did what he thought was the right thing, regardless of the orders he had been given. Some gods called for his head, but Marduk found himself respecting Endiku and gave him more power, transforming him into a minor deity.

To Endiku's regret, he has never been able to find Gilgamesh who had disappeared centuries ago. The new rumors of Gilgamesh's return have prompted the Gods of Sumer to investigate. Who better to find the former demigod king than his best friend? Endiku has jumped at the challenge and is confident he can recognize his old companion. If he discovers a willful impostor, however, his anger will know no limits.

Real Name: Endiku
Alignment: Unprincipled
M.D.C.: 2,000.
S.D.C./Hit Points (for non-M.D.C. worlds): 600 S.D.C. and 150 hit points.
Height: 7 feet, 5 inches (2.25 m)
Weight: 700 lbs (315 kg)
Attributes: I.Q. 8, M.E. 19, M.A. 15, P.S. 60 (supernatural), P.P. 21, P.E. 26, P.B. 15, Spd 58 (40 mph/64 km).
Disposition: This character is the strong, silent type. He only becomes truly relaxed around Gilgamesh (he hasn't been at ease for hundreds of years). Despite his brutish appearance, he can be extremely compassionate and caring, as well as loyal, to any person who shows him kindness and respect. People making fun of him or other gentle monsters should stay beyond the reach of his arms. He is becoming famous for defending innocent but monstrous looking D-bees and freeing slaves from cruel or inhuman masters.
Horror Factor: 12
Experience Level: 15th level man-at-arms/warrior
Natural Abilities: Nightvision 200 feet (61 m; can see in total darkness), see the invisible, bio-regeneration 2D6 × 10 M.D.C. per minute, resistant to fire, cold, heat, poison and disease (half damage and

effects). He can leap 100 feet (30.5 m) straight up or across or 150 feet (46 m) with a running start.

Skills of Note: All wilderness plus first aid, detect ambush, detect concealment, track animals and humanoids, and wilderness survival, all at 98%. Speaks Dragonese/Elven, Sumerian and Akkadian at 98%. Streetwise is at 80%, wrestling, W.P. Sword and W.P. Blunt.

Combat Skills: Hand to Hand: Martial Arts

Number of Attacks: Eight hand to hand attacks per melee round!
Restrained Punch — 2D4 M.D.
Full Strength Punch — 2D4 × 10 M.D.
Power Punch — 3D6 × 10 M.D.
Kick — 2D4 × 10 M.D.
Leap Kick — 3D6 × 10 M.D.
Crush/Squeeze or Body Flip — 1D6 × 10 M.D.
Head Butt — 1D4 × 10

Bonuses: +2 on initiative, +7 to strike, +9 to parry and dodge, +6 to pull punch, +4 to roll with impact or fall, +10 to save vs horror factor, +8 to save vs magic, +8 to save vs poison, drugs and disease, and +5 to save vs psionics.

Magical Knowledge: None; **P.P.E.:** 100.

Psionic Knowledge: None

Weapons and Equipment: None of note. Relies on natural abilities.

Description: A huge muscle-bound man; his large frame crowned by a head covered with an unkempt beard, and long, black hair that floats unnaturally behind him.

Galla (Demonic Minion)

The Galla are monstrous beings that were created and modified by Apsu to serve as his army. Since Apsu's defeat, the goddess Ereshkigal has recruited most of them and Tiamat has her share. These beings are supernatural demons and are not appropriate as player characters. The Galla are red-skinned warriors distantly related to the baal-rog demon and share their fiery, elemental nature. **Note:** The Galla should not be confused with the Gallu Demon Bulls who are also used by evil Sumerian gods.



Alignment: Any evil or selfish

Attributes: I.Q. 3D4+5, M.E. 2D6+8, M.A. 3D6, P.S. 2D6+20 (supernatural), P.P. 2D6+9, P.E. 2D6+20, P.B. 1D6, Spd 1D6 × 10.

M.D.C.: 1D4 × 100 + 50

S.D.C./Hit Points: 1D4 × 100 S.D.C., 2D6 × 10 hit points.

Horror Factor: 12

P.P.E.: 1D4 × 10

Natural Abilities: Nightvision 90 feet (27.4 m; can see in total darkness), see in the infrared spectrum of light, see the invisible, turn invisible at will, bio-regeneration 4D6 points per minute, impervious to fire and heat, magic and mega-damage fire does half damage and can leap 40 feet (12 m) high or lengthwise.

Combat: Four hand to hand attacks per melee.

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

R.C.C. Skills: Select three W.P.s, plus land navigation 80%, wilderness survival 70%, track humans 65%, prowl 60%, climbing 70%/60% and swim 40%.

Habitat: Native to an alien dimension. Can be found anywhere.

Size: Seven feet tall (2.1 m).

Weight: 700 lbs (315 kg)

Description: Red-skinned humanoids, heavily muscled, with long, golden or yellow beards and bright yellow eyes.

The Scorpion People

(Optional R.C.C.)

These creatures are not evil, but have been perceived as such by those who have seen them. In ancient Babylonian myths they were said to guard the Eastern Door from which the sun emerged each morning. In reality, they live in another dimension and were sometimes recruited by both sides in the war of the gods as shock troops and special agents.

The scorpion people are centauroids. Their lower half resembles a scorpion, complete with pincers (they have four arms: two humanoid ones and two scorpion pincers), eight segmented legs, and a stinger tail. Their skin is reddish-golden, and their eyes are black. The creatures are obviously the product of a bio-wizard experiment. They live in small communities built around massive stone palaces and temples. Some are powerful sorcerers and priests.

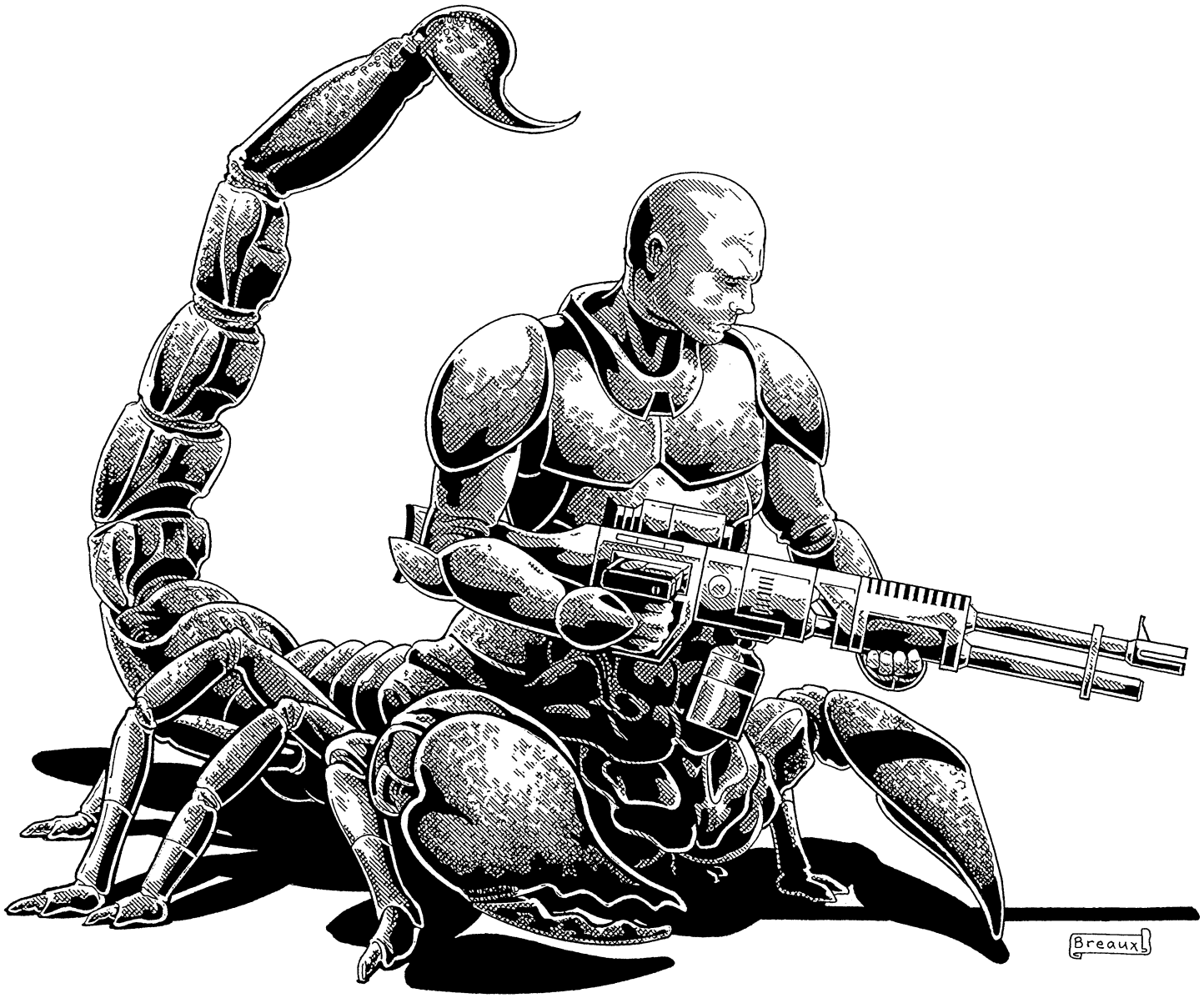
The scorpion people worship the Pantheon of Sumer and their beliefs are almost identical to those of the ancient Sumerians and Assyrians. Their technology is limited, but recently they have started trading with other dimensions for energy weapons and advanced vehicles and tools. Some of the nations of their home planet have used slaves as their main trading goods, selling their own people in exchange for weapons which allow them to conquer other nations and sell them as slaves. The Splugorth love it.

There are very few Scorpion People on Rifts Earth, most being slaves in Atlantis. Escapees will probably be confused with evil insectoid D-Bees and might be shot on sight or more likely, captured and made to fight in gladiatorial arenas. Some can also be found serving as bodyguards and servants of Marduk, Tiamat and Ishtar.

Alignment: Any

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 2D6+2, P.S. 3D6+12 (supernatural), P.P. 3D6+1, P.E. 4D6+2, P.B. 2D6, Spd 5D6+6.

M.D.C.: 1D6 × 10 + P.E. attribute number. Add 1D6 M.D.C. per level of experience.



S.D.C./Hit Points: 1D6 × 10 + 40 S.D.C. in addition to skill and level bonuses. Hit Points: P.E. number + 1D6 per level of experience.

Horror Factor: 10

P.P.E.: As per O.C.C.

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. The 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).

Damage: Varies with strength. Kicks do 1D6 less damage than punches, however (small legs). Stinger does 1D6 M.D. (4D6 S.D.C. on a restrained attack) and injects a paralyzing poison (save 15 or −4 to strike, parry, dodge for 1D4 melees).

Bonuses: +2 attacks per melee, +2 on initiative, +2 to strike, +3 to parry, +4 to save vs horror factor and +3 to save vs poison, drugs and disease.

Possible O.C.C.'s: Any man-at-arms O.C.C. except Coalition related ones, juicers or any that require bionics or cybernetics (they never use them). They can also become priests of any Babylonian gods or pantheon, ley line walkers, shifters, warlocks, or diabolists. Techo-wizards are extremely rare.

Habitat: Any, but their home planet is covered with a semi-desert terrain and mountains, so they feel most at home in similar environments.

Enemies: Splugorth, demons, vampires and each other.

Allies: No specific allies, although they are under the allegiance and protection of the Babylonian gods.

Size: Six to eight feet (1.8 to 2.4 m) tall and 10 to 18 feet (3 to 5.4 m) long, including the tail and stinger.

Weight: 800 to a 1000 lbs (360 to 450 kg)

Note: They are born warriors.

The Dark Council

This group is made up of beings of great power who pretend to be gods in order to increase their credibility. They are creatures of conquest and destruction that amount to little more than an elite force of inter-dimensional mercenaries. The three leaders have assumed Sumerian names because those gods still command a lot of respect in the Megaverse. Unlike the Olympian Club (see Greek Gods Section), these impostors are after more permanent rewards than money. They hope to eventually become true deities and are experimenting with ways to benefit from the P.P.E. of worshippers. To perform these experiments, they must have a steady supply of subjects which they acquire by conquering large areas, entire worlds even, and enslaving all the inhabitants. **Note:** The three leaders and other powerful members may be considered demigods.

Ea — (Altered Sowki)

Erghoul-Katet is an ambitious Sowki who realized his race would never be powerful enough on its own to acquire the power they seek. To fulfill his plans, this character made an evil pact with Apsu eons ago. The pact is similar to the one Witches make (see **Rifts® Dark Conversions**). Among other things, it granted Erghoul all the powers of the Gift of Union, without him losing any of his mind and personality to the powerful deity. This made him incredibly powerful. Erghoul served Apsu on a small planet far removed from the Intelligence's area of influence. Erghoul ruled the few million denizens of the planet with an iron fist, extracting huge amounts of P.P.E. from their suffering and transmitting it to Apsu. The Sowki skimmed a little off the top each time, collecting formidable amounts of energy for his own purposes. Among other things, he used this energy to sever his direct link with Apsu while retaining all the powers from the pact. He has steadily increased the strength of his already superhuman body, raising it beyond the limits of most Sowki.

The defeat of Apsu and his being placed in enchanted slumber was a dream come true for Erghoul, who now called himself Ea because he no longer had to fear the wrath of the god he had tricked. Best of all, he could now travel the Megaverse on his own quest for power. Ea's ultimate goal is to become a god, not just a godling.

Early in his travels, he forged an alliance with two other powerful beings, an evil dragon and a superhuman warlock. The dragon was already using the name Tiamat, which had some weight in the draconic community for a long time. Together they convinced the warlock to impersonate the powerful Enlil as the first step in their mutual quest for godhood. Together they founded the Dark Council.

Ea is the leader of the council. The Council is very interested in multi-dimensional anomalies, because they can become the source of powerful transformation powers. One of the handful in existence can be found on Earth. Ea is planning to establish himself in his former master's old domain.

Real Name: Erghoul, but known as Ea.
Alignment: Miscreant
M.D.C.: 980
Size: 7 feet tall (2.1 m)
Weight: 300 lbs (136 kg)
Species: Sowki with additional supernatural abilities.
Attributes: I.Q. 26, M.E. 27, M.A. 24, P.S. 43 (supernatural), P.P. 20, P.E. 22, P.B. 12, Spd 66 (45 mph/72 kmph).
Disposition: In many ways a typical Sowki: megalomaniacal, ambitious and greedy beyond measure. He feels that in his case, his arrogance is justified, because he is the most powerful Sowki that ever lived, both physically and magically.
Horror Factor: 14
Experience Level: 9th level witch and 6th level mind melter.
Natural Abilities: Superior hawk-like vision (2 miles/3.2 km), night-vision 600 feet (183 m; can see in total darkness), the top, third eye can see the invisible. Magically understands and speaks all languages. Impervious to mind control and any possession. Summon 1D4 lesser demons 60%, bio-regenerates 2D6 M.D.C. per five minutes, can animate, control and turn 2D6 dead, invulnerable to poison and fire (no damage).
Skills of Note: Read mystic symbols, recognize enchantment/possession 70%, operate computers 90%, demon and monster lore 98%, palming 75%, Dragonese/Elven, Akkadian, American, Atlantean, all at 98%. W.P. Sword, W.P. Blunt, W.P. Energy Rifle, W.P. Energy pistol.
Combat Skills: Natural
Number of Attacks: Six physical or three by magic.
Restrained Punch — 1D6×10+28 S.D.C
Full Strength Punch — 6D6 M.D.
Power Punch — 2D4×10 M.D.
Kick — 6D6 M.D.
Bite — 2D4 M.D. plus poison (2D6 M.D. unless character rolls a successful save vs poisons, 14 or higher).
Bonuses: +1 to initiative, +6 to strike, +6 to parry and dodge, +28 to S.D.C. damage, +4 to roll with impact or fall, +8 to save vs horror factor, +7 to save vs magic and poison, +8 to save vs psionics.
Magical Knowledge via Pact of Union: Knows all spells from levels 1-15, including spells of legend and all temporal magic spells equal to a 6th level spell caster. **P.P.E.:** 610.
Psionic Knowledge: Meditation, mind block, sense magic, speed reading, summon inner strength, total recall, object read and hypnotic suggestion, telepathy, bio-manipulation, mind bolt and psi-sword. **I.S.P.:** 230.
Weapons and Equipment: Enchanted sword: 6D6 M.D.; indestructible.
Description: In his sowki shape, his looks are standard; a three-eyed, heavily muscled, scaly monster. His preferred shape when dealing with underlings is a 7 feet tall, majestic-looking man with Sumerian features.
Note: The powers gained from the pact have been included in the various stats and powers.

Enlil

The Bio-borg Warlock

Krellon the Magnificent was the most powerful warlock of his home dimension. After reaching the pinnacle of warlock magic seldom within the grasp of mortals, he dedicated himself to the accumulation of power. Within a decade he had become the supreme ruler of his world. He and a select group of powerful underlings controlled almost all the wealth of the world and crushed all hints of rebellion without mercy. Krellon did some dimensional travelling but saw little that interested him. He already was the ruler of a world, the lord of his domain.

This all changed when an unknown traveller visited his world, bested Krellon's elite bodyguards and challenged the warlock to single combat. During the fight, Krellon realized that he was the superior in magic power, but that his foe seemed to have an unlimited supply of vigor and endurance. Despite the dozens of times that Krellon hammered the intruder to the ground, inflicting hundreds of mega-damage points, the stranger got up and continued his attacks. Krellon changed into elemental form, but even that wasn't enough. He eventually ran out of P.P.E., and was finally smashed aside with one last contemptuous blow that left him broken on the ground.

Krellon's followers launched a counter-attack and were decimated. A couple of them, powerful sorcerers in their own right, were able to spirit Krellon away and managed to save his life. He and his loyal servants fled into another dimension. The newcomer, who called himself Verrikon, set himself up as the ruler of Krellon's world. Verrikon was a god.

Even in exile, Krellon was a powerful creature and his servants had managed to flee with a sizable portion of the World Treasury. Krellon spent most of the fortune on his quest for power. He found bio-wizards and had himself transformed into a mega-damage creature, which deformed his features terribly. He mastered the secrets of mundane magic, considering elemental sorcery insufficient for his purposes. He discovered alchemical potions that extended his lifetime, so he could devote hundreds of years to his studies. One day, armed with an arsenal of techno-magic weapons, powerful scrolls, and a band of heavily armed mercenaries, Krellon returned to his world.

He was too late. Verrikon lay dead, killed by the dragon Tiamat and her ally Ea. The three met, talked and realized that they all shared the same goal: to become gods. Krellon decided to join them and adopted the identity of an alien god named Enlil.


Breaux

Real Name: Krellon the Magnificent; pretends to be Enlil.
Alignment: Aberrant
M.D.C.: 460 (the result of bio-wizard transformation, mystic experiments, potions and a Chest Amalgamate — see Rifts Atlantis).
Size: 5 feet, 9 inches tall (1.7 m).
Weight: 297 lbs (133 kg)
Species: Altered human.
Attributes: I.Q. 22, M.E. 16, M.A. 14, P.S. 22 (supernatural), P.P. 14, P.E. 17, P.B. 5, Spd 15.
Disposition: Krellon/Enlil is not an inhuman monster. He will go to almost any lengths to fulfill his dreams but does not kill or torture for sport. He is mostly cold and distant, except with fellow magicians, warlocks and godlings with whom he loves to "talk shop." He is always on the lookout for new spells, potions and magic items, and will trade fairly for them. He is not very happy with his partners but believes that the end justifies the means.
Horror Factor: 11
Experience Level: 18th level air and water warlock, 8th level ley line walker, 7th level bio-wizard.
Natural Abilities: Chest Amalgamate: This creature resembles a giant crab that is permanently attached to Krellon/Enlil's body. The creature's 160 M.D.C. are shared with Krellon (who had 300 M.D.C. before the attachment). The creature has a retractable tentacle that can strike four times per melee (see Damage, below). The Chest Amalgamate grants the following powers to Enlil: deaden pain, doesn't need much sleep (4 hours), impervious to poisons, gases and disease, increased healing (twice as fast as normal).

Mystic experiments and magic have extended his life (could live 3500 years), added to his M.D.C., and provided him with supernatural strength. He also has exceptional, hawk-like vision and excellent hearing. His warlock powers enable him to summon water and air elementals. Lastly, he augments his powers and abilities through bio-wizardry (microbes, symbiotes, etc.; see Rifts Atlantis).
Skills of Note: Anthropology, archaeology, chemistry, advanced math, lore: demons and monsters, lore: faerie, a full understanding of magic, all at 98%. Knows Dragonese/Elven, Latin, Akkadian and the seven languages of his native dimension (some may have counterparts on Earth or other worlds), all at 98%.
Combat Skills: Hand to hand: basic.
Number of Attacks: Four hand to hand or two by magic, plus chest amalgamate can strike four times per melee on its own.
Restrained Punch — 4D6+7 S.D.C.
Full Strength Punch — 2D6 M.D.
Power Punch — 4D6 M.D.
Restrained Strike (Chest Thing) — 2D6 S.D.C.
Full Strength Strike — 1D4 M.D.
Bite — 1D4 M.D. plus poison (6D6 S.D.C. or 3D6 M.D.).
Bonuses: +1 to initiative, +3 to strike, +4 to parry and dodge, +7 to S.D.C. damage, +4 to roll with impact or fall, +7 to save vs magic.
Magical Knowledge: Knows all elemental air and water spells, and all spells from levels 1-4 plus energy disruption, eyes of Thoth, fly, superhuman strength, teleport: lesser, invulnerability, metamorphosis: human, negate magic, control/enslave entity and create golem. **P.P.E.:** 321.
Psionic Knowledge: Mind block, speed reading, total recall and telemechanics. **I.S.P.:** 63.
Description: Once a handsome D-bee, Krellon is now a grisly sight. His face has become insectoid, with no body hair, and a small, lipless mouth, narrow jaw and huge, grotesque eyes. The Chest Amalgamate further disfigures him. He must use the spell metamorphosis: human to pass as a normal person.
Weapons and Equipment: 1. Lesser Rune Weapon: A sword with the following abilities:
- I.Q. 10 and telepathically linked to owner.
- Mega-Damage: Inflicts 4D6 M.D., doubled against creatures of magic (including dragons, faeries, and gods).

2. Talisman that contains 400 P.P.E. and recharges at the rate of 10 P.P.E. per hour (doubled at a ley line nexus).

3. TW Modified Sunaj Assassin armor, repainted in a bright purple, with the face plate modified into the shape of a bearded man. M.D.C. 110. The armor is enchanted with the Armor of Ithan spell at 12th level (120 M.D.C.), usable six times a day.

Tiamat The Younger

Mistress of Dragons

This dragon started calling herself Tiamat over a thousand years ago and has forgotten her old name. One day after having reached full adulthood, she was terrorizing a human village whose inhabitants worshipped the Pantheon of Sumer. She heard their cries of distress and realized that the humans thought she was the dreaded Tiamat, the great serpent of destruction. Flattered, she adopted the name and has managed to convince many a terrified mortal that she is the genuine article. The real Tiamat learned of this charlatan, but decided that the dragon posed no threat. Furthermore, the fact that she was spreading terror in her name, suited the evil goddess just fine.

Puffed with pride, the Tiamat impostor presented herself to the Pantheon of Dragonwright and demanded to be admitted. To her misfortune, she was met by Styphon the Black, the evil member of the pantheon and enemy to the rest. Annoyed at her insolence, Styphon clawed Tiamat to within an inch of her life, then left her bleeding body on top of a mountain, with the words, "It takes more than a name to make a god, hatchling."

When she recovered, Tiamat the Younger was more dedicated than ever to achieve godhood. She hates Styphon and lives for the day when she will make him eat his words. She is the most powerful member of the Dark Council, but believes Erghoul/Ea is a capable leader and she listens to what he has to say.

Real Name: Unknown.
Alignment: Miscreant
M.D.C.: 6500
Size: 25 feet (7.6 m) tall, 70 feet (21.3 m) long.
Weight: 30 tons
Species: Great Horned Dragon
Attributes: I.Q. 22, M.E. 26, M.A. 20, P.S. 48 (supernatural), P.P. 18, P.E. 25, P.B. 22, Spd 60 (41mph/65 kmph) running, 190 (130 mph/208 kmph) flying.
Disposition: Tiamat the Younger is mean, tough, bold and cunning. She is also arrogant and likes to intimidate lesser creatures. She is especially fond of impressing godlings, demigods and even deities with her fake identity. However, she doesn't try this with members of the Pantheon of Sumer or Dragonwright. She has also started the rumor that Tiamat has always been an ancient dragon.
Horror Factor: 18
Experience Level: 23rd level dragon, 12th level ley line walker.
Natural Abilities: Nightvision 100 feet (30.5; can see in total darkness), excellent color vision, see the invisible, turn invisible at will, bio-regeneration 1D4 × 10 M.D.C. per minute, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), teleport self 92%, dimensional teleport 52% and metamorphosis at will (lasts for an indefinite period, human or animal form).
Skills of Note: Demon and monster lore, faerie lore, all wilderness, domestic, detect concealment, detect ambush, track human, all at 98%. Knows Dragonese/Elven, Latin, Greek, Akkadian, Sumerian, Egyptian, Palladium Northern tongue and Southern tongue, American and Spanish, all at 98%. W.P. Sword, W.P. Heavy Weapons.
Combat Skills: Natural.

Number of Attacks: Eight physical, or four fire breath and four physical, or three by magic.
Restrained Punch — 1D6×10+33 S.D.C.
Full Strength Punch — 6D6 M.D.
Power Punch — 1D6×10+20 M.D.
Kick/Tail — 6D6 M.D.
Bite — 6D6 M.D.
Breath Attack — 6D6 M.D. Range: 100 feet (30.5 m).

Bonuses: +2 on initiative, +5 to strike, +6 to parry and dodge, +33 to S.D.C. damage, +2 to pull punch, +4 to roll with impact or fall, +9 to save vs horror factor, +9 to save vs magic, +10 to save vs psionics.

Magical Knowledge: All spell magic from levels 1-11 plus restoration, resurrection and dimensional portal. **P.P.E.:** 900.

Psionic Knowledge: All sensitive, physical and healing powers, plus bio-manipulation and psi-sword. **I.S.P.:** 120.

Weapons and Equipment: None, relies on powers.

Description: In human form, she appears as a red-haired woman of considerable beauty, dressed in Egyptian fashions (she doesn't know enough about Babylonian culture to realize her mistake; Ea knows but doesn't care enough to correct her, or maybe he's afraid of angering her).

Troops of the Dark Council

The Dark Council has built up an army of warriors, agents and wizards throughout parts of the Megaverse. Chief among them are Krellon's long-time servants, who have also had their lives extended through alchemical potions. The first one, **Niorgi**, is a 14th level ley line walker who knows all spells from levels 1-12 plus close rift. The other, **Barton**, is a 13th level necromancer. Both of them have undergone bio-wizard enhancements and now have 75 M.D.C. plus armor and magic. One of the two magicians is at the Council's headquarters at all times.

Ea has four Alu bodyguards and commands a Dybbuk hit squad that has five members, all armed with Kittanni weapons and armor. He has an extensive personal spy network led by three Sowki he has impressed with his power. The spies in the network consisting of humans, D-bees, young dragons and many other beings. The spy network spans the universes. On Earth it includes agents in the Coalition States, Lazlo, The NGR, Gargoyle Empire, Phoenix Empire and Atlantis (Lord Splynncryth has taken over the info-cell in Atlantis, which now feeds Ea the information Splynncryth wants him to have, whether it is true or not).

Tiamat has half a dozen agents, all hatchling dragons of diverse species; levels 2 to 7.

The Council's home headquarters is protected by three separate mercenary companies. As many as half the members of each squad may be away on leave or on a mission for the Council.

The first company is made up of Brodkil raiders (see **Rifts® Triax & the NGR** or **Lone Star**), totalling 90 troopers, levels 1-6, led by a heavily 'borged 8th level Brodkil champion called Smasher. This squad is equipped with Kittani energy weapons, including heavy pulse cannons and other weapons normally mounted on robots.

The second company consists of 75 Dragon Slayers (see **Rifts Vampire Kingdoms**), levels 2-8, led by a 12th level champion, Stomp the Invincible. The Dragon Slayers are equipped with ancient/medieval weapons, and are used as shock troopers.

The last company is a mixed group that includes an elven sorcerer (9th level), a human fire warlock (6th level), 4 full conversion cyborgs (GM's choice), 8 Wolfen snipers with modified Juicer rifles and Dead Boy armor (6th level), 6 Kittani warriors with Serpent Battle Armor (5th level), 3 Tattooed Men (6th level), 6 renegade NGR soldiers in Triax power armor (4th level, G.M.'s choice of armor), a renegade Coalition SAMAS squad (10 soldiers in SAMAS armor; 4th and 5th level), 7 reprogrammed skelebots, and a strange, 50 foot tall, blue-skinned alien with a robot vehicle recently converted to run on techno-wizard energy. The leader is a Gargoyle Lord who calls himself the Outlaw (11th level warrior).

Besides those three companies, the grounds of their palace are protected by several Atlantean Dragon rune statues, wards and circles. At any given time there is a 50% chance that one of the three Dark Council Members are at the palace, a 20% chance that two of them are there together, and a 6% chance that all three of them are there.

The Dark Council Headquarters

Ea has taken over a pocket dimension (total area: 5 square miles/8 km) with a breathable atmosphere and a source of fresh water (actually the water comes from a rift connecting the dimension with the elemental plane of water). There are four ley lines in the dimension, and one nexus point near the center. In the center of the dimension is the palace of the Dark Council. It is a large structure with doors 70 feet (21 m) tall and fifty feet (15 m) wide — large enough to accommodate a dragon and giant visitors. These doors are made of reinforced, enchanted metal and stone. It takes 400 M.D. to blow a one by one foot hole, and 1000 M.D. to knock a door down (6,000 points to destroy a door). The walls are made of almost indestructible enchanted marble; it takes 1000 M.D. to blast a one foot square hole! The building is on the North (the dimension has a magnetic North) side of a square surrounded by three other buildings, each of which houses one of the mercenary companies that serve the Council.

The standard way to get to the Headquarters is to go through a dimensional portal that can be activated by reciting the correct enchantment and spending 50 P.P.E. (only a handful of trusted agents know the incantation). Dimensionally teleporting there (which first requires the teleporter to know where the pocket dimension is) will automatically trigger an alarm.

The New Immortals

Two heroic warriors have started wandering through the Megaverse claiming to be two heroes of legend: Gilgamesh and Endiku. Are they the heroes of legend or two pretenders? Of one, there is no question. Endiku Longhair is an Atlantean Undead Slayer, clearly not the savage man-bull of mythology. The one claiming to be Gilgamesh is an enigma.

Gilgamesh the Wanderer

Over the last decade, a warrior who calls himself Gilgamesh has carved a reputation for himself as a dimension spanning paladin. The last ten years are the only memories he has. He has no idea what has caused his loss of memory. The first thing he remembers is waking up along a river bed in a wilderness area, laying naked on the cold ground. Beside him were the remains of a fire, some camp equipment, a motley collection of weapons, a suit of armor, and a diary written in cuneiform (Babylonian) script. He checked the campsite and found the tracks of two people. There appeared to have been; a bare-handed fight. One of the combatants had lost. There were no traces of the other one, or any tracks leading away from the camp. The only other clue was the book.

He could understand the script and read the story of King Gilgamesh, who had been driven to search for immortality through the Megaverse. Rare alchemical potions had extended his life, but had not granted him what he wanted most, to be truly an immortal. He had tried magic and technology, had questioned vampires and demons, and came out not much wiser than before. Eventually, he had found the answer from a mysterious man who called himself the Cyber-Mancer. This exotic techno-wizard had discovered a ritual in which the subject was cloned and then his clone was sacrificed and all its potential life span was transferred to the original body, greatly increasing its life span. If done seven times, the ritual would grant eternal life.



According to the book, Gilgamesh had carefully researched and confirmed the Cyber-Mancer's story. He had the clones created and performed the ritual six times. Each time creating a double of himself and then destroying it. Each time, however, it became harder to do this. His conscience had begun gnawing at him. Was immortality worth committing cold-blooded murder, especially when the victims were closer to him than his own sons could be? But then again, were these clones individuals or simply a physical extension of his own essence which he was reclaiming? The king clung to this latter notion. As the last time approached, he hesitated. He had even awakened the clone and let it experience a few moments of life. The last entry of the diary read: "Tonight I must make my decision. I feel my life force coming to an end. I must act or pass on forever." What happened afterwards remains a mystery.

To compound the mystery, the man on the river bank somehow knew he was Gilgamesh. Or was he? His memories erased, he could not know whether he was the original king, the clone, a deluded lunatic, or some impostor with amnesia. Did Gilgamesh kill the clone and become immortal? Was he that ancient king, immortal at last? Or was he the clone, granted life by the dying king (and did Gilgamesh perish or does he still live?). Had the clone and the king fought and one killed the other — if so, which one survived and where was the loser's body? In the river? After a day of contemplation, Gilgamesh decided he could drive himself mad trying to guess at what transpired that fateful night. All he knew for certain was that his name was Gilgamesh and he was a great warrior. He found some ancient armor in his pack (owned by King Gilgamesh?), but the rune weapons mentioned in the journal were missing. Had the king sold them in his search for immortality, or had he taken them with him? Over the next ten years of adventuring he'd find new weapons and magic but never any answers to his true identity.

Gilgamesh the Wanderer, whoever he is, cares nothing about immortality and is horrified at the lengths that the ancient king went to in order to satisfy his obsession. This Gilgamesh is a champion of light who fights wrong wherever he finds it. However, his lost past is always gnawing at him and he wishes he could find out who he really is (in many ways he hopes he is not the ancient king). Perhaps some day, he will cross paths with the Cyber-Mancer and learn the answer.

Real Name: Unknown (it may be Gilgamesh).

Alignment: Principled

M.D.C.: 1600

Size: 7 feet tall (2.1 m)

Weight: 400 lbs (180 kg)

Species: Unknown — supernatural

Attributes: I.Q. 19, M.E. 22, M.A. 22, P.S. 50 (supernatural), P.P. 25, P.E. 30, P.B. 17, Spd 44 (30 mph/48 kmph).

Disposition: Unlike the Gilgamesh of legend, this one is a paladin of justice, always kind, generous, and merciful. He never tolerates the abuse of the weak or justifies acts of cruelty. He is a good leader who is understanding, reasonable and fair-minded. In combat, his instincts are sharp and deadly, and fully the equal of his namesake.

Horror Factor: 12

Experience Level: 19th level warrior.

Natural Abilities: Bio-regeneration 1D6 × 10 M.D.C. per minute, resistant to fire (takes half damage), see the invisible, has keen senses.

Skills of Note: All wilderness and espionage at 98%, W.P. Sword, W.P. Blunt, W.P. Energy Rifle, W.P. Heavy Weapons. Robot combat: basic, athletics, boxing and wrestling.

Combat Skills: Hand to Hand: Martial Arts

Number of Attacks: Six hand to hand.
Restrained Punch — 1D6 × 10 + 35 S.D.C.
Full Strength Punch — 6D6 M.D.
Power Punch — 2D4 × 10 M.D.
Kick — 6D6 M.D.
Crush/Squeeze — 6D6 M.D.

Bonuses: +3 on initiative, +7 to strike, +13 to parry and dodge, +35 to S.D.C. damage, +6 to pull punch, +6 to roll with impact or fall, +8 to save vs magic, +8 to save vs poison and disease, +8 to save vs horror factor, +6 to save vs psionics.

Magical Knowledge: None. **P.P.E.:** 200.

Psionic Knowledge: All sensitive, plus mind-block auto-defense. **I.S.P.:** 120.

Description: A well-muscled man with brown hair and beard. He is surprisingly fast and graceful for a man of his size. He has a scar on his left cheek, apparently from some sort of very hot weapon, but other than that he is the spitting image of King Gilgamesh at approximately the age of 30. Even the real Endiku will believe he is his ancient friend and might even join him and Marcus/Endiku Longhair on adventures (once he hears the Wanderer's story he will hold no animosity toward Gilgamesh or Marcus).

Weapons and Equipment: 1. Flameblade: A rare rune weapon that looks like a bladeless handle until it is activated, at which time a fiery looking psi-sword appears from the handle. This powerful weapon has a number of powers and talents:

- I.Q. 14, telepathic link.
- Scrupulous alignment.
- Psi-Sword inflicting 1D6 × 10 M.D.
- Can shoot Psi Bolts, inflicting 6D6 M.D., up to 1000 feet (305 m)

2. Enchanted Scale Mail, 1500 M.D.C. and weightless.

Game Master Note: We leave it to you whether this man is the immortal king, the clone of the king, or a deluded impostor. And if one of the latter two, does the king still live? Enjoy the mystery.



Endiku Longhair

Marcus Meleagrus is an experienced Undead Slayer who had fought the forces of evil for twenty years. He met Gilgamesh the Wanderer in the middle of a fight with a Volute Metzla (see Rifts Atlantis) which was ravaging the countryside of the world Gilgamesh was visiting. Endiku and three other Undead Slayers attacked the monster, but when Gilgamesh arrived, only Meleagrus was left. Gilgamesh took the monster by surprise, and the two heroes destroyed it. Meleagrus' appearance was very similar to King Gilgamesh's mythical friend Endiku and seemed to spark some memory in the young warrior. Gilgamesh isn't certain why he asked him if he was Endiku or why that name seems so warm and comforting. Meleagrus was intrigued (he knew the stories of the Pantheon of Sumer) and Gilgamesh told him his tale of amnesia and about the diary and its saga.

The Undead Slayer and the Wanderer have become close friends, and are both working for a way to restore his memory. In the meanwhile, the two have fought Splugorth minions, vampires, demons and other monsters for several years now, and have become a deadly team. They have also clashed with members of the Olympus Club and are not on good terms with them. Since Gilgamesh might be the legendary king, the Atlantean has agreed to adopt the name of the ancient hero, Endiku, who, according to Gilgamesh the Wanderer, died long ago.

Real Name: Marcus Meleagrus
Alignment: Principled
M.D.C.: 352
Height: 7 feet (2.1 m)
Weight: 196 lbs.
Species: Atlantean
Attributes: I.Q. 17, M.E. 21, M.A. 15, P.S. 24, P.P. 16, P.E. 16, P.B. 17, Spd 20.
Disposition: He carries himself with an air of nobility and dignity. He has a good sense of humor and a warm heart. However, sometimes he is almost too "straight and narrow." He is the stereotypical knight of chivalry, fighting by the rules and following a strict code of honor. He shows mercy to all except supernatural monsters.
Horror Factor: 12
Experience Level: 10th level Undead Slayer
Natural Abilities: Sense vampires, 1000 feet (305 m) range, sense ley lines, nexuses and rifts, operate dimensional pyramids. Also see Tattoos, below.
Combat Skills: Hand to Hand: Martial Arts
Number of Attacks: Six hand to hand or by tattoo.
Bonuses: +2 on initiative, +3 to strike, +6 to parry and dodge, +4 to pull punch, +4 to roll with impact or fall, +8 to save vs horror factor, +5 to save vs magic and poison, and +6 to save vs psionics.
Magical Knowledge: None, but see tattoos. **P.P.E.:** 316.
Psionic Knowledge: None
Weapons and Equipment: Has a K-E4 Plasma Ejector, K-4 Laser Pulse rifle, 3 silver knives, a wood cross, and a dozen wooden stakes and mallet.
Description: A tall, athletic man with long black hair and intelligent black eyes. A trained, sophisticated speaker and leader of men.
Tattoos: Has a total of 32 tattoos. They are:

- Flaming Sword: Creates a magical weapon that inflicts 1D8 M.D. P.P.E. Cost: 10. Duration: Two and a half hours.
- Heart Impaled by Wooden Stake: Renders the character invulnerable to the bite and mind control powers of vampires. P.P.E. Cost: 15. Duration: 10 hours.
- Bow and arrows with flaming winged arrows: Fires mega-damage arrows (inflicts 1D6 M.D.), P.P.E. Cost: 10. Duration: Two and a half hours.
- Turn Dead (Cross): Turn dead, equal to the spell. P.P.E. Cost: 15. Duration: 10 minutes.
- Heart In Chains (Invulnerability): Limited invulnerability: the body can withstand 750 M.D.C., and protects from most forms of physical attack, poison and drugs. P.P.E. Cost: 40. Duration: 1 hour and 40 minutes.
- Cloud In Chains (Air Powers): Gives the user several air powers (see Rifts Atlantis, p. 91). P.P.E. Cost: 50. Duration: 10 minutes.
- Rose and Thorny Stem & Dripping Blood (Healing): Heal wounds as the spell; as many as three healing touches can be performed in one minute. P.P.E. Cost: 30. Duration: 10 minutes.
- Phoenix (Super Healing): Will restore 50 Hit Points and 50 S.D.C., or 100 M.D.C., and cure several disorders. It can also bring back the dead, but at the cost of 1D6 Hit Points, 2D6 P.P.E. points and 1 P.E. point (permanent). P.P.E. Cost: 124. Duration: Instant.
- Eye of Mystic Knowledge: Allows caster to recognize magical writings. P.P.E. Cost: 20. Duration: One hour and 40 minutes.
- Simple Weapons (Sword, Spear, Axe, Mace, Staff, Knife): Each counts as a tattoo. Creates an ordinary weapon. P.P.E. Cost: 2. Duration: 5 hours.
- Simple Animals (Horse, Wolf, Elephant, Eagle, Chimpanzee): Creates animal-like constructs that are totally loyal to the caster. P.P.E. Cost: 15 P.P.E. (30 P.P.E. for the elephant). Duration: 10 hours or until slain.
- Chain With Broken Link: Gives him a P.S. 30 (supernatural). P.P.E. Cost: 30. Duration: 50 minutes.
- Knight in Armor: Creates a transparent suit of magical armor. M.D.C. 200 P.P.E. Cost: 25. Duration: 5 hours.
- Skull Engulfed In Flames: Grants several fire powers, including a fire aura with 60 M.D.C. and fire bolts (1D4 × 10 M.D., 1000 feet). P.P.E. Cost: 45. Duration: 50 minutes.
- Heart With Tiny Wings (run): Runs at superhuman speed of 190 (130 mph/208 kmph). P.P.E. Cost: 10 Duration: 5 hours.

- Monster: Pegasus: Creates a pegasus with 180 M.D.C. P.P.E. Cost: 100. Duration: 5 hours.
- Monster: Peryton: Creates a peryton with 190 M.D.C. P.P.E. Cost: 100. Duration: 5 hours.
- Monster: Gryphon: Creates a gryphon with 86 M.D.C. P.P.E. Cost: 80. Duration: 5 hours.
- Monster: Fury Beetle: Creates a fury beetle with 800 M.D.C. P.P.E. Cost: 100. Duration: 5 hours.
- Winged Dagger in Flames: Counts as two tattoos. A dagger that does double M.D. damage (1D6 M.D.), that can be thrown and returns magically to his hand. P.P.E. Cost: 30. Duration: Two and a half hours.
- Halberd Covered in Flames: Creates a poleaxe that inflicts 3D6 M.D. P.P.E. Cost: 10. Duration: Two hours and a half.
- S.D.C. Shield: Creates a shield with 200 S.D.C. and an A.R. of 13. P.P.E. Cost: 2. Duration: 5 hours.

Note: It doesn't matter to Marcus who Gilgamesh the Wanderer really is, or whether he is a demigod, godling or immortal. He considers this man his closest friend and a noble heir and that is enough.

The Greek-Roman Pantheons

The Classical gods of Greek and Roman mythology are perhaps the best known pantheon in the world. Even Rifts Earth has not completely forgotten them, despite the loss of most of human culture. Although these gods haven't been worshipped in over two thousand years, they are still with us in some ways.

The Greek religion involved ritual sacrifices, usually of cattle, although human sacrifice was not unknown in earlier times. The gods were depicted as fickle deities, who acted in very human ways. Like the mortals who worshipped them, the Greek deities could be kind and cruel, jealous and generous, patient or impulsive, sometimes changing their moods suddenly and violently. There were frequent rivalries between different gods. For instance, Zeus was often attracted to mortal women. His wife Hera resented this and would do anything in her considerable power to either prevent the affair or bring harm to the woman involved. Sometimes the gods would take sides in human conflicts, like the Trojan war in which some gods supported the Greeks, while others helped the besieged Trojans.

Greek gods were often feared, and rarely loved. They were seen as capricious, almost evil entities of great power. If a mortal offended a Greek god in any way, even inadvertently, he or she could expect swift and terrible punishment as a result. "As flies to wanton boys are we to the gods; they kill us for their sport." This quote from William Shakespeare is a good summary of the way the Greeks felt about their deities.

The Romans adopted many of the Greek Gods as their own, changing the names of the specific gods but keeping their personalities and powers intact. For example, the Greek god Zeus and the Roman God Jupiter are fundamentally one and the same. The Greek and Roman pantheons spread across the ancient world via conquering armies. The first one was led by Alexander the Great, a Macedonian warrior who conquered most of the Mediterranean and spread Greek beliefs wherever he went. The next force was the Roman Empire which spread the names of their gods as they conquered most of Europe and parts of Asia and Africa.

Three pantheons are described in the section that follows. The first is **The Pantheon of Olympia**, comprised of mythological Greek deities. They are passionate and human-like. They are "true" gods, dependent on worshipers for power and able and willing to grant spells to their priests and devotees. Olympia is an extra-dimensional realm, very difficult to reach, and very dangerous to travelers who manage to get there.

The second pantheon is the gods of **Dark Olympus**. They are diabolic monsters who enjoy the suffering of helpless mortals beneath them. Their cruel and malicious impulses and motivations are totally alien to humankind. They seem to feed on pain and terror. Their leader, Jupiter, is an entity who delights in spreading death and destruction. His main enemy is a vampire intelligence that calls itself Pluto, after the Roman god of Death. Jupiter's servants are very similar to demons or devils and are only confused with gods because of their great power.

Then there is the **Olympian Club**. Its members are not true gods or alien intelligences, but a motley crew of multi-dimensional travelers assembled by a powerful dragon. They might be considered demigods. They pose as the mythical Olympians to fool and awe mortals and extort tribute and adoration from unsuspecting primitives. This has earned them the enmity of the real Pantheon of Olympia and they all too frequently seem to find themselves at odds with the fiends of Dark Olympus!

The Pantheon of Olympia

The Greeks worshipped a large and complex pantheon of gods who were said to inhabit the realm of **Olympia**. This realm was first identified with the mountain named Olympus, but later it was believed to be located in the sky. According to myth, the gods were descended from an even more ancient race, the Titans (not to be confused with the Palladium giants of the same name). These Titans were monstrous creatures. Some were humanoid but others were utterly alien, having more in common with beings like the Splugorth than with humans.

The chief of the Titans, Cronus, had risen to power after slaying his predecessor. He was afraid his children would follow in his footsteps and slay him in order to rule Olympia. To prevent this, he took to eating his sons and daughters immediately after birth. Cronus' wife, Rhea, saved her youngest child by replacing the baby with a rock wrapped in cloth and hiding the infant. The god-child grew up to become Zeus, god of thunder and lightning. Zeus fulfilled his father's fears by overthrowing him and the other Titans. Zeus forced Cronus to drink a magic potion that forced him to release the children he had devoured and joined the ranks of Olympia. Under Zeus' guidance, the gods of Olympia have become one of the most powerful pantheons in the Megaverse. Although they originated on Earth, they have gone on to be worshipped in several other dimensions. During ancient times on Earth, they followed conquerors like Alexander the Great and the Roman Legions, and while their mortal worshippers conquered new lands, they subdued the conquered people's gods. They have followed the same policies throughout the Megaverse and are known to be ferocious conquerors.

Relations with Other Entities

1. **The Persian Pantheon:** Both Greeks and Romans clashed with the Persian Empire. Once, Zeus even duelled with the Persian supreme god, the powerful Ahura Mazda, but the gods were too evenly matched and Zeus did not press the fight. The two pantheons know each other well and they do not like or trust each other.

2. **The Egyptian Gods:** Egypt was conquered by worshippers of the pantheon of Olympia. The Egyptian Gods, divided into two warring pantheons and with concerns in several other dimensions, did not want to get involved in an all-out war. They resolved the conflict by having a champion from each pantheon duel to decide who would be victorious. Herakles battled Anhur (see **Rifts Africa**) and won. The Egyptians gave up the land and left Earth to pursue affairs in other dimensions, but they remain hostile to Olympia.
3. **The Pantheon of Sumer:** The two pantheons have relatively friendly relations, with gods from both occasionally engaging in quests together.
4. **The Nordic Gods:** Olympia and Asgard often fought with great animosity when the Roman Empire battled the Germanic tribes in Northern Europe. Herakles and Thor had a legendary battle and both still dream of a rematch one day.
5. **The Splugorth:** Zeus dislikes them and is unhappy about Lord Splynncryth's seizure of Atlantis. However, he prefers not to fight these mighty beings unless he absolutely has to. Some of the other gods of Olympia take a more active hand against the Splugorth Empire.
6. **The Atlanteans:** This ancient race met the gods of Olympia early in their history and many a god has kept company with these dimensional nomads. The gods of Olympia admire and respect True Atlanteans for their knowledge, courage and wisdom. There have been many occasions where the gods of Olympia have fought at the side of True Atlanteans, particularly with undead slayers and tattooed warriors.

Zeus

God of the Skies

According to myth, Zeus is the god of the skies and responsible for bringing rain to fertilize the earth. He is also a god of justice, protector of kings, and enemy of giants and Titans (and alien intelligences in general). The Greeks worshipped him because rain was an important necessity for agriculture, but feared his random lightning strikes, which they considered signs of his slightly malicious nature. Animal sacrifices were offered to the god several times a year.

Zeus was infamous for his countless acts of seduction and it is a wonder that he was not named the god of lust. Attractive women were the targets for his attention, something that led to many problems with his wife, Hera. Hera did not dare to attack Zeus directly, so she usually concentrated her revenge on the poor mortal women he had seduced. Occasionally, Zeus tried to protect the women, but typically did nothing to intervene on their behalf.

Unlike other pantheon leaders, Zeus is not very concerned with moral issues. He has fought the forces of darkness but only when they threatened Olympia — an act of self-defense. Zeus tends to be a very self-absorbed god. If something does not affect him directly, he usually doesn't care about it. This includes wars, famine and other disasters. However, he does seek the adulation of mortals and likes to have many worshippers. When a large community of loyal worshippers are threatened, he will take action to help them. However, this only applies to threats that endanger an entire kingdom or nation of devout worshippers or a remarkable king. He also takes action when he and/or the gods of Olympia are being shown up and when Olympia is threatened. Individual lives have little value to him. In many instances, he will send one or more of the lesser gods from his pantheon to help his/their subjects.

On the other hand, whenever one of the greater gods of Olympia, or the Kingdom of Olympia itself, is threatened by other gods or supernatural forces, Zeus will jump to their defense. Much of his protective actions are again motivated out of selfishness. Zeus will not tolerate interlopers taking, damaging, or belittling what he considers to belong to him. That includes the gods of his pantheon, their/his reputation, and the lives of his worshippers. The wrath of Zeus can be a frightening thing to behold and he can be both ruthless and terrible in combat.

Zeus is known to slay mortals who dared to assume the rank and/or privileges of gods. If the **Pantheon of Olympia** and either of the other two pantheons exist together on one world, Zeus and his agents will do their best to hunt down and destroy these impostors. When Zeus again turns his eyes to the Rifts world, he will want to intervene on humankind's behalf.

The Return to Rifts Earth

Zeus will probably send his priests and demigod servants to the wastelands of Europe, particularly the Mediterraen, France, Italy, England and Germany. He will reclaim Greece (which he and his fellow gods will call Olympia) as their homeland and reestablish the thrones of the gods on Mount Olympus. He and the Pantheon of Olympia will actively defend the people of Greece/Olympia from the demons and monsters that dominate the land — provided that the people worship them as their godly protectors, lords and masters. The gods will make it known to the Gargoyle Empire that they will not tolerate their evil presence in Olympia and the gods are likely to try to slowly expand their range of influence throughout Europe and Africa. Both Zeus and Ares, God of War, will anxiously await a direct confrontation with the Gargoyles, Splugorth and other monstrous beings. However, although some of the other gods may take a more direct hand in helping humans, Zeus and Ares will not. They will fight only when directly challenged by the enemy, but when that moment comes, they will be ready.

The New German Republic and their struggle against the Gargoyle Empire and other dark forces will appeal to many of the gods of Olympia. However, few will take a direct or obvious hand in the conflict. They realize that these mortals are not likely to ever accept any dimensional being as their god and master, so they leave them to their own fate. However, this massive conflict does provide Zeus and his fellow gods with an arena of entertainment.

The gods of Olympia may also try to establish worshippers and alliances among the Federation of Magic, Tolkeen, and among desperate people around the world. Zeus may also work with True Atlanteans in an effort to reclaim their homeland, mostly because he hopes to one day gain their worship and because he hates the Splugorth. He will not do so immediately, because his pantheon is still not strong enough to face the Splugorth. Instead, he will rely on agents, spies, subterfuge and manipulation to interfere with the monsters while his pantheon grows in strength. The gods of Olympia are not yet aware of **Wormwood** and may find it a challenging location to explore and conquer — many of the peasants would welcome any force that would rid them of the monsters that torment them.

Greek Name: Zeus, **Roman Name:** Jupiter
Alignment: Anarchist
M.D.C.: 100,000 (20,000 on Rifts Earth and most other dimensions)
S.D.C./Hit Points (for non-M.D.C. worlds): 7,000 S.D.C. and 3,000 hit points.
Height: 6 to 60 feet (1.8 to 18.3 m).
Weight: Varies with size.
Age: Over 5,000 years old.
Attributes: I.Q. 28, M.E. 30, M.A. 25, P.S. 50 (supernatural), P.P. 25, P.E. 35, P.B. 24, Spd 60 (41 mph/65 km).
Disposition: In formal situations, he is usually loud, overbearing and commanding (he is the lord of the gods, after all). Zeus has a temper and it is not wise to cross him. The god is aware of his responsibilities as leader of Olympia and he often tries to do the right thing, but he usually ends up doing what feels good to him.

He can be quite a charmer, especially when trying to seduce a woman. He is very lecherous and has had thousands of affairs with



female mortals and gods. A female player character with a P.B. of 20 or higher may become the next target of his affection.

Horror Factor: 14 when under 10 feet (3 m) or 17 when in giant form.

Experience Level: 20th level air and water warlock, 15th level ley line walker, and 15th level warrior.

Natural Abilities: Bio-regeneration 1D6 × 100 M.D.C. per minute (4 melees) and complete regeneration of limbs, nightvision 600 ft (183 m), see the invisible, turn invisible at will, impervious to fire and cold, impervious to poison/toxins/drugs, metamorphosis at will into humanoid or animal (unlimited duration), teleport self (and others) up to 100 miles (160 km) away, dimensional teleport at will (95%, limited to dimensions known to him, which are many), turn 1D6 × 100 dead. His healing touch restores 6D6 hit points, S.D.C. or M.D.C.

Special: Generate lightning bolts at will: Each bolt does 1D6 × 10 M.D. costs him no P.P.E. to create and can be created as often as the number of hand to hand melee attacks. Range: 4,000 feet (1200 m).

Special: Weather Control: Three times a day, Zeus can create or stop rain in a 100 mile (160 km) radius. The rain can be anything from a light drizzle to a drenching storm. In the mountains and cold environments he can make it snow. By playing with thermal currents, he can also "herd" larger weather systems to wherever he'd like them, as long as they are within 1000 miles (1600 km) from his target. Hurricanes and storms can be brought to bear against areas the god wishes to destroy or punish. To do this, the god has to fly above the clouds to control them. The duration of these storms is typically 3D6 minutes. Also see magic powers.

Skills of Note: Literate in Atlantean, Dragonese/Elven, Faerie, Greek, Italian and Latin, all at 98%. He can also speak Gobblely at 98% and Splugorth at 65%. Most normal skills are of little interest to Zeus. When attempting anything, he has a minimum chance of 60% to succeed.

Combat Skills: Hand to Hand: Expert.

Number of Attacks: Eight (8) physical, psionic, or lightning strikes, or 3 spells per melee.
Restrained Punch — 6D6 + 35 S.D.C.
Full Strength Punch — 6D6 M.D.
Power Punch — 2D4 × 10 M.D.
Kick — 6D6 M.D.

Bonuses: +3 on initiative, +7 to strike, +8 to parry and dodge, +35 to S.D.C. damage, +6 to pull punch, +6 to roll with impact or fall, +10 to save vs horror factor, +8 to save vs all magic, and +8 to save vs psionics.

Magical Knowledge: Knows ALL spells, levels 1-10, plus anti-magic cloud, create magic scroll, remove curse, summon fog, amulet, metamorphosis: mist, calm storms, summon rain, summon storm, summon lesser being, summon entity, close rift, sanctum, restoration, dimensional portal, and transformation. Also knows ALL Air and Water Elemental spells. **P.P.E.**: 15,000.

Psionic Knowledge: Knows ALL Healing, Sensitive and Physical Powers, at 8th level of experience. Considered a master psionic. **I.S.P.:** 700.

Allies: Herakles and the mighty Hundred-Handed are his trusted friends and allies. He has a degree of friendship with the mysterious Egyptian deity Thoth and can always rely on his brother, Hades. He also associates with many other gods, godlings, demigods, True Atlanteans and powerful, though lesser beings.

Minions: Zeus is the master of the Greater Cyclops, a powerful race of giants. He will accept any race, human or non-human, as his worshippers.

Weapons and Equipment of Note: 1. The Aegis: An indestructible shield that causes any beings who see its face to flee unless they can save against a horror factor of 16.

2. The Bolts of the Cyclops: Zeus' cyclops servants make powerful magic bolts which he carries in battle, relying on those instead of his weaker natural lightning. Damage can be either 2D6 × 10 M.D. or 3D6 × 10 M.D. Range: 2000 ft (610 m). Zeus sometimes gives 3D4 of such lightning bolts to other gods, priests and heroes as a reward for their service to him.

Description: His usual form is that of an old, but physically perfect human male with white hair and beard. He can vary his size from that of a human to a giant (his attributes remain unchanged). When angered, a lightning bolt appears in his hand. He can also assume any human or animal shape at will!

Herakles

God of Strength & Heroes

Herakles is the son of Zeus and a mortal Greek woman, Alcmene. Even as a child, Herakles was able to defeat grown men with ease. During his life on Earth, he grew into a powerful demigod with superhuman strength and endurance. Herakles went on several quests, battling and defeating monsters, giants, and even gods! During his life as a demigod, he was fond of travel and adventure and he loves to be sent on quests and to wander the Megaverse looking for new challenges.

He became famous for his great strength and infamous for his terrible temper. He was given to fits of rage in which he would lash out and even kill anybody at hand. During one of his blind rages, he inadvertently killed his wife and children. As punishment for their senseless murders, Herakles performed twelve nearly impossible tasks for King Eurystheus, known as the **Twelve Labors**. They included the killing of the Nemean Lion, the slaying of the Hydra and the capture of Cerberus, the guardian of the Underworld.

Many years later, Herakles was poisoned with the blood of the Hydra and would have died if Zeus had not taken him up to Olympia, where he became a full god. Since that fateful day, Herakles has become a dedicated defender of Olympia and champion for Zeus. If Zeus makes an alliance with one of the kingdoms on the Rifts world, Herakles might be sent to provide assistance. The god of strength and heroes has also learned to curb his temper and rash impulses. However, when terribly frustrated or made angry beyond reason, he will still fly into a berserker rage, smashing things and fighting like a man possessed. During these, thankfully uncommon, fits of rage, Herakles will not listen to reason, takes ridiculous risks, unwittingly endangers others and will fight anybody (friend or foe) who tries to stop him from attaining his goal or target. A typical fit will last 3D4 minutes.

RPG Note: In a **Heroes Unlimited Campaign,** Herakles may appear via a dimensional anomaly. He may challenge a super-strong character to a contest of might and is likely to cause a certain amount of trouble wherever he goes. However, he is ultimately a well intentioned hero who tries to right injustice and destroy evil. The powers presented here can be used or super powers can be selected to reflect the god's natural powers. In some cases, the character may be too powerful as a character in our modern world and may require some additional adjustments.

Greek Name: Herakles, **Roman Name:** Hercules.

Alignment: Unprincipled

M.D.C.: 40,000 (8,000 on Rifts Earth and most dimensions).

S.D.C./Hit Points (for non-M.D.C. worlds): 2,500 S.D.C. and 1,500 hit points.

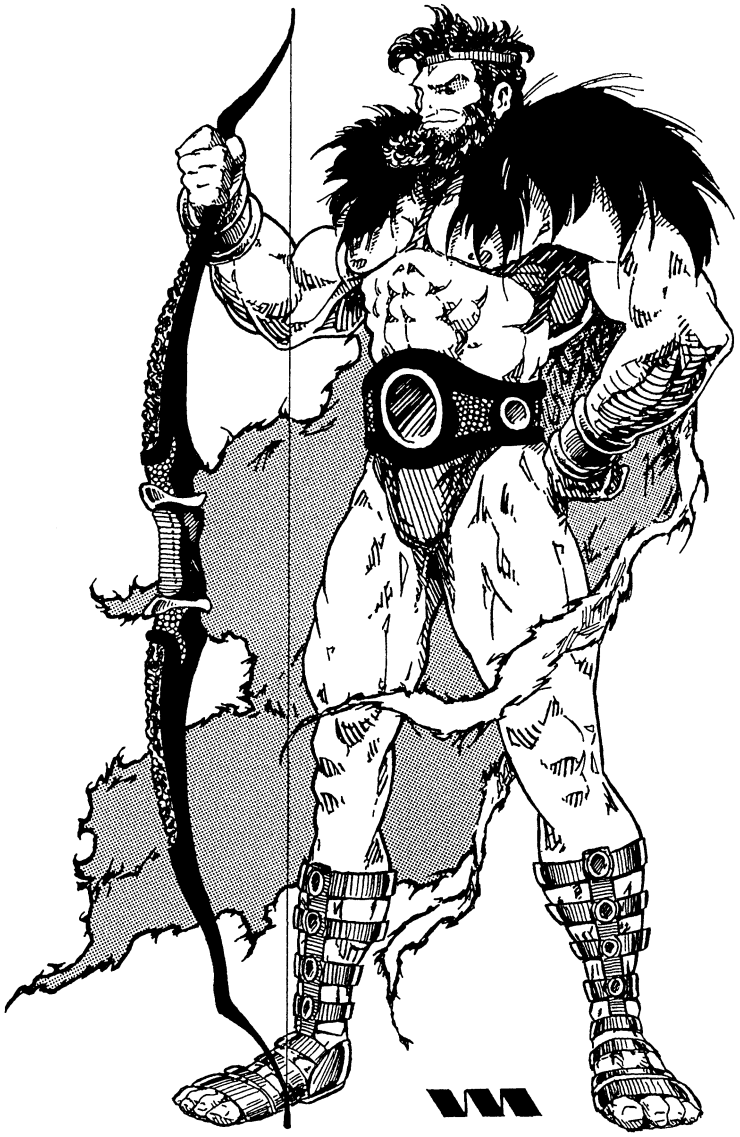
Height: 6 feet, 10 inches (2.08 m).

Weight: 500 lbs (225 kg); all muscle. **Age:** 3,500

Attributes: I.Q. 13, M.A. 20, M.E. 25, P.S. 70 (supernatural), P.P. 24, P.E. 30, P.B. 16, Spd 50 (35 mph/56 km).

Disposition: When in a good mood, he is very friendly, cheerful, playful, considerate, and generous. When in a bad mood, he can be sullen, given to self-recrimination, and drunkenness. He has learned to control his fits of temper, but is still prone to violent

rages if provoked, frustrated or angered beyond his endurance. During these rages he will strike at anyone near him, friend or foe, cannot be easily dissuaded and will fight to the death against impossible odds.



Herakles is not afraid of anybody or anything and loves a good fight. This courage is both admirable and foolhardy. In the latter case, he is driven to take foolish chances and makes a poor strategist. Herakles prefers to tackle things head-on rather than negotiate or use subterfuge. He tends to be impatient and craves action and adventure. He is the ultimate warrior.

Horror Factor: 12 if he demonstrates his incredible strength or is recognized by an old opponent.

Experience Level: Equal to a 12th level warrior. In the Palladium Fantasy RPG he'd be considered a 12th level Mercenary Fighter. In **Heroes Unlimited** he's a 12th level alien warrior (supernatural being from another dimension). In Heroes he can have the powers described here or the five minor super powers: extraordinary strength, extraordinary endurance, extraordinary speed, healing factor and impervious to fire and heat.

Natural Abilities: Bio-regenerates 2D6 × 10 M.D.C. per minute and can completely regenerate severed limbs! He can also see the invisible, has keen vision and hearing, is resistant to poisons/toxins/drugs (half damage and last half as long), does not breathe air, can leap 40 feet (12.2 m) high and 60 feet (18.3 m) lengthwise, resistant to fire and cold (does half damage), teleport self 65%, dimensional teleport 34%. His healing touch restores 6D6 × 10 hit points or 1D4 M.D.C. and can be used once every minute.

Skills of Note: W.P. Sword, W.P. Archery and Targeting, W.P. Bow, boxing, athletics, wrestling, climb, swim, demon and monster lore, detect ambush, detect concealment, first aid, horsemanship, tracking (humans and animals), wilderness survival, and speaks Greek, Italian, Euro, Atlantean and Dragonese, all at 90%. He has also learned American and Spanish at 65%.

Combat Skills: Hand to Hand: Martial Arts

Attacks Per Melee: Eight by hand to hand combat.

Restrained Punch — 2D4 M.D.

Full Strength Punch — 2D4 × 10 M.D..

Power Punch — 4D4 × 10 M.D.

Kick — 2D4 × 10 M.D.

Throw — 1D4 × 10 M.D. plus the victim loses initiative and one attack.

Crush/Squeeze — 1D4 × 10 M.D.

Bonuses: +7 to strike, +10 to parry/dodge, +8 to pull punch/roll with punch, fall or impact, +45 to S.D.C. damage, +8 to save vs magic, +5 to save vs psionics.

Magic Knowledge: None. **P.P.E.:** 100.

Psionic Knowledge (Special & Limited): Sense magic, mind block, mind block auto-defense. **I.S.P.:** 100.

Weapons and Equipment: 1. The Bow of Herakles: This is an indestructible holy weapon. Only Herakles can use all of its powers. A minimum Strength of 24 is necessary to use the bow. For anybody other than Herakles, the bow does 2D6 M.D. with double the typical range (1200 ft/366 m). For Herakles it inflicts 1D4 × 10 M.D., has a range of 2000 feet (610 m) and does triple damage to demons, vampires and alien intelligences!

2. The Fur of the Nemean Lion: The Nemean Lion was a unique monster whose indestructible skin could not be pierced by any weapon. Herakles killed the lion by strangling him, and then he took to wearing its skin as armor. Any sharp weapon attacks, including swords, arrows, etc., do no damage, energy attacks do half damage. Blunt/kinetic attacks, punches, kicks, falls and explosive impact do full damage.

Description: Herakles is a tall, immensely broad humanoid with curly black hair and beard. He often wears a cloak made up of the skin of a lion and dresses with a short tunic that only covers one half of his torso. While he may wear gauntlets and arm and leg bands, he usually avoids wearing any type of restrictive armor.

Hera

Goddess of Women

The wife of Zeus was Hera, said to be the defender of women and the mother of most of the gods. This goddess was also jealousy incarnate (although who could blame her, with Zeus as a husband?). The infidelities of Zeus caused her to commit many crimes against mortals and demigods. Unable or unwilling to confront Zeus, she took out her frustrations on his lovers and their children. Despite her title of "Defender of Women," the goddess cares little about mortals and is more concerned with avenging any insults to her name, real or imagined. Before her marriage, she was a much nicer person, protecting women and young children from abuse, but her centuries as a cheated wife have permanently deranged her. Hera even once participated in a plot against Zeus, but was stopped and the god eventually forgave her.

About fifty years ago, however, Zeus was finally angered beyond restraint when Hera committed yet another crime. The goddess not only destroyed an Atlantean woman the god was courting, but also caused the deaths of all her closest relatives. The mass murder of members of this noble, dwindling race was too much for Zeus. He attacked and



defeated Hera in a furious fight and almost killed her. Hera was told that if she ever killed anybody again, Zeus would not spare her. Since that episode, she is sullen and more psychotic than ever. She spends all of her time on crafting intricate plots to destroy all of Zeus' lovers without her taking a direct hand or implicating her role.

Greek Name: Hera, **Roman Name:** Juno

Alignment: Hera was once unprincipled, then anarchist, but now she is an evil miscreant.

M.D.C.: 45,000 (9,000 on Rifts Earth)

S.D.C./Hit Points (for non-M.D.C. worlds): 3,000 S.D.C. and 1,500 hit points.

Size: 6 to 24 feet (1.8 to 7.3 m) tall.

Weight: Varies with size.

Attributes: I.Q. 22, M.E. 16, M.A. 16, P.S. 23 (supernatural), P.P. 18, P.E. 20, P.B. 22, Spd 44 (30 mph/48 km).

Disposition: Hera is vain, shallow, inhumanly self-centered, mean spirited, vengeful, conniving and manipulative. A prime example of the evil gods can do when their power corrupts them. She has little interest in anybody's problems but her own. Although insanely jealous, Hera has never considered leaving Zeus. Instead, she wants him to be as miserable as she is. She now deals freely with the forces of evil and anybody who can get what she wants accomplished (she regularly hires a pair of Sunaj assassins and a 9th level night-stalker dragon to commit murder). One day she will go too far.

Insanities: Obsession: Make Zeus suffer by killing his lovers. Psychosis: Paranoid of Zeus, Herakles, and most Gods of Light. Psychosis: Schizophrenic; hears voices taunting her about Zeus and egging her on to hurt and kill.

Horror Factor: 14

Experience Level: 15th level sorceress.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will, teleport 98%, dimensional teleport 65%, bio-regeneration 2D6 × 10 M.D.C. per minute.

Skills of Note: All Domestic, Dragonese/Elf and ancient Greek at 98%.

Combat Skills: Hand to Hand: Basic

Number of Attacks: Five hand to hand, or two by magic.
Restrained Punch — 4D6 + 8 S.D.C.
Full Strength Punch — 2D6 M.D.
Power Punch — 4D6 M.D.

Bonuses: +4 to strike, +5 to parry and dodge, +8 to S.D.C. damage, +4 to roll with impact or fall, +7 to save vs magic, +7 to save vs psionics.

Magical Knowledge: Knows all magical spells, levels 1-15. **P.P.E.:** 3,000.

Psionic Knowledge: Knows all sensitive and healing powers. **I.S.P.:** 600.

Description: A woman of austere beauty, seemingly in her middle forties. In demeanor and speech she is very similar to the formidable "evil" women from soap operas — aloof, strong, and threatening.

Hades

God of Death

Hades is Zeus' brother. After the defeat of the Titans, Zeus divided the world into three areas of influence, with Hades taking the underground realms and the abodes of the dead. Hades is not an enemy of mortals; he is simply not concerned with them. He rules his transdimensional realm where many enemies of the gods are imprisoned and punished for eons. Hades has devised a number of terrible tortures for beings the gods wanted punished. Most punishments were eternally repetitive, happening to the victim over and over again. In this realm is also the **Inter-dimensional Prison of Tartarus**, where the Titans are imprisoned for all eternity.

Hades' realm has borders with many demonic kingdoms. As a result, he has to be constantly on guard against raids and attacks. The realm of Hades is also full of treasure, both in material wealth and magical items. However, Hades' power is so incredible in his realm that few demons and godlings dare to challenge him openly. Instead, the most foolhardy and brave try to sneak in and steal items of value or retrieve prisoners, but most of these endeavors have ended disastrously.

Hades rarely leaves his kingdom. Sometimes he will personally go out to capture somebody Zeus wishes punished, especially if the target is very powerful (i.e. a god or dragon), but most of the time he sends his minions. He is inflexible in his duty and loyalty to Zeus, having once imprisoned other gods at the request of his brother. Poseidon, Hera and Athena all endured a stint in Tartarus, suffering horrible torments (this event is not known to mortal chroniclers and may surprise students of mythology).

Greek Name: Hades Aidoneous, **Roman Name:** Pluto or Plouton.

Alignment: Aberrant

M.D.C.: 80,000 (16,000 on Rifts Earth)

S.D.C./Hit Points (for non-M.D.C. worlds): 5,000 S.D.C. and 3,000 hit points.

Size: 6 to 60 feet (1.8 to 18.3 m)

Weight: Varies with size.

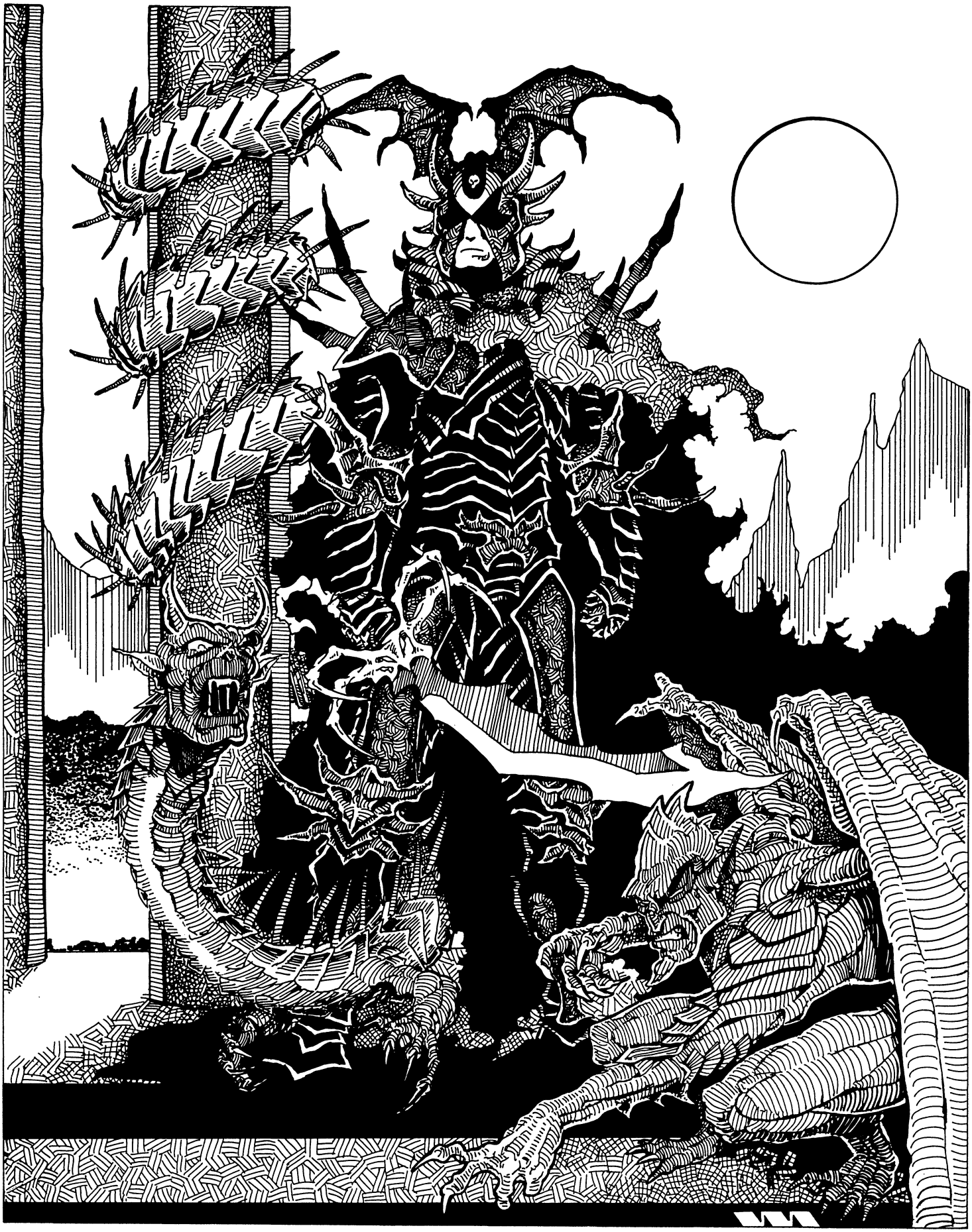
Attributes: I.Q. 24, M.E. 28, M.A. 23, P.S. 40 (supernatural), P.P. 21, P.E. 24, P.B. 12, Spd 88 (60 mph/96 kmph).

Disposition: Cold-hearted and grim, Hades is immune to most pleas for mercy. He considers his duty as jailor and torturer to be sacred, and is proud of the fact that those who enter his realm never leave (with only a few exceptions). He does not consider himself evil, just a person doing his job. Hades has his own twisted view of the world and sense of honor.

Horror Factor: 17

Experience Level: 15th level sorcerer, necromancer and diabolist.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will, teleport 98%, dimensional teleport 65%, bio-regen-



eration 3D6 × 10 M.D.C. per minute, turn 2D6 × 100 dead and animate 2D6 × 100 dead at will. He can also summon 1D6 × 10 ghouls, 2D6 × 10 tomb worms, 1D4 mares and/or 1D4 + 1 hundred-handed demons to his location, in any dimension, once per 24 hours.

Skills of Note: Demon/monster lore, all domestic, all technical, and all languages, at 98%.

Combat Skills: Hand to Hand: Assassin.

Number of Attacks: six hand to hand, or three by magic.
Restrained Punch — 6D6 + 25 S.D.C.
Full Strength Punch — 5D6 M.D.
Power Punch — 1D6 × 10 M.D.
Kick — 6D6 M.D.

Bonuses: + 1 on initiative, + 9 to strike, + 6 to parry and dodge, + 25 to S.D.C. damage, + 3 to pull punch, + 3 to roll with impact or fall, + 14 to save vs horror factor, + 8 to save vs magic, + 8 to save vs psionics.

Magical Knowledge: Knows all spells, levels 1-15, all necromantic spells, and all wards. **P.P.E.:** 7,000.

Psionic Knowledge: Mind Block Auto-Defense. **I.S.P.:** 100.

Allies: Zeus and Poseidon will assist Hades in an emergency. Hades has few other allies, other than a few neighboring demon lords who have agreed to make sure that intruders don't enter Hades from their lands.

Enemies: Hades came close to killing the demon lord Succor-Bemoth (see Rifts Conversion Book) when the latter entered Hades' realm without permission. The demon has not forgotten this attack, and wants to find a way to make Hades pay.

Minions: There is a garrison of Hundred-Handed warriors, super-powerful giants that owe fealty to Zeus (described on page 93). Hades can command them in matters of defense, internal security and to hunt down escaped prisoners. He also commands a legion of ghouls of all kinds, Succubus, Incubus, Mares/Nightmares, and all the Hordes of Hades (see **Rifts® Dark Conversions**). Hades' personal guard includes several Greater Demons of Anarchist and Aberrant alignment.

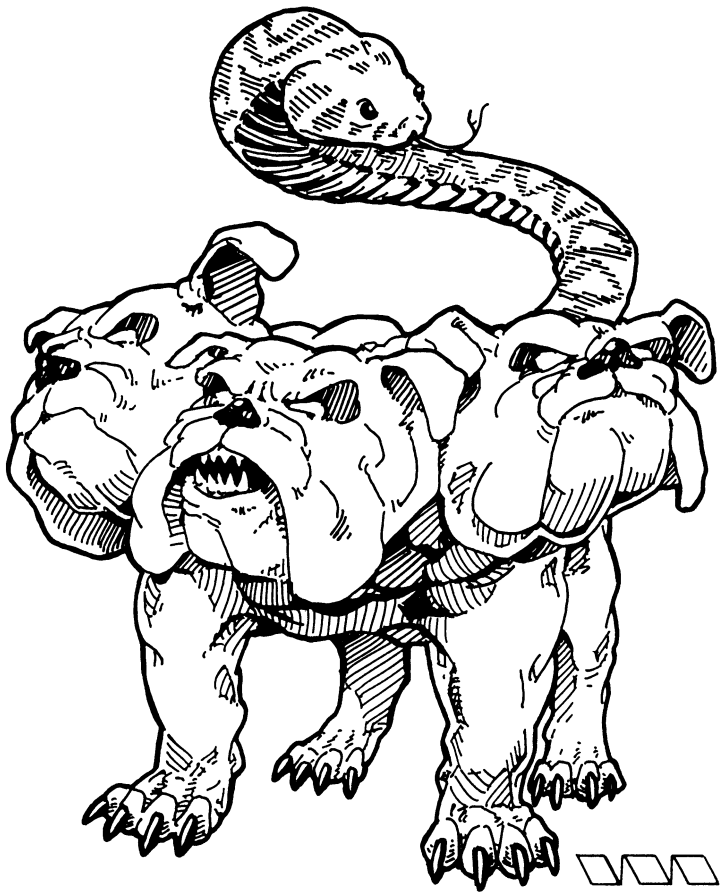
Description: A dark-skinned man with forbidding features and intense black eyes. He is often dressed in black robes or wearing black plate armor.

Weapons and Equipment: 1. Helmet of Invisibility: This helmet renders its wearer totally invisible, even to beings that can normally see the invisible! The effect can only be maintained for two hours each day.

2. Magical Plate Armor: 2,000 M.D.C.

3. Impaler Rune Sword: A greatest rune weapon with the following powers:

- A drinker of souls/life essences
- 1D6 × 10 M.D. from physical blows
- Has four appendages that resemble spiked fingers. These spikes shoot out from the weapon to impale an opponent. Rate of fire: one or more can be fired as often as twice per melee round. Damage from the spikes is 2D4 + 2 M.D. each, so firing all four at a single target would inflict 1D4 × 10 M.D.; + 2 to strike.
- The weapon can also become animated, with the finger-like spikes crawling along the floor and up walls like a spider. Movement speed is 12, climbing skill is 80%. Attacks per melee: two, or four non-combat actions.



Cerberus

Hound of Hades

This monstrous three-headed dog is the guardian at the entrance to Hades' realm. His duty is to keep people from entering (or leaving) the Underworld without Hades' permission. A formidable opponent, he has still been defeated a few times. Herakles once captured the dog and carried it to Earth. Another Greek hero put him to sleep with a magical song. Most of the time, however, the watchdog has fulfilled his duties excellently and is a dangerous enemy for any being, even a god.

Cerberus is intelligent and capable of speech. He will usually growl out a warning to approaching travelers and will only attack them if they continue coming toward him. Sometimes he can be engaged in conversation and could be fooled by a convincing story.

Greek Name: Cerberus **Roman Name:** None

Alignment: Aberrant

M.D.C.: 4000

S.D.C./Hit Points (for non-M.D.C. worlds): 400 S.D.C. and 150 hit points.

Size: 10 feet (3 m) tall, 30 feet (9 m) long.

Weight: 8 tons

Species: Supernatural creature

Attributes: I.Q. 13, M.E. 18, M.A. 16, P.S. 40 (supernatural), P.P. 22, P.E. 28, P.B. 3, Spd 88 (60 mph/96 kmph).

Disposition: The archetypical guardian, Cerberus is dedicated to his job and takes it very seriously. "None shall pass" is his motto and he will tell this to anybody who talks to him or enters the underworld. The dog is sometimes lonely (he only talks out of one head, so he cannot keep himself company), and will enjoy talking to strangers, as long as they don't try getting past him.

Horror Factor: 15

Natural Abilities: Nightvision 2000 feet (610 m), see the invisible, turn invisible at will, bio-regeneration 2D4 × 10 M.D.C. per minute.

Special: Acid Spittle: Cerberus can spit a burning acid poison (range: 200 ft/61 m). This acid will do 2D6 M.D. per melee round for 1D6 rounds unless washed off (this requires a lot of water, several gallons at least).

Number of Attacks: Eight attacks per melee round.
Restrained Claw — 1D6 M.D.
Full Strength Claw — 1D6 × 10 M.D.
Power Claw Attack — 2D6 × 10 M.D.
Bite — 3D6 × 10 M.D.
Snake Tail Bite — 4D6 M.D. plus poison (3D6 M.D. unless a successful save against poison is made).
Pounce — 2D4 × 10 M.D. and 80% chance of knocking target to the ground (loses initiative and two melee attacks).

Bonuses: +2 on initiative, +5 to strike, +5 to parry and dodge, +12 to save vs horror factor, +7 to save vs magic, +7 to save vs psionics.

Description: A giant three-headed dog with a snake for a tail. All three dog heads start foaming at the mouth when Cerberus is enraged and its spittle sizzles and burns the ground where it falls.

Charon

The Ferryman

Charon is the guardian of the River Styx, which leads into Hades' realm. According to the legends, he demanded a fee of one coin. Traditionally, the ancient Greeks placed one coin on the mouth of their dead before burying them so they would have their payment for passage. In reality, Charon will typically ask for great sums, usually more than the average traveler can afford. Only if Hades has sent for them is passage a single coin (1 credit or so will suffice). Charon will not ferry demons at any price.

This terrifying boatman does not speak. He extends his hand towards a would-be passenger and sends a telepathic message with the payment required. This amount can seldom be negotiated and it may involve not only money, but weapons, magic, and any other valuables. Charon can be overpowered, but he is a dangerous foe. Furthermore, his boat will only obey his commands and cannot be forced to leave the dock for anybody else.

Greek Name: Charon **Roman Name:** None
Alignment: Aberrant
M.D.C.: 5,000
S.D.C./Hit Points (for non-M.D.C. worlds): 400 S.D.C. and 150 hit points.
Size: 7 feet tall (2.1 m)
Weight: 180 lbs (81 kg)
Species: Supernatural being/godling
Attributes: I.Q. 25, M.E. 25, M.A. 26, P.S. 34 (supernatural), P.P. 23, P.E. 37, P.B. 4, Spd 66 (45 mph/72 km).
Disposition: Charon never displays any emotion (not that his skeletal face is very expressive to begin with). He takes his payments, gets on the boat, and takes his passengers to Hades. In combat, he fights to kill until all enemies have been destroyed or have fled.
Horror Factor: 14
Natural Abilities: Nightvision 1000 ft (305 m; can see in complete darkness), see the invisible, and see through illusions. Immune to all psionic and magical attacks. Magical and psionic weapons (including psi-swords) do one-quarter damage! Non-magical energy attacks do half damage. Regenerates 1D6 × 10 M.D.C. per melee round as long as he is within 50 feet (15.2 m) of the river Styx.
Skills of Note: Pilot boat: small and swim at 98%. Speaks all languages.
Combat Skills: Natural Abilities.
Number of Attacks: Six hand to hand attacks/actions per round.
Restrained Punch — 5D6 + 19 S.D.C.
Full Strength Punch or Kick — 4D6 M.D.
Power Punch — 1D4 × 10 M.D.
Bite — 2D6 M.D.



Bonuses: +1 on initiative, +8 to strike, +8 to parry and dodge, +19 to S.D.C. damage, +6 to roll with impact or fall, +12 to save vs horror factor.
Magical Knowledge: None. **P.P.E.:** 100.
Psionic Knowledge: None
Description: A skeleton dressed in a black robe, always standing by his boat. His eyes shine with a reddish light.
Weapons and Equipment: 1. Charon's Boat: This boat will magically change size to accommodate as many as 100 passengers. The boat is indestructible and cannot be made to sink.

2. Charon's Rod: A simple wood staff that Charon uses to push and steer the boat. It is indestructible and can be used as a club/staff (4D6 M.D.).

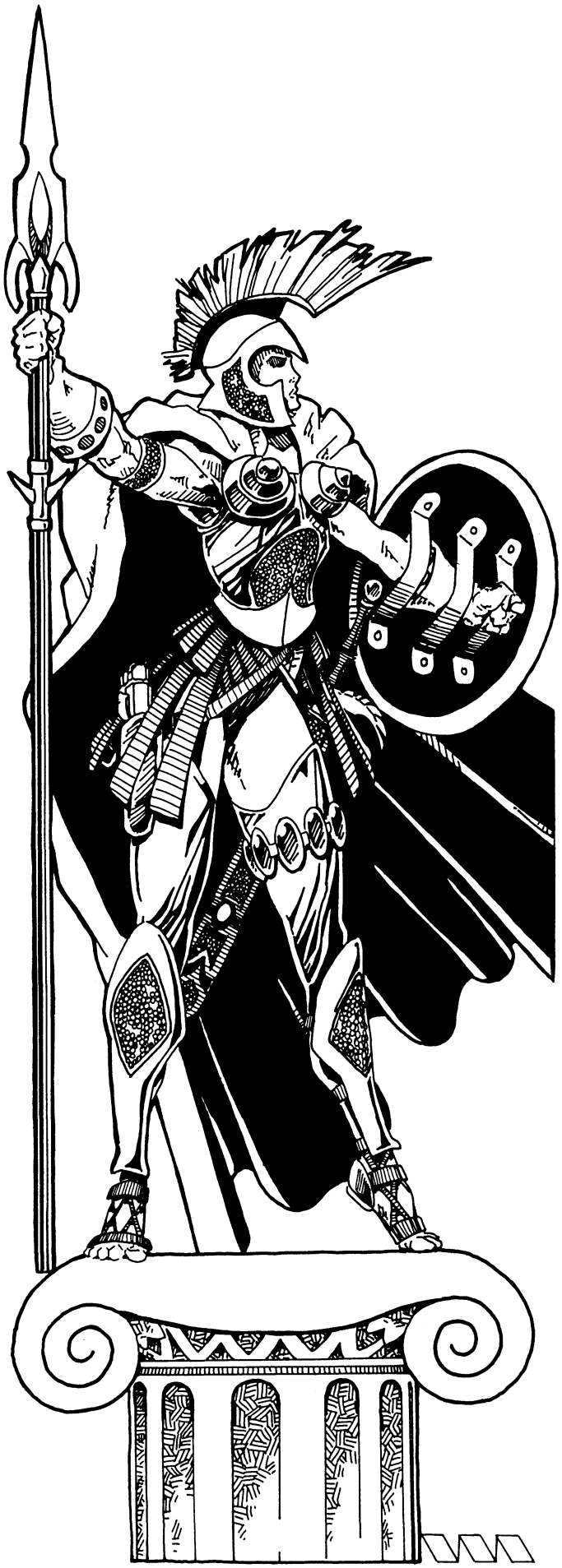
Athena

Goddess of War & Wisdom

Athena is Zeus' daughter, said to have sprung from her father's head fully armed and armored. She was a goddess of crafts, martial arts and justice. She is a brilliant tactician and a great advisor as well as a friend of heroes pursuing good causes. Athena admires courage and determination and has saved the lives of many heroes and demigods, including Herakles, by giving them clues, hints and ideas during tough situations. She often appears as a mortal woman or man, or as a talking owl.

This goddess is one of the few Greek deities truly concerned with the war of Light and Darkness. She believes that beings of power have the responsibility to use that power wisely and she is dismayed by the misdeeds of gods who are more concerned with their epic family feuds and squabbles than with any worthwhile causes. Apollo is the only one who agrees with her concerns.

She became so disenchanted with her father, Zeus, that she participated in a conspiracy to overthrow him, allying herself with the despicable Hera and the power-hungry Poseidon. The three gods lost and (unknown to their worshippers) they spent thirty years in Tartarus, suffering tortures at the hands of Hades. Since her release, Athena has distanced herself from the entire pantheon and tends to spend her time with True Atlanteans and with gods from pantheons with viewpoints



similar to hers. She considers many Atlanteans and other champions of Light to be her true friends.

Athena can be found anywhere in the Megaverse. Remember, she prefers to operate behind the scenes, guiding mortal heroes rather than entering combat directly. However, she is no coward and frequently battles supernatural monsters. In the gods' war against the giants she distinguished herself, destroying dozens of their most powerful warriors. Athena dislikes Ares, whom she considers a mindless bully, and she has bested him in combat several times. The humiliated Ares hates her for this.

Greek Name: Athena, **Roman Name:** Athena, also known as Minerva.
Alignment: Principled
M.D.C.: 45,000 (9,000 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 3,000 S.D.C. and 1,500 hit points.
Size: 6 to 24 feet (1.8 to 7.3 m)
Weight: Varies with size.
Attributes: I.Q. 27, M.E. 26, M.A. 26, P.S. 48 (supernatural), P.P. 26, P.E. 25, P.B. 24, Spd 88 (60 mph/96 kmph).
Disposition: A wise, compassionate and even-tempered warrior goddess. She sometimes acts like a schoolteacher dealing with small children and can become preachy at times, but means well. Athena is always striving to be fair and tolerant. She will befriend anybody who is an honorable and compassionate warrior.
Horror Factor: 14
Experience Level: 20th level warrior, 10th level ley line walker.
Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will, teleport 98%, dimensional teleport 65%, bio-regeneration 2D6 × 10 M.D.C. per minute. Shape shift into a human-looking woman, man or owl at will.
Skills of Note: Detect ambush, detect concealment, intelligence, wilderness survival, all domestic, all technical, all languages, at 98%. W.P. Archery and targeting, W.P. Knife, W.P. Sword, W.P. Spear, boxing and wrestling.
Combat Skills: Hand to Hand: Martial Arts
Number of Attacks: Seven hand to hand or psionic, or two by magic.
Restrained Punch — 1D6 × 10 + 33 S.D.C.
Full Strength Punch — 6D6 M.D.
Power Punch — 2D4 × 10 M.D.
Kick — 7D6 M.D.
Leap Kick — 2D4 × 10 M.D.
Head Butt — 2D6 M.D.
Body Flip — 1D6 M.D. plus opponent loses initiative and two melee actions.
Bonuses: +5 on initiative, +8 to strike, +13 to parry and dodge, +33 to S.D.C. damage, +6 to pull punch, +6 to roll with impact or fall, +10 to save vs horror factor, +6 to save vs magic, +7 to save vs psionics.
Magical Knowledge: Knows all spells from levels 1-8 plus banishment, mystic portal, amulet, remove curse, close rift and dimensional portal. **P.P.E.:** 5,000.
Psionic Knowledge: Knows all sensitive and healing powers plus empathic transmission, mind block auto-defense, psi-shield and psi-sword. **I.S.P.:** 1,000.
Allies: The gods of Light from all pantheons and any sincere champion of Light. Athena has connections with such deities as the Norse god Balder, the Babylonian Marduk, the Egyptian Isis and the Persian Ahura Mazda. From her own pantheon, she can only count on Apollo and Artemis, and occasionally Herakles (who only cares about a good fight).
Enemies: Demons, vampires, alien intelligences and all forces of Darkness know that Athena is one of their worst enemies. Many want her killed, slowly if possible.
Minions: None per se. She can be accompanied by spirits of light, True Atlanteans, dragons and other beings of good alignment.

Weapons and Equipment: 1. Athena's Spear: A holy weapon. Its metal head glows with a blue light.

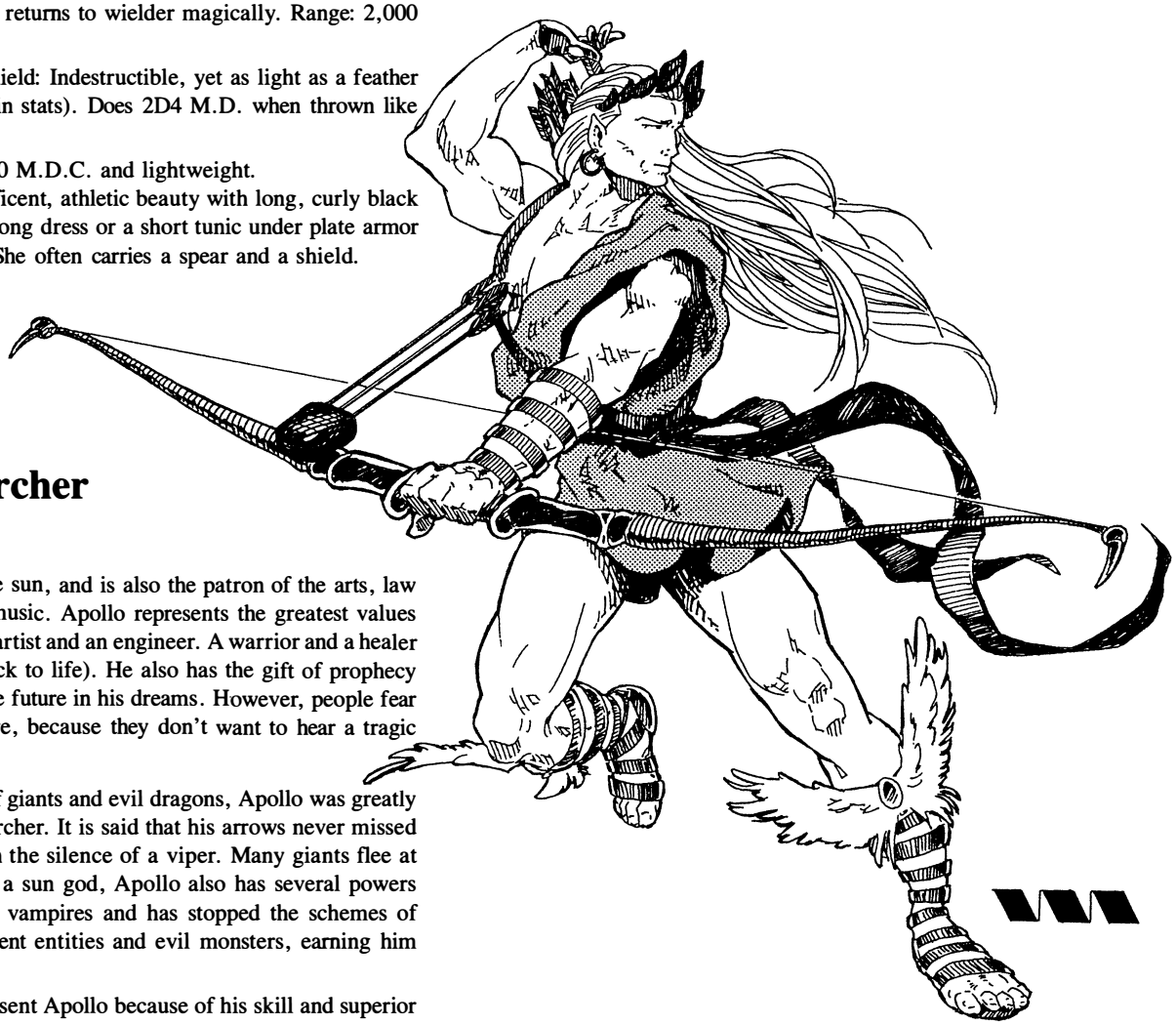
The powers of the spear:

- Remove curse: 70% chance
- Damage: 6D6+6 M.D., doubled against supernatural beings and creatures of magic (including dragons). Damage is tripled against the Splugorth and vampire intelligences.
- Turn 1D6×10 dead (85%); this is done by raising the spear for all to see.
- Can be thrown and returns to wielder magically. Range: 2,000 feet (610 m).

2. Athena's Holy Shield: Indestructible, yet as light as a feather (parry bonus included in stats). Does 2D4 M.D. when thrown like a discus.

3. Magic Armor: 400 M.D.C. and lightweight.

Description: A magnificent, athletic beauty with long, curly black hair, wearing either a long dress or a short tunic under plate armor and a crested helmet. She often carries a spear and a shield.



Apollo, the Archer

God of Light

This god symbolized the sun, and is also the patron of the arts, law and justice, archery and music. Apollo represents the greatest values of Greek culture. He is an artist and an engineer. A warrior and a healer (able to bring the dead back to life). He also has the gift of prophecy and can see glimpses of the future in his dreams. However, people fear to ask him about the future, because they don't want to hear a tragic or disastrous prediction.

An implacable enemy of giants and evil dragons, Apollo was greatly feared for his skill as an archer. It is said that his arrows never missed their mark and struck with the silence of a viper. Many giants flee at the very sight of him. As a sun god, Apollo also has several powers over light, which terrifies vampires and has stopped the schemes of vampires and many different entities and evil monsters, earning him many enemies as a result.

The other Greek gods resent Apollo because of his skill and superior attitude. Herakles and Apollo almost fought to the death when the god refused to share some information with the warrior. Only Zeus was able to separate them. Zeus feels embarrassed by the fact that Apollo acts in a more dignified manner than he does. Hera hates him with a passion because he is not her son (his mother was a Titanness called Leto). Ares dislikes him for a number of reasons.

Apollo is currently studying the expansion of the Splugorth throughout the Megaverse. He believes these loathsome monsters are one of the greatest threats to face the Megaverse, and will do everything in his power to stop them. So far, he knows he can't do much and is content with foiling the occasional scheme.

Greek Name: Apollo Lyceius, **Roman Name:** None
Alignment: Scrupulous
M.D.C.: 56,000 (11,200 M.D.C. on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 3,500 S.D.C. and 1,100 hit points.
Height: 6 to 24 feet (1.8 to 7.3 m)
Weight: Varies with height.
Attributes: I.Q. 24, M.E. 23, M.A. 24, P.S. 46 (supernatural), P.P. 28, P.E. 25, P.B. 25, Spd 88 (60 mph/96 km) running or flying.

Disposition: The god can be very friendly and toleratant (he befriended Hermes after he caught the young god stealing his cattle), but he is merciless to major criminals, vampires and monsters. He is compassionate towards the sick and injured and is interested in all medical sciences and techniques. A master musician (his favorite instrument is the lyre), he loves to play publicly or privately and enjoys the company of other musicians (over the centuries, he has become interested in the violin, piano, jazz, and recently, rock and roll; he tried rap for a while, but couldn't get into it).
Horror Factor: 15
Experience Level: 20th level warrior, ley line walker and healer.
Natural Abilities: Nightvision 600 feet (183 m), see the invisible, turn invisible at will, fly, teleport 98%, dimensional teleport 65%, bio-regeneration 4D6×10 M.D.C. per minute.

Special: Apollo's Arrow Blessing: By spending 25 P.P.E., Apollo can bless an ordinary arrow giving it special properties. Such a magic arrow temporarily turns into gold, will fly twice as far as usual (and in a perfectly straight line), is +3 to strike and does double its normal damage. Apollo's golden arrows can be used by him or others, including mortals. After the arrow has been fired and strikes, its magic is spent and it returns to normal.

Special: The Gift Of Prophecy: Apollo can see glimpses of the future. The prophecies are never clear and they never explain how the events will come to pass. Usually, people who try to avoid the results of his prophecies will cause them to happen. G.M.'s discretion as to when these visions come and what they tell.

Special: Raising of the Dead: This is a limited power similar to that of other gods and powerful magic. Apollo can only try resurrection once per character; a failed roll means no recovery. Furthermore, the dead character cannot have been deceased for more than a month. Roll percentile dice to determine success: 1-80% means the character is brought back to life and good health (3D6 hit points and full S.D.C.). The resurrection also heals whatever it was that killed the character in the first place, but does not restore missing limbs or remove scars. A roll of 81 or higher means the magic was unsuccessful. If the character has been dead for longer than a month and up to a year, the chance for a successful resurrection is only 1-30%, and if over a year, the odds are a mere 3%.

Skills of Note: Knows all medical skills (except cybernetics), all domestic, all technical, all computer, plus anthropology, mechanical engineering, automotive mechanics, locksmith, basic electronics and radio: basic skills, all at 90%. He magically knows all languages. W.P. Sword, W.P. Spear, W.P. Archery and targeting.

Combat Skills: Hand to Hand: Martial Arts

Number of Attacks: Five hand to hand or psionic attacks per melee round, or ten bow and arrow attacks or three by magic.
Restrained Punch — 1D6×10+31 S.D.C.
Full Strength Punch — 6D6 M.D.
Power Punch — 2D4×10 M.D.
Kick — 7D6 M.D.

Bonuses: +4 on initiative, +9 to strike, +12 to parry and dodge, +31 to S.D.C. damage, +5 to pull punch, +5 to roll with impact or fall, +10 to save vs horror factor, +6 to save vs magic, +6 to save vs poison and drugs, and +5 to save vs psionics.

Magical Knowledge: Knows all magical spells, levels 1-15. **P.P.E.:** 8,000

Psionic Knowledge: Knows all sensitive and healing powers, plus P.P.E. shield, psi-shield, psi-sword, pyrokinesis, telemechanics, and mind block auto-defense. **I.S.P.:** 1,000.

Allies: His sister Artemis has helped him on many quests. He and Athena share similar beliefs and as a result, are frequent companions and good friends. Apollo and the Indian sun god Surya are also close friends and allies. He often works with other forces of good, including spirits of light, undead slayers, cyber-knights and any sincere champions of light.

Weapons and Equipment: 1. The Sun Bow: This is a greatest rune weapon with several powerful abilities:

- I.Q. 15 and scrupulous alignment. Communicates via telepathy.
- Fires magic arrows of light that appear out of thin air, as if Apollo was drawing them from an invisible quiver. The arrow are made of pure solar plasma and inflict 2D6×10 M.D.; tripled against vampires and alien intelligences.
- Plasma arrows are +4 to strike. Range: 4000 feet (1200 m).
- The bow and its string are unbreakable and the bow can also be used to cast the following spells, three times a day: Invulnerability, impervious to energy, armor of Ithan and negate magic equal in strength to a 15th level spell caster.

Aphrodite

Goddess of Love

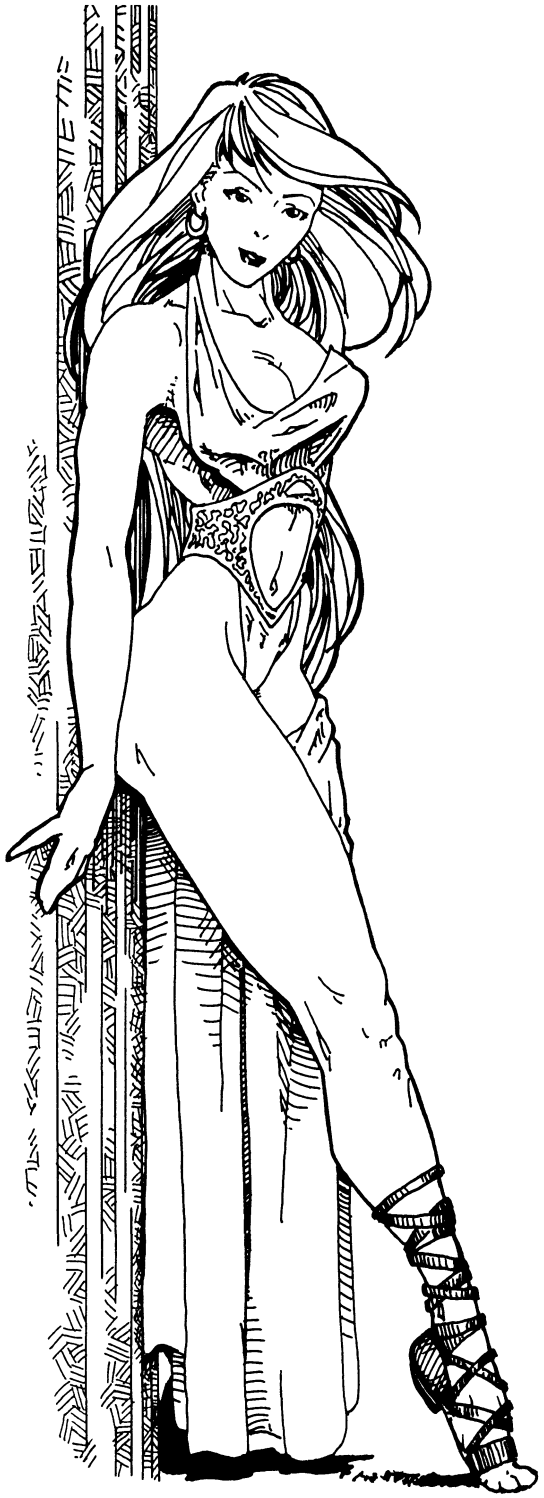
Aphrodite, also known as Venus, is the most beautiful of the gods and the most lecherous of the Greek female deities. Like a stereotypical beauty queen, Aphrodite only cares about her appearance and her pleasure. She has had affairs with several gods and mortals and continues to seek new lovers and romantic experiences. The more serious-minded gods, such as Apollo and Athena, dislike her intensely and dismiss her as "that little harlot." Of course, Aphrodite could care less about what her fellow gods think of her and tends to dismiss all criticism as jealousy.

She is extremely skilled at getting what she wants by manipulating foolish suitors, many of whom will do whatever she asks of them. Unlike most of the other gods of Olympia, Aphrodite is not directly related to any of them. She is an ancient fertility goddess from Mesopotamia who was invited to join the Olympia Pantheon by Zeus and welcomed by many of the other male gods. It seems that her previous pantheon became tired of the constant bickering over her, and finally exiled her. If this is true, those gods may have had good reasons, because Aphrodite spells trouble wherever she goes. **Note:** Some have suggested that she is related to the amorous goddess Ishtar, but neither will comment on this.

Aphrodite is married to the god of smiths, Haephestus. She has never been faithful to him and the god has resigned himself to the fact that she will never stay with one man. Of the other gods, she has had a long affair with Ares, the god of war, Hermes, and even with Poseidon. She has also seduced countless heroes, godlings and demigods. Sometimes she has helped her lovers even after their affairs were over, but it is not wise to rely on her, because she changes her mind and her feelings often and quickly.

According to Hermes, Aphrodite is currently in an uninhabited dimension, having a lengthy romance with the Hindu god Krishna. Another rumor places her on Rifts Earth, where she is trying to seduce King Arr'thuu himself.

Greek Name: Aphrodite, **Roman Name:** Venus
Alignment: Anarchist
M.D.C.: 18,000 (3600 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 1,000 S.D.C. and 800 hit points.
Height: 6 to 24 feet (1.8 to 7.3 m)
Weight: Varies with height.
Attributes: I.Q. 16, M.E. 18, M.A. 23, P.S. 19 (supernatural), P.P. 20, P.E. 18, P.B. 30, Spd 30 (20 mph/33 kmph).
Disposition: Take the worst stereotypes you have heard about cheerleaders, fashion models, beauty queens, groupies and blondes, put them together, multiply them by ten, and you'll come close to Aphrodite. She is a lazy, opportunistic, spoiled goddess. She prefers to play dumb and helpless to convince a male to do something for her. She automatically dislikes all attractive females around her, but she'll pretend to be their best friend. When she doesn't get her way, she becomes poutty, pleading and nasty, depending on the situation, but nothing like Ishtar or Hera.
Horror Factor: 12 for awe, or horror factor when she is angry.
Experience Level: 12th level ley line walker.
Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will, change physical size like most gods, teleport 78%, dimensional teleport 45%, bio-regeneration 2D6×10 M.D.C. per minute.
Skills of Note: All domestic at 98%. Speaks Dragonese/Elven, Greek, Atlantean, and 12 other languages, all at 98%.
Combat Skills: Hand to Hand: Basic



Number of Attacks: Four hand to hand or psionic, or two by magic.
Restrained Punch — 3D6+4 S.D.C.
Full Strength Punch — 1D6 M.D.
Power Punch — 2D6 M.D.
Kick — 1D6 M.D.

Bonuses: +4 to strike, +5 to parry and dodge, +4 to S.D.C. damage, +4 to roll with impact or fall, +4 to save vs horror factor, +3 to save vs magic, and +3 to save vs psionics.

Magical Knowledge: Knows all spells from levels 1-4 plus sleep, domination, compulsion, eyes of Thoth, magic pigeon, reduce self, tongues, dispel magic barrier, locate, hallucination, and dimensional portal. **P.P.E.:** 2,000

Psionic Knowledge: All sensitive powers. **I.S.P.:** 200

Allies: She and her son, Eros often work together. Other than that, she has many lovers, but very few real friends.

Enemies: Aphrodite and the goddesses of love from other pantheons (Ishtar, for example) are eternal rivals. Most women hate her guts. Many males are jilted lovers who also want to hurt her in some way. And several interdimensional slavers believe that if she could be captured and contained she would fetch an astronomical price; many demon lords, evil gods and even some alien intelligences would pay a world's ransom to get their paws on such a seductive beauty.

Weapons and Equipment: The Golden Girdle: As long as she wears this girdle, Aphrodite can enhance her already unearthly beauty by causing any male in her line of sight to fall in love with her. The target has to save vs magic (16 or higher) or he will become totally infatuated with the goddess. She can use the girdle up to three times per 24 hour period.

Hermes

Messenger of the Gods

This god was the patron of merchants and thieves, because he symbolized wealth and good luck; something both groups desire. He is also the guide and patron of travelers. Hermes is one of the few gods who had a childhood and he has never grown to full adulthood. He is the most mischievous of the Greek/Roman gods and has a tremendous sense of humor. The other gods can't help but like him and even Apollo could not stay angry at Hermes despite the fact that the young god stole from him.

Hermes serves the pantheon as the herald and messenger of the gods, especially for Zeus. Zeus also uses the youngster's thieving talents to send him on espionage missions, or to "acquire" valuable items.

As he grew up (a little), Hermes also became interested in fast vehicles, alchemy and magic. He soon learned as much as all of the gods, including Zeus himself, and became a master of all occult arts. Since his job as a herald of the gods required him to travel to many different places, he has picked up new knowledge along the way. For example, he was the first Olympian to discover technology and he has learned to love it. The last time Ares tried to pick on him, Hermes pulled out a gun and fired a couple of rail gun bursts into the surprised war god!

Greek Name: Hermes, **Roman Name:** Mercury

Alignment: Unprincipled

M.D.C.: 15,000 (3,000 on Rifts Earth)

S.D.C./Hit Points (for non-M.D.C. worlds): 1,000 S.D.C. and 500 hit points.

Height: 5 feet 10 inches (1.78 m).

Weight: 175 lbs (79 kg).

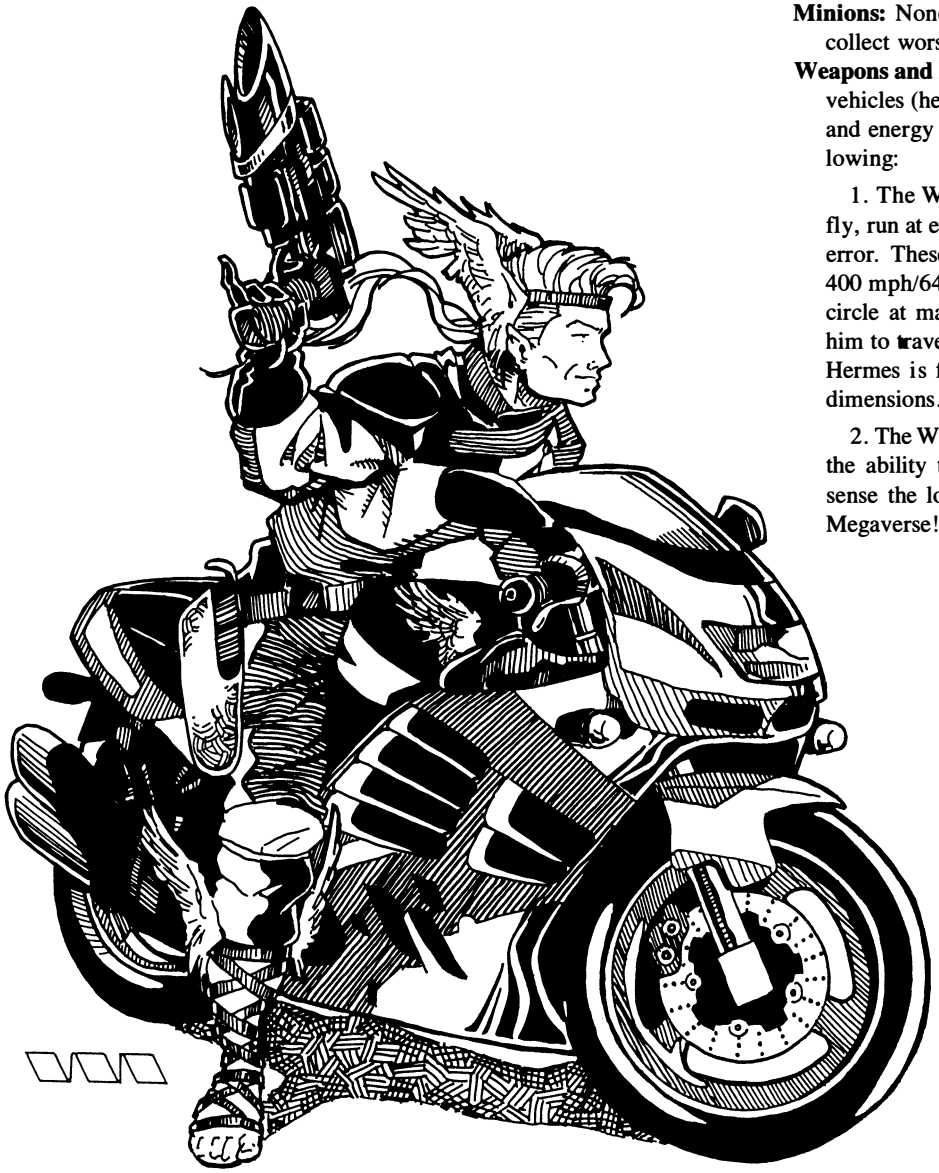
Attributes: I.Q. 24, M.E. 21, M.A. 24, P.S. 30 (supernatural), P.P. 27, P.E. 19, P.B. 24, Spd 590 (400 mph/640 kmph).

Disposition: Acts like a smart-ass kid, making wisecracks, playing practical jokes and finding something funny about any situation. Even when engaged in a serious pursuit, his sense of humor still becomes apparent. Hermes would crack jokes as he was thrown into the Atlantis Arena to fight half a dozen Metzla. He can be a loyal friend, and loves to help adventurers, travelers, explorers and hunters.

Horror Factor: 14.

Experience Level: 15th level ley line walker, diabolist, scholar and alchemist, 8th level operator/mechanic, and a 6th level techno-wizard.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will, teleport 98%, dimensional teleport 65%, bio-regeneration 3D6 x 10 M.D.C. per minute. Tracking: Hermes has a uncanny ability to follow trails, even across dimensions. The god can track normally (98%), and can also pick up the psionic signature of his target, allowing him to follow that individual even if he did



not leave any normal tracks (if the individual was on a flying vehicle, for instance). If the object of the search has left the dimension, Hermes has an 85% chance of discovering the dimension to which he went.

Skills of Note: All Wilderness, rogue, piloting, science, technical and domestic, plus detect ambush, detect concealment, acrobatics, swimming and wrestling, all at 95%! W.P. Sword, W.P. Staff.

Combat Skills: Hand to Hand: Expert

Number of Attacks: Seven hand to hand or psionics or two by magic.
Restrained Punch — 5D6+15 S.D.C.
Full Strength Punch — 3D6 M.D.
Power Punch — 6D6 M.D.
Kick — 4D6 M.D.

Bonuses: +6 on initiative, +8 to strike, +10 to parry and dodge, +6 additional to dodge when using his magic sandals, +15 to S.D.C. damage, +5 to roll with impact or fall, +4 to save vs magic, +4 to save vs psionics.

Magical Knowledge: Knows all spells from levels 1-15, techno-wizard magic, wards, circles and magic lore. **P.P.E.:** 1000.

Psionic Knowledge: Considered a minor psionic. Has all sensitive powers. **I.S.P.:** 100.

Allies: Besides the gods of Olympia, Hermes has struck a friendship with Krishna, the adventurous avatar of the Hindu god Vishnu. Recently, he adventured with the "new" Gilgamesh and Endiku Longhair; the three got along fabulously and if Hermes needed help, he would call them first.

Minions: None; too busy exploring, investigating and having fun to collect worshippers.

Weapons and Equipment of Note: In addition to over a 1000 different vehicles (he loves motorcycles and hover cycles), power armor suits and energy weapons, the god's most notable items include the following:

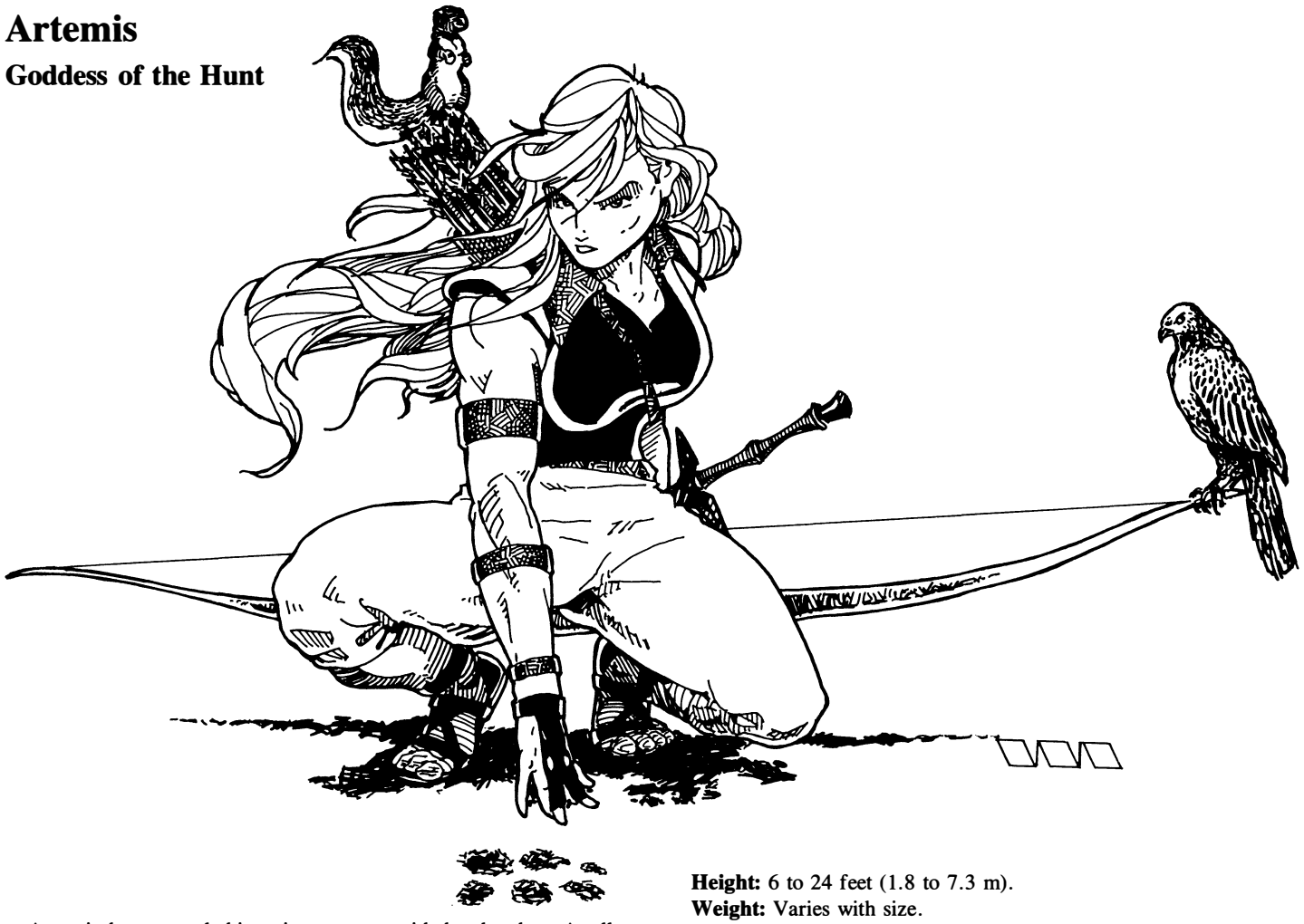
1. The Winged Sandals: His magic winged sandals allow him to fly, run at enormous speeds, and travel between dimensions without error. These sandals allow Hermes to travel at incredible speeds: 400 mph/640 km on the ground or Mach 3 in the air! Running in a circle at maximum speed, the sandals create a mini-rift, allowing him to travel to other dimensions. **Note:** Even without the sandals, Hermes is fast and can use his extensive magic to travel to other dimensions.

2. The Winged Headband gives him an unerring sense of direction, the ability to sense the nearest rift or nexus, and enables him to sense the location of any god of Olympia (only) anywhere in the Megaverse!

3. The "Herminator" rail gun pistol: Hermes had this rail gun pistol custom-built. It is a techno-wizard device more advanced than most Earth technology (with the possible exception of Atlantis). It fires smaller bullets at very high speeds, which gives them more damage for less weight. The gun is very heavy, and can only be used by creatures with a supernatural strength of 20 or greater, or mortals with a P.S. 30 or higher. The gun is shaped like an old .44 Automag pistol. Weight: 30 lbs (13 kg). Damage: A burst is 10 rounds and does 1D4×10 M.D.; one round does 1D4 M.D. **Rate of Fire:** standard, **Maximum Range:** 1000 feet (305 m), **Payload:** 100 magic techno-wizard rounds of his own unique design. Each round is about the size of a BB pellet (0.175 inch/4.5 mm in diameter).

Artemis

Goddess of the Hunt



Artemis has several things in common with her brother, Apollo. They both love hunting, are superior archers, and are protectors of artists and the arts. They sometimes join forces against the enemies of the gods. Unlike Apollo, however, Artemis is a typical Olympian goddess who is often selfish and violent towards mortals. She has fought the forces of evil, but only when they threatened Olympia and the gods.

Artemis has sworn to remain a virgin after the demigod she loved, Orion, was killed. Since then, any god or mortal that has tried to seduce her or take her by force has been destroyed by Artemis or Apollo.

The goddess loves the wilderness and prefers the company of wild animals over that of most people. A fierce defender of forests and jungles, she hates how many technological societies hurt or destroy nature. In a few places in the Megaverse, she has taken a stand against those who would destroy the ecology. This has made her a mortal enemy of the worlds destroying Mechanoids.

Her love for animals also extends to mutant animals and creatures like the Coalition Dog Boys. Artemis may one day decide to take action against those who would exploit or destroy those creatures. She has already rescued several mutant animals (from both Rifts Earth and others) and put them in a pocket dimension which she has turned into a giant game preserve. The mutants have built a small village and live there peacefully. Some of the most gifted among them sometimes go on missions for the goddess. **Note:** The Wolfen of the Palladium World (some of whom have been transplanted to Rifts Earth) would find Artemis/Diana an appealing goddess to worship. She and the Simvan Monsters Riders will get along wonderfully.

Real Name: Artemis, **Roman Name:** Diana.
Alignment: Unprincipled
M.D.C.: 56,000 (11,200 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 3,900 S.D.C. and 1,700 hit points.
Height: 6 to 24 feet (1.8 to 7.3 m).
Weight: Varies with size.
Attributes: I.Q. 20, M.E. 24, M.A. 21, P.S. 46 (supernatural), P.P. 29, P.E. 27, P.B. 24, Spd 88 (60 mph/96 km).
Disposition: She respects all living things, and never kills needlessly. She doesn't value human life as much, however — she thinks there are far too many humans in the Megaverse, and a few less will do no harm. If any human gives her an excuse to remove him from the ecology, she will.

The goddess can be warm, kind and generous, but is generally, cool and distant towards most humans, men in particular, with the exception of hunters, wilderness scouts, and other people who know their way around the wilderness. She is very friendly towards animals, even when hunting them. She never kills for sport and always uses as much of the animal as possible, often leaving extra meat or hides at the hut of a wilderness family.

Horror Factor: 14
Experience Level: 20th level ranger/wilderness scout, 10th level ley line walker, 6th level dryad.
Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will, teleport 64%, dimensional teleport 44%, bio-regeneration 3D6 × 10 M.D.C. per minute.

Special: Artemis's Arrow Blessing: Like her brother, by spending 25 P.P.E., Artemis can bless an ordinary arrow, giving it special properties. Such a magic arrow temporarily turns into gold, will fly twice as far as usual (and in a perfectly straight line), is +3 to strike and does double its normal damage. Artemis's golden arrows can be used by herself or others, including mortals. After the arrow has been fired and strikes, its magic is spent and it returns to normal.

Special: Oneness with Nature: Artemis is at home with nature and is not feared by animal. They are her companions. She can often be seen running with a herd of deer or a pack of wolves. No animal will ever attack her — monsters are a different story.

Skills of Note: All wilderness and domestic skills, plus tracking humans, wilderness survival, detect ambush, detect concealment, horsemanship, sailing, swimming, climb, athletics, boxing, Dragonese/Elven, Ancient Greek, Atlantean, 12 other languages, all at 98%. W.P. Archery and Targeting, W.P. Sword and W.P. Knife.

Combat Skills: Hand to Hand: Martial Arts

Number of Attacks: Seven hand to hand or psionic attacks per melee, or two by magic.
Restrained Punch — 1D6×10+33 S.D.C.
Full Strength Punch — 6D6 M.D.
Power Punch — 2D4×10 M.D.
Kick — 7D6 M.D.

Bonuses: +4 on initiative, +9 to strike, +12 to parry and dodge, +33 to S.D.C. damage, +5 to pull punch, +5 to roll with impact or fall, +11 to save vs horror factor, +7 to save vs magic, +6 to save vs psionics.

Magical Knowledge: Knows all spells from levels 1-3 plus energy field, fool's gold, ley line transmission, repel animals, magic net, energy disruption, swim as fish, fly as the eagle, purification, eyes of the wolf, summon & control canines, summon rain, and close rift. **P.P.E.:** 2,000.

Psionic Knowledge: Knows all sensitive and healing powers. **I.S.P.:** 500.

Minions: Artemis used to lead a group of demigods and godlings, all hunters like herself. Most of them died, however, a few at her hands when they tried to take advantage of her. The goddess is starting a similar group, recruiting characters from around the Megaverse. She prefers mutant animals and females, but anybody who knows and respects nature, and is willing to protect it, will be considered for membership.

Weapons and Equipment: 1. The Golden Bow: A rune weapon with the following powers:

- I.Q. 13 and telepathically linked to Artemis.
- Damage: Arrows do 2D6×10 M.D., double against vampires and supernatural intelligences.
- +3 to strike.
- Artemis always carries no less than 24 arrows in her quiver and sometimes includes Hephaestus' arrows of slaying or cyclops made lightning arrows (3D6×10 M.D.).

Ares

God of War

Ares was the son of Zeus and Hera and the symbol of war. Unlike his half-sister Athena, who was more widely worshipped by warriors and soldiers, Ares represented the darker, bloodier aspects of war. He lived for combat and revelled in the blood lust and destruction of battle. Still, Ares was respected as a god of Olympia and mortals often made sacrifices to him to gain luck in battle. Occasionally, warrior leaders sacrificed their own lives in the name of Ares to ensure victory for their armies!

Ares has been defeated or captured by giants, other gods and even mortals! Although he is a powerful, courageous and deadly combatant, he has a poor sense of tactics and is given to emotion rather than logic. He fights for the sake of fighting and doesn't know when to back down, retreat or regroup. He is an all or nothing kind of guy who is too foolhardy and proud to admit defeat until he is clearly the loser, then he disappears and sulks. He has little regard for life, including the lives of his troops who may be slaughtered as a result of his recklessness or ego. Consequently, the warriors under his command follow him more out of fear than respect. Ares doesn't really care (and that's his greatest flaw) why people follow him as long as he has the opportunity to spread destruction in battle. He will often visit war-torn areas to observe the situation. Frequently, he will join in the fray with little regard as to who is right, wrong or more deserving — he cares only about the fight and winning. He will find the conflicts on Rifts Earth tantalizing, but Zeus will NOT send Ares to Earth for any reason. However, the war god might decide to visit on his own.

G.M. RPG Note: In a **Heroes Unlimited** setting, Ares could fight on the side of heroes or villains. However, in the long run he'll be as much a menace as any super villain or world conqueror. He is likely to instigate conflict and incite warfare. Or he might manipulate superheroes, secret agents, mutants or aliens into fighting each other, simply to enjoy the spectacle. He could lead a band of villains, operate a smuggling ring, act as a terrorist organization, head a crime syndicate or sell his services as an assassin/mercenary.

Greek Name: Ares, **Roman Name:** Mars

Alignment: Miscreant

M.D.C.: 50,000 (10,000 M.D.C. on Rifts Earth)

S.D.C./Hit Points (on non-M.D.C. worlds): 3,000 S.D.C. and 2,000 hit points.

Size: 6 to 24 feet (1.8 to 7.3 m)

Weight: Varies with size.

Attributes: I.Q. 18, M.E. 22, M.A. 21, P.S. 42 (supernatural), P.P. 24, P.E. 27, P.B. 17, Spd 60 (41 mph/65 kmph).

Disposition: A crass, loud-mouthed bully, with a quick temper. Everything is a confrontation. Ares loves to argue, brawl, fight, and kill, as long as he thinks he has the upper hand. He always uses deadly force and enjoys using torture to interrogate prisoners. He doesn't like to lose and may break down and run if faced with superior odds. When his team/army loses, he will blame defeat on those around him. He strongly dislikes Herakles because he defeated him when only a mere demigod.

Horror Factor: 16

Experience Level: 15th level warrior and 6th level line walker and psychic.

Natural Abilities: Bio-regeneration 1D4×100 M.D.C. per minute and can completely regenerate lost appendages and eyes, keen hawk-like vision, nightvision 100 ft (30.5 m), see the invisible, resistant to fire and cold (half damage), can leap 50 feet (15.2 m) high or lengthwise, dimensional teleport 75% (only to dimensions the god has visited and he knows many).

Special: An Aura of Discord radiates around Ares (300 foot/91.5 m radius). Everyone in the area of effect must save against magic (14 or higher) or they will be filled with rage and blood lust. Psi-stalkers, psychic sensitives, characters with violent tendencies, and characters of evil alignment are −4 to save and likely to succumb to the siren call to blood lust. Characters who didn't like each other for any reason will be at each other's throat. Suddenly petty dislikes, prejudices, resentments, and anger are major issues that easily turn into full blown conflicts, instigating arguments and fighting. If a battle was in progress when Ares shows up, it will become even more savage and it may not end until one side runs away or is destroyed. Surrender will not be given or accepted by those lost to discord.

Skills of Note: Literate in Atlantean, Dragonese/Elven, Greek and Latin 98%, magically speaks all languages at 85%. Boxing, wrestling, climbing, gymnastics and swimming are all at 98%, plus detect ambush, detect concealment, tracking (humanoids and animals), land navigation, wilderness survival, horsemanship, pick pockets, streetwise and demolitions are all at 65%. Ares knows ALL weapon proficiencies!!

Combat Skills: Hand to Hand: Martial Arts.

Number of Attacks: Nine hand to hand or psionic attacks or two by magic.
Restrained Punch — 1D6×10+27 S.D.C.
Full Strength Punch — 6D6 M.D.
Power Punch — 2D4×10 M.D.
Kick — 1D6×10 M.D.

Bonuses: +4 on initiative, +9 to strike, +12 to parry and dodge, +27 to S.D.C. damage, +4 to pull punch, +6 to roll with impact or fall, +13 to save vs horror factor, +6 to save vs magic, +6 to save vs poison and disease, and +4 to save vs psionics.

Magical Knowledge: Knows all spells from levels 1-5, equal to a 6th level Ley Line Walker. **P.P.E.:** 500.



Psionic Knowledge: Has all healing and physical powers, at 6th level strength. Considered a major psionic. **I.S.P.:** 200.

Allies: Ares gets along well with a couple of war deities from other pantheons, including the Persian god Verethraghna and the Egyptian Anhur.

Minions: None. Ares prefers to fight alone or instigate others to do the fighting for him while he sits back and enjoys the contest.

Description: Ares appears as a tall, bearded man, clad in magnificent golden armor and helmet. He wields a glowing sword. Psychic sensitives can sense that he is a bringer of destruction.

Weapons and Equipment: He uses magic and technology. He loves explosives and heavy weapons such as rail guns, plasma and particle beam weapons. Special items include: 1. Holy Sword: 1D6 × 10 M.D. (doubled against vampires, intelligences and demons), and expels demons (89% against lesser demons, 44% against greater demons).

2. A golden suit of magic plate armor with 3,000 M.D.C. (1000 S.D.C. on S.D.C. worlds), manufactured by Hephaestus. The armor completely repairs itself over a 24 hour period and cannot be destroyed!



Dionysus

God of Wine & Festivals

Dionysus was a demigod that Zeus raised to full divine status. Since the new god's mother had been a mortal Zeus had seduced, Hera was determined to destroy the demigod, but she failed in her attempts and eventually the two were reconciled.

He was renowned for travelling around the world and giving people the secrets of wine-making. Besides being the god of wine and festivals, Dionysus was the symbol of fertility and plants in general (after all, hops and grains are used to make alcohol and fermented grapes to make wine). He also represented the two sides of alcoholic consumption, silly fun induced by the elimination of inhibitions on one hand, and alcohol induced melancholy, recklessness and violence on the other. Dionysus had the power to induce both things.

Dionysus was typically an easy going deity. He enjoyed wandering and dancing through forests, inebriated, accompanied by satyrs and maenads, both faerie beings who frequently engaged in wild, drunken orgies. Dionysus was also a friend to all faerie folk and animals. He could summon hordes of beasts to his side whenever he desired. The god could also be as ruthless and cruel as the other Olympians, especially when drunk. Once, when a city refused to accept him as a god, he drove all its women insane. On another occasion, he was captured by pirates and he turned the crew into dolphins. For the most part, however, Dionysus was a kind person, even when he was drunk. He was well liked by most of the gods because his love for a good time was contagious and he could cheer up even the taciturn Hephaestus or the violent Ares.

During his travels, Dionysus visited India, where he met the Hindu deity Soma, who also loves drinking and intoxicants. The two gods compared notes and became good friends. When they get together, wild parties break out that last for days. Sometimes they are held in normal dimensions and unwary mortals may join in the festivities. Human participants must be careful or be captured by faeries, be driven insane by the experience, or become alcoholics or drug addicts — it's unwise to crash the parties of the gods.

Greek Name: Dionysus, **Roman Name:** Bakchos or Bacchus.

Alignment: Unprincipled

M.D.C.: 32,000 (6,400 on Rifts Earth)

S.D.C./Hit Points (for non-M.D.C. worlds): 2,100 S.D.C. and 1,100 hit points.

Height: 5 feet, 11 inches (1.8 m).

Weight: 190 lbs (85.5 kg).

Attributes: I.Q. 21, M.E. 18, M.A. 23, P.S. 38 (supernatural), P.P. 20, P.E. 23, P.B. 24, Spd 66 (45 mph/72 km).

Disposition: Dionysus is generally a "happy drunk," charming and engaging. Sometimes, however, he becomes belligerent and violent when under the influence (and he is under the influence most of the time). He likes people who party like him and dislikes anybody who moralizes about the dangers of drinking. Although not evil, the god would be perfectly capable of letting a drunken mortal drive him around in a car, and if the drunk crashed and got killed, Dionysus (who would easily survive a car crash) would feel bad about his new friend's death, and drink some more to drown his sorrow.

Horror Factor: 10 or 13 when in a drunken rage.

Experience Level: 10th level sorcerer.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will, teleport 76%, dimensional teleport 65%, bio-regeneration 3D6 × 10 M.D.C. per minute.

Special: Dionysus' Gift: The god can, with a touch, turn any normal drink, even water or orange juice, into an alcoholic beverage. When he is in a mischievous mood, he will disguise the flavor of the alcohol so the drinkers will not realize what is happening until the alcohol starts working on their system. Dionysus can make drink of varying potency, from a weak wine to a 100-proof liquor, to a brew that will affect even dragons and gods (such a brew is poisonous to humans). **Note:** Dionysus will never use his gift for murderous purposes, although the mayhem that results may cause deaths and property damage.

Special: Animal Transformation: Dionysus can transform humans and most non-mega-damage beings into animals by looking at them. Each transformation costs him 15 P.P.E. points. An intended victim must save vs magic (16 or higher) or turn into a dumb animal. The transformed human stays that way for 1D4 days, or forever if the god spends 200 P.P.E. Only Dionysus or a remove curse spell can change the victim back normal. Memories while in the animal state are hazy, like a dream. As an animal, the victim loses all his human

intelligence, skills and abilities. Range: Line of vision up to a maximum of 100 feet (30.5 m).

Special: Commune with Nature: Dionysus is at home with nature and is not feared by animals. Furthermore, he can summon 1D6 × 100 gentle animals of any (or mixed) variety or 1D6 × 10 predators to keep him company or to defend his festivals. No animal will ever attack him — monsters are a different story.

Special: Aura of Fertility: The god can cause the lands of a large area (1000 mile/1600 km radius) to be either fruitful, providing a better than normal yield for the land, or infertile. This effect can be countered by water and air magic, or the powers of another fertility god.

Skills of Note: All domestic, all wilderness, and all lores, plus wilderness survival, detect ambush, holistic medicine, botany, chemistry and chemistry: analytical, all at 98%. Magically speaks all languages.

Combat Skills: Hand to Hand: Basic.

Number of Attacks: Four hand to hand or two by magic.
Restrained Punch — 6D6 + 23 S.D.C.
Full Strength Punch — 5D6 M.D.
Power Punch — 1D6 × 10 M.D.
Kick — 5D6 M.D.

Bonuses: +5 to strike, +6 to parry and dodge, +23 to S.D.C. damage, +2 to pull punch, +4 to roll with impact or fall, +5 to save vs horror factor (+10 when drunk), +5 to save vs magic (including faerie food), +5 to save vs poison, and +3 to save vs psionics.

Magical Knowledge: Knows all spells from levels 1-8. **P.P.E.:** 2,000.

Psionic Knowledge: Knows all sensitive powers. **I.S.P.:** 150.

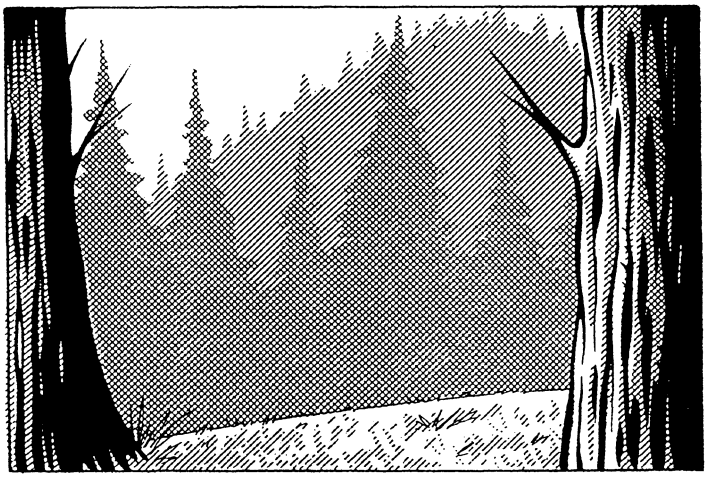
Allies: Besides Soma, Dionysus has good relations with the Faerie peoples (they love his parties) and some Irish gods. He used to be friends with the Egyptian god Bes, but that deity has become evil and destructive and will ruin any good time.

Minions: Virtually all faerie folk (see **Rifts Conversion Book One**) and he is usually accompanied by 1D6 of various types. As well as satyrs, nymphs, centaurs, psi-stalkers, simvan and zembahk.

Description: An attractive, friendly man who always seems to be in a state of intoxication, from tipsy to falling-down drunk. Dresses in flowing Oriental robes.

Weapons and Equipment: 1. Thyrsus, a staff made from a Millennium Tree (see Rifts England) with the following properties:

- M.D.C.: 1000.
- P.P.E.: 120.
- Renders the wielder invulnerable to fire (no damage)
- As a weapon, it inflicts 6D6 M.D., doubled against supernatural creatures (only when wielded by a being of demigod or greater status, otherwise it does normal damage).
- Spell Magic: Can cast each of the following spells up to three times per 24 hour period: repel animals, turn dead, circle of protection, remove curse, and constrain being. All equal to a 10th level sorcerer.



Hephaestus

God of Blacksmiths & Artisans

This talented god was the god of fire as well as the blacksmith of the gods. He was incredibly talented, but he had the disgrace of being born ugly and crippled. Hera, his mother, was so disgusted she cast him out of Olympia and crashing to Earth from a great height. His godlike constitution saved his life. The infant grew up under the care of two Titans who had been spared by the Olympians. From them he learned the arts of metalcraft superior to those of the fabled Cyclops.

One day, Hera received a mysterious gift, a wonderful golden throne. When the goddess sat on it, however, physical manacles and mystical spells of binding appeared out of nowhere and trapped her. No spell or attempted teleport could release her. She was at the mercy of the son she had so callously discarded. Only Dionysus was able to convince Hephaestus to come to Olympia and release his mother (this convincing was made easier after the god of wine got Hephaestus drunk). This event ended with an extraordinary climax, Hera actually apologized for her cruelty.

Hephaestus married Aphrodite, some say by blackmailing her somehow. The goddess continued having particularly shameful affairs. The worst involved Ares, who would come to Hephaestus' bed when he was away at his workshop. Hephaestus soon discovered the situation and created an invisible net that trapped the two lovers in an embarrassing position and then he paraded them around Olympia for the others to see. Neither Ares nor Aphrodite have forgiven this offense, however justified it might have been.

Hephaestus continues to broaden his knowledge of the crafts. He is beginning to learn the secrets of technology and techno-wizardry and has traveled to many different places in his quest for knowledge.

Greek Name: Hephaestus, **Roman Name:** Vulcan

Alignment: Unprincipled

M.D.C.: 45,600 (9,120 on Rifts Earth)

S.D.C./Hit Points (for non-M.D.C. worlds): 3,300 S.D.C. and 1,260 hit points.

Height: 5 feet, 8 inches (1.73 m).

Weight: 400 lbs (180 kg).

Attributes: I.Q. 25, M.E. 21, M.A. 22, P.S. 55 (supernatural), P.P. 17, P.E. 26, P.B. 6, Spd 5.

Disposition: Withdrawn and quiet, except when talking shop with a fellow weaponsmith or gadgeteer. While not a bad person, he has been abused and scorned for most of his life and he expects to be treated that way by most strangers. He has few friends, but is very loyal to the ones he has.

Horror Factor: 14

Experience Level: 20th level weaponsmith, 14th level sorcerer and fire warlock, 4th level techno-wizard and operator.

Natural Abilities: Nightvision 600 feet (183 m), see the invisible, teleport 66%, dimensional teleport 62%, bio-regeneration 4D6 × 10 M.D.C. per minute. Immune to heat and fire (no damage even from magic fire), takes half damage from energy; full damage from magic.

Skills of Note: All science, technical and mechanical, plus electrical engineer, carpentry, fishing, Dragonese/Elf, Atlantean, and Greek, all at 98%. Uses the tongues spell to converse in other languages. W.P. Blunt.

Combat Skills: Hand to Hand: Basic

Number of Attacks: Four hand to hand or psionics or two by magic.
Restrained Punch — 1D6 M.D.
Full Strength Punch — 1D6 × 10 M.D.
Power Punch — 2D6 × 10 M.D.

Bonuses: +1 on initiative, +3 to strike, +5 to parry and dodge, +2 to pull punch, +4 to roll with impact or fall, +8 to save vs horror factor, +7 to save vs magic, +4 to save vs psionics.

Magical Knowledge: Knows all spells, levels 1-15 and all elemental fire spells. **P.P.E.:** 3,500.

Psionic Knowledge: Knows all physical powers plus pyrokinesis and hydrokinesis. **I.S.P.:** 200.

Minions: Hephaestus has a workshop in Olympia where he trains some of the best and brightest smiths in the Megaverse. Over the years he has traveled far and wide looking for worthy apprentices, among which there have been Cyclops (both lesser and greater), Asgardian Dwarves, normal Dwarves, Atlanteans, and even Jotan giants, as well as the occasional human.

Weapons of Note: The smith has created many techno-wizard and other types of weapons for the gods too numerous to list. A few include:

1. Invisible Net: This is a super strong, gladiator style net that only the wielder can see without using magic or psionic powers. No ordinary weapon can cut through the net and magic and mega-damage weapons inflict only one-quarter damage; the net has a total of 200 M.D.C. points. Characters with a P.S. of 40 or greater may be able to force the net open to get out.

2. Chains of Binding: Ordinary looking chains and manacles, but the chains cannot be broken nor the manacles opened/lock picked. Only the owner of the magic chains or Hephaestus can open and close the manacles. Extremely rare.

3. Arrows of Slaying: These magic hunting arrows are superior in quality and aerodynamics. They are +1 to strike, fly 25% farther than normal arrows and inflict 1D4×10 M.D. These arrows are used by Eros, Ares, and many other gods of Olympia.

Description: An unattractive man with a slightly hunched back and lame foot, and who walks with a noticeable limp. No healing magics have been able to correct these deformities of birth and he is too proud to hide behind illusions or shape-shifting magic.



Eros

God of Love

Eros is Aphrodite's son and like his mother, he is most interested in romance, love and sexual attraction. The difference is that while Aphrodite only cares about love when it is directed at her, Eros deals with love between two other people. One of his favorite pastimes is acting as a matchmaker and making two individuals fall in love through the use of his magic arrows.

Eros is not a small, winged baby-like deity (see Cupid the Terlin, below), but a full grown, young man. He is deeply in love with the demigoddess Psyche whom he married against his mother's wishes. The two live happily together, although Eros still goes on occasional forays into other dimensions on missions for Zeus or Aphrodite.

The god's latest mission is his toughest yet. A mysterious Olympian has ordered Eros to pair up two very unlikely entities — Hera and a Splugorth! Eros believes that the god who approached him was Zeus, but he is not sure because the deity was hiding his or her features and voice through magic. There are many gods and other creatures who hate Hera and it could be any of them. Still, Eros has agreed to accept this challenge, although he knows he'll need something much stronger than magic arrows to work on a Splugorth. He is consulting several knowledgeable alchemists to make the ultimate love philter. If his mission is successful, things should become very interesting.

Greek Name: Eros, **Roman Name:** Amor or Cupid.
Alignment: Anarchist
Height: 5 feet, 10 inches (1.78 m)
Weight: 175 lbs (78.75 kg)
M.D.C.: 15,000 (3,000 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 1,000 S.D.C. and 500 hit points.
Attributes: I.Q. 19, M.E. 20, M.A. 25, P.S. 28 (supernatural), P.P. 23, P.E. 20, P.B. 25, Spd 66 (45 mph/72 km).

Disposition: Eros is friendly, warm, compassionate and crafty. Sometimes he can also be whimsical, childish, and flighty, especially when it comes to romance. He is obsessed with romance and making people fall in love. He can spend days watching love blossom in others. To him, life is the ultimate soap opera and he is the show's biggest fan.
Horror Factor: 12
Experience Level: 8th level ley line walker and herbologist.
Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will, dimensional teleport 65%, bio-regeneration 1D6×10 M.D.C. per minute.

Special: Create Magic Arrows: The magic arrows described below are Eros' own creation. He can create up to four arrows per day of each type. All the love arrows lose potency over 48 hours, so he must constantly create new ones.

Pink Arrows: This arrow doesn't inflict damage but casts a spell over the victim struck that makes the character feel amorous and willing to give voice to feelings he or she may have been keeping inside to the person he/she is attracted to. A save vs magic of 18 or higher means the arrow had no effect.

Golden Arrows: These shafts cause the person struck to fall in love with the first person of the appropriate sex he or she sees. A save vs magic (18 or higher!) will defeat the magic, but the character struck will still be in a sentimental and loving mood.

Lead Arrows: These grey shafts have the opposite effect; the person struck will lose any interest he or she had in another person, to the point of becoming easily annoyed and bored by that individual. If the target had been previously struck by a golden arrow, the two effects cancel each other out and the person is returned to normal. Same save as above.

Skills of Note: All domestic at 98%. Magically knows all languages. W.P. Archery and targeting.
Combat Skills: Hand to Hand: Basic.

Number of Attacks: Four hand to hand or two by magic. Or eight attacks/shots with a bow and arrow!
Restrained Punch — 5D6+13 S.D.C.
Full Strength Punch — 3D6 M.D.
Power Punch — 6D6 M.D.
Kick — 3D6 M.D.

Bonuses: +2 on initiative, +5 to strike (+9 to strike with a bow and arrow), +6 to parry and dodge, +13 to S.D.C. damage, +4 to roll with impact or fall, +4 to save vs magic, +4 to save vs psionics.

Magical Knowledge: Knows all spells from levels 1-3, plus multiple image, escape, sleep, reduce: self, fly as the eagle, and time hole. **P.P.E.:** 800

Psionic Knowledge: Knows all sensitive powers plus empathic transmission. **I.S.P.:** 300

Description: A handsome young man, with blonde hair, armed only with a bow and arrows. He usually has a mischievous grin on his face and most people find him very likeable.

Weapons and Equipment: 1. Magic Bow and Arrows: Eros' bow is a magical weapon with enormous range (6000 feet/1828 m) and which can shoot mega-damage or love arrows. It is Eros' own magic which powers the magic love arrows that have made him famous.

2. Arrows of Slaying: +1 to strike, fly 25% farther than normal arrows and inflict 1D4×10 M.D. These arrows are the creation of Hephaestus. Eros usually has at least a dozen, along with six to 12 lightning arrows and four to eight love arrows.

Poseidon

God of the Sea

Poseidon was Zeus' brother and god of the sea, earthquakes, and horses. He was worshipped by seafaring people and traders. From his point of view, he was his brother's equal partner and co-ruler of Olympia. Without question, he was one of the most powerful deities of the Olympia pantheon, with great control over air, water and earth. He resented the fact that Zeus ruled supreme over all the gods, including him, and Poseidon once plotted with Hera and Athena to overthrow him. They attacked and captured the sky god, but Zeus called up one of the Hundred-Handed to free him and help subdue his three rebellious attackers. The conspirators were punished severely for several years in the pits of Tartarus (Hades thought nothing about punishing his own brother, Poseidon). When the three gods were released they were only too glad to accept Zeus as their overlord.

Poseidon has given up his dreams of conquest. For a while, he abandoned Earth and dedicated himself to a beautiful world that was mostly underwater and which was inhabited by a peaceful and advanced amphibian race. These beings accepted Poseidon as their protecting deity. For over a thousand years Poseidon had all the worship and love he wanted. His favorite minions, mermaids and mermen, settled in among the amphibians and prospered. Then the **Mechanoids** came. The peace loving amphibians' only offense was that they were bipeds. Even the merfolk were too humanoid for the murderous cyborgs and were marked for death. The Mechanoids' metallic invasion force plunged into the oceans and slaughtered the helpless creatures in their homes.

The water god and his minions were the only beings who could defend themselves. They fought the invaders savagely and hundreds of thousands of Mechanoids perished. Even so, all the god could do was protect his main citadel and a few thousand of his millions of worshippers. He could do little more than watch as his people were decimated. Then, from the darkness of space came the enormous ship that began to bleed the oceans dry in preparation for the complete destruction of the planet. Poseidon, enraged beyond measure, teleported to the stratosphere, grew to his largest size and attacked the alien ship. After surviving several direct hits with laser cannons, Poseidon teleported into one ship, but the rest opened fire on it and destroyed their own vessel, nearly killing the god. Wounded and near death, Poseidon was spirited away by his loyal servant Triton. Even the great god's suicidal rage and power over the elements was not enough against the Mechanoid fleet. Poseidon has sworn revenge. As soon as he hears about the Mechanoids' appearance anywhere (like Rifts Earth) he will rush to defend the planet. He has been searching the Megaverse for the Mechanoids' place of origin, but has yet to find it. When he does, he will bring with him the wrath of the gods!

Greek Name: Poseidon, **Roman Name:** Neptune

Alignment: Unprincipled

M.D.C.: 83,000 (16,600 on Rifts Earth)

S.D.C./Hit Points (for non-M.D.C. worlds): 6,000 S.D.C. and 2,300 hit points.

Height: 6 to 60 feet (1.8 to 18.3 m)

Weight: Varies with size.

Attributes: I.Q. 24, M.E. 24, M.A. 22, P.S. 50 (supernatural), P.P. 21, P.E. 23, P.B. 20, Spd 110 (75 mph/120 km on land and in water).

Disposition: A stern overlord, usually appearing in giant size to awe mortals and lesser gods. Although he is intelligent and can be very articulate, Poseidon often makes only simple hand gestures to lesser beings to indicate what he wants (things like "go no further" or "turn back," etc.), reinforcing his image as a primal force of nature. Toward beings he likes or respects, he behaves in an aloof but friendly manner and can become fatherly toward demigods, aquatic races and intelligent marine animals like dolphins and whales.

Horror Factor: 17

Experience Level: 20th level air, water and earth warlock, 10th level ley line walker.

Natural Abilities: Nightvision 2000 feet (610 m), can see underwater as well as above ground, swim at amazing speeds and at any depth, breathe underwater, impervious to cold and poison, resistant to lightning/electricity (half damage), see the invisible, turn invisible at will, teleport 98%, dimensional teleport 65%, bio-regeneration 1D6×100 M.D.C. per minute.

Special: Create Earthquakes: He can cause an earthquake as per the earth elemental spell, equal to a 15th level warlock, and with no P.P.E. expenditure. (Note that he can create more powerful earthquakes by casting the spell and spending P.P.E.). He can use this ability at will as often as once per minute.

Special Sea Storms: Poseidon can cause an effect equal to the elemental spell summon storm, at 15th level of experience and without P.P.E. expenditure. During the storm, he can create tidal waves as per the elemental spell, also at 15th level with no P.P.E. expenditure. He can use this ability once per minute.

Special: Commune with Sea-Life: Poseidon is at home with nature under the waves and is not feared by sea mammals or fish. Furthermore, he can summon 1D6×1000 harmless fish of any (or mixed) variety or 1D6×100 sea mammals, including dolphins, whales and sea lions, or 2D6×10 sea predators, including sharks. No animal will ever attack him and sea monsters avoid him.

Special: Summon Elementals: He can summon 1D4 lesser air or earth elementals and 2D6 lesser water elementals or 1D4 greater water elementals at will!

Skills of Note: Demon/monster lore, all domestic 98%, plus horsemanship (includes all sea creatures), magically knows all languages.

Combat Skills: Hand to Hand: Basic

Number of Attacks: Six hand to hand or three by magic or psionics.
Restrained Punch — 1D6×10+35 S.D.C.
Full Strength Punch — 6D6 M.D.
Power Punch — 2D4×10 M.D.

Bonuses: +3 on initiative, +6 to strike, +6 to parry and dodge, +35 to S.D.C. damage, +4 to pull punch, +4 to roll with impact or fall, +11 to save vs horror factor, +5 to save vs magic, +6 to save vs psionics.

Magical Knowledge: Knows all air, water and earth spells, equal to a 20th level warlock, and all magic spells levels 1-15, equal to a 10th level wizard. **P.P.E.:** 8,000.

Psionic Knowledge: Knows all sensitive powers. **I.S.P.:** 600.

Allies: Triton is Poseidon's most valuable ally; a former servant who now is a mighty deity in his own right. Poseidon is on friendly terms with a few other water deities, including some from alien pantheons not known to Earth.

Minions: Poseidon is loved by merfolk and worshipped by humans and aquatic D-bees. He can also assemble a powerful army of sea creatures, elementals, giant sea snakes, krakens, and monsters if needed.

Description: A long-haired, bearded man, often covered with bits of kelp and almost always dripping wet. Even when he is in human shape and all dried out, there is a faint sea odor about him. Sometimes he assumes the shape of a gigantic merman with a human upper torso and the lower body of a fish (which adds another 22, 15 mph/24 km, to his swimming speed).

Weapons and Equipment of Note: 1. Poseidon's Trident: A rune weapon with the following powers:

- I.Q. 16 and telepathically linked to Poseidon.
- Damage: 2D6 × 10 M.D.; can be thrown 1000 ft (305 m).
- Spell Magic: It can cast the following spells, three times per 24 hours: Impervious to energy, call lightning, calm storm and summon fog. Equal to a 10th level spell caster.

2. The Sea-Conch of Storms: This magical wind instrument made out of a large sea shell can cast the spell, summon storm, four times a day, equal to a 20th level warlock, with no P.P.E. cost to the user

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Triton

Tamer of the Storms

This lesser god is the son of Poseidon and Amphitrite (a sea goddess). He serves as Poseidon's herald, agent and enforcer in the underwater realms. Over the years, Triton has become the sea god's most trusted assistant and best friend; a feeling that Triton reciprocates. Having grown up and lived most of his life underwater, Triton is even more concerned than Poseidon about the water habitat and defends all sea creatures against enemies from the surface world.

After the world he and Poseidon had made their own was destroyed by the Mechanoids, Triton swore to defend all seas in the Megaverse. He has gone to several places to halt the destruction of the many water realms.

GM RPG Note: In **Heroes Unlimited** or **Ninjas and Superspies**, this character will be a super-powerful defender of the environment. In that role, Triton could end up teamed up with the "mermaid" code-named Undertow (see **Villains Unlimited**). In the Palladium World he may become the champion of Kreel-lok and Kappa.

Greek Name: Triton, **Roman Name:** None

Alignment: Unprincipled

M.D.C.: 14,000 (2800 on Rifts Earth)

S.D.C./Hit Points (for non-M.D.C. worlds): 900 S.D.C. and 500 hit points.

Size: 6 to 30 feet (1.8 to 9 m)

Weight: Varies with size.

Attributes: I.Q. 18, M.E. 17, M.A. 16, P.S. 40 (supernatural), P.P. 22, P.E. 19, P.B. 15, Spd 88 (60 mph/96 km in the sea, half on land).

Disposition: Triton is a stranger to civilized life. He has always lived with the merfolk who are similar to fairies in disposition, but he is more serious minded than they. He dislikes buildings, especially on dry land and becomes nervous and fidgety on the surface (although he can survive there indefinitely). He prefers the company of any sort of aquatic being over any surface dwellers, and dolphins over any human. He is soft spoken, serious, alert, resourceful, brave and noble.

Horror Factor: 14

Experience Level: 9th level warrior, 7th level water warlock.

Natural Abilities: Nightvision 200 feet (61 m), can see underwater as well as aboveground, swim at great speeds and at any depth, breathe underwater, see the invisible, impervious to cold, resistant to electricity (half damage), dimensional teleport 45%, bio-regeneration 1D4 × 10 M.D.C. per minute, metamorphosis into a human with two legs.

Special: Commune with Sea-Life: Triton is at home with nature under the waves and is not feared by sea mammals or fish. Furthermore, he can summon 1D6 × 100 harmless fish of any (or mixed) variety or 1D6 × 10 sea mammals, including dolphins, whales and sea lions, or 2D6 sea predators, including sharks. No animal will ever attack him, but sea monsters are another story.

Skills of Note: Navigation, all sciences, Dragonese/Elf, Greek, Atlantean, 5 additional languages, all at 96%.

Combat Skills: Hand to Hand: Basic

Number of Attacks: Five hand to hand or two by magic.
Restrained Punch — 6D6 + 25 S.D.C.
Full Strength Punch — 5D6 M.D.
Power Punch — 1D6 × 10 M.D.
Kick — 5D6 M.D.
Bite — 2D6 M.D.

Bonuses: +3 on initiative, +5 to strike, +6 to parry and dodge, +25 to S.D.C. damage, +4 to pull punch, +4 to roll with impact or fall, +10 to save vs horror factor, +3 to save vs magic, +4 to save vs poison, +2 to save vs psionics.

Magical Knowledge: Knows all water spells from levels 1-6. **P.P.E.:** 400.

Psionic Knowledge: Knows all sensitive powers. **I.S.P.:** 140.

Description: An attractive, well-muscled man, with shiny greenish-blue scales covering his body. He can fuse his legs into a fishtail, or separate them to be able to walk on solid ground. His eyes are a deep blue color. He rarely shows his teeth when he smiles, because most people find them disturbing — they are all very sharp and pointy, almost like shark teeth. He's not afraid of using them on enemies, though.

Weapons and Equipment of Note: 1. Horn of the Ocean: It can cast each of the following spells three times per 24 hour period: Summon storm, calm storm, rain dance, tidal wave, creature of the waves, summon sharks/whales, and part waters; all equal to a 10th level warlock. When held to one's ear, the listener can understand ALL languages.

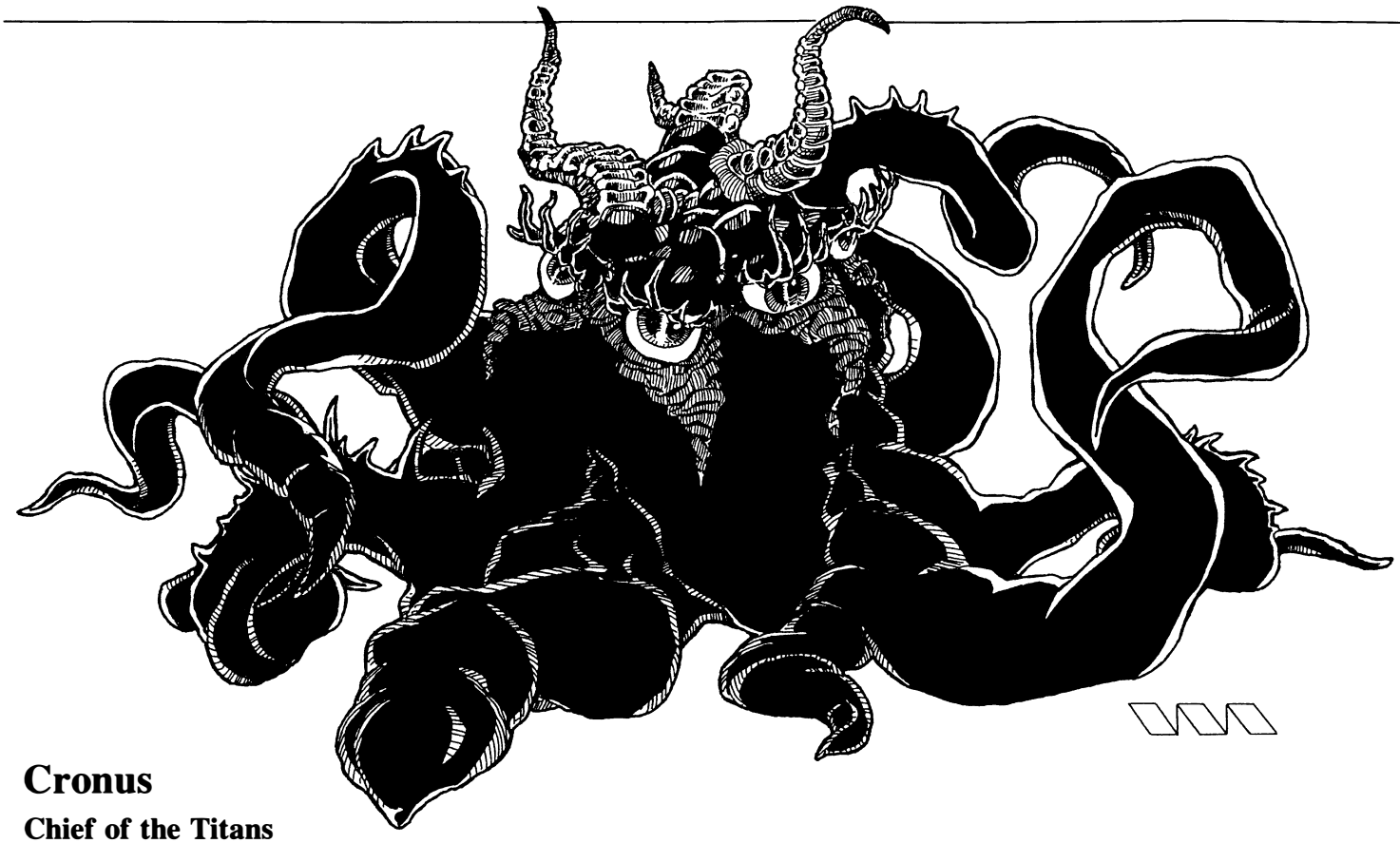
2. Sea Sword: A strange-looking sword with three blades arranged in a trident shape. It inflicts 1D6 × 10 M.D., can be thrown 800 feet (244 m) and magically returns to the thrower.



The Great Titans Of Olympia

These creatures were the inhuman predecessors of the gods of Olympia. Some were slightly more humanoid than others, but the majority were alien intelligences of great power and had little in common with humans in any way. The Titans were supposed to have presided over a Golden Age, but this is a tale fabricated by Zeus and the gods to cover up their monstrous ancestry and to prevent panic among mortals. With a few exceptions, all Titans are imprisoned in the underworld of **Tartarus**, deep in the dimension of Hades. Should they be freed, many a world would be destroyed in the ensuing war.

The greater titans should not be confused with the giant race of the same name. The two groups have nothing in common with each other except their great size and name. The only greater titan that has had contact with their namesakes is Prometheus, who has befriended several powerful paladins and helped them in their fights with evil.



Cronus

Chief of the Titans

Cronus was a powerful alien intelligence. He is sometimes called Father Time, but he has no special powers over time, nor is he a four-dimensional being like Zurvan. Cronus was a mighty, utterly inhuman creature who had created several humanoid servants (the elder gods of Olympia: Zeus, Poseidon, Hades, Hera, etc.) to better interact with the mortals that were his slaves (and occasional meals). When he became afraid his progeny would try to overthrow him, he swallowed them, trying to absorb both their bodies and souls into his disgusting, tentacled body and use their P.P.E. to make him even stronger. Unknown to him, he could not digest the children, but they were put in a dream-like sleep and did give him greater power.

Zeus was the only one to escape being swallowed and would later use a powerful magic potion to release his siblings. When Zeus made a deal with the enormous giants known as the Hundred-Handed, he, the giants and other lesser gods marched against the Titans. The wisest of the Titans, the humanoid Prometheus, realized that the Titans were doomed and threw his lot on the side of Zeus. After a long battle, the Titans were overcome and imprisoned!

Cronus constantly rages against the mystical barriers holding him. Sometimes a demon or a traveler comes within earshot and the Titan orders or pleads with the newcomer to release him. Even if the listener was willing to free him, this is an almost impossible feat, requiring the use of several transdimensional spells and the expenditure of over 50,000 P.P.E. over a few seconds. It's even harder from the inside of the barrier. For now, Cronus rages against his imprisonment and lives for the day he can emerge and avenge himself.

Greek Name: Cronus, **Roman Name:** Saturn
Alignment: Diabolic (formerly Aberrant)
M.D.C.: 60,000 (30,000 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 4,000 S.D.C. and 2,000 hit points.
Size: 60 foot (18.3 m) tall, mountain of black tentacles and eyes.
Weight: Over 80 tons
Attributes: I.Q. 26, M.E. 24, M.A. 18, P.S. 60 (supernatural), P.P. 21, P.E. 26, P.B. 2, Spd 88 (60 mph/96 km).
Disposition: Evil incarnate, cruel and unforgiving! Once, he was a cunning and cold-blooded leader and strategist. Now he has turned into an almost mindless monster from being imprisoned for thousands of years. If freed, he is obsessed with revenge and will seek to destroy all the gods of Olympia and all they hold dear. Meanwhile, he will lash out at all living things to vent his hatred.
Horror Factor: 18
Experience Level: 20th level ley line walker and mind melter.
Natural Abilities: Nightvision 2000 feet (610 m), hawk-like vision, can see into all spectrums of light, can see radiation and electromagnetic energy, see the invisible, see through illusions, teleport

98%, dimensional teleport 88%, bio-regeneration 1D6 × 100 M.D.C. per minute, impervious to cold and heat, impervious to disease and poison, takes half damage from energy attacks and magic potions, can separate his essence into 1D4 fragments and possess mortals with them, animate and control 1D6 × 100 dead, turn 1D6 × 100 dead. His healing touch restores 6D6 S.D.C. or M.D.C.

Special: Absorb Life Energy: Cronus can "devour" other beings and assimilate them into his own body. By doing this, he gains all their knowledge/skills, magic energy (P.P.E.) and psionic energy (I.S.P.). Furthermore, his own M.D.C. is increased by 1/10 of the victim's M.D.C. (if any). The creature being consumed has to make a save vs psionics (14 or higher, 10 or higher for beings of supernatural origins) or his personality will be completely erased (effectively killing the character). On a successful save, the victim is still conscious, although powerless, trapped in the semi-liquid darkness that is the insides of Cronus. All other beings swallowed fall into a dream-like state of unconsciousness. Mortal creatures are devoured after 3D4 months, mortal mega-damage beings in 3D4 years, godlings and demigods in 3D4 × 10 years. True gods cannot be destroyed and remain in the innards of the monster forever (unless freed or released). This experience will cause insanity to any being with an M.E. of 19 or less; roll two phobias, one neurosis and once on the random insanity table!

Skills of Note: Most skills are too menial for the creature who relies entirely on his natural powers and skills stolen from the victims in his gullet. Knows all languages magically.

Combat Skills: Natural Abilities

Number of Attacks: Eight physical or four by psionics or three by magic.

Restrained Punch — 1D6 M.D.

Full Strength Punch — 1D6 × 10 M.D.

Power Punch — 2D6 × 10 M.D.

Bite — 1D6 × 10 M.D.; a giant maw can appear anywhere on the main body to bite or swallow victims whole.

Bonuses: Cannot be surprised or attacked from behind (eyes all around), can attempt to parry any attack, +6 to strike, +10 to parry, +3 to dodge, +2 to pull punch, +1 to roll with impact or fall, +14 to save vs horror factor, +7 to save vs magic, +8 to save vs psionic attacks and is impervious to mind control.

Magical Knowledge: Knows all spells levels 1-15. **P.P.E.:** 30,000.

Psionic Knowledge: ALL, including super psionics. **I.S.P.:** 2,000.

Weapons and Equipment: None; relies on natural powers.

Description: A mountain of flesh, dark green (almost black) in color, with seven tentacles spread out radially around his body. Has seven eyes, also spread all around (can see from all sides). His insides have the consistency of thick, black pudding and the beast will bleed black ichor.

Prometheus

Protector of Humankind (Titan)

Prometheus was a second-generation Titan, endowed with a humanoid body and, more importantly, human feelings and attitudes. Prometheus realized that humans under Cronus would always be exploited and demeaned, so he chose not to support him against Zeus and his gods. However, Zeus did not think much of mortals either, and Prometheus often had to go behind the god's back to help them. According to the stories, he taught primitive men the secrets of fire; in reality, he taught a few selected mortals the art of magic, a knowledge that gave men the power of the gods.

Zeus was furious at this transgression and had Prometheus impaled on the top of a mountain (this mountain was in Hades), where demonic birds would peck at his liver, which would heal overnight so the torment could start anew each day. The Titan suffered this torture for thousands of years until Herakles, who needed the Titan's help, shot the birds and liberated him. Zeus had forgiven Prometheus by then and he left the Titan alone.

Prometheus continues trying to help mortals in all dimensions, especially humans. He is an enemy of alien intelligences, evil gods, and vampires. Over the centuries he has built an extensive network of spies and agents in a hundred dimensions. These agents include humans, Rahu-Men, lesser Titans, and True Atlanteans. Most are sorcerers or psionics or experienced warriors.

Greek Name: Prometheus, **Roman Name:** None

Alignment: Scrupulous

M.D.C.: 40,000 (20,000 on Rifts Earth)

S.D.C./Hit Points (for non-M.D.C. worlds): 3,000 S.D.C. and 1,000 hit points.

Height: 8 to 40 feet (2.4 to 12.2 m) tall.

Weight: Varies with size.

Attributes: I.Q. 26, M.E. 28, M.A. 27, P.S. 57 (supernatural), P.P. 23, P.E. 28, P.B. 19, Spd 66 (45 mph/72 km).

Disposition: A noble being with a very human personality and quite a sense of humor. He has the bearing of a teacher and a fatherly figure. He is very perceptive and understanding. People of good alignments will instinctively feel at ease around him. Prometheus is honorable and noble, but is not above tricking powerful enemies (the Titan has deceived Zeus several times, usually to the benefit of mortals).

Horror Factor: 14

Experience Level: 18th level ley line walker and scholar.

Natural Abilities: Nightvision 600 feet (183 m), see the invisible, turn invisible at will, climb 70/80%, swim 98%, teleport 98%, dimensional teleport 65%, impervious to fire and heat (including M.D. fire), resistant to cold (half damage), and bio-regeneration 1D4 × 100 M.D.C. per minute.

Skills of Note: Knows all domestic, espionage, scientific, technical, communication, navigation, and all common piloting skills at 95%!



Combat Skills: Hand to Hand: Martial Arts

Number of Attacks: Seven hand to hand or psionic attacks or three by magic.
Restrained Punch — 1D6 M.D.
Full Strength Punch — 1D6 × 10 M.D.
Power Punch — 2D6 × 10 M.D.
Kick — 1D6 × 10 M.D.

Bonuses: +2 on initiative, +7 to strike, +9 to parry and dodge, +6 to pull punch, +4 to roll with impact or fall, +8 to save vs magic, +8 to save vs poison, and +8 to save vs psionics.

Magical Knowledge: Knows all spells from levels 1-15. **P.P.E.:** 5,000.

Psionic Knowledge: Knows all healing powers plus pyrokinesis, telemechanics, P.P.E. shield, psi-shield and psi-sword. **I.S.P.:** 1,000.

Weapons and Equipment of Note: None; relies on his natural abilities.

Allies: Prometheus has worked in the past with Apollo and Athena, the Persian god Ahura Mazda, the Sumerian Marduk, and the Hindu god Brahma. He is one of the few deities who knows of Brahma's secret struggle in the Nether Worlds (which includes, among other things, the maintenance of the barrier keeping the other Titans in Tartarus). He also welcomes any champion of Light, and is especially fond of humans.

Enemies: The forces of evil and enemies of humankind. This means in a **Rifts** setting, he may help humans, including the CS and NGR, against the Mechanoids, gargoyles, demons and alien invaders. In the **Palladium RPG** he will champion the human kingdoms against monsters, wolfen and other non-humans. However, he'll avoid working with the Western Empire who he sees as evil and warped.

Description: A man with brown hair and beard, of athletic build and noble bearing, resembling a lifelike Greek statue. He can vary his size from that of a larger-than human being to an enormous giant; he reserves this last form to fight monsters, mecha, etc.

Atlas

Titan of Strength

This Titan was perhaps the strongest being in the Megaverse. Unlike other Titans, who developed great magic and psionic abilities, Atlas cared only for developing his gigantic humanoid body and his physical skills as a warrior. When the gods rebelled, it was Atlas and not Cronus who led the Titans to war. Only the combined might of the Hundred-Handed and the gods of Olympia were able to match Atlas. Even then, the powerful Titan was not defeated, but surrendered. As his punishment, Atlas was placed beneath a mountain in Tartarus (later accounts mistakenly thought that this mountain was on Earth), where he had to hold the enormous weight for all eternity.

Atlas, like Cronus, wants revenge. If he is ever released, he will go on a rampage of destruction. He hates Zeus and Herakles in particular, Zeus for his punishment and Herakles because he once tricked him. Herakles actually freed him for a short while, holding the mountain for Atlas while the Titan went off on a quest. Atlas decided he liked being free, but Herakles asked to switch for a moment so he could put a pad over his shoulders. Atlas, not the smartest of the gods and trusting Herakles to keep his word, actually took over the load and Herakles just walked off and didn't come back.

Greek Name: Atlas, **Roman Name:** Same

Alignment: Aberrant

M.D.C.: 80,000 (40,000)

S.D.C./Hit Points (for non-M.D.C. worlds): 6,000 S.D.C. and 2,000 hit points.

Height: 20 to 100 feet (6 to 30.5 m) tall.

Weight: Varies with size (200 tons at maximum size).

Attributes: I.Q. 6, M.E. 18, M.A. 18, P.S. 90 (supernatural), P.P. 20, P.E. 32, P.B. 4, Spd 88 (60 mph/96 kmph).



Disposition: A slightly dimwitted but fearsome warrior. Atlas likes to feel things (including people) crunch when he squeezes or steps on them. He is not a bully in the strictest sense of the word, but he knows he is the strongest of the gods and that people should get out of his way or get hurt. His imprisonment has made him angry and more hateful, although he hasn't gone completely insane like Cronus. In fact, the Titan has become slightly delusional, believing that he is holding the world on his back and doing an important job. Only if he can find a suitable replacement (any being with a supernatural P.S. of 50 or more would do) will he leave his post in search of revenge.

Horror Factor: 17

Experience Level: 18th level warrior.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will, teleport 98%, dimensional teleport 65%, bio-regeneration 1D4 × 100 M.D.C. per minute, impervious to heat and cold, resistant to mega-damage fire (half damage), impervious to disease and poison, can leap 500 feet (152 m) high or 1000 feet (305 m) lengthwise when a giant of 80 feet (24 m) or taller (50 and 100 feet/15 or 30.5 m when 20 feet/6 m tall).

Skills of Note: Demon/monster and faerie lore, swimming, climbing, and gymnastics, all at 98%, plus wrestling, body building, W.P. Blunt and W.P. Sword.

Combat Skills: Hand to Hand: Martial Arts.

Number of Attacks: Nine hand to hand attacks per melee round.
Restrained Punch — 1D6 × 10 M.D.
Full Strength Punch — 3D6 × 10 M.D.
Power Punch — 5D6 × 10 M.D.
Kick or Stomp — 3D6 × 10 M.D.
Leap Kick — 6D6 × 10 M.D. (counts as two attacks)
Crush/Squeeze — 2D6 × 10 M.D.
Body Flip or Head Butt — 1D6 × 10 M.D.

Bonuses: +2 on initiative, +6 to strike, +8 to parry and dodge, +3 to pull punch, +3 to roll with impact or fall, +9 to save vs horror factor, +10 to save vs magic, and +10 to save vs psionics.

Magical Knowledge: None, other than a general knowledge. **P.P.E.:** 200.

Psionic Knowledge: None

Weapons and Equipment of Note: None

Description: Although he can change his size, he usually elects to be the tallest humanoid ever seen, a full 100 feet (30.5 m) from head to toe. He is built like a weight lifter with long, thick black beard and hair. His eyes are dull and cow-like, except when kindled by anger.

Hecate

The Great Sorceress

Hecate was the most powerful sorceress of the old age. Zeus learned much of his mystic knowledge from her and she has been the teacher of some of the greatest wizards in the Megaverse. She realized that the Titans were not powerful enough to resist the combined might of the gods, so she abandoned them. Since Hecate did not take part in the wars between the Titans and the gods, Zeus felt obligated to spare her their fate (besides, capturing or killing her would be no easy task).

The Titaness is very far removed from humanity and cares only for gaining new knowledge. She wants to become the most powerful entity in the Megaverse and knows she still has a long way to go. The Titaness has taken to journeying through the Nether Worlds and other dark lands where demons and supernatural creatures rule. There, where the mightiest and most destructive beings are imprisoned, she believes that great power and knowledge can be learned. Hecate has already mastered the secrets of normal magic and necromancy, and has persuaded a Dimensional Raider to teach her about temporal magic. She is always looking for more power and doesn't care about what she has to do in her quest for omnipotence.

Real Name: Hecate

Alignment: Aberrant

M.D.C.: 30,000 (15,000 on Rifts Earth)

S.D.C./Hit Points (for non-M.D.C. worlds): 2,000 S.D.C. and 1,000 hit points.

Height: 6 to 40 feet (1.8 to 12.2 m)

Weight: Varies with size (her magic armor grows/shrinks with her).

Attributes: I.Q. 29, M.E. 24, M.A. 20, P.S. 52 (supernatural), P.P. 19, P.E. 21, P.B. 16, Spd 110 (75 mph/120 km, running or flying).

Disposition: A cruel, power-hungry fiend with no room in her heart for love or compassion. She is obsessed with learning more magic and becoming omnipotent and will not allow anything to get in her way. She believes she has discovered that even gods are not truly immortal, that their life spans are measured in hundreds of thousands of years, but that eventually, they will grow old and die. She wants to avoid this fate at all costs. She fears death more than anything, because, to her, being dead means being powerless.

Horror Factor: 19

Experience Level: 20th level alchemist, ley line walker, necromancer, diabolist and summoner. 7th level temporal wizard.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will, fly at will, teleport 98%, dimensional teleport 65%, bio-regeneration 1D4×100 M.D.C. per minute. She does not need air to breathe and is impervious to heat, cold and poison.

Skills of Note: Knows all technical, science and domestic skills at 98%. Magically knows all languages.

Combat Skills: Hand to Hand: Basic.

Number of Attacks: Six hand to hand or psionic attacks per melee round or an incredible four by magic.
Restrained Punch — 1D6 M.D.
Full Strength Punch — 1D6×10 M.D.
Power Punch — 2D6×10 M.D.
Kick — 1D6×10 M.D.
Nail Rake — 1D4×10 M.D.

Bonuses: +3 on initiative, +4 to strike, +6 to parry and dodge, +2 to pull punch, +4 to roll with impact or fall, +12 to save vs horror factor, +6 to save vs magic, +5 to save vs psionics.

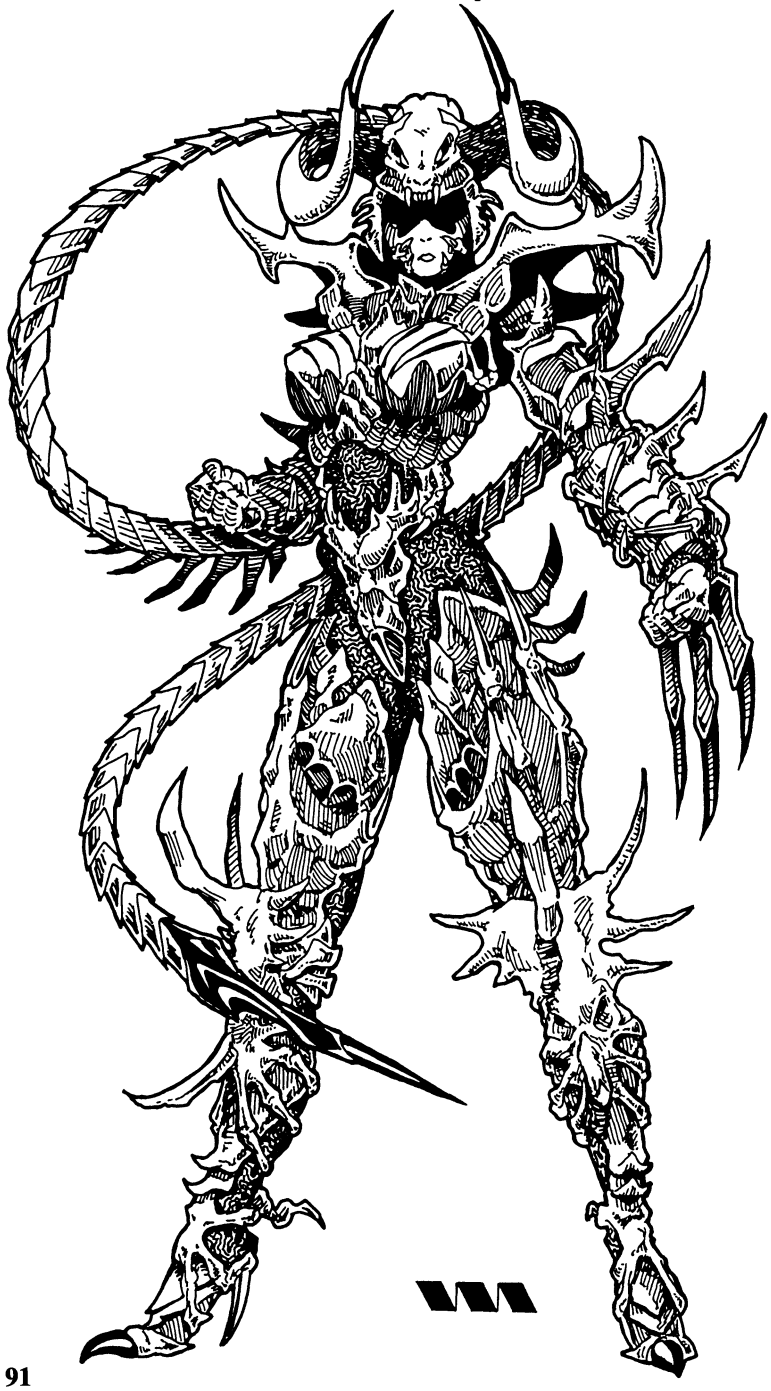
Magical Knowledge: Knows all magical spells, summonings, mystic symbols, necromancy and temporal magic at the level described above. She also knows all circles and wards, plus a few new ones of her own devising. Hecate is currently studying the secrets of rune magic and bio-wizardry. **P.P.E.:** 10,000.

Psionic Knowledge: Limited to all sensitive powers and mind block auto-defense. Considered a major psionic. **I.S.P.:** 160.

Allies: None. Although she associates with the forces of evil and may occasionally work with them, she does not trust them nor they her.

Enemies: The Splugorth pursued her for centuries for the theft of their bio-wizardry knowledge and techniques, including the secret of rune magic. However, most have given up on this (good minions are hard to replace in large numbers) and all but a handful have "pardoned" her. All lesser beings have a reason to fear her.

Minions: Hecate's favorite minion is a renegade Splugorth High Lord who has bound his life essence to hers. She is also surrounded by entities, demons, monsters and other supernatural creatures.



Description: A dark-haired woman whose attractiveness is marred by a tense and haggard expression. She looks like a junkie desperate for a fix. The moon was her symbol and she was the patron of magic.

Weapons and Equipment of Note: In addition to a vast number of rune weapons, bio-wizard parasites and symbiotes, magic potions and other odds and ends kept in a dimensional pocket, Hecate has created the ultimate armor.

Living Armor of Bone: This is a demonic-looking suit of armor created through the use of bio-wizardry. It is actually an amalgam of several symbiotic creatures and is the result of several experimental techniques that nobody has been able to replicate (lesser copies are being sold by her minions in selected markets. Price is 2D6 × 100 million credits with half the M.D.C. and abilities). The suit of living armor has the following abilities:

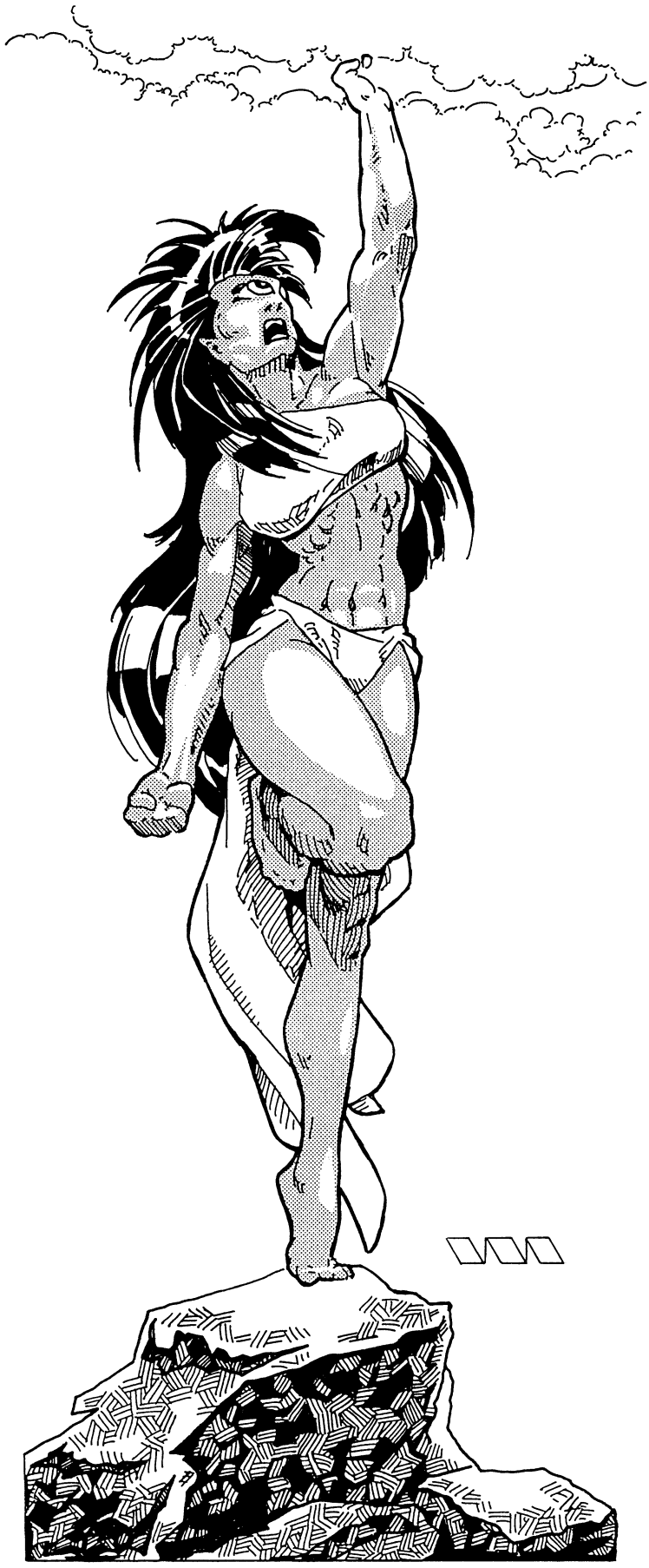
- M.D.C.: 7,000, and regenerates 2D6 × 10 M.D.C. per minute.
- Hecate can teleport the suit onto her body at will, regardless of distance.
- Stinger Whip/Tail: The suit has a retractable tail-like stinger built into the spine. It can whip out and strike targets up to 60 feet (18.3 m) away, inflicting 6D6 M.D. and injecting a deadly venom that does 3D6 M.D. per melee for 1D6 melees, plus has a paralyzing effect (victims are −4 to strike, parry and dodge, plus speed is reduced by half).
- Retractable blades: These claw-like protuberances appear at will and do an additional 3D6 M.D. in hand to hand attacks.
- Sharp, bony knee, elbow and arm blades are used to cut and rake characters locked in close combat.
- Bio-field: An energy field is generated by the armor symbiotes. The field halves all energy damage and helps protect the wearer from radiation and bio-manipulation. It has 750 M.D.C.
- Horn Beam: The two horns on the top can generate an electrical field between them from which the wearer can shoot lightning bolts. Damage: 1D6 × 10 M.D. Range: 2000 feet (610 m).

Minions and Others

Greater Cyclops

These creatures were normal cyclops from the Palladium world who were given superhuman powers by Zeus. Some of their unmodified brethren had come to Earth and have given rise to several tales of one-eyed monsters. The ones Zeus recruited were raised to the level of godlings, and taught the secrets of rune magic by Hephaestus. They are usually found in Olympia, although a selected few have been allowed to visit certain areas of the Megaverse to further their education or to participate in adventures. A handful have been kidnapped and sold into slavery by the Splugorth (who don't know that these beings are rune masters).

Greater Cyclops Godlings
Alignment: Any, but lean towards unprincipled and anarchist.
M.D.C.: 3D6 × 100
Size: 14 feet tall (4.2 m)
Weight: 600 to 1000 lbs (270 to 450 kg)
Attributes: I.Q. 3D6 + 3, M.E. 3D6, M.A. 4D6, P.S. 5D6 + 10, P.P. 4D6, P.E. 4D6, P.B. 2D6, Spd 2D6. Supernatural strength and endurance.
Horror Factor: 11
P.P.E.: 1D6 × 50
Average Experience Level: 1D4 + 4
Natural Abilities: Nightvision 60 feet (18.3 m; can see in total darkness), impervious to lightning and electricity (no damage), resistant to other forms of energy (does half damage), bio-regenerate 1D6 × 10 M.D.C. per 24 hours.



Skills of Note: Speak Troll/Giant, Dragonese/Elf and Ancient Greek 98%. Sixty percent will also be literate in Greek and Dragonese/Elf. All are excellent archers and javelin throwers (W.P. archery & targeting).

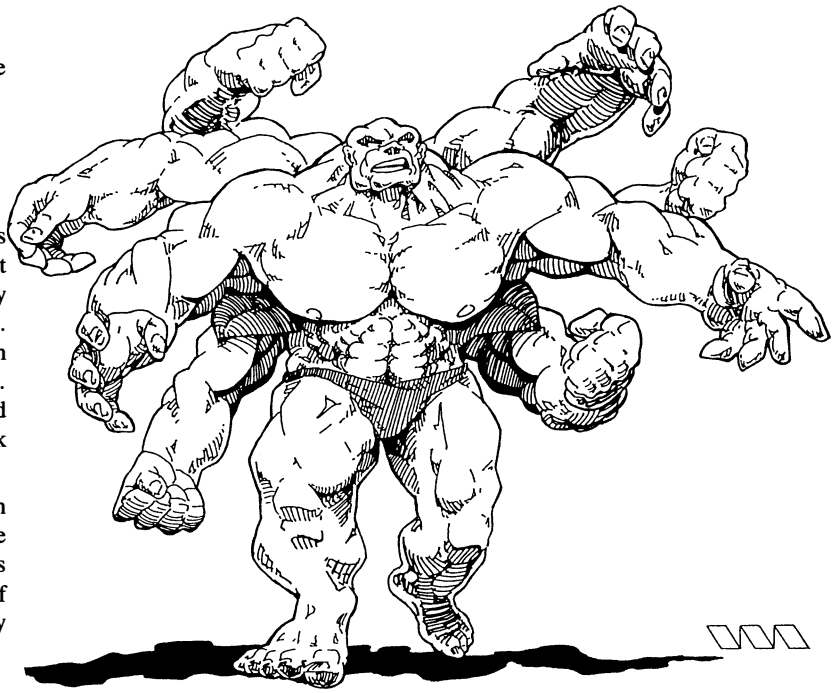
Description: Olive skinned giants with one large eye in center of the head and usually with long hair but no facial hair.

The Hundred-Handed

These simple creatures are one of the most powerful race of beings in the Megaverse in terms of physical strength. Zeus gained their support and strength to overpower the Titans. The Hundred-Handed have very few skills and all have the intelligence and emotions of small children. To prevent them from accidentally wreaking havoc, Zeus has left them in charge of defending Tartarus and preventing the escape of the Titans. They pass the time engaged in childish games like "catch the hill" and similar pastimes. Fighting them is usually a lost cause; it's best to trick or outwit them or to convince them to do what is right.

These supernatural, multi-limbed giants are among the biggest known bipeds. Although they are called the "Hundred Handed," they have only eight massive arms and hands, but can regenerate severed limbs in a matter of minutes. They are also ugly brutes. Before the war of the Titans, only Zeus had shown these creatures any kindness and they still love him for this, thousands of years later.

The Hundred-Handed Super-Godlings (not gods because of their low I.Q., childlike nature and limited abilities)
Alignment: Any, but most (80%) are anarchist. One is rarely very good or very evil.
M.D.C.: 3D6×10,000; yes, they can have as many as 180,000 M.D.C.!!
Size: 60 to 80 feet tall (18.3 to 24.4 m)
Weight: 100 to 160 tons.
Attributes: I.Q. 1D4+3, M.E. 3D4+6, M.A. 4D6, P.S. 2D6+60 (supernatural), P.P. 3D6+6, P.E. 5D6+10, P.B. 1D6, Spd 2D6.
Horror Factor: 18., **P.P.E.:** 1D6×50
Average Experience Level: 1D4+4
Natural Abilities: Nightvision 120 ft (36 m; can see in total darkness), impervious to disease, impervious to cold and heat, mega-damage and magic fire does half damage, completely regenerate lost limbs within 2D6 minutes and regenerate 1D6×1000 M.D.C. every six hours!
Skills of Note: Few. Instinctive knowledge includes swim 88%, climb 98%, and rappel 88%. They speak their own crude language as well as Greek, Gobblely and Dragonese/Elf at 60% proficiency. All are illiterate and too impatient and dullwitted to learn magic. They don't even usually learn to use a weapon other than TO uproot a tree or grab a giant robot and use it as a club or thrown object.
Number of Attacks: 12 hand to hand attacks per melee round!
Damage:
Restrained Punch — 1D6×10 M.D.
Full Strength Punch — 4D6×10 M.D.
Power Punch — 6D6×10 M.D.
Kick — 3D6×10 M.D.
Stomp — 2D6×10 M.D.
Body Flip or Crush/Squeeze — 1D6×10 M.D.
Thrown Rock — 3D6×10 M.D. Range: 2,000 feet.
Bonuses: +2 on initiative, +3 to strike, +6 to parry, +2 to dodge, +6 to save vs horror factor, all in addition to attribute bonuses.
Description: These hideous giants are enormous, heavily muscled humanoids with eight arms distributed around their bodies. They have a tiny, bald head, small, blue eyes, no body hair and are white or pale pink in color. Their faces are usually distorted and brutish looking.
Note: The Hundred-Handed are NOT recommended as player characters! They are ultra-powerful creatures best used as villains, non-player characters and as a plot device. On the other hand, they may be perfectly acceptable in a campaign that is entirely composed of warring and questing gods.



Alternately, a rare, powerful magic spell or potion might reduce the monster to half size, reducing all combat abilities, attacks per melee round and damage by half as well.

Dark Olympus

This pantheon is made up of evil alien intelligences, vampires, and demons who have exploited the mortals beneath them for eons. Worshipping these creatures never brought any peace or prosperity, but simply encouraged them to continue tormenting their victims. Rewards and wishes were only granted when their meaning could be perverted. Prophecies always brought about evil results. These malignant souls only propagated needless wars, suffering and sacrifice.

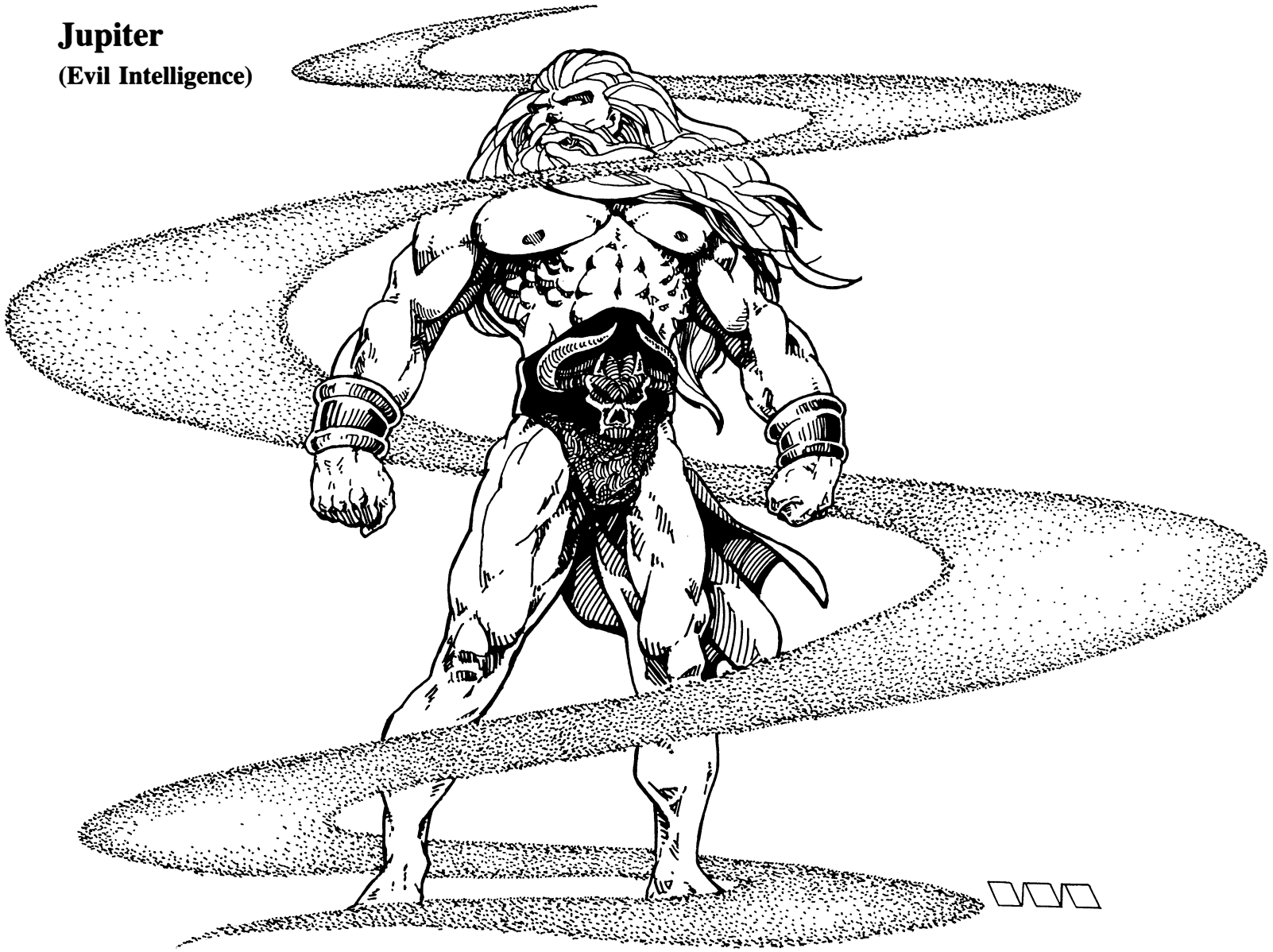
Dark Olympus is a pantheon at war with itself. There are two sides in this diabolic conflict. Jupiter, a supernatural intelligence, is battling Pluto, a vampire intelligence, for supremacy over the pantheon. This means constant infighting and treachery. One side or the other will frequently help mortals and other gods to hurt or thwart their rival pantheon's members. For instance, a vampire hunter might be visited by Mamers and given a minor rune weapon with anti-vampire capabilities. The fighting between the two factions has kept Dark Olympus from becoming a true power. If one side or the other should ever win the struggle and unite the pantheon, the entire universe will have reason to fear.

Should Dark Olympus discover the Rifts world, Pluto and his minions would try to establish a presence in Mexico and perhaps form an alliance with the intelligences dwelling there. Jupiter would oppose this, sending minions and witches against the vampires and perhaps giving aid to various groups of humans, the Coalition (secretly) or Lord Splynncryth from Atlantis, all of whom are enemies of vampires. Of course, the appearance of either or both factions of Dark Olympus can only cause a conflict between them, the vampire and the Aztec gods are also vying for an alliance of the Vampire Kingdoms! In any case, only trouble can result from such interventions.

If both "true" Olympia and Dark Olympus co-exist, the gods of Olympia (Greek mythology) will be sworn enemies of all members of Dark Olympus — whom they consider defilers of the name of Olympia. Jupiter will avoid fighting Zeus openly (Zeus would probably win a direct confrontation), but will instead try to trick the gods of Olympia into fighting each other and/or other enemies and rivals of Jupiter's.

Jupiter

(Evil Intelligence)



The being who calls itself Jupiter is a force of evil who has assumed the role of a god to better exploit the emotions of mortals. Jupiter is an Alien Intelligence who likes to trick and manipulate others to do his bidding. He enjoys causing torture, sorrow, suffering, death and destruction. He can inflict such sorrow through his minions, dupes, or personal actions. He has been known to precipitate feuds, wars and "natural" disasters like floods and hurricanes. The "priests" of Jupiter are Witches (see **Rifts® Dark Conversions**) who spread misery under the guise of crusades, holy missions, redemption and rituals.

The Jupiter intelligence was active several times in Earth's past. If the gods of Olympia existed, Jupiter chose times and places that would not call his deeds to their attention. In any case, even gods could not be everywhere and Jupiter was able to do a lot of damage over a very short time. Wars of conquest, invasions and massacres occurred at his prompting. After the gods of Olympia had left Earth and were no longer worshipped, Jupiter took pleasure in promoting obscure, evil cults defiling their names; some of these groups existed in secret for centuries.

GM RPG Note: Investigators in a **Beyond the Supernatural** setting may run into some of the modern day members of a few surviving or revived cults (perhaps led by a priest possessed by a fragment of Jupiter's evil essence and with superhuman powers). Or they may discover ancient (magic) artifacts with strange or dangerous powers or meaning. An ancient tomb or place of worship may still have an active dimensional door/rift that may unleash supernatural predators or fragmented essences of the Jupiter intelligence.

Real Name: Unknowable (and unpronounceable)

Alignment: Aberrant

M.D.C. by Location: (Numbers in parenthesis are for non-M.D.C. worlds):
- Giant Eye — 1000 (500 S.D.C.)
- Small Eyes (7) — 300 each. (150 S.D.C.)
- Tentacles (6) — 1500 each. (750 S.D.C.)
- Main Body — 30,000 (this is its M.D.C. in human form as well; 8000 S.D.C. and 4000 hit points in an S.D.C. environment).
- Energy Aura — 10,000 M.D.C. (2000 S.D.C.); regenerates 100 M.D.C. (or 20 S.D.C.) per hour.

Height: 9 feet (2.74 m; humanoid form), 20 ft (6 m) in diameter, 15 ft (4.6 m) tall in real form.

Weight: 1000 lbs (450 kg; in humanoid form), 40 tons in real form.

Species: Supernatural Intelligence. **Age:** 15,000 years old.

Attributes: I.Q. 24, M.E. 28, M.A. 24, P.S. 45 (supernatural), P.P. 22, P.E. 30, P.B. 3 (10 in humanoid form), Spd 45 (roughly 30 mph/48 km).

Disposition: Evil and cruel beyond human understanding. Driven by hunger — feeds on fear, sorrow, pain and despair. The monster is cold, calculating, manipulative and sadistic.

Horror Factor: 18 in its true form, 12 in humanoid form.

Experience Level: 12th Level Line Walker, Diabolist, and Summoner.

Natural Abilities: Bio-regeneration 1D6 × 10 M.D.C. per minute (4 melees) and complete regeneration of limbs and eyes within 48

hours. Nightvision 1000 ft (305 m), see the invisible, keen hawk-like vision, impervious to poisons/toxins/drugs, resistant to heat and cold (does half damage), does not breathe air, immune to mind control and possession of any type, metamorphosis: humanoid, teleport self (88%) and others up to 100 miles (160 km) away. Magically knows all languages. Can summon 6D6+4 lesser minions/demons and/or summon 3D6 major minions/demons, three times a day!

Jupiter can fragment its life essence into five pieces and send them into other dimensions, as well as bond with witches. He can also possess intelligent life forms, dimensionally teleport at will (only to dimensions known to it), turn 1D6×100 dead at will, animate and control up to 400 dead, and has a healing touch that restores 1D6×10 hit points or M.D.C., but usually at a terrible price.

Special: Energy Field: This glowing, neon-blue bio-energy field is a natural power of Jupiter's. Its M.D.C. must be destroyed before any attack can hurt him. The field is also the source of energy blasts doing 6D6 M.D.; maximum range 500 ft (152 m); one blast counts as one melee attack.

Vulnerabilities: Weapons made of silver inflict double damage (silver S.D.C. weapons do double mega-damage). Most rune weapons do triple damage and weapons made of the wood of the Millennium Tree inflict ten times damage.

Skills of Note: Literate in Dragonese/Elven, Greek, Latin, at 98%, demon and monster lore 98%.

Combat Skills: Natural Abilities.

Number of Attacks (includes attribute bonuses): Seven (7) physical or psionic attacks, or 3 by magic.
Restrained Tentacle Strike — 1D6×10+30 S.D.C.
Full Strength Strike — 6D6 M.D.
Power Strike — 2D4×10 M.D.
Bite — 5D6 M.D.

Bonuses & Penalties: +1 on initiative, +7 to strike, +6 to parry, −2 to dodge, +30 to S.D.C. damage, −2 to roll with impact or fall, +12 to save vs horror factor, +10 to save vs magic, +10 to save vs psionics.

Magical Knowledge: Knows ALL spell invocations, wards and circles, at 12th level of proficiency. **P.P.E.:** 8,000.

Psionic Knowledge: None, but is highly resistant to psionic attacks and is impervious to mind control and possession of any type.

Weapons and Equipment: Has access to rune weapons and magical equipment, but rarely uses them.

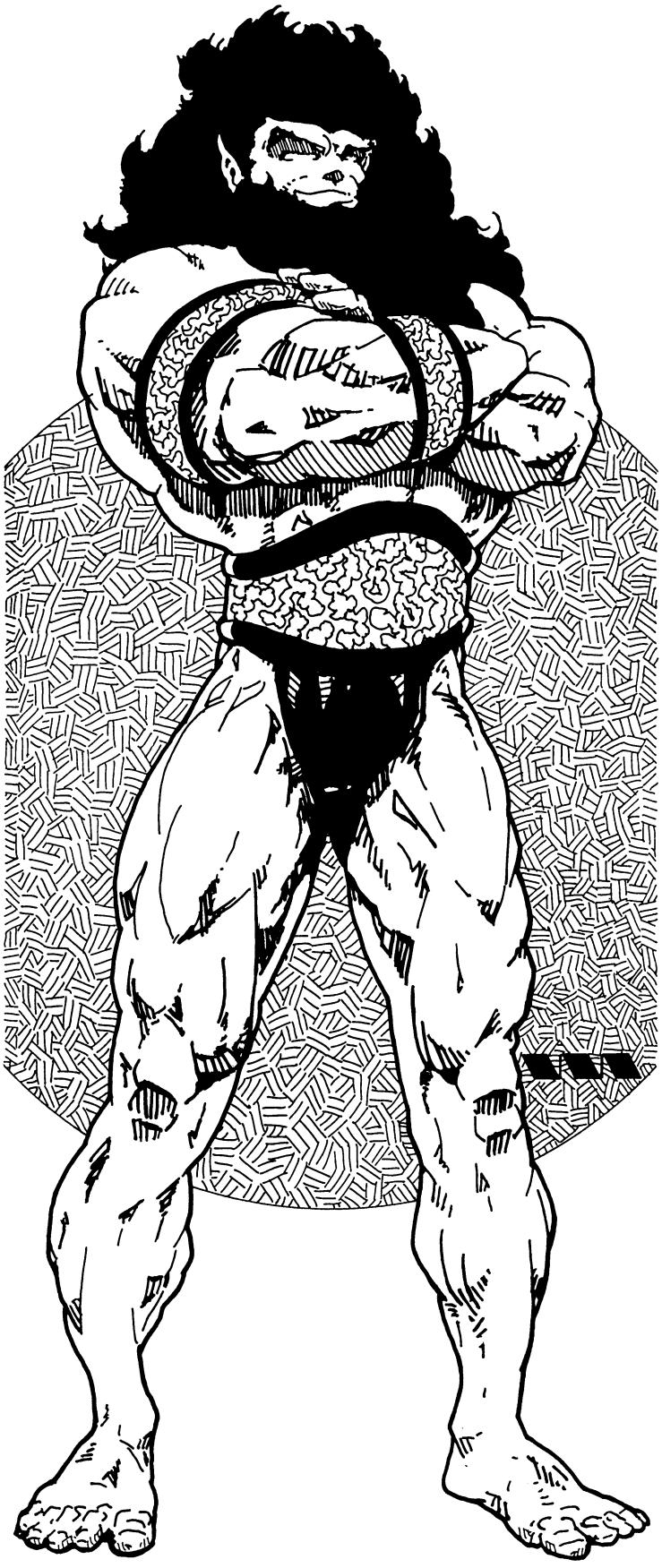
Description: Jupiter can appear as a huge humanoid with dark grey skin, white hair and beard, and solid yellow eyes. Its true shape is that of a mound of rotting flesh with six huge tentacles, one large central eye and seven smaller ones. In both shapes, Jupiter is surrounded by an electric-blue aura that crackles around him and gives off the smell of ozone. This aura is an energy field from which Jupiter can project destructive blasts.

Hercules the Destroyer

Demon Servant of Jupiter

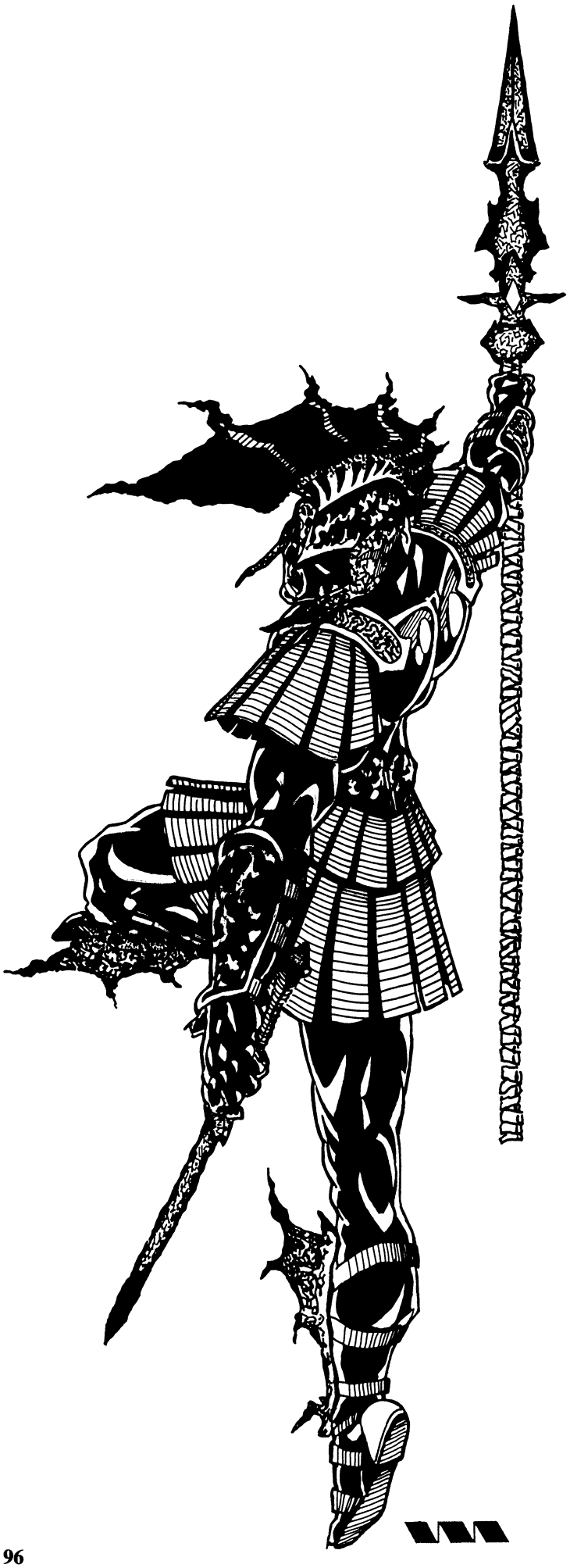
Hercules the Destroyer is the hatchet-man of Jupiter. He is often sent to inflict punishment on unfaithful or incompetent followers and the enemies of Jupiter. A city that refuses to offer adequate sacrifices, for instance, might be visited by Hercules, who would go on a destructive rampage until his master recalled him. The demon also acts as the intelligence's bodyguard.

Hercules the Destroyer has recently had a run-in with an Atlantean undead slayer. The Atlantean defeated him and liberated a chain of slaves the fake god was taking for sale to the Splugorth. Barely able to escape with his life, Hercules swore revenge and has been granted leave to hunt down this enemy. He has recently discovered that the Atlantean calls himself Endiku Longhair and travels with a man who claims to be the mythical King Gilgamesh. Hercules is planning to kill them both and has hired a motley band of transdimensional cutthroats to do the job.



Real Name: Hyrr'Klean
Alignment: Diabolic.
M.D.C.: 1500

S.D.C./Hit Points (for non-M.D.C. worlds): 250 S.D.C. and 150 hit points.
Height: 7 feet (2.1 m)
Weight: 600 lbs (270 kg)
Species: Demon
Attributes: I.Q. 14, M.E. 18, M.A. 10, P.S. 40 (supernatural), P.P. 20, P.E. 25, P.B. 9, Spd 40 (roughly 27 mph/44 km).
Disposition: Violent, murderous and sadistic. He will strike and kill without provocation unless he is under orders not to do so. Rarely speaks, and when he does he is direct and to the point. Likes to bully and intimidate allies, unless he is sure they are more powerful than he is.
Horror Factor: 13
Experience Level: 10th level Fighter (natural magic).
Natural Abilities: Nightvison 90 ft (27.4 m; can see in total darkness), see the invisible, turn invisible at will, track by smell 55%, dimensional teleport 60%, bio-regeneration 4D6 M.D.C. per minute, fire resistant (magic and M.D. fire do half damage), magically knows all languages. Also see magic powers.
Skills of Note: Track humans 60%, swim 98%, climb 98%/88%, wilderness survival 98%, land navigation 98%, demon and monster lore 98%. W.P. Sword. W.P. Blunt, W.P. Energy Rifle.
Combat Skills: Hand to Hand: Assassin.
Number of Attacks: Five by hand to hand per melee or two by magic.
Restrained Punch — 6D6+25 S.D.C.
Full Strength Punch — 5D6 M.D.
Power Punch — 1D6×10 M.D.
Kick — 6D6 M.D.
Bonuses: +3 on initiative, +5 to strike, +7 to parry and dodge, +25 to S.D.C. damage, +4 to pull punch, +8 to roll with impact or fall, +9 to save vs horror factor, +7 to save vs magic, and +4 to save vs psionics.
Magic Powers (natural, not learned): Sense magic, sense evil, fear, armor of Ithan, chameleon, turn dead, tongues and ley line transmission, all equal to a 5th level wizard. The demon can perform a maximum of 20 spells per day as permitted by P.P.E. **P.P.E.:** 400.
Psionic Knowledge: All healing and sensitive powers at 5th level of proficiency. **I.S.P.:** 500.
Weapons and Equipment: None; usually relies on natural powers.
Description: This demon looks like a tall, overmuscled human with leathery grey skin, tiger-like fangs and red glowing eyes. He has a mane of black, curly hair and beard (not natural; but magically implanted).



Mamers

Demon servant of Jupiter

Mamers is a demon raised to great power by the alien intelligence Jupiter. He delights in causing strife and war, and is the one who leads the war against Pluto and his vampire minions. When given the opportunity, he loves to join in the slaughter. Mamers is so similar to Ares that if the two exist in one plane, they may actually become friends, as long as the friendship does not interfere with Jupiter's plans. A possible scenario might result in Ares and Mamers ambushing Herakles together.

Mamers will joyfully enter combat, giving mighty shouts and growls that can be heard over several miles. He looks at technology with disdain, preferring the pleasure of tearing people apart with his bare hands. Jupiter has allowed Mamers to make occasional appearances in the Arena of Atlantis where he challenges monstrous creatures to duels, some of them to the death. He has defeated several Conservators and other champions in humiliating ways. Conservators loathe the demon warrior and will gladly interfere with or spoil his plans, providing it won't hurt Atlantis.

Real Name: Myrroo-kee
Alignment: Aberrant
M.D.C.: 3,000
S.D.C./Hit Points (for non-M.D.C. worlds): 400 S.D.C. and 100 hit points.
Weight: 400 lbs (180 kg). **Height:** 7 feet (2.1 m). **Age:** 2,000 years.
Species: Unique Demon servant.
Attributes: I.Q. 17, M.E. 19, M.A. 18, P.S. 35 (supernatural), P.P. 23, P.E. 22, P.B. 9, Spd 60 (41 mph/65 kmph).
Disposition: Arrogant and cruel. Mamers obeys a rough but strict code of honor. His fights are usually to the death, unless Jupiter orders him otherwise. He rarely gives his word but will obey any oath he makes.
Horror Factor: 13
Experience Level: 15th level warrior and 4th level mage.
Natural Abilities: Bio-regeneration 6D6 M.D.C. per minute (4 melees), night vision 120 ft (36.6 m), see the invisible, turn invisible at will, dimensional teleport 51%, resistant to fire (magic and M.D. fire does half damage), magically knows all languages.
Skills of Note: ALL W.P.s, plus wilderness survival, tracking (humanoids and animals), detect ambush, detect concealment, intelligence, escape artist, demon and monster lore, swim, and climb, all at 98%.
Combat Skills: Hand to Hand: Assassin.
Number of Attacks: 7 hand to hand attacks per melee.
Restrained Punch — 5D6+20 S.D.C.
Full Strength Punch — 4D6 M.D.
Power Punch — 1D4×10 M.D. (counts as two attacks)
Kick — 5D6 M.D.
Power leap kick does 1D6×10 M.D. (counts as two attacks)
Body Flip or Head Butt — 2D6 M.D.
Bonuses: +4 on initiative, +10 to strike, +7 to parry and dodge, +20 to S.D.C. damage, +3 to pull punch, +5 to roll with impact or fall, +10 to save vs horror factor, +4 to save vs magic, +2 to save vs psionics.
Magical Knowledge: All level one spells, plus befuddle, chameleon, armor of Ithan, magic net, fire bolt, fire ball, repel animals, swim as a fish, astral projection, ley line transmission, escape, and heal wounds. **P.P.E.:** 300.
Psionic Knowledge: All healing powers, at 4th level strength. Considered a major psionic. **I.S.P.:** 200.
Description: Mamers appears as a humanoid with jet-black skin and yellow eyes. He is clad in Greek-style black armor, including a shield, and wields a spear and a short sword. He growls like a wolf in combat, howling when he is injured or when he makes a kill.
Weapons and Equipment of Note: 1. Spear: Greatest Rune weapon (see Rifts Atlantis) with all basic abilities plus the following:
- Soul Drinker.
- Animated and flying weapon. Can be thrown 1000 ft (305 m) and return to owner.
- 1D4×10 M.D. damage.

2. Shield: Indestructible magic shield. +3 to parry and can parry energy blasts, but at −2.

3. Sword: Rune Weapon. Does 6D6 M.D. damage, has the eight standard abilities, and can parry energy blasts, but is at −2 to do so.

Cupid (Terlin)

There have been countless stories dealing with tragic tales of love and lust that have led to sorrow, abuse, murder, and destruction. Incidents where people who were completely wrong for each other suddenly fell in love, or persons who became insanely obsessed with another person. Sometimes these people were not truly responsible for their actions but fell victim to the torturous arrows of Cupid of Dark Olympus.

Cupid is a Terlin (the race was introduced in **Villains Unlimited**), a demonic supernatural creature with a twisted and perverted mind. The little monster has a magic bow and arrows that cause a person to become obsessed with another person of Cupid's choice. At Cupid's whim, kingdoms have fallen and nations have gone to war. None of the creature's matches have come to a good end; when things seemed to be working out, the terlin would shoot a couple more people, bring their warped emotions into the drama and worsen everything. Sometimes a powerful magician or priest has discovered the cause of the situation and negated the little monster's enchantment, but more often than not it is too late to do anything about it or it passes unrecognized. Then, Cupid is gone, laughing hysterically, at the ruins of innocent people.

Cupid can be introduced in almost any type of campaign, from **Heroes Unlimited** to **Rifts**. The terlin is ideal for campaigns where the player characters are involved in politics or are part of the ruling class. The GM should give the characters some clues to indicate that this is not a normal situation and that there is a darker force at work.

Real Name: Cree-Cree. Also known as Diaper Angel.
Alignment: Diabolic
M.D.C.: 200
S.D.C./Hit Points (for non-M.D.C. worlds): 200 S.D.C. and 51 hit points.
Height: 4 feet tall (1.2 m)
Weight: 120 lbs (54 kg)
Species: Terlin
Attributes: I.Q. 22, M.E. 20, M.A. 25, P.S. 17 (supernatural), P.P. 19, P.E. 14, P.B. 20, Spd 20 running, 60 flying (roughly 41 mph/65 kmph).
Disposition: On the rare occasions he appears to mortals, Cupid pretends to be a mischievous, pseudo-innocent god of love. Sometimes he will give his lovestruck victims disastrous advice like "When a girl says no, sometimes she means yes" (a sure recipe for abuse), or "It's better to die than to live life without the one you love." If thwarted or discovered, the terlin will become an angry, murderous fiend; he is no innocent child. He will kill his enemies without pity, but will never enter a fight if the odds are even, or stacked against him, preferring to run and live to shoot again. He is cruel, malicious and sadistic.
Horror Factor: 12, but only when his true nature is discovered.
Experience Level: 12th level wizard.
Natural Abilities: Keen hawk-like vision and sharp senses, can shrink to six inches (15 cm) tall, animate objects under 10 lbs (4.5 kg), and open a dimensional portal to his headquarters: a large bedroom with a golden bed (a place seemingly designed for love). When an unfortunate guest looks more closely, however, he discovers sets of manacles hidden in the bedposts, and a closet full of instruments of torture.

Special: Create Magic Love Arrows: These magic arrows are similar to Eros'. He can create up to three arrows per day of each type. All the love arrows lose potency over 48 hours, so he must constantly create new ones.

Arrows of Romance: This energy arrow doesn't inflict damage but casts a spell over the victim that makes the character feel amorous and willing to give voice to feelings he or she may have been keeping inside to the person he/she is attracted to. A save vs magic of 15 or higher means the arrow had no effect.

Arrows of Obsession: Anyone struck by these yellow energy arrows must save vs magic (15 or higher) or become irresistibly attracted to the person of Cupid's choice. The character will do anything he or she can (still limited by alignment to some degree) to get that person's love. Cupid always chooses the most disastrous match possible, such as causing a man to fall in love with his best friend's wife, or a queen to become infatuated with her young daughter's fiance or an enemy of her people. Sometimes both of the people

involved are struck with Cupid's love arrows to insure a disastrous affair. In others, only one person is affected, and soon he or she must give vent to powerful feelings which can only lead to scandal, shame and often, violence. The effect will last 2D4 weeks (the damage is usually done by then). Range of the arrow: 1000 feet (305 m). Note that a successful remove curse spell can cancel the magic obsession.



Skills of Note: All technical and domestic skills at 98%, plus W.P. Archery and targeting.

Combat Skills: Hand to Hand: basic

Number of Attacks: Four hand to hand or two by magic.
Restrained Punch — 3D6+1 S.D.C.
Full Strength Punch — 1D6 M.D.
Power Punch — 2D6 M.D.

Bonuses: +4 to strike (+6 with bow & arrow), +5 to parry and dodge, +1 to S.D.C. damage, +4 to roll with impact or fall, +5 to save vs horror factor, +5 to save vs magic, +5 to save vs psionics.

Magical Knowledge: Knows all spells from levels 1-4 plus escape, horrific illusion, mask of deceit, invulnerability, and wisps of confusion. **P.P.E.:** 220

Psionic Knowledge: None

Allies: As a servant of Jupiter, Cupid can call for his help. If his little minion is in danger, Jupiter will send a couple of lesser demons, or even Hercules or Mamers to his aid. Cupid also has contacts with other terlins, including the Seven Dread Micro Wizards of Chaos (see **Villains Unlimited**), who don't like him very much (they think his subtle, devious meddling is way uncool) but will help or receive help from him.

Description: A beautiful blonde child, looking not much older than four or five years old; chubby and dressed in a white loincloth. He has angelic wings, a quiver of arrows and a tiny golden bow.

Weapons and Equipment: The Bow of Obsession: A magical item that fires magical energy arrows of love/obsession or magic fire arrows used for self defense. 2D6 M.D. Range: 1000 ft (305 m). Cupid may also use other types of conventional and magic arrows if he can get his hands on them.

Mercury The Messenger

An extension of the alien intelligence, Jupiter

Mercury was created to act as the messenger and assassin of Dark Olympus. Designed to travel at inhuman speeds, this demonic monster has several abilities useful to his role in this unholy pantheon. Unlike the other servants of the intelligence, Mercury has very little autonomy and is not a free thinker — he is a fragment of Jupiter and obeys him without question or hesitation. He will follow a mission to the best of his ability, but does not react well to unforeseen circumstances and will need to ask its creator/larger-self for instructions. Therefore, Hercules, Mamers or a greater demon may be sent along on complicated missions.

Mercury can match the speed of a jet fighter when he is flying, and can run even faster than the god Hermes. He likes to take mortals up to great heights and then drop them, or to run at high speeds and let them go so they will fly forward and strike the nearest object at great velocity. The monster is ruthless and sadistic in combat, often giving into bloodlust and dark pleasures. This has led to his destruction on several occasions. However, when the physical body is destroyed, the life essence returns to its greater body, Jupiter, and the alien intelligence simply recreates Mercury. However, the experience is painful and a new Mercury cannot be recreated for at least 1D4 weeks.

Real Name: Doesn't have any — an extension of Jupiter.

Alignment: Diabolic

M.D.C.: 900

S.D.C./Hit Points (for non-M.D.C. worlds): 400 S.D.C. and 120 hit points.

Height: 8 feet (2.4 m) tall.

Weight: 190 lbs (42 kg)

Species: Alien intelligence fragment.

Attributes: I.Q. 16, M.E. 15, M.A. 15, P.S. 35 (supernatural), P.P. 25, P.E. 25, P.B. 12, Spd: 600 mph (960 km) running or Mach 4 flying!

Disposition: Mercury doesn't have much of a personality. Imagine a demented human cursed with a sadistic streak. He usually smiles and/or giggles while he is torturing or killing somebody. Mercury does not interact well with other sentient beings. Even as an assassin he prefers to sneak up on his victim, kill him (slowly if he has his way), and then leave as fast as possible.

Horror Factor: 14

Experience Level: 10th level assassin/warrior

Natural Abilities: Keen hawk-like vision that can see a target from the air five miles (8 km) away, nightvision 1000 ft (305 m), see the invisible, turn invisible at will, bio-regenerate 1D4×10 M.D.C. per minute and has a flawless sense of direction.

Skills of Note: Detect ambush, tracking (humanoids), land navigation and wilderness survival, all at 98%. Magically speaks all languages. Prowl 75%, W.P. Knife and W.P. Sword.

Combat Skills: Hand to Hand: Assassin

Number of Attacks: Five hand to hand attacks per melee.
Restrained Punch — 5D6+20 S.D.C.
Full Strength Punch — 4D6 M.D.
Power Punch — 1D4×10 M.D.
Kick — 5D6 M.D.
Bite — 3D6 M.D.
High-Speed Impact — Add +4 M.D. per 20 mph (maximum +60 M.D.).

Bonuses: +2 on initiative, +7 to strike, +8 to parry and dodge, +20 to S.D.C. damage, +3 to roll with impact or fall, +12 to save vs horror factor, +5 to save vs magic, +1 to save vs psionics.

Magical Knowledge: None. **P.P.E.:** 200.

Psionic Knowledge: None.

Weapons and Equipment: Enchanted Sword: 4D6 M.D.

Description: A humanoid being with jet-black skin, red hair and eyes, wearing a metal helmet and a tunic. Has long, sharp claws at the ends of his hands, and long fangs.

Pluto (Vampire Intelligence)

This creature and its minions have been confused for the Greek and Roman god of the Underworld (and perhaps some of the atrocities for which they are accused may have been his handiwork). Pluto was never able to establish himself on Earth, mostly due to the intervention of Jupiter, who dislikes competition and had his minions destroy all the vampires they could find. Hercules and Mercury have slain Pluto's master vampires time and time again. Jupiter's army of Furies have been the vampire's worst nightmare — creatures of the night able to face vampires on their own terms and immune to their mind control abilities.

Pluto's plans were thwarted time and again, but the vampire intelligence has always escaped destruction. The rivalry between Jupiter and Pluto continued well into the modern age, where vampires were sometimes slain by monstrous creatures, much to the surprise of human investigators and occultists. When the rifts appeared on Earth, however, Pluto felt that he would now have the upper hand. His power was now enough to permit him to travel to the dimension in person. Pluto currently has three secret hideouts in different spots on the planet and he can teleport back and forth between them. His minions now include a renegade godling who can operate during the daylight and is an ideal agent and leader for Pluto's inhuman forces.

Real Name: Unknown

Alignment: Diabolic

Hit Points: 800.

M.D.C. by Location: (Numbers in parenthesis are for non-M.D.C. worlds):
Small Eyes (100) — 5 each (2 S.D.C. each)
Giant Eye (1) — 300 (150 S.D.C.)
Tentacles (12) — 100 each (50 S.D.C. each)
* Main Body — 4000 (2000 S.D.C.)
* Reducing the M.D.C. of the main body to zero will temporarily hurt and impair the intelligence, but not destroy it. Penalties: Reduce attacks per melee by half, initiative by half, and is now vulnerable to surprise attacks. Natural regeneration ability should quickly restore both M.D.C. and hit points, unless the monster continues to suffer incredible amounts of damage.

Size: 120 feet (36.6 m) in diameter.

Weight: 40 tons

Species: Vampire Intelligence

Attributes: I.Q. 21, M.E. 24, M.A. 18, P.S. 40 (supernatural), P.P. 21, P.B. 1, Spd 12.

Disposition: A grotesque monster with very little in the way of education and knowledge, as far as vampires go. He did not intend to be confused for a god, and until Phobos made some suggestions, the creature had not been actively trying to take advantage of the situation. Now it is grudgingly accepting Phobos as a partner, but it wishes it could turn him into a master vampire (Phobos has refused the "promotion").

Horror Factor: 18

Experience Level: 10th level psychic and 6th level wizard.

Natural Abilities: Create vampires (see Rifts Vampire Kingdoms), nightvision 4000 feet (1200 m), see the invisible, see the infrared and ultraviolet spectrum, smell blood two miles away (3.2 km), recognize the scent of human blood 90%, speaks all languages, can read Dragonese/Elven, and bio-regeneration of 4D6 hit points and 1D6 × 10 M.D.C. every melee. Regenerates entire tentacle or eye within ten minutes. Invulnerable to most forms of attack (no damage). Only magic can inflict damage to the M.D.C. of the body. Wood, silver, running water and holy water inflict damage directly to hit points! Sunlight does NOT kill the intelligence, but dramatically reduces its power. All spells, psionics, M.D.C., etc., are reduced by 75% when the intelligence is bathed in sunlight! Reduce by 50% if a gloomy, overcast day.

Skills of Note: Demon/monster and faerie lore, 98%.

Combat Skills: Natural

Number of Attacks: 12 hand to hand attacks per melee round or three by psionics or two by magic.
Restrained Tentacle Strike — 6D6+25 S.D.C.
Tentacle Strike — 5D6 M.D.
Tentacle Power Punch — 1D6×10 M.D.
Tentacle Killing Bite — 4D6 M.D.

Bonuses: +6 to initiative, sneak attacks are not possible, cannot be blinded and gets to attempt to parry on all attacks, +8 to strike, +7 to parry and dodge, +25 to S.D.C. damage, +1 to roll with impact or fall, +7 to save vs magic, +7 to save vs psionics, impervious to all forms of mind control, psionic and magic sleeps and paralysis.

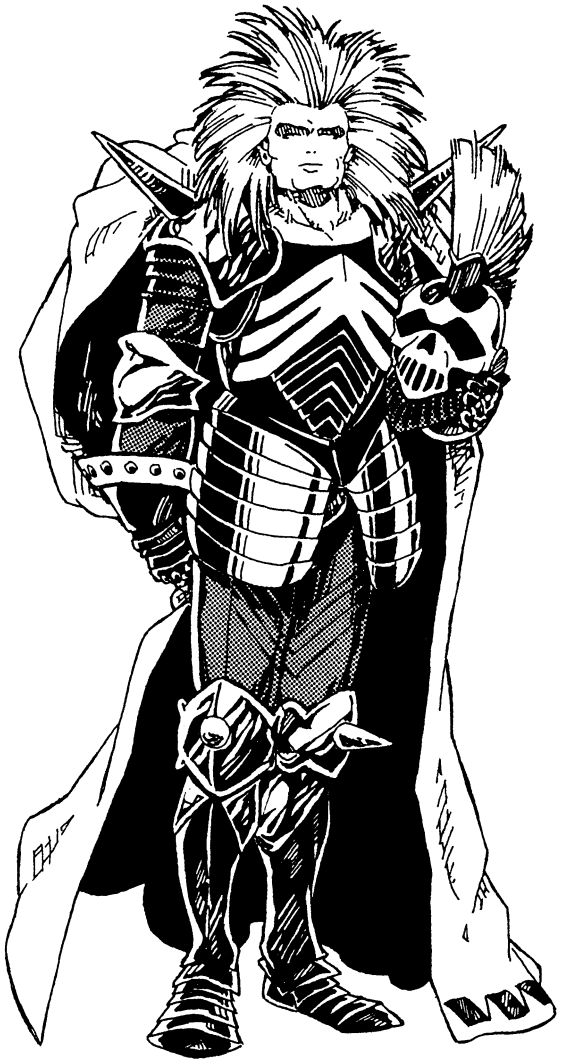
Magical Knowledge: All summoning and circle magic, close rift, dimensional portal, mystic portal, teleport: superior, time hole, restoration, calm storm, dispel magic barrier, negate magic, anti-magic cloud, create magic scroll, wind rush, calling, trance, domination, paralysis: lesser and cloud of smoke. **P.P.E.:** 10,000.

Psionic Knowledge: All sensitive and healing powers, plus empathic transmission, group mind block, hypnotic suggestion, psi-shield and psi-sword (can be held by each tentacle; more than one psi-sword can be created at a time). **I.S.P.:** 500.

Weapons and Equipment: None

Description: A hideous mound of flesh with a huge eye surrounded by smaller eyes and 12 tentacles with mouths at the end.





Phobos (Renegade Godling)

This godling of fear claims to be Ares' son, expelled from Olympia for dreadful crimes (whether he is or not is up to the GM). A being close to a god in power, Phobos has several unique abilities, and has acquired a taste for instilling fear and pain in mortals. He wanted to join Jupiter, but the alien intelligence did not trust gods, even evil ones. Enraged at being turned down, Phobos approached Jupiter's enemy, Pluto, and the vampire intelligence accepted him.

Phobos protects vampires from powerful groups of hunters. A favorite tactic of his is to infiltrate such a group, pretending to be a powerful knight or warrior, and even killing a few wild vampires to establish a convincing cover. As soon as he becomes a trusted member of the team, he betrays them to the vampires, or kills them in their sleep.

On Rifts Earth, one of Phobos' first targets could be Reid's Rangers (see **Rifts Vampire Kingdoms**). The godling would be up against some tough opponents and some of the Rangers would be very suspicious of him, but he could still be one of the greatest foes Doc Reid and his team has ever faced.

Real Name: Phobos
Alignment: Diabolic
M.D.C.: 261
S.D.C./Hit Points (for non-M.D.C. worlds): 240 S.D.C. and 80 hit points.
Size: Six feet, seven inches tall (2.0 m).
Weight: 260 pounds (117 kg)
Species: Godling
Attributes: I.Q. 17, M.E. 19, M.A. 12, P.S. 39 (supernatural), P.P. 18, P.E. 20, P.B. 15, Spd 23 (16 mph/25 kmph).
Disposition: A bullying, evil person who takes great pleasure in abusing those weaker than he. Sees nothing wrong in working with vampires and betraying humans to them. Loves to gain someone's friendship and later betray him. Also enjoys making people fear him.
Horror Factor: 13
Experience Level: 10th level godling.
Natural Abilities: Night vision 200 ft (61 m), see the invisible, impervious to poison, drugs and toxins, impervious to disease, impervious to vampires, fire and cold resistant (does half damage), bio-regenerates 1D6×5 M.D.C. every minute, turn invisible at will.
Skills of Note: Horsemanship 83%, demon and monster lore 98%, land navigation 89%, wilderness survival 93%, speaks Dragonese/Elven, Ancient Greek, Atlantean, American and Spanish at 98%. Boxing, Wrestling and athletics, W.P. Sword, W.P. Blunt, and W.P. Energy Rifle.
Combat Skills: Hand to Hand: Martial Arts
Number of Attacks: Five hand to hand or two by magic.
Restrained Punch — 6D6+23 S.D.C.
Full Strength Punch — 5D6 M.D.
Power Punch — 1D6×10 M.D.
Kick — 5D6 M.D.
Bonuses: +2 on initiative, +5 to strike, +7 to parry and dodge, +23 to S.D.C. damage, +3 to pull punch, +5 to roll with impact or fall, +5 to save vs magic, +4 to save vs psionics.
Magical Knowledge: Knows the following spells, equal to a 10th level ley line walker: All level one spells, befuddle, detect concealment, chameleon, shadow meld, heavy breathing, levitation, armor of Ithan, energy bolt, fire ball, impervious to fire, paralysis: lesser, resist fire, telekinesis, blind, energy field, magic net, trance, apparition, impervious to energy and hallucination. **P.P.E.:** 204.
Psionic Knowledge: None
Weapons and Equipment: Crusader Armor (M.D.C. 55), vibro-sword, neural mace, C-27 heavy plasma cannon, and vampire killing equipment (mainly for show).
Description: A pale, brown-haired man with a serious, forbidding expression and long, unkempt hair.

The Furies

These monsters are the fusion of mortal women with a tiny fragment of Jupiter's essence. The alien intelligence picks women who have been horribly wronged or abused to the point that they have gone insane with grief, rage or frustration. Jupiter then fools them into believing he can give them power to get vengeance their agressors. After they have tasted revenge, he warps their bodies and minds, then sharpens their madness into a feverish, mindless rage, and uses them as assassins and shock troops. Only Jupiter or one of his lieutenants can control these creatures, although there is a small chance (psychology −40% roll) that a character may be able to snap a Fury out of her pathetic mental state. This would take several weeks of talking and/or treatment at the minimum and would require the Fury to be somehow subdued.

Alignment: Selfish or evil; usually evil.
M.D.C.: 4D6×10
S.D.C./Hit Points (for non-M.D.C. worlds): 4D6×10 S.D.C. and 2D6×10 hit points.
Attributes: I.Q. 2D6+4, M.A. 3D6, M.E. 3D6, P.S. 4D6+10, P.P. 4D6, P.E. 4D6, P.B. 3D6, Spd. 4D6.
Natural Abilities: Nightvision 200 feet (61 m; can see in total darkness), bio-regenerates 1D4×10 M.D.C. per five minutes, energy attacks do half damage. Special: Their supernatural condition allows them to inflict damage on vampires as if they were dragons (see **Rifts Vampire Kingdoms**). They are also immune to vampire mind control and cannot be turned into a vampire (but can be killed by one).
Bonuses: +3 on initiative, +4 to strike, +5 to parry and dodge, +6 to save vs horror factor, in addition to standard attribute bonuses.

Equipment: Usually none.

Skills: Can only learn tracking, land navigation, wilderness survival and prowl. Knows two languages of choice, at 98%.

Description: The Furies look like attractive humanoid women dressed in tattered clothes — from a distance. At close quarters, their blazing red eyes are obviously inhuman, as are their wailing, howling cries as they attack their victims.

The Olympian Club

Multi-Dimensional Con-Men

The Olympian Club was founded a thousand years ago (in the timeline of **Rifts Earth**) by a Thunder Lizard warlock. The dragon's true name is not commonly known, but he goes by the nickname **Zeus the Thunderer**. His mastery of air and water spells is enough to convince most people that he is indeed the Olympian All-Father. Zeus the Thunderer has assembled a group of powerful beings from a dozen universes. In each case, the character is a close match to a figure in Greek mythology. Club members include Hades, a powerful time raider, Hercules, a mutant super-being, Athena, a Titan ley line walker, and many others. All members of the Olympian Club will pretend to be gods and do their best to impress and intimidate anyone they meet.

The goal of the Olympian Club is the accumulation of wealth and power. A favorite tactic of theirs consists of sending one or more members to a primitive dimension, show off godly powers to impress the natives and demand tribute. Club members also rent their services as elite mercenaries and often take sides in interdimensional wars. Magic items are the usual payment, especially rare and powerful artifacts such as rune weapons. New magic spells, circles and wards are also coveted, as well as ultra-technology and techno-wizard equipment.

The Club's headquarters lies in a *pocket dimension* that the fake Zeus discovered during his travels. It consists of several huge Greek temples arranged around a central plaza. Hidden in the temples' vaults is an incredible arsenal of magical artifacts, scrolls, magical books, devices and weapons of all kinds. The place is defended with the deadliest security devices the Club has accumulated over centuries of plunder. Any penetration into the pocket dimension will be immediately detected and invaders will be met by the Club's mercenaries and whichever "gods" are on guard duty at the moment.

The Olympian Club has considering starting operations on Rifts Earth. They are likely to hire themselves out to any nation that is threatened by a serious danger, such as Tolkeen or another kingdom under the threat of invasion by the Coalition States or monstrous forces. They like to take the side of the underdog in most fights, but will sell their services to the highest (and most intriguing) bidder. Their powers could well turn the tide in any war, but their price is likely to be very high. The Club is also considering taking sides in the wars in Europe, especially on the side of the Gargoyles or Brodkil (both of whom they see as the underdogs and as clients who can offer them the kind of magic and high-tech payments they so covet). As one can see, the Olympian Club is quite self-serving and has no hesitation working with or for supernatural monsters of any kind, including the Splugorth, gargoyles and vampires.

Relations with Other Beings

1. **Gods:** The Olympian Club avoids "real" gods like the plague. Most gods would quickly realize the members are impostors and such encounters could lead to embarrassing or downright dangerous situations (Zeus/Trellacryth the dragon is the only one old enough and smart enough to deceive deities). Standard procedure when dealing with gods is to abandon the area as soon as possible. There are exceptions; gods who either do not care about the Club's deception and those who encourage it. These gods may even become customers.
2. **The Splugorth:** Although these beings are not trusted by most Club members (and in some cases, they are hated and feared), Trellacryth often does business with them. After all, they are one of the greatest sources of wealth in the Megaverse. By the same token, the Club will always try to cheat and rob the Splugorth when they can do it.
3. **Vampires and other Alien Intelligences:** These creatures are never good for business. The Club sometimes sells its services as vampire exterminators, but dislikes the mess that dealing with these inhuman, savage monsters usually entails.
4. **Others:** The Club has good relations with several Gargoyle kingdoms around the Megaverse and frequently recruits them as mercenary troops. They can raise and transport an army of up to 10,000 gargoyles in a week at a client's cost of about 10,000 credits per gargoyle plus 5,000 credits a month per each; totalling 100 million to start and 50 million per month. They associate with humans, kittani, Sunaj assassins, demons and others.

Joining the Club

Player Characters with enough power and resources, a good reputation and willingness to impersonate a Greek or Roman god can join the Club, provided that he/she knows where to find it. Many interdimensional travelers will have heard of the Club, but few know how to contact them. On Rifts Earth, the only place to contact the Club is in Atlantis. Trellacryth will interview any applicants that have the right recommendations. The dragon or one of the others might even try to recruit powerful characters directly, even if they are not looking for the Club.

The Club agreement is simple and straightforward: participate in the assigned missions and get an equal share, to be divided equally among all participants plus two shares, one for the Club proper and the other for the founder, Zeus/Trellacryth. Members have to be on call at all times and agree to guard the Club's headquarters from time to time. Otherwise, they are free to do what they please with their time, provided the Club and Zeus/Trellacryth get their fair share of any booty they may acquire. Betrayal of Club secrets or cheating on the dispersement of money is punishable by death and enforced by all other Club members.

The Olympian Club's Mercenary Forces: The Headquarters' guards include 60 Iron Golems (see **Rifts® Book of Magic**) – all shaped like Greek warriors, 60 Wolfen warriors (see **Rifts® Conversion Book One**) all *equivalent* to CS soldiers of 3rd to 8th level and equipped and trained with M.D. weapons and armor, and 40 Gargoyle warriors of 2nd to 5th level experience! Not to mention the Club's "gods."


Breauxl

Zeus the Thunderer

Trellacryth the Thunder Lizard

Nobody knows where Trellacryth (the dragon's alleged real name) came from, or where he got the idea to impersonate the ancient Greek gods. He has been doing this for centuries, however, and he has gotten quite good at it. The dragon should be able to convince almost anyone that he is the God of the Sky (except perhaps, someone who knows the actual Greek god). The dragon has accumulated an immense treasure hoard that any interdimensional raiders would love to get their hands on. However, few would dare to cross the Thunderer and his crew. The dragon often visits Atlantis, especially Dragcona (see **Rifts Atlantis**, page 30).

Zeus the Thunderer is a good boss, concerned about the welfare of all Club members. He has a reputation for never leaving a member behind, alive or dead, and is reasonably fair. On the few occasions where something has gone wrong, Trellacryth has gotten everybody out of trouble, sometimes at his own risk. This is widely known and most Club members have become fanatically loyal to him as a result. Unlike many dragons, the Thunderer is not interested in supporting the cult of Dragonwright; he prefers to promote his own pseudo-pantheon.

Real Name: Trellacryth
Alignment: Anarchist
M.D.C.: 6500
S.D.C./Hit Points (for non-M.D.C. worlds): 3000 S.D.C. and 1500 hit points.
Weight: 200 lbs (90 kg) in human form, 20 tons in dragon form.
Height: 7 feet (2.1 m) in human form, 20 feet (6 m) tall and 45 ft (13.7 m) long in dragon form. **Age:** 4,000 years old
Species: Thunder Lizard Dragon
Attributes: I.Q. 23, M.A. 21, M.E. 20, P.S. 30, P.P. 19, P.E. 26, P.B. 20 (18 in human form), Spd 30 running (about 20 mph/32 km).
Disposition: Usually calm, collected and dignified. In some ways, he acts in a more god-like manner than the "real" Zeus! He always speaks in a loud, modulated voice, perfect for giving speeches. When angered, he attacks in silence. An excellent leader with a good head for strategy and tactics.
Horror Factor: 15 as a dragon, 10 in human form.
Experience Level: 12th level Dragon, 8th level Air and Water Warlock.
Natural Abilities: Nightvision 100 ft (30.5 m; can see in total darkness), excellent color vision, see the invisible, turn invisible at will, bio-regeneration 1D4 × 10 M.D.C. per minute, resistant to fire and cold (does half damage, including M.D. magic fire and plasma energy), teleport self 88%, dimensional teleport 60%, and metamorphosis at will for up to 48 hours.
Skills of Note: Basic and advanced math 98%, literate in Dragonese/Elven 98%, English/American 98%, Palladium World's Southern and Western tongues 98%, Spanish 98%.; forgery 69%, streetwise 69%, demon and monster lore 98%, faerie lore 59%, basic electronics 98%, computer operations 98%, streetwise 76%, W.P. Sword, W.P. Blunt, W.P. Archery and targeting.
Combat Skills: Hand to Hand: Basic.
Number of Attacks: Seven physical or four breath attacks, or two by magic.
Restrained Punch — 4D6+15 S.D.C.
Full Strength Punch — 3D6 M.D.
Power Punch — 6D6 M.D. (counts as two attacks)
Kick or lashing tail attack — 3D6 M.D.
Bite — 3D6 M.D.
Breathe Poisonous Vapors: Range 100 feet (30.5 m), six feet wide (1.8 m), paralyzes victim who breathes vapors for 2D6 melees and can be used as often as four times a melee.
Bonuses: +2 on initiative, +5 to strike, +6 to parry and dodge, +15 S.D.C. damage, +3 to pull punch, +3 to roll with impact or fall, +9 to save vs horror factor, +10 to save vs magic, and +7 to save vs psionics.
Magical Knowledge: All magic spells from levels 1-5, plus animate & control dead, turn dead, exorcism, resurrection, remove curse, cure illness, and heal wounds. Equal to a 12th level magic practitioner. Also knows ALL air and water elemental spells as an 8th level warlock. **P.P.E.:** 1,000.
Psionic Knowledge: Has all sensitive and physical psi-powers. **I.S.P.:** 50.
Weapons and Equipment of Note: Lightning Spear: This is a greater rune weapon (see **Atlantis World Book**, page 128) that does 1D6 × 10 M.D. (double damage to vampires and alien intelligences). Can be thrown 300 ft (91.5 m) and returns to wielder magically. Also, it can cast the following four air elemental spells up to four times a day total: Ball lightning (3D6+6 M.D., or generates an electrical field that does 9D6 M.D. to anyone who touches it), call lightning (6D6 M.D.), darken the sky and whirlwind, all at 6th level of proficiency.
Description: When in human form, Zeus the Thunderer appears as a white-haired and bearded, mature man, wielding a lightning-shaped spear. He rarely assumes his real dragon form, especially in public.

Hercules of Olympus

Mutant and Dimensional Traveler

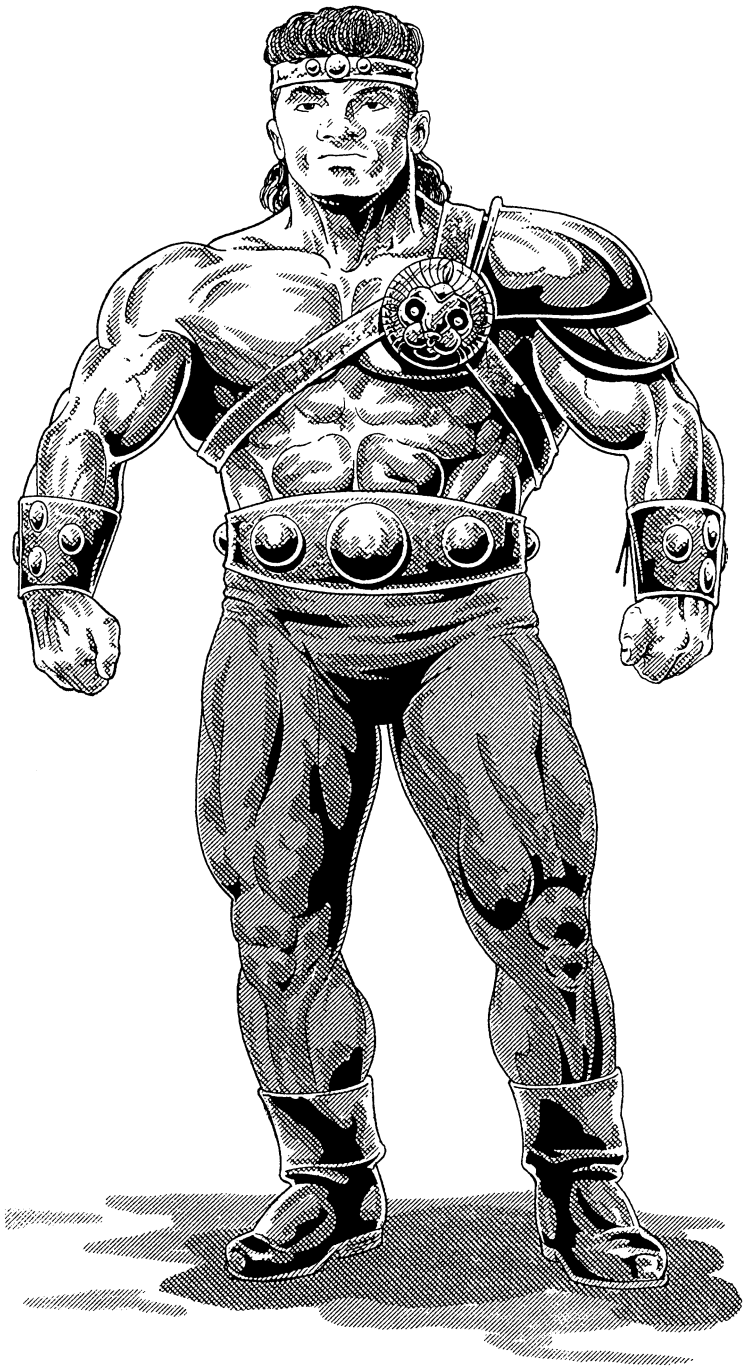
This "Hercules" is actually Herbert Rowland, a human mutant. Herbert Rowland was born on planet Earth, in the world of **Heroes Unlimited**; a place where super-powerful beings exist. He was a high-school senior whose only talent lay in being bigger and stronger than those around him. He was the local schoolyard bully. One day, Herbert became an innocent bystander during a fight between an evil sorcerer and a mystical super-vigilante. The magical duel accidentally caused a rift in reality, and Herbert was sucked out of his world. He woke up to discover two things: he was on a strange planet with purple skies and his body had become even larger and stronger than ever. The shock of being "rifted" had triggered his latent mutant powers.

The land in which he found himself was peopled by a race of primitive lizard-men. The aliens attacked him with swords and spears to no avail; Herbert discovered that he was invulnerable to their weapons and that he could shatter a castle's walls with his bare hands. Only magicians could hurt him and he was strong enough to take care of them. The awed lizard-people soon accepted him as a ruler and god and Herb took to calling himself Hercules, the god of strength.

Herbert/Hercules enjoyed his godhood for two years, until a humanoid stranger appeared and challenged him. The newcomer claimed that he was the real "Herakles." Herb attacked the stranger and after a two-hour battle, the mutant was soundly defeated and left for dead in the ruins of his castle. The would-be god was saved from certain death by another visitor, who introduced himself as Zeus the Thunderer. After being healed, Hercules was asked to join the Olympian Club. The mutant readily agreed and has been working for the dragon ever since. He lives in fear of meeting the "real" Herakles again — he has never met the "Hercules" of Dark Olympus.

The mutant also misses his old home and he might one day try to return, at least for a short while. There, he might want to pay a visit to the hero and villain who changed his life; he is not sure whether he wants to thank them or to beat them to a pulp. Maybe he'll do both.

Real Name: Herbert Rowland.
Alignment: Miscreant
M.D.C.: 710
S.D.C./Hit Points (for non-M.D.C. worlds): 280 S.D.C. and 63 hit points.
Weight: 300 lbs (135 kg). **Height:** 6 feet (1.8 m). **Age:** 20
Species: Human Mutant



Attributes: I.Q. 11, M.E. 14, M.A. 9, P.S. 32 (supernatural), P.P. 18, P.E. 22, P.B. 12, Spd. 20 (14 mph/22 kmph).

Disposition: Loud, bullying and boastful. Eats and drinks voraciously. Enjoys humiliating those weaker than he. Although not a coward, he does not deal well with being the underdog, and when confronted with superior forces he will beat a hasty retreat or try to negotiate. He respects Zeus the Thunderer, but does not particularly like him; he is grateful, however, since the dragon saved his life and has given him a life of luxury and challenge.

Experience Level: 8th Level Mutant (see Heroes Unlimited)

Super Powers: Extraordinary Physical Strength and Invulnerability (regenerates 1D6 × 10 M.D.C. every minute; gases, drugs, chemicals, poisons, toxins and radiation have half potency and damage).

Skills of Note: Acrobatics, body building, boxing, climbing 98%, gymnastics, running, swimming 98%, prowl 70%, pilot automobile 98%, and wilderness survival 75%; his native tongue is American and he is literate at 85%.

Combat Skills: Hand to Hand: Expert

Number of Attacks: Four hand to hand attacks per melee.
Restrained Punch — 5D6 + 17 S.D.C.
Full Strength Punch — 4D6 M.D.
Power Punch — 6D6 M.D.
Kick — 5D6 M.D.
Crush/squeeze — 3D6 M.D.

Bonuses: +2 on initiative, +4 to strike, +5 to parry and dodge, +17 to S.D.C. damage, +4 to pull punch, +9 to roll with impact or fall, +4 to save vs horror factor, +4 to save against magic, +34% to save against coma/death.

Weapons and Equipment of Note: Nothing to speak of.

Description: He is tall and inhumanly broad, with light brown hair and green eyes. Doesn't have a beard and can't grow one, possibly as a result of his mutation as a young teen.

Ares the Renegade

Tattooed Man

Kaledon was given his first tattoos at the age of 10 as a warrior slave of the Splugorth. He developed an amazing aptitude for weapons and combat and, as a result, was given more extensive training than the average T-Man. For twelve years, Kaledon served his masters well, hunting down and killing the enemies of the Splugorth. One mission went disastrously wrong, however. His search-and-destroy team was ambushed by a small army of vampires. Before the Splugorth agents could retreat through the rift they had opened, everyone but Kaledon had been killed.

Alone and free for the first time, Kaledon wandered the Megaverse, using natural rifts to travel from world to world. One day he met Zeus the Thunderer, who was impressed by the tattooed man's skills. Since the previous "Ares" had died during a dimensional raid, the dragon needed a replacement and offered Kaledon the name and membership. The T-Man accepted, even though he didn't know the first thing about Greek mythology. He is still uncomfortable about his role, but he enjoys his new life a lot more than his former slavery. He is very careful to avoid Splugorth controlled areas.

Real Name: Kaledon Arrellei.

Alignment: Unprincipled.

M.D.C.: 130 plus M.D.C. magic.

S.D.C./Hit Points (for non-M.D.C. worlds): 245 S.D.C. and 36 hit points

Height: 5 feet, 11 inches (1.8 m)

Weight: 190 lbs (85.5 kg), **Age:** 28.

Species: Human Tattooed Man.

Attributes: I.Q. 14, M.E. 15, M.A. 10, P.S. 15, P.P. 21, P.E. 15, P.B. 11, Spd 15.

Disposition: Kaledon is normally a quiet and reserved person, although he will act the part of a god when required to do so. He approaches combat with the cold-blooded calculation of a chess-player studying his opponent and learning his strengths and weaknesses before striking. Under his cold exterior, Kaledon is obsessed both with danger and combat. He is always seeking tougher challenges. He and Hercules/Herbert have struck a fast friendship, and the two often go off on adventures together — something that their "real" counterparts would have never done.

Horror Factor: 12 when he reveals his tattoo powers.

Experience Level: 8th level Tattooed Man (see **Rifts Atlantis**) with 19 tattoos.

Natural Abilities: See Tattoos.

Skills of Note: Wilderness survival 65%, tracking 75%, W.P. Sword, W.P. Archery and Targeting, W.P. Blunt.

Combat Skills: Hand to Hand: Assassin.

Number of Attacks: Five hand to hand attacks per melee round or by tattoo.

Bonuses: +4 on initiative, +5 to strike, +6 to parry and dodge, +3 to pull punch, +3 to roll with impact or fall, +7 to save vs horror factor, +2 to save vs magic, and +2 to save vs poison.

P.P.E.: 224.



Tattoos: (NOTE: Tattoo magic is described in full in Rifts Atlantis). Kaledon's body is covered with 19 magical tattoos. He can activate his tattoos at will, and can have up to six tattoos activated at the same time. Activating a tattoo needs a P.P.E. expenditure, described, below for each different tattoo.

- 5 Simple Weapons (sword, bow and arrows, boomerang, staff, javelin): Creates a very fine non-magical weapon. Cost to create: 2 P.P.E. Duration: 6 hours.
- S.D.C. Shield: A.R. 13, 200 S.D.C., +1 to parry. Cost: 4 P.P.E. Duration: 6 hours.
- Two Swords Crossed: +1 to strike and +2 to parry with swords. Cost: 5 P.P.E. Duration: 2 hours.
- Sword Dripping Blood: Creates a magical sword that does 2D8 S.D.C. damage. Cost: 5 P.P.E. Duration: 2 hours.
- Sword Covered in Flames: Creates a magical sword that does 1D8 M.D. Cost: 10 P.P.E. Duration: 2 hours.
- Horse: Summons a magical horse with 48 Hit Points and 80 S.D.C. Cost: 20 P.P.E. Duration: 8 hours.
- Cheetah: Summons a magical hunting cat with 48 Hit Points and 40 S.D.C. Cost: 20 P.P.E. Duration: 8 hours.
- Dragonsaurus: Summons a dragon-like predator (see Rifts Atlantis, p. 70). It has 70 M.D.C. Cost: 80 P.P.E. Duration: 4 hours.
- Dragondactyl: Creates a flying, pegasus-like, fire-breathing mount with 240 M.D.C. (see Rifts Conversion Book, p. 117). Cost: 100 P.P.E. Duration: 4 hours.
- Chain Encircling Skull: Renders user impervious to mind control of all types and gives a +3 to saves against all psionic attacks. Cost: 25 P.P.E. Duration: 8 minutes.
- Eye with a Dagger In It: Blinds victims for 8 melees by touching the victim. They need to save against magic, 16 or higher. Cost: 25 P.P.E. Duration: 8 melees.
- Eye of Knowledge: Understands and speaks all languages equal to a skill of 96%. Literate equal to a skill of 82% — can read and understand most written languages, but does not include magic symbols, runes, wards or circles. Cost: 15 P.P.E. Duration: 2 hours.
- Heart Encircled in Chains: Limited invulnerability — the body is surrounded by a magic blue aura that can withstand 600 M.D. The aura encircles the character, protecting him and everything on his body. The aura provides protection from most forms of physical attack, including mega-damage weapons, damage from explosions and falls, poison, and drugs. Cost: 40 P.P.E. Duration: 80 minutes or until M.D.C. is depleted.
- Skull Engulfed in Flames: Grants fire powers to the user. The character is impervious to fire and heat — including magic and mega-damage fires (no damage), all other forms of energy do half damage, and the glowing aura provides 60 M.D.C. points of protection. Once the M.D.C. is depleted, the fire powers remain but the character is vulnerable to mega-damage attacks. The Tattooed Man can shoot fire bolts from his fingertips, doing 8D4 M.D., with a range of 100 ft (30.5 m). Cost: 45 P.P.E. Duration: 40 minutes.
- Rose and Thorny Stem & Dripping Blood: Heals wounds as per the spell Heal wounds (see Rifts, p. 176). Cost: 30. Duration: 8 minutes (as many as three healing touches can be done in one minute).

Weapons and Equipment of Note: Tends to rely on tattoos.

Description: A slim man with black hair, mustache and beard and brown eyes. He usually goes around bare chested to have easy access to his tattoos.

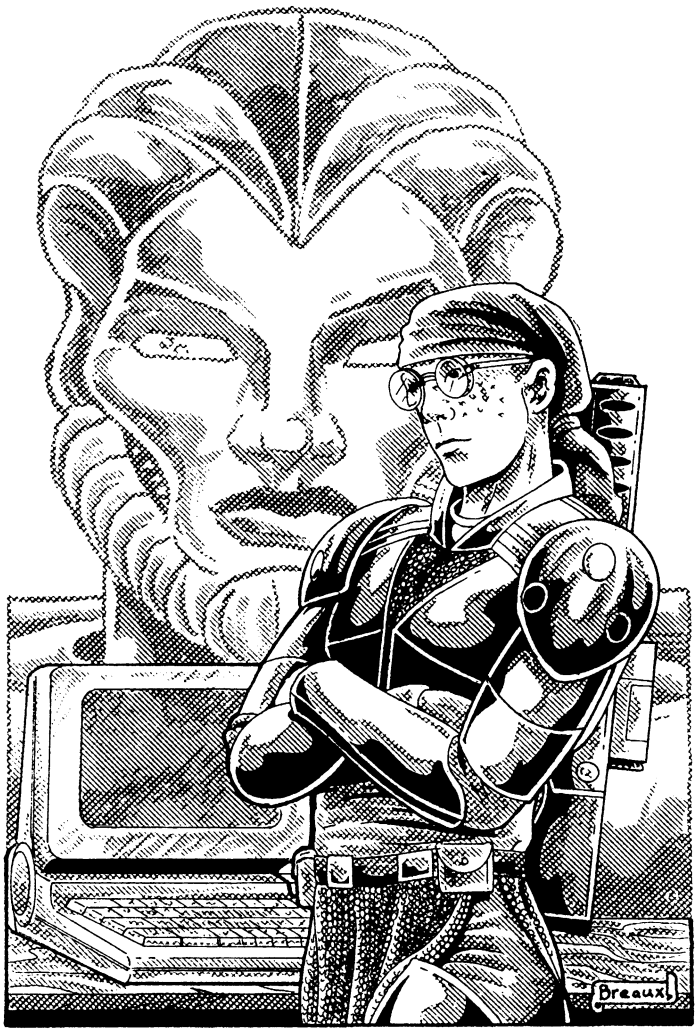
Archimedes

The Mad Inventor

Zach Tierny was an inventor in a parallel reality. His world's civilization was very similar to 20th-century Earth's, until a giant spaceship from another world crashlanded on the planet. From the ship, new technologies were developed, allowing scientists to create giant robots. Years later, however, the aliens came back and violently attacked the planet, devastating it. Zach was a young prodigy, a genius inventor who took refuge in an underground factory. There, aided by advanced computers, he managed to develop new suits of powered armor and robots that were far superior to anything built before. One day, a man calling himself Zeus the Thunderer appeared out of nowhere and offered to hire him. Zach accepted (he was running low on resources at that point).

Zach's code name is Archimedes, and he has become the chief weapon-smith in the Olympian Club. He has developed a series of suits of armor that resemble the Greek Warriors' suits, to be used by the Wolfen mercenaries guarding the complex. He also designed a giant robot suit known as the **Atlas Assault Bot** which he pilots himself. This super TW vehicle uses some enchanted components and has several magic abilities.

Real Name: Zachary P. Tierney
Alignment: Anarchist
M.D.C.: Body Armor or Atlas Assault Robot
S.D.C.: 25, **Hit Points:** 48
Size: 5 feet, 6 inches (1.68 m) tall.
Weight: 130 lbs (58.5 kg), **Age:** 23
Species: Human
Attributes: I.Q. 24, M.E. 14, M.A. 12, P.S. 13, P.P. 9, P.E. 14, P.B. 11, Spd 9.



Disposition: An immature but brilliant person who has mastered in months, specialties that would take most people decades to learn. He is arrogant, overconfident, pushy, overbearing, and tends to annoy most people. The only exception is Vulcan, the dwarf techno-wizard, and Zeus the Thunderer, both of whom understand what he's talking about and recognize him as the genius he is. Zach's personality changes radically when he's inside his Atlas assault robot. As a pilot, he acts more like a typical heroic warrior, facing danger bravely and with a cool head, and never speaking unless he has something important to say. Some of the other Club members cannot believe that the inventor and the pilot are the same person.

Horror Factor: None.

Experience Level: 10th level rogue scientist and techno-wizard.

Natural Abilities: Superhuman genius and ability to learn and understand new concepts, beyond even his natural techno-wizard talents. Perhaps he is the result of a subtle mutation.

Skills of Note: All mechanical, electrical, science and technical skills, plus paramedic, all at 98%, and robot combat: basic, W.P. Energy Rifle, W.P. Energy Pistol and W.P. Automatic Rifle & Pistol.

Combat Skills: Hand to Hand: Basic

Number of Attacks: Four hand to hand or two by magic (six hand to hand when piloting the Atlas robot).

Magical Knowledge: All first level spells plus ignite fire, fuel flame, fire bolt, call lightning, energy bolt, energy field, impervious to energy, telekinesis, armor of Ithan, magic net, impervious to fire and resist fire. **P.P.E.:** 116.

Psionic Knowledge (Minor): Mind block, speed reading, total recall, and telemechanics. **I.S.P.:** 41.

Weapons and Equipment of Note: Several energy weapons and techno-wizard devices, including a suit of Gladiator Armor enchanted with armor of Ithan and impervious to energy, a TW plasma rifle, and TK-Machinegun. His most famous creation is the Atlas robot.

Cybernetics: Headjack, amplified hearing, and gyro-compass.

Description: A short and skinny, red-haired guy with freckles and thick glasses. He is often seen staring at a computer screen right in front of his face, even when walking around.

The Atlas Suit — Archimedes' Brainchild

This is a super robot vehicle combining superior technology and advanced techno-wizardry. Archimedes did most of the work on it himself, with some help from Vulcan and Zeus the Thunderer. The robot has been shaped to resemble a bearded Greek statue and is painted marble white.

This prototype is unique, and cost the Olympian Club over a billion credits to develop. It has been well worth the money, as more than once, terrified communities and armies have given up without a fight after seeing the 50 foot tall monster bearing down on them. With its many techno-wizard powers, this robot can take on a small army and win.

Atlas Assault Robot

Model Type: Atlas Mark I

Crew: One pilot/gunner, but can accommodate a copilot and two gunners (Archimedes prefers to work alone, although this reduces the number of attacks he can inflict). It can seat three additional passengers.

M.D.C. by Location:

Particle Beam Cannon (left arm) — 300
Eye Laser Beams (2) — 120 each
Giant Rune Sword (right hand) — Indestructible
Right Arm (1) — 300
Hands (2) — 180 each
Shoulder Plates — 150 each
Legs — 500 each
Head — 200
Gunner's Hatch (back) — 75
Pilot's Hatch (upper back) — 80
* Redundant Sensor Arrays (4) — 50 each
** Main Body — 1000
Reinforced Pilot's Compartment — 250

* Destroying one sensor array produces no effect — two are working at all times, and the next one goes on-line whenever the first one is destroyed. Destroying ALL 4 sensor arrays will destroy the radar and targeting system (no bonuses to strike, parry or dodge). The pilot must rely on his own human vision and less accurate computer and sensory systems. Each array is small, and −3 to strike with a called shot.

** Depleting the M.D.C. of the main body will effectively destroy the bot, shutting it down completely, rendering it useless. However, the bot's M.D.C. magically regenerates at a rate of 100 points per day!

Statistical Data:

Speed: Running: 70 mph (112 kmph) maximum.

EVA Note: Suitable for all environments, including outer space and underwater.

Height: 50 feet (15.2 m)

Width: 23 feet (7 m)

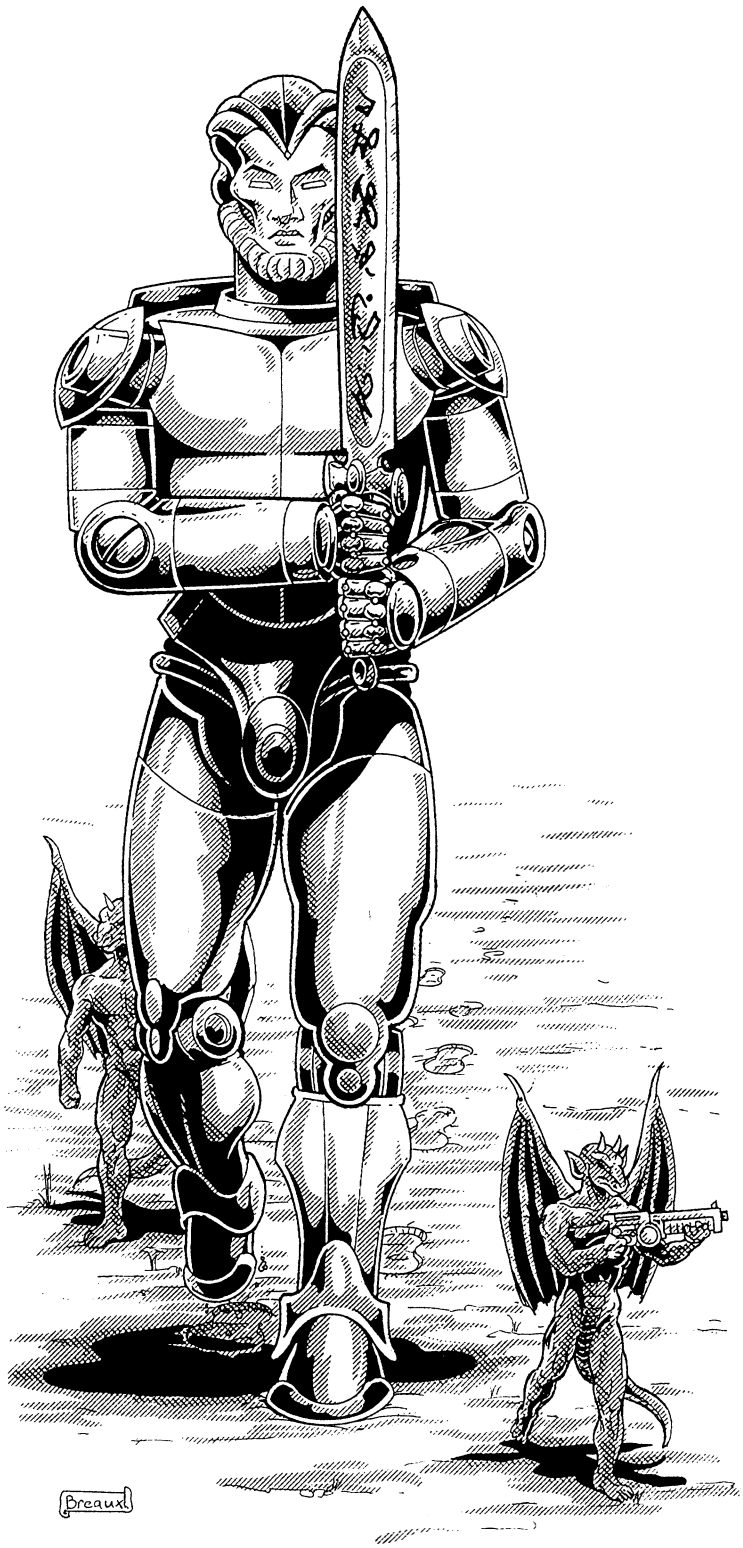
Length: 20 feet (6 m)

Weight: 50 tons fully loaded

Physical Strength: Equal to a P.S. 60

Cargo: Six foot (1.8 m) cargo bay

Power System: Nuclear and magic, average life is 30 years.



Black Market Cost: If the robot was ever mass-produced (unlikely), it would cost at least 500+ million credits.

Techno-Wizard Modifications:

Impervious to Energy: Activated by thought at a cost of 20 P.P.E. or 40 I.S.P.. Lasts for 20 minutes.

Link to Rune Weapon: A magical conduit that allows the robot to wield a giant rune sword as if it were a living thing and cast the sword's innate spells. See sword description.

Damage Restoration: Automatically restores depleted M.D.C. at about 10% per day.

Swim as a Fish: One of its underwater capabilities. Costs 20 P.P.E. to activate and lasts 20 minutes.

Weapon Systems:

1. **Giant Rune Sword (1):** The Olympian Club found this sword in an ancient temple in a depopulated dimension. The former inhabitants had been enormous giants, at least 30 feet (9 m) tall. The sword was a huge two-handed weapon with magic runes along its blade. It weighed hundreds of pounds and nobody could wield it effectively. Finally, when Archimedes designed Atlas, the sword found the perfect user. The blade has several powers, which can be used by Archimedes while inside the armor only through a special techno-wizard link-up suggested by Vulcan.

Primary Purpose: Hand to hand combat and anti-robot.
Secondary Purpose: Defense.
Weight: 600 lbs (270 kg)
Mega-Damage: Sword inflicts 2D6 × 10 M.D. in physical attacks, or it can fire a 1D6 × 10 M.D. force blast; range: 1,000 feet (305 m).
Spell Magic: The sword can cast each of the following spells three times per 24 hour period: Blinding flash, globe of daylight, cloud of smoke, wall of flame, circle of flame, fuel flame and impervious to fire.
Rate of Fire (blast): Equal to hand to hand attacks of the pilot (usually six).

2. **Particle Beam Cannon (1):** A huge particle beam weapon, purchased from an advanced alien race. It has been mated to the suit's power system and is concealed in the left arm.

Primary Purpose: Anti-robot or anti-vehicle
Secondary Purpose: Defense.
Weight: 3 tons.
Mega-Damage: 2D6 × 10 M.D. per blast.
Rate of Fire: Equal to hand to hand attacks of the pilot or gunner.
Range: 3000 feet (914 m)
Payload: Effectively unlimited.

3. **Eye Beams (2):** Laser guns built into the robot's eyes. Primarily used for close-range attacks on infantry or powered armor units.

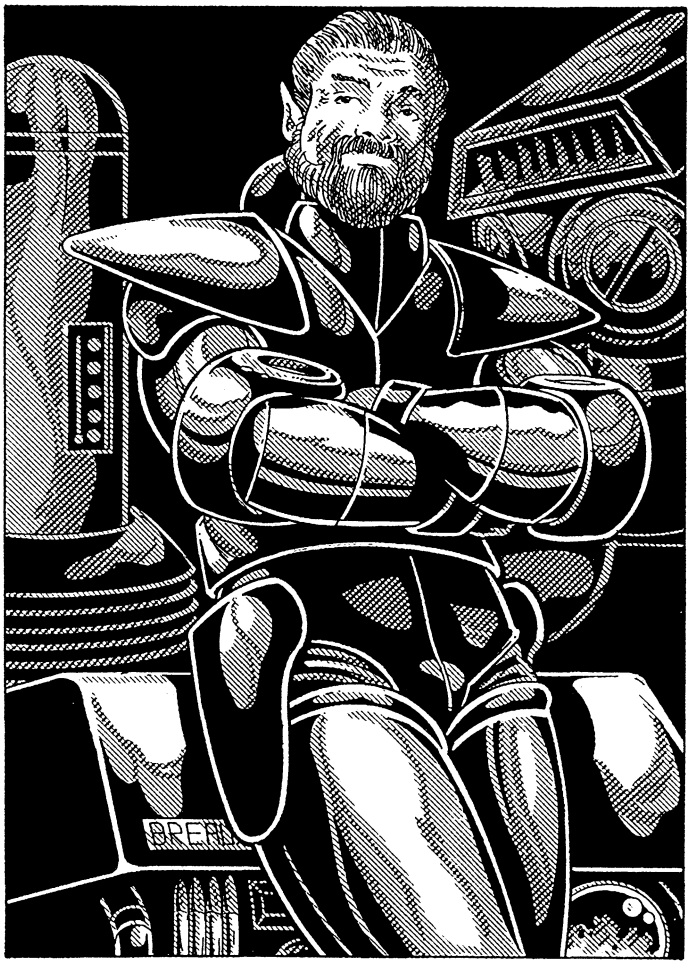
Primary Purpose: Defense
Secondary Purpose: Anti-personnel
Mega-Damage: 4D6 M.D. per blast.
Range: 2000 feet (610 m)
Rate of Fire: Equal to hand to hand attacks of the pilot or gunner.
Payload: Effectively unlimited.

Vulcan
The Techno-Wizard

Karid Ironspinner was a gifted young engineer in a Dwarven realm which had developed magic and technology side by side, similar to some of the cultures on Rifts Earth. He loved his work, but he was so valuable to his kingdom that he was never allowed to leave his laboratory. Karid wanted to adventure, to see what the wondrous devices he built could do in real life. He was bitterly disappointed that his talent had cursed him to a reclusive, sedentary life. He trained extensively in virtual reality simulations, but these images seemed lifeless and stale to him. He wanted to experience real adventure!

One day, a team of powerful strangers broke into his heavily guarded laboratory/prison. Their leader, who called himself Zeus The Thunderer, offered Karid a chance to participate in incredible adventures. The dwarf accepted. His skills made him ideal for the role of Vulcan, smith of the gods. Since Karid wanted to participate in combat, The Thunderer obtained a powerful bio-borg symbiotic organism to transform Karid into a supernatural creature, able to survive enormous amounts of damage.

Karid was very happy until the first time he joined combat. He did very well, but several innocent people died, and he would never forget the way those pitiful corpses looked. No virtual simulation had ever conveyed to him the true horrors of war. Karid continues to work for



the Club, but now prefers to go on non-violent missions. He will fight to defend himself and his friends, but will do anything to prevent innocents from getting hurt.

He has recently become obsessed with discovering the secret of rune weapons. The Thunderer is letting him investigate possible sources of information, as long as the dwarf is very careful about not letting the Splugorth know about his research. If Karid/Vulcan is successful, the dragon knows that they can become very wealthy, but not even the Olympus Club could survive the full wrath of the Splugorth.

Real Name: Karid Ironspinner
Alignment: Unprincipled
M.D.C.: 220 (plus Absurr Life Node)
S.D.C./Hit Points (for non-M.D.C. worlds): 200 S.D.C. and 1200 hit points.
Height: 4 feet, 3 inches (1.3 m) tall.
Weight: 200 lbs. (90 kg)
Species: Dwarf
Attributes: I.Q. 21, M.E. 13, M.A. 9, P.S. 17, P.P. 14, P.E. 16, P.B. 9, Spd 10.
Disposition: Quiet and introverted. His only true friend is Archimedes and neither of them is an effusive person. They often spend their free time brainstorming about new technologies and engaged in long games of chess (Archimedes taught the game to Karid, who is now a grandmaster).
Horror Factor: None
Experience Level: 13th level techno-wizard
Natural Abilities: Nightvision 90 ft (27.4 m; can see in complete darkness), natural aptitude for weapon design, mechanics and manufacturing. Absurr Life Node: A creature with 500 M.D.C., that can transfer up to 497 M.D.C. to its host body if he is injured, and which warns its partner with empathic flashes whenever it senses danger, which will awaken the host. The life node can also grant a burst of energy when tired (lasts 2D4 minutes), both are impervious to mind control and empathic transmission.
Skills of Note: Knows all technical, science, electrical and mechanical skills at 98%; speaks Dwarven, Dragonese/Elf, American, Atlantean and three other transdimensional languages at 98%.
Combat Skills: Hand to Hand: Basic
Number of Attacks: Four hand to hand attacks or two by magic.
Bonuses: +3 to strike, +4 to parry and dodge, +1 to S.D.C. damage, +4 to pull punch, +4 to roll with impact or fall, +4 to save vs horror factor, +4 to save vs magic, +2 to save vs psionics, and is impervious to mind control.
Magic Knowledge: Knows all spells from levels 1-6 plus invulnerability, fly as the eagle, wind rush, and wisps of confusion (spell's effects equal to a 6th level caster). P.P.E.: 89.
Psionic Knowledge: Mind block, speed reading, total recall, and telemechanics. I.S.P.: 67.
Allies: Good friends with Archimedes. Is on speaking terms with everyone else, but does not want to become close to them.
Description: Karid looks like a normal dwarf, except for the grapefruit-sized organism attached to the back of his head, with its tail wrapped around his neck. The dwarf's clothes and armor are specially designed to conceal the organism.

Athena the Wise

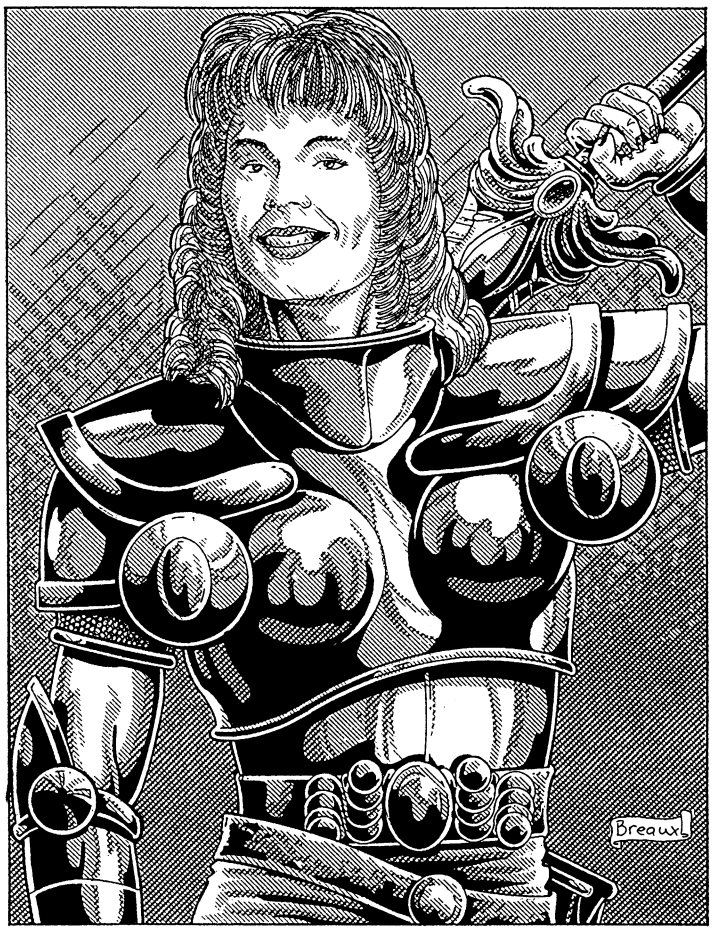
Melia Strongoak is a giant (lesser) titan who is a disappointment for her parents, both interdimensional paladins. They tried to instill a strong sense of morality in their daughter, preparing her for a life-long war against the forces of evil. Perhaps they tried too hard. Melia was forced to study long hours from the time she could walk and talk. Hours of philosophical and religious teachings were followed by more hours of gruelling physical training. When her parents discovered that she also had a great potential for magic use, they were delighted. Soon hours of magic lessons followed the studies and the physical training.

The young titan became willful and stubborn. A few of her parents' friends advised them to lighten up a little, that most titans often had a happy and carefree childhood before they were inducted into their duties, but they would have none of it. Rebelliousness was met with punishments, which caused more rebelliousness, which in turn brought about harsher punishments. One day, Melia stole a magical scroll from her teacher, packed her armor and the ancient sword that her father had given her and left home, never to return. The scroll had a dimensional portal spell on it and Melia used it to leave her world for destinations unknown.

To her horror, the young warrior was swept away into a region of Hades! She managed to fight off the minor demons who attacked her and fled into the more desolate and harsher regions. After a few days she found herself the target of a hunt, pursued by a demon lord in search of entertainment. The demons could have caught her several times, but the hunt leader wanted to see her collapse with exhaustion and despair before moving in. She was about to give up when three strangers suddenly appeared in front of her. She tried to veer off. Two of the strangers, a man covered in tattoos who fired flame bolts at the demons and a human of enormous strength, met the hell hounds and held them off, while the other one, a metallic-looking creature, cast a spell and opened a portal out of Hades. The newcomers carried her away, leaving behind many frustrated demons.

Melia was so grateful to her rescuers (the three Club members had been on a mission in Hades, and Shell the temporal raider had sensed the girl's arrival) that she joined the Club without thinking twice about it. She took on the role of Athena because she has had enough schooling to appear wise and to come up with deep-sounding but often meaningless advice. Melia loves to con people, and so far, is not sorry to have run away. Sometimes she feels painfully lonely and homesick.

Real Name: Melia Strongoak **Alignment:** Anarchist
M.D.C.: 170 plus armor
S.D.C./Hit Points (for non-M.D.C. worlds): 170 S.D.C. and 100 hit points.
Size: 12 feet tall (3.6 m)
Weight: 600 lbs (270 kg), **Age:** 17
Species: Palladium World Titan (a giant)
Attributes: I.Q. 14, M.E. 11, M.A. 13, P.S. 26 (supernatural), P.P. 23, P.E. 19, P.B. 20, Spd 23.
Disposition: Melia has come to hate being controlled in any way. She will take orders from the Club, because she likes their missions, but hates it when somebody tries to give her advice or tell her how to run her life. Herbert has become her best friend, and has taught her about rock music and MTV — the Club has several 20th century appliances the two youngsters use — and she loves to listen to Earth music. Melia also has a slight crush on Herbert, although he is way too short for her and has a disturbing cruel streak.
Horror Factor: 12
Experience Level: 6th level warrior and ley line walker.



Natural Abilities: Nightvision 90 ft (27.4 m; can see in total darkness), excellent overall vision and hearing, see the invisible, bio-regenerate 4D6 M.D.C. per minute, turn 4D6 dead at will (80% success ratio), impervious to vampire bite and dimensional teleport at will (45% success ratio, add +10% on a ley line and +20% at a nexus).
Skills of Note: Cooking, 80%, fishing 85%, climbing 70%, land navigation 58%, wilderness survival 70%, demon/monster lore 70%, speaks Dragonese/Elf, American and Atlantean, all at 98%. W.P. Sword, W.P. Spear.
Combat Skills: Hand to Hand: Martial Arts
Number of Attacks: Three attacks per melee or two by magic.
Restrained Punch — 5D6 + 11 S.D.C.
Full Strength Punch — 3D6 M.D.
Power Punch — 6D6 M.D.
Kick — 3D6 M.D.
Bonuses: +2 on initiative, +5 to strike, +6 to parry and dodge, +11 to S.D.C. damage, +6 to pull punch, +3 to roll with impact or fall, +4 to save vs horror factor, +2 to save vs magic.
Magical Knowledge: Knows the following spells: death trance, globe of daylight, see the invisible, befuddle, chameleon, mystic alarm, armor of Ithan, impervious to fire, float in the air, astral projection, energy field, shadow meld, fly as the eagle, invulnerability, superhuman strength, energy disruption, fire ball and call lightning. **P.P.E.:** 141.
Psionic Knowledge: None.
Allies: Good friends with Herb, Trellacryth, Keleborn and Shell. Thinks Archimedes is a nerd and hates Venus. Doesn't pay much attention to Vulcan.
Description: A 12-foot (3.6 m) tall, robust young woman in her late teens, with flowing, long blonde hair and sea-blue eyes. Very athletic, agile and graceful, she loves to dance and go to social events and hates to study.
Weapons and Equipment of Note: 1. Techno-Wizard Armor: Extra-heavy composite armor with 320 M.D.C. (too heavy to be carried by anything other than a giant or a borg), with the following enchantments, usable three times a day: Armor of Ithan (80 M.D.C.), impervious to energy and shadow meld.

2. Holy Sword: An ancient weapon, her only inheritance from her titan parents. A powerful blade created by the god Thoth millennia ago. It inflicts 4D6+6 M.D. and can expel devils and demons: Success ratio is 89% against lesser foes and 44% against greater demons.

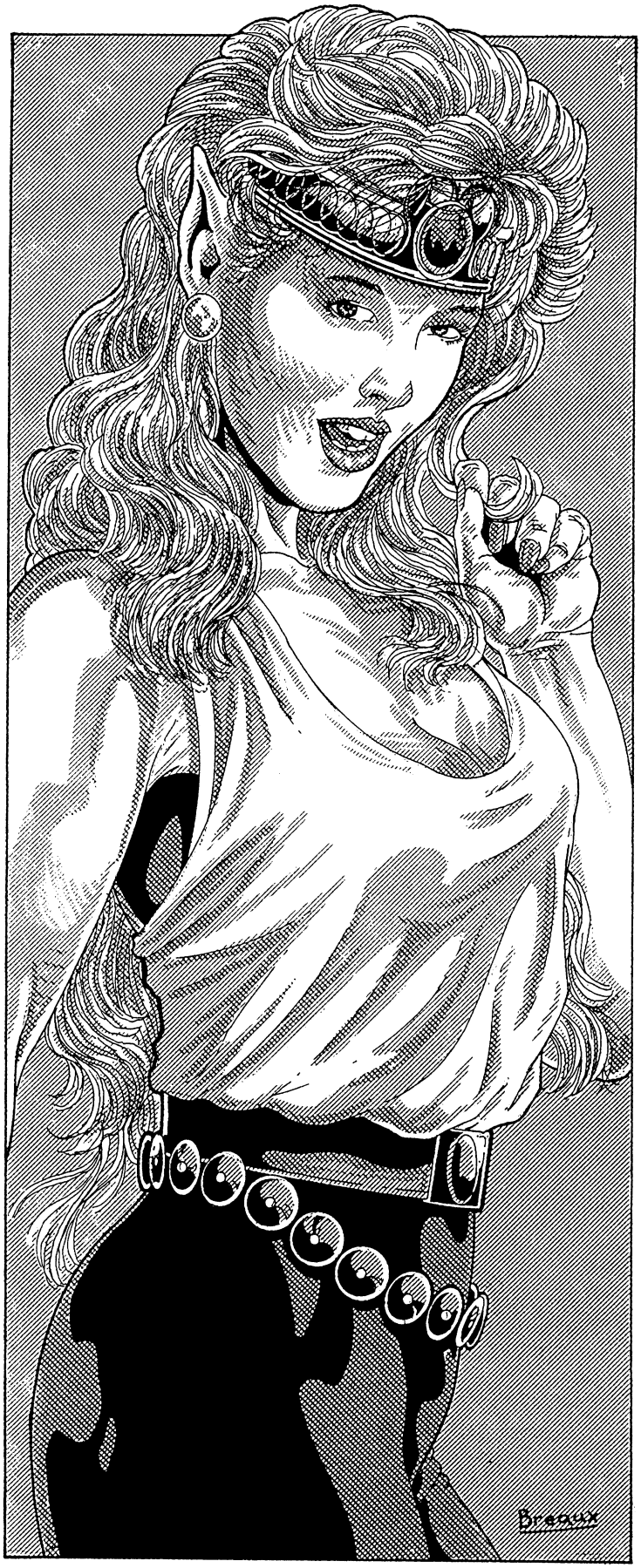
3. Triax style giant laser rifle: Inflicts 5D6 M.D. per blast, payload 30 shot clip, and a range of 3000 feet (914 m).

Venus the Adventurer

Ylliriel was born in an Elven community in a now-extinct world. Elves were the dominant race; along with a few wolfen communities in remote areas. Her people had made great progress in the study of magic but their hunger for mystic knowledge would be their doom. When they opened a rift for the first time, a horde of demons came rushing in. Soon the once peaceful world became a battlefield. Two hundred years later, a few survivors opened dimensional portals and abandoned their dying homeworld. Ylliriel, a young elven sorceress barely out of her teens, was among them.

The life of a refugee is not an easy one and it is worse for interdimensional exiles who don't know if the people on the next world will be friend or foe. Many of Ylliriel's friends and relatives were murdered, enslaved or driven insane by the dangers of dimensional travel. During a fifty year odyssey, Ylliriel became her people's greatest sorcerer and one of their fiercest defenders. After a while, her people settled down and gave up their life of wandering. Ylliriel discovered that she had grown to like the life of a transdimensional explorer, bid her family farewell and set off on her own. It was only a matter of time before she linked up with the Olympian Club. Trellacryth/Zeus the Thunderer was impressed by her unearthly beauty and suggested that she take on the role of Venus, goddess of beauty. Ylliriel was not too thrilled, being a woman of action, but agreed. Her version of Venus is a lot more self-reliant, resourceful, tough and action-oriented than the genuine goddess, although she does always try to look good while she does anything.

Real Name: Ylliriel Silverleaf
Alignment: Unprincipled
M.D.C.: Armor or Magic
S.D.C./Hit Points: 32 S.D.C. and 87 Hit Points.



Size: 6 feet, 1 inch tall (roughly 1.85 m).
Weight: 157 lbs (70.6 kg).
Species: Elf
Attributes: I.Q. 19, M.E. 14, M.A. 11, P.S. 13, P.P. 17, P.E. 15, P.B. 25, Spd 15.

Disposition: She has a pixie-like sense of humor and is friendly but slightly condescending toward humans and other short-lived races. Always on the lookout for a new challenge and adventure. She prefers to rob and swindle wicked and decadent beings whenever possible, rather than groups of hard-working people. She hates demons, vampires and supernatural monsters and will sometimes go out of her way to exterminate them. Hercules/Herbert is head over heels in love with her, but she does not feel the same. Although she will tease him and have fun with him, she is never cruel about it.
Horror Factor: None.
Experience Level: 14th level ley line walker.
Natural Abilities: Nightvision 90 ft (27.4 m; can see in total darkness).
Skills of Note: All domestic and wilderness skills, wilderness survival, tracking (humanoids and animals), detect ambush, all at 98%. Speaks Dragonese/Elven, American, Greek, Atlantean, and Gobblely, all at 98%. W.P. Archery and targeting, W.P. Sword, W.P. Staff, and W.P. Energy Rifle.
Combat Skills: Hand to Hand: Basic
Number of Attacks: Five hand to hand or two by magic.
Bonuses: +2 on initiative, +3 to strike, +4 to parry and dodge, +3 to pull punch, +3 to roll with impact or fall, +4 to save vs horror factor, +5 to save vs magic, and +1 to save vs psionics.
Magical Knowledge: Knows all spells from levels 1-4 plus circle of flame, domination, escape, apparition, call lightning, compulsion, globe of silence, locate, curse: phobia, mute, summon rain, and protection circle: superior. **P.P.E.:** 241.
Psionic Knowledge: None.
Description: An Elven woman with long flowing golden hair (dyed) and green eyes. Very attractive, with a mischievous expression.
Weapons and Equipment: Crown of Venus: This diadem has several magical abilities and is an ancient magical item of unknown origin. It enables the wearer to pass for a god. The crown has a few add-ons, courtesy of Archimedes the techno-wizard.

Divine Aura: Creates a golden aura around her body. People who look at her while this aura is on will feel they are in the presence of a greater power (Horror Factor 10 and 10 levels of experience higher than she really is). Furthermore, the aura itself is a powerful force field, with 600 M.D.C. While the aura is in effect, the wearer is +10 to save vs magic, psionics, disease, and horror factor. The aura can be activated three times per day, and lasts for three hours or until its M.D.C. is depleted.

Back-Up Force Field: This is created by an enchanted wire bound around the diadem and was installed by Archimedes to help keep Venus alive if all three main force fields are knocked out. The back-up has 60 M.D.C. and can also be activated three times per day.

Magic Power: Each of the following have been installed by Vulcan and can be used three times a day. Each lasts 30 minutes. Superhuman strength, superhuman speed, swim as a fish and fly as the eagle.

Lord Hades

The creature known as Lord Hades is a temporal raider, an alien monster with great powers over space and time. This particular raider, called Shell by his acquaintances, is a more humane member of the species. He is perfectly capable of cold-blooded murder, but is more "inclined" to work with others to gain more wealth and power. Zeus The Thunderer met him at a great interdimensional market where the raider was ambushed by a temporal wizard (a former pupil) and his henchmen.

The Thunderer joined the fray and together, with shell quickly dispatched the brigands. The raider was grateful, but when Trellacryth told him about the Olympian Club, he was not ready to join in. Upon returning to its interdimensional lair, however, the raider discovered that his pupil had plundered his hoard before trying to murder him.

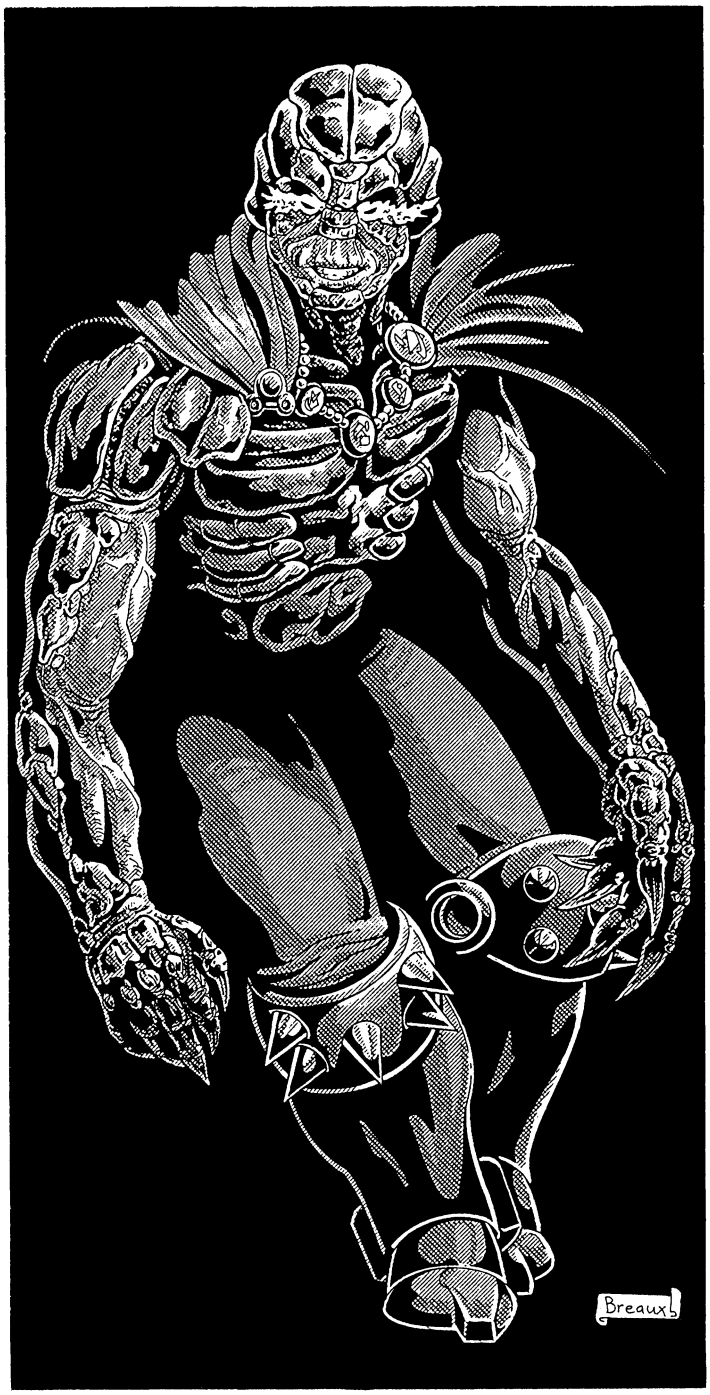
Practically penniless, Shell had no better alternatives left than to join the Club. Since then, he has grown to like both the Club and several members.

Real Name: Unknown. Sometimes goes by the nickname of Shell.
Alignment: Anarchist
M.D.C.: 230
S.D.C./Hit Points (for non-M.D.C. worlds): 230 S.D.C. and 100 hit points.
Size: 8 feet tall (2.4 m)
Weight: 700 lbs (315 kg)
Species: Temporal raider
Attributes: I.Q. 22, M.E. 20, M.A. 13, P.S. 21 (supernatural), P.P. 22, P.E. 18, P.B. 6, Spd 23.
Disposition: Towards outsiders he projects a grim and otherworldly presence (not hard for him to accomplish), speaking only to issue commands and acknowledging only the most powerful around him. The raider has mellowed quite a bit during his years in the Club, and is especially fond of Hercules (Herb) and Venus (Yllyriel) who have been working hard at inspiring a sense of humor in the creature. Sometimes Shell will actually crack a joke, but sometimes he takes dead-animal jokes literally, and tries to enact them for real — with gross results. Since his association with the Olympian Club, Lord Hades mostly feeds on animals, although sometimes he has used his life draining powers to "prove" he is indeed the God of Death.
Horror Factor: 13
Experience Level: 12th level temporal raider (see **Rifts England**).
Natural Abilities: Sense dimensional rifts within a 50 mile (80 km) area, sense dimensional envelopes, mystic portals, dimensional teleportation and time holes within one mile (1.6 km), can see dimensional envelopes and pockets, as well as fourth dimensional beings, two dimensional beings, astral travelers, and the invisible energy essences of alien intelligences and entities. Ley line phasing as a ley line walker. Impervious to poison, toxins, drugs, gases, heat and fire, doesn't breathe air, and is resistant to all forms of energy (does half damage). Bio-regenerates 4D6 M.D.C. as often as once every melee round, but the act of regeneration counts as one melee action/attack.

Energy Blasts: Lord Hades can generate energy blasts from the hands, eyes, and/or mouth. As many as ten light blasts or five heavy blasts can be fired in a single melee round in place of, or combined with, hand to hand combat (two light blasts count as one melee attack). A light blast can be regulated to inflict 1D4, 1D6 or 2D6 M.D., while a heavy blast inflicts 3D6 or 5D6 M.D. Range for blasts from the hands is 1000 feet, while blasts from the eyes or mouth are half, 500 ft (153 m).

Energy Vampire: The creature lives on the life energy of living creatures, animal or intelligent. To feed, the raider must touch his victim, pulling the creature's life-giving energy from it at a rate of 15 S.D.C. or hit points a melee round (15 seconds — first S.D.C. is drained, then hit points). The energy vampire must feed on 1000 S.D.C./hit points or 10 M.D.C. per 24 hours. Failure to feed will cause starvation with similar symptoms as found in humans: becomes tired, slow, weak, etc. Conversely, the temporal raider can absorb more energy than minimally necessary and store it like a living battery. Up to six days of energy can be stored (that's 6000 S.D.C./hit points or 60 M.D.C.). The creature does not need to kill its prey to feed.

Skills of Note: Pilot hover vehicles, jet aircraft, horsemanship at 98%, wilderness survival 88%, land navigation 98%, prowl 85%, knows Dragonese/Elf, American, Greek and three other interdimensional tongues, all at 98%.
Number of Attacks: Five hand to hand or psionic attacks per melee or two by magic.
Restrained Punch — 4D6+6 S.D.C.
Full Strength Punch — 2D6 M.D.
Power Punch — 4D6 M.D.
Energy Blasts — 1D4 to 5D6 M.D.
Bonuses: +4 on initiative, +7 to strike hand to hand, +8 to strike with energy blasts, +8 to parry and dodge, +6 to S.D.C. damage, +5 to pull punch, +5 to roll with impact or fall, +8 to save vs horror factor, +3 to save vs magic, and +3 to save vs psionics.
Magical Knowledge: Knows all temporal magic spells, all summoning magic, and all magic spells from levels 1-13 plus close rift, teleport: superior, and dimensional portal. **P.P.E.:** 320.
Psionic Knowledge: Alter aura, death trance, levitation, mind block, astral projection and empathy. **I.S.P.:** 48.
Weapons and Equipment: Usually has several Kittani energy weapons. Also has a talisman with 100 P.P.E. for spell casting.
Description: This alien creature has overlong, heavily muscled arms, no visible nose and blazing eyes. His body is covered in natural exoskeleton plates, silverish on the face, blue-grey on the rest of the body. He wears a long, black cloak with golden lining.



Weapons and Equipment: 1. Heavy combat armor (M.D.C. 120) with the following spells: Armor of Ithan, impervious to energy and superhuman speed, all at 14th level spell strength.

2. Armor Amulet: This is a Splugorth item that the Club "liberated" some time ago. It surrounds the wearer in a force field with 100 M.D.C., and can be activated three times a day.

3. He also has a Splugorth psionic rod, a Splugorth mental incapacitator and several TW weapons.

The Gods of India

Note: Many of the deities described below are worshipped today, both in India and other parts of the world, including the United States. The descriptions in this books are highly fictionalized and only draw inspiration from ancient god-myths. They use the fantastic elements of those myths for entertainment purposes, only. They are not intended to describe the beliefs or deities of the current Hindu/Indian religions.

India covers a huge area populated by diverse peoples. The Greeks, Persians, Chinese, Mongols, and Muslims all have influenced and been influenced by this complex land and its people. Two major pantheons are described here: the first one, the Vedic Pantheon, is made up of older deities worshipped in India, many of which were eventually assimilated into the Brahmanic Pantheon, which came into existence centuries later.

On pre-Rifts Earth, the two pantheons clashed violently at first, but finally reached an agreement and shared their worshippers. A minor Vedic god, Vishnu, became one of the chief deities of the new, combined pantheon. The three chief dieties, Brahma, Siva and Vishnu, are known as The Divine Triad. Vishnu's new position caused resentment between the other deities. There is still a lot of conflict among the two pantheons. Opposite all are a third group, made up of evil gods from both pantheons and a gathering of demons called Asuras, implacable enemies of humankind and the forces of Light.

Besides the gods of India, there is a group of monstrous pretenders that has fooled mortals into worshipping them. This evil gathering calls itself The Immortals, and they seek only to further their ends by exploiting the gullible.

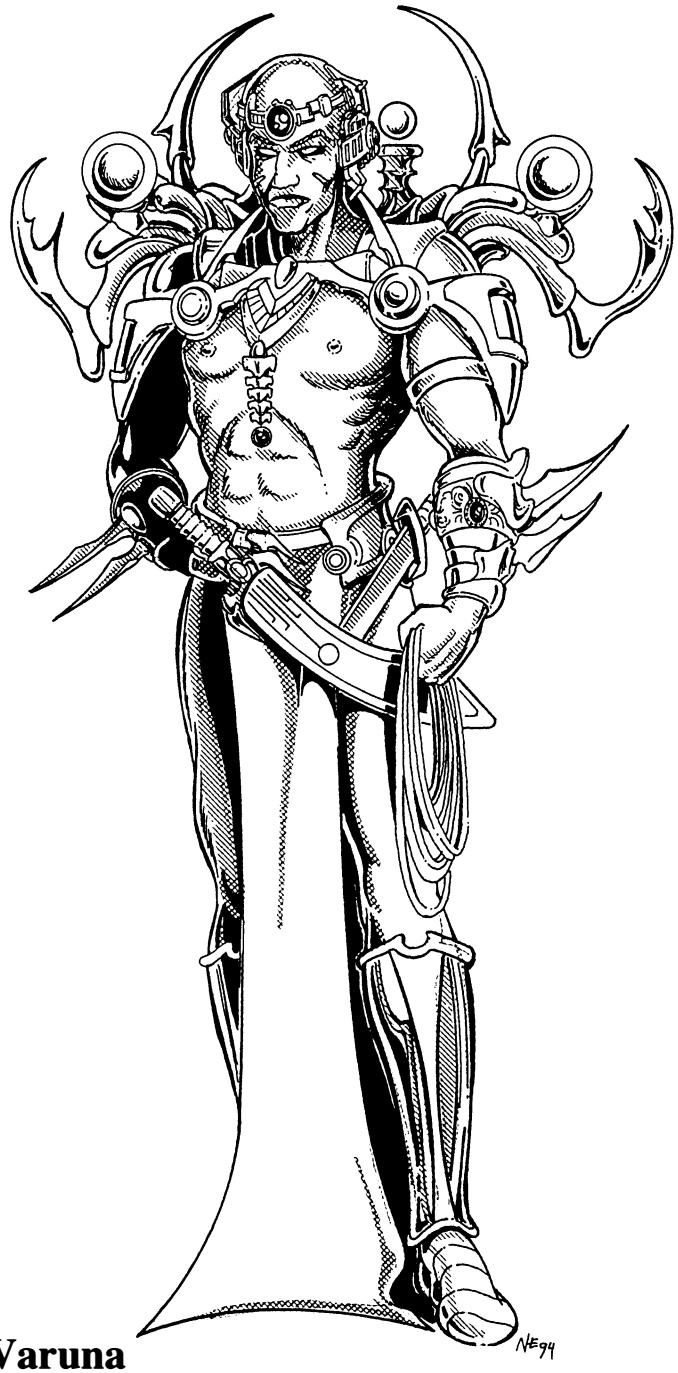
Relations with Other Beings

1. **The Greek Pantheon:** Alexander the Great led the Greeks against the Indians in a few brief skirmishes. Of the ancient Greek gods, only Ares and Herakles attacked the Indian gods. The fight ended without a clear winner. Since then, there have been years of peaceful coexistence and even a treaty of mutual aid in the event of a massive attack on dimensions where both pantheons have worshippers and holdings. Zeus and Brahma are very different beings and do not like each other very much. Vishnu and Siva, on the other hand, have similar temperaments to many of the Olympian gods and get along well.
2. **The Persian Gods:** The Pantheon of the Vedas and the Persian Gods have very close ties. The Persian fire god Atar and the Indian god Agni are brothers, descended from a long-forgotten elemental being. The gods Vayu and Mithras belonged to both pantheons and have served as mediators and ambassadors for many years. Indra was also worshipped in Persia for a time, but he and Ahura Mazda quarrelled. Indra was expelled from the Persian Pantheon and his name was rewritten in the chronicles as a demon. Many Persian gods like to go on quests with Indian gods. Ahura Mazda has a great deal of respect for Brahma. The Persian Ahriman has many dealings with the Raksasha King and the Asura demons. Over the centuries, many wars and conspiracies involving both pantheons have taken place.
3. **The Splugorth:** The Indian deities had no dealings with the Splugorth until very recently. About a century before the Coming of the Rifts, the Indian gods had established themselves in another dimension where the people were less advanced and seemed more in need of deities. A Splugorth lord led an invasion into that dimension. Several evil gods, as well as the Asuras, made an alliance with the monsters and the Indian pantheons were overwhelmed. None of the gods were destroyed, but they had to flee their new home and let the inhabitants become enslaved (or killed) by the invading Minions of Splugorth. Since that day forward, the Indian gods hate and fear the Splugorth and will try to extract revenge from their entire species.
4. **Others:** The Ravana, King of the Raksasha, makes his residence in a portion of Demonic Hades which is in effect, an independent kingdom beyond the influence of the Greek god Hades or the Demon Lord Modeus (see **Rifts® Dark Conversions**). The Demon Lord has not challenged Ravana regarding his underworld kingdom for fear of defeat, while Hades is content with his massive part of the eerie dimension. Of course, individual gods of India have met, befriended or clashed with other gods, Godlings, demons and monsters with varying results and lasting sentiments.

Pantheon of the Vedas

This elder pantheon was first brought to India by Aryan invaders, an ancient people that also settled much of Persia. Their mythological gods followed them. Some gods concentrated on the people of Persia, while others remained in India a few dividing, with their time between the two. The Vedic pantheon reigned supreme for several centuries, until a new generation of gods arrived and took over. This was not a peaceful conquest and the gods fought in their dimensions while mortals battled on Earth. Some deities were destroyed, others weakened severely, or driven mad.

Eventually, a compromise was reached. The main Vedic god involved in this agreement was Vishnu, who before the war had been a minor deity of the sun. In partnership with the Pantheon of Brahma, Vishnu became the God of Light and an equal member of the Divine Triad that has ruled both pantheons ever since. Many of the gods described below have lost a great deal of power as a result, and still harbor hatred and envy for their conquerors. Demons and evil gods have often used this resentment to their advantage.



Varuna

Guardian of the Universe

This god was the elemental power and chief of the Vedic Pantheon. He was the gods' lawmaker and controlled the weather and all the elements. As god of the skies, it was his duty to bring rain down from the "sea of heaven." He was very concerned with the war between Light and Darkness and watched carefully for signs of evil among both gods and men. He judged mortals and immortals, and decreed punishments with fairness but without mercy.

After the Brahmanic Pantheon had taken over, Varuna was "demoted" to rule over the seas of the Earth. His worship and power decreased accordingly. The god is terribly bitter about this. His alignment has changed from Scrupulous to Aberrant, although most of his fellow gods have not noticed this. Varuna now believes that Brahma, Siva and Vishnu are as evil as any demon and has been quietly working and plotting for centuries to destroy them and to regain his position. As a result, he has dealt with demons (he has several among his servants and bodyguards) and, unknown to everybody, it was he who sent the Splugorth invaders against them. Varuna's plan was to take the lead in the defense of the dimension, relying on his superior knowledge of the invaders' weapons and tactics to gain victory and reclaim his former glory. The plan backfired: although Varuna distinguished himself in the fight (he was the only god who knew about high technology and was not surprised by it), his power was not enough to turn the tide, and he and his fellow gods were defeated. He feels terribly guilty about his betrayal, however, and fears that his involvement will one day be discovered.

Due to his former position as Cosmic Guardian, Varuna has travelled extensively throughout the Megaverse, more than most Indian gods. Thus, he is familiar with the Splugorth and their minions, alien intelligences, True Atlanteans, demons, and other dimensional beings. Varuna has managed to become Brahma's main advisor on all affairs pertaining to Earth.

Real Name: Varuna

Alignment: Aberrant evil (formerly scrupulous)

M.D.C.: 40,000 (8,000 M.D.C. on Rifts Earth); used to have double that amount.

S.D.C./Hit Points (for non-M.D.C. worlds): 3,000 S.D.C. and 1,000 hit points.

Size: 9 feet (2.7 m) tall

Weight: 600 lbs (183 kg)

Attributes: I.Q. 24, M.E. 20, M.A. 20, P.S. 30 (supernatural), P.P. 19, P.E. 23, P.B. 21, Spd 33 (22 mph/36 kmph)

Disposition: Before his fall, Varuna conducted himself with dignity and was the epitome of wisdom and nobility. Now his image is tarnished and frayed. The god has a distracted air about him, sometimes loses the thread of a conversation and is given to secrecy and deception. He is more of a plotter than a fighter.

Horror Factor: 12

Experience Level: An elemental being, he has mastery over all four elements: air and water equal to a 15th level warlock, earth and fire equal to a 10th level warlock. 12th level ley line walker.

Natural Abilities: Nightvision 1200 feet (366 m; can see in complete darkness), see the invisible, impervious to heat and cold, resistant to fire (half damage), bio-regeneration 4D6 × 10 M.D.C. per minute, turn 1D6 × 100 dead, teleport self 88%, dimensional teleport 65%, healing touch restores 4D6 S.D.C./hit points or M.D.C. He can also summon 1D4 lesser elementals of each variety or one greater elemental of each variety every 24 hours. They will stay and obey his every command for extended periods of time (month or years).

Skills of Note: Knows all wilderness skills, faerie and demon/monster lore, Dragonese/Elf, Sanskrit and 10 other Indian languages and dialects, all at 98%. W.P. Sword.

Combat Skills: Hand to Hand: Basic

Number of Attacks: Five hand to hand or psionic attacks per melee round or three by magic.
Restrained Punch — 5D6 + 15 S.D.C.
Full Strength Punch — 3D6 M.D.
Power Punch — 6D6 M.D.
Kick — 3D6 M.D.

Bonuses: +1 on initiative, +4 to strike, +5 to parry and dodge, +15 to S.D.C. damage, +2 to pull punch, +4 to roll with impact or fall, +10 to save vs horror factor, +5 to save vs magic, +4 to save vs psionics.

Magical Knowledge: Knows all Elemental Air and Water spells at 15th level, and all Elemental Earth and Fire spells at 10th level (see **Rifts® Book of Magic** for a complete spell list). P.P.E. 4000.

Psionic Knowledge: Knows all sensitive powers plus mind block auto-defense and mind bolt. I.S.P. 500.

Allies: Varuna has some contacts with Persian deities, although their chief god, Ahura Mazda, has no sympathy for his situation. In his travels, Varuna has made many deals with powerful extradimensional beings and he might be able to call in favors from some monsters and demons. Varuna thinks that Indra is his ally, but his son thinks

the old god is a failure and will not waste his time helping him. The Splugorth lord he helped has offered him assistance in regaining his power and Varuna is actually considering betraying his pantheon a second time.

Enemies: The old demon lords still hate him with a passion and enjoy making fun of his current position. Varuna considers as enemies the whole Divine Triad, but he doesn't let on.

Minions: He'll work with anybody who can help him regain his throne as head of the pantheon, and associates with other gods, godlings, elementals, demons, powerful mercenaries and the forces of evil.

Description: A hairless man, bare chested, with elaborate headgear and jewels on his wrists and arms and surrounded by an aura of light. On his shoulder or in hand is his magic lasso.

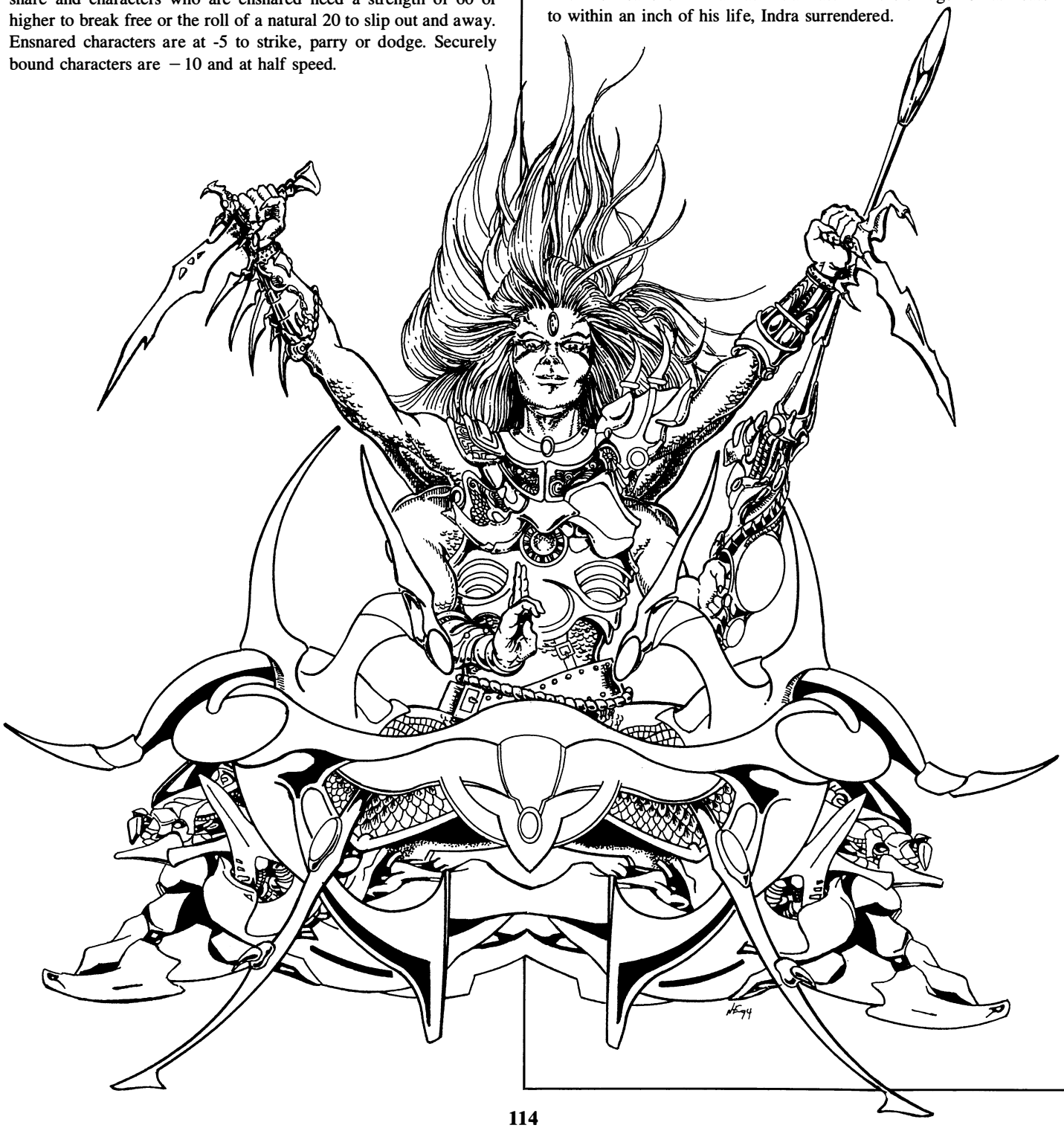
Weapons and Equipment: Lasso: This magic noose is used to capture evil beings. It provides its user additional bonuses of +3 to strike/ensnare and characters who are ensnared need a strength of 60 or higher to break free or the roll of a natural 20 to slip out and away. Ensnared characters are at -5 to strike, parry or dodge. Securely bound characters are −10 and at half speed.

Indra

God of Storms & Warriors — Demon Slayer

Indra was Varuna's second in command and for most practical purposes, the true leader of the gods (Varuna was dedicated to battling the forces of evil and was often away on a crusade). Indra was the main defender in the wars against demons and his strength and power were unrivalled; especially when he drank a magic potion made with the juice of the soma plant. Indra, however, was not as dedicated as Varuna to defending humankind and the forces of good.

When the Brahmanic Pantheon challenged the Vedic Gods, Indra marched against the new gods. Siva and Indra fought a terrible battle. Fortified with the soma potion, Indra had the upper hand at first, but the battle lasted a long time and eventually, the potion's power tapered off. The weakened Indra was not a match for the enraged Siva. Beaten to within an inch of his life, Indra surrendered.



Indra remained a powerful deity even after his battle with the Brahmanic Pantheon. He now ranked higher than his father but was still under the authority of the Divine Triad. Deep inside, Indra considers Vishnu a traitor and wishes he could repay his treachery. However, he knows he would not stand a chance against the Triad and is relatively content with his current role as demon slayer.

Real Name: Indra

Alignment: Anarchist leaning towards miscreant.

M.D.C.: 53,000 (10,600 M.D.C. in Rifts Earth), +2,000 M.D.C. when he drinks the magic soma potion.

Weapons and Equipment of Note: 1. Vajra, the Thunderbolt: A rune weapon with several abilities.

- Does 2D4 × 10 M.D.
- Double damage against evil beings and the undead.
- Can change its shape to a scepter/mace or discus (can be thrown 1000 feet/305 m, and returns magically to wielder).
- Can cast each of the following spells up to three times per 24 hour period: Calm storms, summon fog, summon rain, summon and control storm, all equal to a 10th level spell.

2. Lightning Javelins: These magical items are thin, silver wands that become lightning bolts when thrown. They inflict 2D6 × 10 M.D. Range: 2,000 ft (610 m)

3. Twin Daggers (Lesser Rune Weapons): Two curved, kris daggers with identical powers:

- A drinker of souls.
- Inflict 2D4 × 10 M.D.
- Can parry lightning bolts with them (normal parry roll).

4. Soma Potion: This magical liquid is created through a lengthy and secret ceremony. Only the gods Soma and Tvashtri know how to manufacture it. Indra usually has 1D6 × 10 doses with him at all times.

- Raises P.S. to 60 (70 if P.S. was 40 or greater to start)
- Add 2,000 M.D.C. to drinker (or transforms S.D.C. being into a creature with 2,000 M.D.C.)
- Adds 1,000 P.P.E. and 400 I.S.P.
- +1 to strike, parry or dodge and +2 to save vs horror factor.
- Side Effects: After imbibing, the potion grants all the powers above for 1D6 × 10 minutes (twice as long on humans). At the end of that time, all effects are gone, and the wearer becomes weak (−20 to P.S., M.D.C./S.D.C. is halved, and −2 to strike, parry and dodge) for one hour.
- Addictive: If soma potion is not drunk at least once a week, the side effects become permanent, 24 hours a day, until another dose is drunk or the character goes through 3D4 months of detox and withdrawal.

5. Plasma Rifle: An alien weapon that fires plasma bolts. It has 100 M.D.C., does 1D4 × 10 M.D. per blast, range: 3000 feet (914 m), payload: 24 blasts, regenerates one blast charge per hour.

6. Indra's Flying Disc: An alien anti-gravity platform. It has 1000 M.D.C., can fly at Mach 8, make pin-point stops and maneuvers and is completely silent! No weapon systems.

7. Airavata, The White Elephant: This supernatural creature serves as Indra's mount. The elephant will attack known enemies of the gods and upon command. Indra often hurls thunderbolts while astride this huge creature.

M.D.C.: 3000

Size: 15 feet tall (4.6 m) and 40 feet (12.2 m) long.

Weight: 10 tons

Species: Supernatural animal

Attributes: I.Q. 8, M.E. 15, M.A. 8, P.S. 60 (supernatural), P.P. 18, P.E. 24, P.B. 17, Spd 88 (60 mph/96 km).

Horror Factor: 15

Natural Abilities: Regenerates 1D4 × 10 M.D.C. per minute.

Number of Attacks: Four.

Trample — 1D6 × 10 M.D.

Head Butt — 2D6 × 10 M.D.

Rush — 5D6 M.D. plus knocks target off his feet.

Bonuses: +1 on initiative, +4 to strike, +4 to parry and dodge, +2 to roll with impact or fall, +8 to save vs horror factor, +8 to save vs magic, +8 to save vs psionics.

S.D.C./Hit Points (for non-M.D.C. worlds): 4000 S.D.C. and 1300 hit points.

Height: 20 ft (6 m)

Weight: 1000 lbs (450 kg)

Attributes: I.Q. 21, M.E. 22, M.A. 19, P.S. 40/70 (supernatural), P.P. 23, P.E. 21, P.B. 20, Spd 88 (60 mph/96 km). The second P.S. value is used when Indra drinks his soma potion.

Disposition: Arrogant, self-centered and foul-tempered. He considers himself a protector of humankind, but is contemptuous of mortals. He always wants to be the leader and hates not to be in the spotlight. However, this arrogant and conceited god masks his shortcomings well. Many who meet him believe him to be a staunch defender of the cause of light.

Horror Factor: 16

Experience Level: 20th level air warlock and warrior, 10th level water warlock, 10th level sorcerer

Natural Abilities: Nightvision 600 feet (183 m; can see in complete darkness), hawk-like vision (can see for miles), see the invisible, turn invisible at will, resistant to energy and electrical attacks (takes half damage). Bio-regeneration 3D6 × 10 M.D.C. per minute, teleport self 84%, dimensional teleport 80%. He can create thunderous sound effects at will, usually when he speaks or has finished a sentence he considers significant.

Special: Lightning Bolts: Indra can unleash one lightning bolt per melee round (counts as one melee attack), doing 1D6 × 10 M.D. Range: 600 ft (183 m). Rarely uses this power, preferring to rely on his weapons instead.

Skills of Note: Detect ambush, detect concealment, prowl, all wilderness, all domestic, holistic medicine, horsemanship, Dragonese/Elf, 10 Indian dialects, all at 98%. Wrestling, boxing, W.P. sword, W.P. blunt, W.P. spear. W.P. archery and targeting.

Combat Skills: Hand to Hand: Assassin

Number of Attacks: Seven hand to hand attacks per melee or fire by psionics or two by magic.

Restrained Punch — 6D6 +25 S.D.C. (2D6 M.D.)

Full Strength Punch — 5D6 M.D. (3D4 × 10 M.D.)

Power Punch — 1D6 × 10 M.D. (4D6 × 10 M.D.)

Kick — 6D6 M.D. (3D6 × 10 M.D.)

Crush/Squeeze — 4D6 M.D. (2D6 × 10 M.D.)

(Damage in parenthesis applies when he has drunk a dose of soma; see below).

Bonuses: +4 on initiative, +10 to strike, +9 to parry and dodge, +25 to S.D.C. damage, +5 to pull punch, +5 to roll with impact or fall, +9 to save vs horror factor, +5 to save vs magic, +5 to save vs psionics. After drinking Soma, he is at +11 to strike, +10 to parry and dodge and +11 to save vs horror factor!

Magical Knowledge: Knows all air elemental magic spells equal to a 20th level warlock, knows all water elemental magic equal to a 10th level warlock, and all spell magic from levels 1-10, equal to a 10th level ley line walker. **P.P.E.:** 3000.

Psionic Knowledge: Knows all sensitive powers plus hydrokinesis and electrokinesis. **I.S.P.:** 200.

Allies: Has some contacts with a few Persian gods. He and Varuna may plot together to regain their former power.

Description: A gigantic golden-skinned man with four arms, riding on a white elephant or golden disk.

Tvashtri

God of Magic

Tvashtri was the sorcerer and weaponsmith of the Vedic gods. He holds the secret of rune weapons and he made Vajra, Indra's shape changing weapon. He also developed the powerful potion of soma and is a master of magic.

Despite his gifts to Indra, the two gods developed a rivalry that grew with the years. Indra slew Tvashtri's son, and the enraged father was unable to avenge this crime. For this reason, Tvashtri did not take sides when the Brahmanic Pantheon came to wrest power from Varuna and Indra. Without him they were at a disadvantage. Tvashtri also secretly sabotaged Indra's magic potions so that their effect did not last as long as usual, which led to the god's defeat. Seeing the arrogant Indra beaten into submission was his revenge.

Tvashtri remains the artificer of the gods. He continues making soma for Indra who is now hopelessly addicted to it. The god sometimes enjoys tormenting Indra, by causing delays in the next delivery of the potion, or by putting strange herbs with unexpected effects in the liquid. Tvashtri was also a protector of humankind, which he admires because of its creativity.

Real Name: Tvashtri. Also known as Visvakarma.
Alignment: Anarchist
M.D.C.: 36,000 (7200 M.D.C. on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 2500 S.D.C. and 1100 hit points.
Height: 8 ft (2.4 m)
Weight: 500 lbs (225 kg)
Attributes: I.Q. 26, M.E. 19, M.A. 22, P.S. 29 (supernatural), P.P. 16, P.E. 22, P.B. 18, Spd 33 (22 mph/36 kmph).
Disposition: Courteous to people in positions of authority, but he really doesn't respect anybody and is always trying to make sarcastic comments under the guise of polite advice and praise. Prefers to use guile and subtlety over brute force, and usually tries to bribe or manipulate enemies rather than confront them in combat. He looks out for himself above all things and is not above dealing with unsavory individuals or demons to further his goals.
Horror Factor: 14
Experience Level: 15th level ley line walker, diabolist, summoner and dryad (see Rifts England).
Natural Abilities: Nightvision 200 feet (61 m; can see in complete darkness), see the invisible, bio-regeneration 3D6 × 10 M.D.C. per minute, teleport self 92%, dimensional teleport 86%. Magic Control: By projecting his will, Tvashtri can dispel spells and magic effects; treat this power as a negate magic spell, which works on a save of 12 or higher, even on ritual magic and curses. This counts as one action/attack per melee, and can only be used once per melee.
Skills of Note: All technical, science and mechanical, plus Dragonese/Elf and 10 Indian dialects, all at 98%.
Combat Skills: Hand to Hand: Basic.
Number of Attacks: Five hand to hand attacks per melee round or an astonishing four by magic (or psionics).
Restrained Punch — 5D6 + 14 S.D.C.
Full Strength Punch — 3D6 M.D.
Power Punch — 6D6 M.D.
Kick — 3D6 M.D.
Bonuses: +2 to strike, +3 to parry and dodge, +14 to S.D.C. damage, +4 to pull punch, +4 to roll with impact or fall, +7 to save vs horror factor, +5 to save vs magic, and +3 to save vs psionics.
Magical Knowledge: All spells from levels 1-13 plus close rifts, restoration and dimensional portal. Knows all circles and wards, rune magic and herb-making, including the making of the fabulous (and secret) soma potion. **P.P.E.:** 6,000.
Psionic Knowledge: Telepathy, group mind block and mind block auto-defense. **I.S.P.:** 100.
Description: A pale-skinned man with six arms, all holding mystical symbols and amulets.
Allies and Enemies: The other gods of the Indian Pantheon are supposed to be his allies, but he has a bad relationship with Indra. Raksashas and other demons are his worst enemies.
Minions: None.
Weapons and Equipment: The Shifter: This wonderful weapon is the culmination of Tvashtri's work as a rune magician; it is a one-of-a-kind item, unique in the Megaverse. The Shifter device looks like a small, golden wand. It is indestructible and inflicts 1D6 M.D. as a blunt weapon in anybody's hands but Tvashtri's. The weapon is specially attuned to him so nobody else can command its magic. This wand holds FIVE greatest rune weapons, any one of which can be accessed by Tvashtri. They include (these weapons are described in **Rifts Atlantis**):

- A Sword of Atlantis
- An Impaler Sword
- A Dragon Thunderer
- A Dragon Rod
- A Crystal Fire Rod

Tvashtri can switch between weapons as often as once per melee round, but every weapon that is summoned and dismissed cannot be summoned again for 24 hours. He usually uses one weapon until all the spells it can cast are exhausted, then switches to another one.

Agni

God of Fire

Agni is an Elemental creature, closely related to Fire Elemental Intelligences (see **Rifts® Dark Conversions**), but is not as inhuman. His father was a powerful being who created two sons: Agni and the Persion god Atar. Agni joined Varuna in his wars against demonkind, but he and Indra often quarrelled. Still, when the war between pantheons took place, Agni fought and was defeated by Parvatti, who almost extinguished his flame.

The fire god eventually accepted his new place in the cosmic order and now is a staunch supporter of the entire pantheon. Despite his fiery nature, he loves and respects humankind and sometimes is chosen as a messenger and mediator between the gods and mortals. Agni will often speak or send signs through camp fires, sacrificial fires, candles or natural flame.

Real Name: Agni
Alignment: Scrupulous
M.D.C.: 30,000 (6,000 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 2000 S.D.C. and 1000 hit points.
Size: 15 feet (4.6 m) tall
Weight: 400 lbs (180 kg)
Attributes: I.Q. 21, M.E. 26, M.A. 24, P.S. 30 (supernatural), P.P. 26, P.E. 24, P.B. 19, Spd 88 (60 mph/96 km); hovers and flies.
Disposition: Friendly and kind, even towards mortals. Has no love for bullies, demons, vampires or evil beings and turns his destructive fire on them. As an elemental being, he sometimes has trouble containing himself from starting fires and may create small ones just because it's so much fun to do so. Has an enormous appetite and consumes great quantities of food.
Horror Factor: 15
Experience Level: 20th level fire warlock, 10th level sorcerer.
Natural Abilities: Bio-regenerates 4D6 × 10 M.D.C. every minute or 2D6 × 100 M.D.C. per melee if immersed in flame (it has to be a bonfire or bigger to have any effect; sometimes starts forest fires



for that purpose). He is impervious to flame and heat (no damage), impervious to disease and poisons, can see in the infrared and heat spectrums of light and radiation (nightvison 1000 ft/305 m), and can summon 1D6 lesser fire elementals at will.

Special: Cleansing Flame: A blast of purifying fire that does 1D6×10 M.D. to most creatures and 4D6×10 M.D. to alien intelligences, demons and vampires. Range: 1000 feet (305 m). He can also create a fire rod or sword that inflicts 1D6×10 M.D per strike.

Vulnerabilities: Magic water attacks and hydrokinesis do double damage and cold/snow/ice based magic inflicts triple damage.

Skills of Note: Wilderness survival, detect ambush, demon lore, elemental language, Dragonese/Elf and 8 Indian dialects, all at 98%.

Combat Skills: Hand to Hand: Basic

Number of Attacks: Seven hand to hand attacks per melee round or three by magic or psionics.

Restrained Punch — 5D6+15 S.D.C.

Full Strength Punch — 3D6 M.D.

Power Punch — 6D6 M.D.

Kick — 3D6 M.D.

Flame Sword/Blast — 1D6×10 M.D. (see cleansing flame).

Bonuses: +6 on initiative, +8 to strike, +9 to parry and dodge, +15 to S.D.C. damage, +1 to pull punch/damage, +4 to roll with impact or fall, +10 to save vs horror factor, +6 to save vs magic, +7 to save vs psionics.

Magical Knowledge: Knows all fire warlock spells at 20th level, wizard spells from levels 1-5 plus cure illness, time slip, constrain being, dispel magic barriers, purification, minor curse, oracle, wisps of confusion, banishment, mystic portal, anti-magic cloud, remove curse, summon fog, calm storms, sanctum, close rift, impenetrable wall of force, dimensional portal and transformation, all at 10th level of experience. **P.P.E.:** 4,000.

Psionic Knowledge: All healing powers plus pyrokinesis. **I.S.P.:** 300.

Weapons and Equipment: None. Relies on his powers.

Description: Agni is a red-skinned man with three heads, all surrounded in a corona of flames, and with as many as seven arms (typically four or five). He can also assume a more humanoid form as a red-skinned man dressed in black robes.

Soma

God of the Moon

This god is the son of Varuna, and the symbol of the soma plant and its juice, which are the source of much power. He was considered a warrior god, a healer, and represented the moon and its strange effects on the human mind. Among his powers were the ability to make men brave, unsteady, or mad, at his whim.

Soma was worshipped before and after the Brahmanic Gods became dominant, although the new gods did not use the soma potion due to its addictive effects. Brahma prohibited the gods from using drugs and intoxicants, but Indra continued its use, and Soma, although he was banished a few times, continued producing interesting chemical mixtures.

Soma and Indra are close friends and sometimes they get together and talk about the old times or get into mischief. During his travels, Soma and the Greek god Dionysus have met and compared notes on the virtues of strong drink as well as engaged in several attempts to try to drink each other under the table.

Soma has visited Rifts Earth on a couple of occasions. He wants to study the Millennium Trees because he thinks that with them he can make even more powerful potions. He is very cautious of the supernatural forces in England, Europe and Africa. He is also fascinated by Juicers and has toyed with creating his own army of superhuman warriors via chemical augmentation.

Real Name: Soma. Also known as Chandra.

Alignment: Anarchist

M.D.C.: 24,000 (5800 on Rifts Earth)

S.D.C./Hit Points (for non-M.D.C. worlds): 1600 S.D.C. and 800 hit points.

Height: 6 feet, 6 inches tall (1.98 m)

Weight: 240 lbs (108 kg)

Attributes: I.Q. 19, M.E. 23, M.A. 21, P.S. 35 (supernatural), P.P. 19, P.E. 20, P.B. 18, Spd 33 (22 mph/36 kmph).

Disposition: The moods of this god can shift suddenly and radically. Sometimes he is friendly, outgoing and cheerful or serene and wise. Other times he is introspective, melancholy and depressed, or angry and sarcastic. There is a 25% chance of finding the god in any of the above states at any given time. When he is in a bad mood it is a good idea to stay out of his way; he can be savage and cruel and looking for a fight. In all his states of mind, he is a skilled warrior whose tactics will depend on his mood (if cheerful he will try to trick and ridicule his enemy, if wise he will fight to disarm and show great mercy, if depressed he will fight with grim determination and to embarrass, and when angry he fights without mercy and to inflict suffering).

Horror Factor: 14

Experience Level: 18th level herbalist/dryad, 15th level ley line walker and warrior.

Natural Abilities: Night vision 1200 feet (366 m; can see in complete darkness), see the invisible, turn invisible at will, bio-regeneration 1D6 × 10 M.D.C. per minute, teleport self 78%, dimensional teleport 75%, healing touch restores 4D6 S.D.C./hit points or M.D.C., impervious to poison, most drugs/chemicals do half damage and effect.

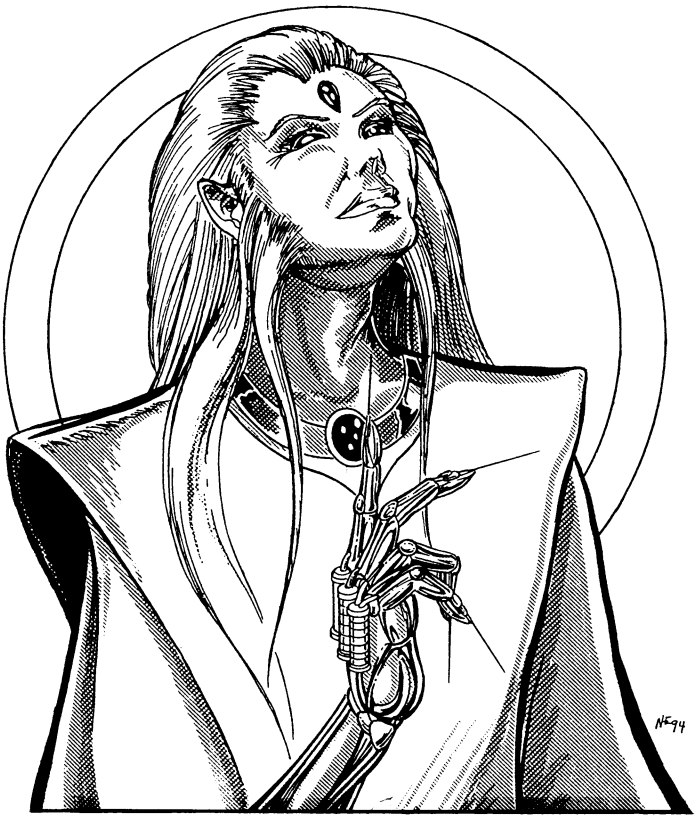
Special: Intoxication Touch: By touching someone, Soma can inject a magic intoxicant into the character's bloodstream, even through sealed, body or power armor! Or he can slip it into food or drink. The injection is like the bite of a mosquito and is not likely to be felt (10% chance). A roll to save vs magic (16 or higher) means no effects. A failed save means the character falls prey to one of the conditions described below (random roll or Soma can select the one he wants):

1-30%: Hallucinations: The character starts seeing things that aren't there. If he has any insanities, they will definitely influence what the character sees. The character will fight or flee from the hallucinations and fight real opponents at −2 to strike and −4 to parry and dodge. Duration: 3D4 minutes.

31-50%: Drunk/Dizzy: The character will feel dizzy and unsteady (−2 on initiative, −2 to strike, parry or dodge). His judgment will also be impaired and he will not realize he is affected. However he is +2 to save vs horror factor and impact. Duration: 2D4 × 10 minutes.

51-70%: Sleepy: The character can't seem to keep his eyes open; sluggish, distracted, and starts to fall asleep the moment there is a pause in the action. Penalties: −3 on initiative, −1 to strike, parry and dodge, reduce speed by 25%, and skill performance by −30%. If the character falls asleep he will slumber for 1D4 hours. If awakened before the magic has worn off, the penalties will be doubled. Duration: 1D4 hours.

71-90%: Sick: Feels feverish, achy and nauseous. The sight of blood, gore and other sickening things will make the character vomit (loses half his attacks per melee and is vulnerable to attack; −4 to parry or dodge while vomiting). In addition, he is −2 on initiative and to parry and dodge while feeling sick. Duration: 2D4 × 10 minutes.



91-100%: Insanity: The character must roll twice on the Random Insanity Table. Effects last for 1D6 hours; play accordingly.

Skills of Note: All medical, including cybernetic, wilderness and domestic skills, plus speaks/reads Dragonese/Elven and magically knows all languages ever spoken in India (including Greek and English) at 98%.

Combat Skills: Hand to Hand: Expert

Number of Attacks: Five hand to hand or psionic attacks per melee round or two by magic.
Restrained Punch — 5D6 + 20 S.D.C.
Full Strength Punch — 4D6 M.D.
Power Punch — 1D4 × 10 M.D.
Kick — 4D6 M.D.

Bonuses: +2 on initiative, +5 to strike, +6 to parry and dodge, +20 to S.D.C. damage, +3 to pull punch, +3 to roll with impact or fall, +10 to save vs horror factor, +4 to save vs magic, +5 to save vs psionics.

Magical Kowledge: Knows all magic spells from levels 1-4, plus has the power of making magical potions (see **Rifts® England**). **P.P.E.:** 3,000.

Psionic Knowledge: Knows all sensitive powers, plus bio-manipulation, empathic transmission, hypnotic suggestion, mentally possess other, mind wipe, group mind block and mind block auto-defense. **I.S.P.:** 240.

Weapons and Equipment: Relies on his powers and potions, but rarely uses his concoctions on himself (never uses soma).

Description: A tall man with copper-colored skin that has a glimmering, metallic look to it, dark eyes and yellow robes. Sometimes he has four arms, with retractable injection needles in each finger, and can make small, shallow cups magically appear on his fingers to hold his brew.

Surya

God of the Sun

Surya symbolizes the sun, but also has command over the elements and weather, and enforces the laws of Brahma. He is a God of Light in every sense of the word. An implacable enemy of vampires and demons, and together with Vishnu is one of the most devoted protectors of humankind. Also like Vishnu, Surya became disenchanted with Indra and Varuna and did not do much to resist Brahma and Siva. As a result, he lost none of his power and influence.

Surya is concerned with the protection of mortals and gods, and is a guardian of law and order. One of his symbols used to be the swastika, but after that symbol was used by the Nazis, Surya, who heard of their crimes, has since rejected it altogether, and will destroy any place or group that uses it. Surya strongly believes that Rifts Earth will be an important battleground in the wars between good and evil. Thus, he has advised Brahma to prepare the pantheon to return to that world. Meanwhile, he is preparing a select group of godlings and demigods to send to Earth in an effort to learn more about the servants of evil that are in power. These agents will be sent as lone operatives and in small groups. Their orders are to blend in among the population and learn as much as possible about the supernatural evil that pervades the land.

Real Name: Surya

Alignment: Principled

M.D.C.: 50,000 (10,000 M.D.C. on Rifts Earth).

S.D.C./Hit Points (for non-M.D.C. worlds): 3500 S.D.C. and 1500 hit points.

Height: 12 feet (3.6 m) tall.

Weight: 800 lbs (360 kg)

Attributes: I.Q. 24, M.E. 23, M.A. 23, P.S. 30 (supernatural), P.P. 19, P.E. 25, P.B. 21, Spd 88 (60 mph/96) running or 220 flying (150 mph/241 km).

Disposition: A stern and humorless god (no, he does not have a "sunny" disposition). Sees everything as black or white and has little patience for characters who won't take a side. In combat, he is merciless when dealing with beings he knows to be evil. Misguided mortals are usually chastised but not destroyed.

Horror Factor: 12

Experience Level: 18th level ley line walker.

Natural Abilities: Nightvision 600 feet (183 m; can see in complete darkness), see the invisible, bio-regeneration 2D6 × 10 M.D.C. per minute, impervious to laser/light beams, turn 1D6 × 100 dead, teleport self 88%, dimensional teleport 65%, healing touch restores 4D6 S.D.C./hit points or M.D.C.

Special: Light of Life: Once per day, Surya can make himself glow with blinding intensity. Everyone within 300 feet will be bathed in these life-affirming rays; the wounded will recover 1D6 × 10 hit points (or M.D.C.), the sick will recover ten times more rapidly, those in comas are +50% to save, while undead beings, ghosts, entities and alien intelligences will suffer 2D6 × 10 M.D.C. damage every melee round unless they flee! All evil creatures also have to save vs a horror factor of 16 when confronted with this light. The glow lasts for 1D4 melee rounds.

Skills of Note: Demon lore, detect ambush, astronomy, Dragonese/Elf, Sanskrit, 10 Indian languages and dialects, all at 98%.

Combat Skills: Hand to Hand: Basic

Number of Attacks: Five hand to hand or three by magic.
Restrained Punch — 5D6 + 15 S.D.C.
Full Strength Punch — 3D6 M.D.
Power Punch — 6D6 M.D.
Kick — 3D6 M.D.

Bonuses: +4 on initiative, +4 to strike, +5 to parry and dodge, +15 to S.D.C. damage, +4 to pull punch, +4 to roll with impact or fall, +10 to save vs horror factor, +6 to save vs magic, +5 to save vs psionics.

Magical Knowledge: Knows all warlock fire and air spells at 15th level of experience. **P.P.E.:** 5000.

Psionic Knowledge: Knows all sensitive and physical powers plus mind block auto-defense, electrokinesis, hydrokinesis, pyrokinesis and telekinesis, all at 15th level of proficiency. **I.S.P.:** 300.

Allies: All forces of good.

Enemies: Most forces of evil, particularly vampires, demons, entities, alien intelligences and the God of Darkness, Ravana.

Minions: Surya can summon 1D6 Seraphs and in a week's time could gather a small army of several hundred.

Description: Surya appears as a man with dark red skin, three eyes, and four arms. He often drives a golden chariot with seven white horses (they can run or fly at 200 mph/321 km).

Weapons and Equipment of Note: Sun Staff: This golden rune staff has an orb at one end that shines as a globe of daylight all the time, unless the god wills it not to. Its other powers are:

- I.Q. 11 and has telepathic link with him.
- Principled alignment. If touched by a creature of evil or selfish alignment, it burns them, inflicting 1D4 × 10 M.D.
- Inflicts 6D6 M.D. and triple damage to vampires/undead.
- Spells: Can cast the following spells, three times per 24 hour period: blinding flash, swirling lights, circle of flame, fire ball and wall of flame, equal to a 10th level fire warlock.

Ratri

Goddess of Shadows

Ratri is a benevolent goddess of shadows and protector of all those who must travel at night. She and Surya worked in tandem: he protected the world during the day and Ratri protected it at night. She has many powers over shadows and has connections to the twilight demension from which the infamous Shadow Beasts originate (see **Rifts® Book of Magic**), and she can assume their powers and summon even greater beings of shadow.

The forces of evil greatly fear this goddess, because the dark does not give them refuge from Ratri as it does from most others. Vampires, ghouls and other creatures of the night recognize her as their worst nightmare because they have no place to hide from her. She is a notorious hunter and slayer of vampires and many a vampire intelligence has fled in disgrace or perished at her hands.

When the new gods challenged the old, Ratri fought to defend Varuna, but then decided that Brahma was more committed to the fight against evil and willingly joined his pantheon, where she continues her fight, with honor and dignity. The goddess wanders the Megaverse hunting for evil beings and eradicating them (Rifts Earth is full of such creatures).
GM RPG Note: There is a rumor that Ratri was ambushed in Mexico by the evil Mayan god Camazotz, in alliance with two vampires intelligences and the Persian deity Kingu. According to the rumor, the goddess has been bound to a Mayan pyramid, with physical and magical bonds, where she is being slowly bled of her mystic energy like a living battery.

Real Name: Ratri
Alignment: Principled
M.D.C.: 20,000 (4,000 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 1200 S.D.C. and 800 hit points.
Height: 5 feet, 10 inches (roughly 1.8 m).
Weight: 170 lbs (76.5 kg)
Attributes: I.Q. 21, M.E. 22, M.A. 24, P.S. 35 (supernatural), P.P. 22, P.E. 23, P.B. 24, Spd 38 (26 mph/41 kmph) running or 77 (52.5 mph/84 kmph) flying.

Disposition: A benevolent, compassionate woman, always ready to help those in need. She is neither naive nor weak and is seldom fooled by selfishness or evil. She is dedicated to destroying all supernatural evil, starting with monsters who prey on weaker beings. Once she has decided on a course of action it is difficult to dissuade her. In combat, Ratri uses every trick to end the fight quickly, and tries to avoid destroying property or injuring innocent bystanders. Although known for her kindness and compassion, she is recognized as a destroyer (of evil).

Horror Factor: 16; evokes awe in good beings and fear in evil.

Experience Level: 12th level ley line walker and warrior.

Natural Abilities: Nightvision 5000 feet (1524 m; can see even in unnatural/magic darkness), see beings who have shadow-melded and see shadow beasts, see the invisible, can sense vampires within 1000 feet (305 m), sense supernatural evil the same as a psi-stalker, teleport 65%, dimensional teleport 55%, fly, doesn't breathe air, impervious to vampires, magically understands all languages, and bio-regenerates 1D6 × 10 M.D.C. per minute (every 30 seconds at night or in deep shadow).

Special: Recognize Creatures of Darkness: Instantly recognizes vampires, dybuks, succubus and incubus, djinns, werebeasts, the undead, gods of the night/death/shadows, and all true creatures of the night even when they are disguised, shape changed, or possessing others!

Special: Power of the Shadows: Ratri can create shadows/darkness that cover a diameter of 30 feet (9 m), disappear into shadows at

will, becoming totally invisible even to beings with nightvision or those able to see invisible creatures. Shadow talk: a shadow will "tell" her if it is hiding anyone or anything in its darkness and will reveal to her who or what it is.

Skills of Note: Detect ambush, detect concealment, holistic medicine, acrobatics, wilderness survival, Dragonese/Elf and 10 Indian languages, all at 98%.

Combat Skills: Hand to Hand: Assassin

Number of Attacks: Six hand to hand or psionic attacks per melee round or three by magic.
Restrained Punch — 5D6+20 S.D.C.
Full Strength Punch — 4D6 M.D.
Power Punch — 1D4×10 M.D.
Kick — 5D6 M.D.

Bonuses: +3 on initiative, +10 to strike, +7 to parry and dodge, +20 to S.D.C. damage, +6 to pull punch, +4 to roll with impact or fall, +10 to save vs horror factor, +5 to save vs magic, +5 to save vs psionics.

Magical Knowledge: Knows all spells from levels 1-6, plus constrain being, dispel magical barriers, negate magic, globe of silence, locate, and close rift. Equal to a 12th level spell caster. **P.P.E.:** 2000.

Psionic Knowledge: All sensitive powers, plus empathic transmission, hydrokinesis, pyrokinesis and mind block auto-defense. **I.S.P.:** 300.

Enemies: Vampires, undead, werebeasts, and ghouls, and all evil gods of darkness hate her because she robs them of their favorite minions and pleasures.

Allies: Surya and Vishnu respect and like her. Other forces of good from virtually any pantheon will also work with her. The Egyptian goddess Isis and Ratri are good friends. If Isis (who is currently on Earth) hears of her friend being in danger, she will rush to her rescue. The goddess also works with psi-stalkers and any champion of Light.

Minions: Ratri can summon 2D6 Shadow Beasts or 1D6 "Greater" Shadow Beasts. Treat the latter like the Shadow Beasts described in the **Rifts® Book of Magic**, but these monsters have an I.Q. of 9, 110 M.D.C. (22 M.D.C. in the light), and inflict 4D6 M.D. (1D6 M.D. in the light). Ratri is frequently worshipped by and works with Psi-Stalkers and vampire hunters.

Description: A beautiful black-haired woman with deep black eyes with shiny star-like pupils. She wears a dark cloak with an ever changing pattern of stars and the cosmos seen inside it!

Weapons and Equipment of Note: The Shadowblade: This mighty rune sword is made of elemental shadow stuff bound with runes. Its powers include:

- I.Q. 10 and has a telepathic link to Ratri.
- Indestructible, jet black in color.
- Scrupulous alignment. If any creature of an evil alignment touches it, they are burned, suffering 1D4×10 M.D.
- Damage: 2D4×10 M.D., doubled against creatures of the night, including vampires, djinns, and other similar creatures.
- Can cast the following spells, three times per 24 hour period: Globe of daylight, negate magic, anti-magic cloud, remove curse, and extinguish flames. Equal to a 10th level spell caster.





Sarasvati

Water Goddess

Sarasvati was the protectress of rivers and lakes and the patron of all arts and sciences. She is also a very difficult woman, who expects to get her way regardless of the costs. She is spoiled, even for a goddess.

A minor Vedic deity at first, Sarasvati greatly increased her power under the Brahmanic Pantheon where she was married to both Vishnu and Brahma. Neither god stayed with her long, however. Vishnu got tired of her selfishness and the endless quarrelling and left her. Later, she married Brahma. When she was several months late for a ceremony at which the god was to preside, Brahma became impatient and married yet another goddess. Sarasvati still remains Brahma's first wife and his most important consort.

Sarasvati does care about mortals, especially those with artistic abilities. Musicians, painters, and scientists can all gain favor with her and she may grant them the gift of inspiration. Sarasvati does not tolerate polluters and despoilers, however, and anybody who does something to hurt a river or any body of water may incur her wrath.

Real Name: Sarasvati
Alignment: Unprincipled
M.D.C.: 23,000 (4600 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 1,300 S.D.C. and 1,000 hit points.
Height: 6 feet, 7 inches (2.0 m)
Weight: 150 lbs (67.5 kg)
Attributes: I.Q. 26, M.E. 21, M.A. 24, P.S. 23 (supernatural), P.P. 17, P.E. 22, P.B. 26, Spd 38 (26 mph/41 kmph).
Disposition: Sarasvati is a deity of contradictions, helpful and generous one moment and selfish and petty the next. In front of mortals she is very charming, wise and serene, the very image of a goddess. In private with other gods, she can be arrogant, haughty, annoying and childish, losing her temper at any offense, real or imaginary. She is very attracted to artists and will sometimes "adopt" a gifted individual and will give him aid and protection.
Horror Factor: 12
Experience Level: 10th level water warlock, 6th level ley line walker.
Natural Abilities: Nightvision 200 feet (61 m; can see in complete darkness), see the invisible, bio-regeneration 4D6 × 10 M.D.C. per minute, turn 1D6 × 100 dead, teleport self 88%, dimensional teleport 65%, healing touch restores 4D6 S.D.C./hit points or M.D.C.

Gift of Inspiration: Once per day, Sarasvati can send a burst of inspiration and creativity to an artist or scientist. The result is either a sudden realization/revelation, or a new idea, or +20% to any skill appropriate to the project for that day.

Skills of Note: All technical, science and domestic skills, plus speaks/reads all languages, all at 90%.
Combat Skills: Hand to Hand: Basic
Number of Attacks: Four hand to hand or two by magic or psionics.
Restrained Punch — 4D6+8 S.D.C.
Full Strength Punch — 2D6 M.D.
Power Punch — 4D6 M.D.
Bonuses: +3 to strike, +4 to parry and dodge, +8 to S.D.C. damage, +2 to pull punch, +4 to roll with impact or fall, +5 to save vs horror factor, +5 to save vs magic, and +4 to save vs psionics.
Magical Knowledge: Knows all elemental water spells at 10th level of ability, and normal spells from levels 1-4, plus minor curse at 6th level. **P.P.E.:** 2500.
Psionic Knowledge: Knows all sensitive, physical and healing powers, plus hydrokinesis, mind block auto-defense and mind bolt. **I.S.P.:** 1000.
Weapons and Equipment: None; relies on magic and her powers.
Description: A delicate-looking, lithe woman with paper-white skin and four arms. She is usually dressed in a semi-transparent tunic and rides on a magical peacock (no attacks, but three actions per melee round, 300 M.D.C. and can run at 147; 100 mph/160 km).

The Pantheon of Brahma

These are the ruling gods of the Indian Pantheon, and have been in power for thousands of years. Their original home dimension was overrun by a horde of demons and evil gods, including the raksasha lords. Consequently, they have become the bitter enemies of such dark forces. Brahma and the gods associated with him are very concerned with protecting mortals from the dangers of demonkind and in stopping the powers of Darkness wherever they appear.

When they escaped to Earth and made a new home in India, they met Varuna and his pantheon. Brahma asked Varuna for protection and suggested that all his gods be alerted in case of a similar invasion. Varuna was willing to listen, but Indra, suspicious of these newcomers, advised (ordered, some would say) that no one listen to Brahma or Siva and insisted that they be expelled from Earth. Under Indra's influence, Varuna ordered his pantheon to attack the newcomers. Siva and Parvati fought most of the battles, defeating many Vedic gods, including Indra. Brahma and Varuna challenged each other and the resulting duel shattered mountains and caused earthquakes all throughout the land.

The newcomers received help from an unexpected quarter, the Vedic god Vishnu. Horrified at this senseless war and seeing that Indra's path would lead to doom, he decided to fight on the side of Brahma. Other gods did not join the conflict or surrendered quickly. Brahma defeated Varuna and offered amnesty to all the gods — which most of them accepted.

Since then, the pantheon has been concerned with preventing a demonic invasion. When magic all but disappeared from Earth, the Indian gods moved to another, similar dimension, until they were expelled by the Splugorth. **GM RPG Note:** Whether some or all have returned to Earth or gone off to another place is entirely up to the Game Master.



Brahma the Wise

Brahma is the god of wisdom and the overlord of all the other gods, although Siva and Vishnu are nearly his equals. Brahma is by far the most powerful deity of the pantheon and one of the strongest in the Megaverse. With such great powers come responsibilities of cosmic importance. Thus he spends little thought on the concerns and problems of mortals or even about the gods. Much of Brahma's time is spent dealing with unknown powers and rituals that not even Siva and Vishnu fully understand. They believe that Brahma is engaged in a secret war with the greatest of demons. They are partly right.

Brahma, along with a select few powerhouses in the Megaverse, is busy making sure that the *Unnameable Beings* do not awaken. These beings (which include the Palladium World's Old Ones) are creatures with enough power to destroy entire universes. Some of them have millions of M.D.C. and can inflict thousands of mega-damage per attack! They are bound with incredibly powerful spells in several places between dimensions that cannot be reached by any normal magic or technological means. The god Brahma routinely spends thousands of P.P.E. every day to reinforce these bonds. He also psionically soothes their dormant minds, keeping them quiet and calm. This magic-psionic link is terribly exhausting and would drive most other gods insane.

The strain is terrible, but Brahma knows the vital importance of his job. He hates to be distracted by such trivialities as a demon invasion, a hostile pantheon, or the Splugorth. He prefers to let Siva and Vishnu carry on with most of the normal business and deal with threats to the pantheon, while he attends to more important work.

Real Name: Brahma

Alignment: Principled

M.D.C.: 120,000 (24,000 on Rifts Earth). NOTE: If he has returned from a recent visit to the prison of the Unnameable Beings, his M.D.C. is reduced to one-half (60,000/12,000 M.D.C.; this weakness lasts for 1D4 weeks and he makes the visit approximately every six to eight weeks).

S.D.C./Hit Points (for non-M.D.C. worlds): 9,000 S.D.C. and 3,000 hit points (half that if weakened).

Height: 9 feet (2.7 m)

Weight: 800 lbs (360 kg).

Attributes: I.Q. 30, M.E. 35, M.A. 27, P.S. 40 (supernatural), P.P. 24, P.E. 32, P.B. 18, Spd: hovers and flies up to 590 (400 mph/640 kmph).

Disposition: An imperious, noble lord, whose four heads speak at the same time, giving his voice an unnerving stereo quality. He will only listen to truly important entities and will ignore anybody else, god or mortal. Attacking him would be a great mistake, as there are few beings that can survive an all-out fight with him. In combat, Brahma will fight until his enemy is incapable of continuing (which might mean he is dead, crippled or restrained).

Horror Factor: 19

Experience Level: 20th level ley line walker, temporal wizard, and 12th level diabolist and mind melter.

Natural Abilities: Nightvision 1000 feet (305 m), see all spectrums of light and radiation, see the invisible, turn invisible at will, bio-regenerates 1D6 × 100 M.D.C. per minute, immune to heat and cold (no damage), resistant to fire and energy (takes half damage), impervious to poison and disease, can turn 1D6 × 1000 dead. Teleport 98%, dimensional teleport 96%, can sense rifts and ley lines anywhere on the planet's surface.

Special: Vision of Truth: At a glance, Brahma knows/sees a character's alignment and whether or not he is mortal, magic or a supernatural creature. Characters with magical or psionic disguises need to save vs magic, 18 or higher, to preserve the deception. Gods and demon lords are immune to this power, but not godlings, demigods, minor demons, etc.

Special: Purifying Gaze: A beam of light flies from the god's eyes (all eight of them), creating a circular disk of light that covers an area 1000 feet (305 m) in diameter (characters −8 to dodge). The light inflicts 1D6 × 100 M.D. to vampires, alien intelligences, demons, gods and all creatures of supernatural evil! 1D6 × 10 M.D. is inflicted to all other beings of anarchist or evil alignment! Counts as two attacks per melee.

Skills of Note: Knows all technical, science, espionage, and wilderness skills, plus navigation, all at 98%. Magically knows all languages. W.P. Sword, W.P. Blunt.

Combat Skills: Hand to Hand: Expert

Number of Attacks: Seven hand to hand or four by magic or psionics.
Restrained Punch — 6D6 + 25 S.D.C.
Full Strength Punch — 5D6 M.D.
Power Punch — 1D6 × 10 M.D.

Bonuses: +7 to strike, +9 to parry and dodge, +25 to S.D.C. damage, +2 to roll with impact or fall, +10 to save vs magic, +10 to save vs psionics.

Magical Knowledge: Knows all spells from levels 1 − 15 at 20th level, and all temporal magic spells (see Rifts England) at 15th level. **P.P.E.:** 20,000.

Psionic Knowledge: Knows all sensitive, healing and physical powers plus mind block auto-defense, mind bolt, P.P.E. shield, telekinesis, pyrokinesis, psi sword, psi shield, and telekinetic force field, at 15th level. **I.S.P.:** 2,000.

Allies: Brahma keeps in touch with other pantheon leaders, including Ahura Mazda, Ra and Marduk. He often works with the mysterious Persian god Zurvan, who is one of the forces containing the Unnameable Beings.

Enemies: The forces of evil, including vampire intelligences, the Splugorth and of course, the Asuras.

Minions: Brahma can summon 1D4 seraphs, 1D4 tharsis, 1D4 ariels and 1D4 cherubs. He can assemble an army of over 50,000 spirits of light only in a dire emergency, because the spirits of light are scattered throughout the Megaverse and their numbers are relatively low. He can also command the other gods of the pantheon and their minions.

Description: Brahma often appears as a red-skinned humanoid with four bearded heads and four arms. In those arms he holds a scepter, a bow, a book and a string of beads.

Weapons and Equipment of Note:

1. Scepter of Brahma: This is a greatest rune weapon with the following abilities:

- I.Q. 13 and telepathically linked to Brahma
- Mega-Damage: Inflicts 3D4 × 10 M.D., double damage against vampires and alien intelligences.
- Water Spells: Can cast the following elemental spells three times per 24 hour period: cloud of steam, salt water to fresh, dowsing, fog of fear, ride the waves, walk the waves, calm waters, hail and wall of ice, all equal to a 10th level spell.
- Spells. Can cast the following spells three times per 24 hour period: invulnerability, armor of Ithan, impervious to energy, and energy field, all equal to a 10th level spell.

2. Heavenly Bow: This is another rune weapon of great power.

- Indestructible and black in color.
- Energy Arrows: Glowing red energy bolts are created by the act of drawing the bow. They do 2D6 × 10 M.D., Range: 2000 feet (610 m); each shot counts as one melee attack.
- Curse Arrows: Black energy arrows are created by the act of drawing the bow. They inflict the following spells (Brahma's choice): Luck curse, minor curse, phobia curse, compulsion and remove curse (64%). Each can be created three times per 24 hour period. Equal to a 10th level spell.
- Anti-Undead Arrows: White energy arrows created as above. If it hits a vampire, it automatically seeks its heart and becomes a wooden shaft, paralyzing the vampire. On the next round, the arrow bursts into a magic blaze that totally consumes the fiend. Range: 2000 ft (610 m). Only 24 of these can be created per day.

3. Beads of Power: These strung beads are magical artifacts of enormous power. There are 12 beads and any bead that is used comes back 24 hours later. If Brahma grants a bead to a follower, it can be used once and then disappears (returning to Brahma).

- Beads of Energy (3): Each bead has 300 P.P.E., used to power magic spells.
- Beads of Destruction (3): Each bead can be magically thrown, exploding on impact and inflicting 1D6 × 10 M.D. to a 20 foot (6 m) radius. Range: 200 ft (61 m; 5 times farther if thrown by Brahma).
- Beads of Protection (3): By crushing a bead in one's hand, the user will be protected by the armor of Ithan spell, at 20th level of potency (200 M.D.C.)!
- Beads of Negation (3): Throwing one to the ground creates an anti-magic cloud, as per the spell, equal to a 20th level spell.

4. Sacred Book of Knowledge: This powerful artifact is said to contain all the mystic knowledge of the Megaverse. This is an exaggeration, but it does contain hundreds of magic spell and circle invocations. Brahma can cast any spell he does not know, including elemental, temporal magic, necromantic spells and many others by reading the appropriate spell passage from the book (this takes one full melee round). In many respects, one might consider the tome to be a book of permanent scrolls. Note that the reading of the spell does not impart the knowledge to cast it at any time. The spells are cast at the highest level of the spell caster's experience. The sacred book does not contain the secrets of rune magic or bio-wizardry. Brahma NEVER lets the book out of his sight!



Vishnu the Preserver

Vishnu was a lesser deity under Varuna, charged with the protection of mortals and given several powers over light. In some ways he was a secondary sun god. He also acted as Indra's helper in his battles against demons. Vishnu was totally devoted to the cause of Light and he resented the way Indra let his vanity and love for glory get in the way of important issues. The final straw came when Brahma and his fellow gods came in peace, warning them of dangerous new demons and monsters. Instead of welcoming them as allies, Indra felt shown up and insecure so he decided to expel or destroy these interlopers. Vishnu rebelled and joined Brahma, helped subdue some of his fellow gods and convinced others to stay out of the conflict entirely.

Brahma, realizing that Vishnu was a perfect warrior for the future wars against evil, invited Vishnu to join him and Siva as equals, and thus was created the **Divine Triad**. Since then, Vishnu is called "The Preserver" and has fought thousands of demons. Siva was not too happy about Vishnu's promotion and a nasty rivalry has developed over the years. Vishnu was almost killed in combat with the Splugorth and has taken a long time to recover. In the meanwhile, he has left his Avatars (described under natural abilities) in charge of travelling the Megaverse to foil the plots of evil.

Real Name: Vishnu
Alignment: Principled
M.D.C.: 75,000 (15,000 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 5,500 S.D.C. and 3,000 hit points.
Size: 7 feet tall (2.1 m)
Weight: 280 lbs (126 kg)

Attributes: I.Q. 26, M.E. 22, M.A. 24, P.S. 55 (supernatural), P.P. 26, P.E. 28, P.B. 25, Spd 88 (60 mph/96 km).

Disposition: Vishnu is less distant than Brahma and less hostile than Siva, but he still cuts a forbidding presence because of the aura of power that surrounds him. He usually tries to allay the fears of mortals who deal with him by acting in a gentle and courteous manner. He is respectful of both Brahma and Varuna (his father), although the latter does not want to talk to him, which is understandable but painful to Vishnu.

In combat, Vishnu is a terror, using every power at his disposal in a furious and destructive manner. He moves like a whirlwind, his four arms flashing as he casts spells and strikes blows with dizzying speed. Only another god or the most powerful intelligences can stand up to such an onslaught.

Horror Factor: 18; awe to good characters, fear to evil.

Experience Level: 20th level ley line walker and warrior, 10th level fire warlock and mind melter.

Natural Abilities: Nightvision 1200 feet (366 m; can see in complete darkness), see the invisible, bio-regenerates 1D6 × 100 M.D.C. per minute, turn 1D6 × 100 dead, teleport self 88%, dimensional teleport 75%, healing touch restores 4D6 S.D.C./hit points or M.D.C.

Special: Light of Deliverance: This power costs Vishnu 500 P.P.E. and he must concentrate for one full melee round (cannot take any actions). At the end of the concentration, the god starts emitting an aura of light. Although it is incredibly bright, it does not blind people. Everything is seen as a black silhouette, but people can see and react to things around them normally. While bathed in this light (which covers a 1000 foot/305 m radius), all supernatural creatures of evil, including gods, are at −2 to strike, parry and dodge, and their hit points or M.D.C. are reduced by 25%. Furthermore, their regenerative powers do not work and any dimensional teleport or teleport attempt is at −40% chance of success. Meanwhile, beings of good alignment receive a +2 bonus to strike, parry and dodge, +6 to resist horror factors, and +2 to save against hostile magic and psionic attacks. These effects last for four melee rounds, but can be maintained if Vishnu spends another 500 P.P.E. to extend it another four rounds. During all this time, the god cannot take any other actions, so he is usually surrounded by friends and minions when he uses this power.

Special: Brahma's Gift: The Avatar: The leader of the gods gave Vishnu the power to send a fragment of his essence to a different plane of existence, where it will be born like a mortal. Each "Avatar" is a god-like being equal to the most powerful godling. Although its alignment and qualities are always very similar to Vishnu's, it has its own unique personality. One of his Avatars, Krishna, is described later. According to Hindu legends, there are a total of twenty-two. Some may appear in future Rifts sourcebooks. The last one, Kalki, was supposed to come one day in the future and save the Earth. Vishnu might decide that this is the right time.

Skills of Note: Knows all science, domestic, and wilderness skills, plus art, demon lore, detect ambush, wilderness survival and tracking, all at 98%. Magically understands all languages.

Combat Skills: Hand to Hand: Martial Arts

Number of Attacks: 12 hand to hand or psionic attacks per melee round or three by magic.
Restrained Punch — 2D4 M.D.
Full Strength Punch — 2D6 × 10 M.D.
Power Punch or Leap Kick — 3D4 × 10 M.D.
Kick — 2D6 × 10 M.D.

Bonuses: +6 on initiative, +8 to strike, +11 to parry and dodge, +6 to pull punch, +3 to roll with impact or fall, +10 to save vs horror factor, +9 to save vs magic, +6 to save vs psionics.

Magical Knowledge: Knows all magical spells, levels 1-15, at 20th level, and all elemental fire spells at 10th level. **P.P.E.:** 9,000.

Psionic Knowledge: Knows all physical and sensitive powers, plus psi-sword, mind bolt, mind block auto-defense, telekinesis and telekinetic force field, at 10th level. **I.S.P.:** 2000.

Allies: Vishnu has the full support of Brahma as well as the animal gods Garuda and Hanuman. He has a good relationship with the Persian gods Ahura Mazda and Mithras, and has contacts with other Gods of Light such as Isis, Ra and Marduk.

Enemies: Demons everywhere wish him dead. The Splugorth servant races, especially the Kittani and the Overlords, also hate him. Vishnu single-handedly slew five hundred Overlords and destroyed one of the dreaded Kittani Dragon Dreadnoughts! Word has spread and both races are waging a private war against the god, trying to find a force powerful enough to destroy him.

Description: An extremely handsome man with blue skin and four arms. He often wields the shell, discus, scepter and a lotus plantsimultaneously, one in each hand.

Weapons and Equipment of Note: 1. Sudarsana the Discus: This saucer-shaped weapon is a greatest rune weapon with the following abilities:

- I.Q. 16 and telepathically linked to Vishnu.
- Scrupulous alignment. Any evil being that touches it is burnt, taking 1D4 × 10 M.D.
- Indestructible.
- Inflicts 2D6 × 10 M.D., doubled against beings of evil alignment.
- Can be thrown, and magically returns to wielder. Range: 1000 feet (305 m)
- If it hits someone who was attempting to teleport, the attempt automatically fails and the character is at −50% for any further attempts that day!

2. Panchajanya the Shell: A magic shell that once housed a demon. The shell creates an energy field that adds +2 to dodge and can create an energy bubble shield, with 500 M.D.C., that can cover a 20 foot (6 m) radius. It is usually used to protect others.

3. Kaunodaki the Mace: A greatest rune weapon.

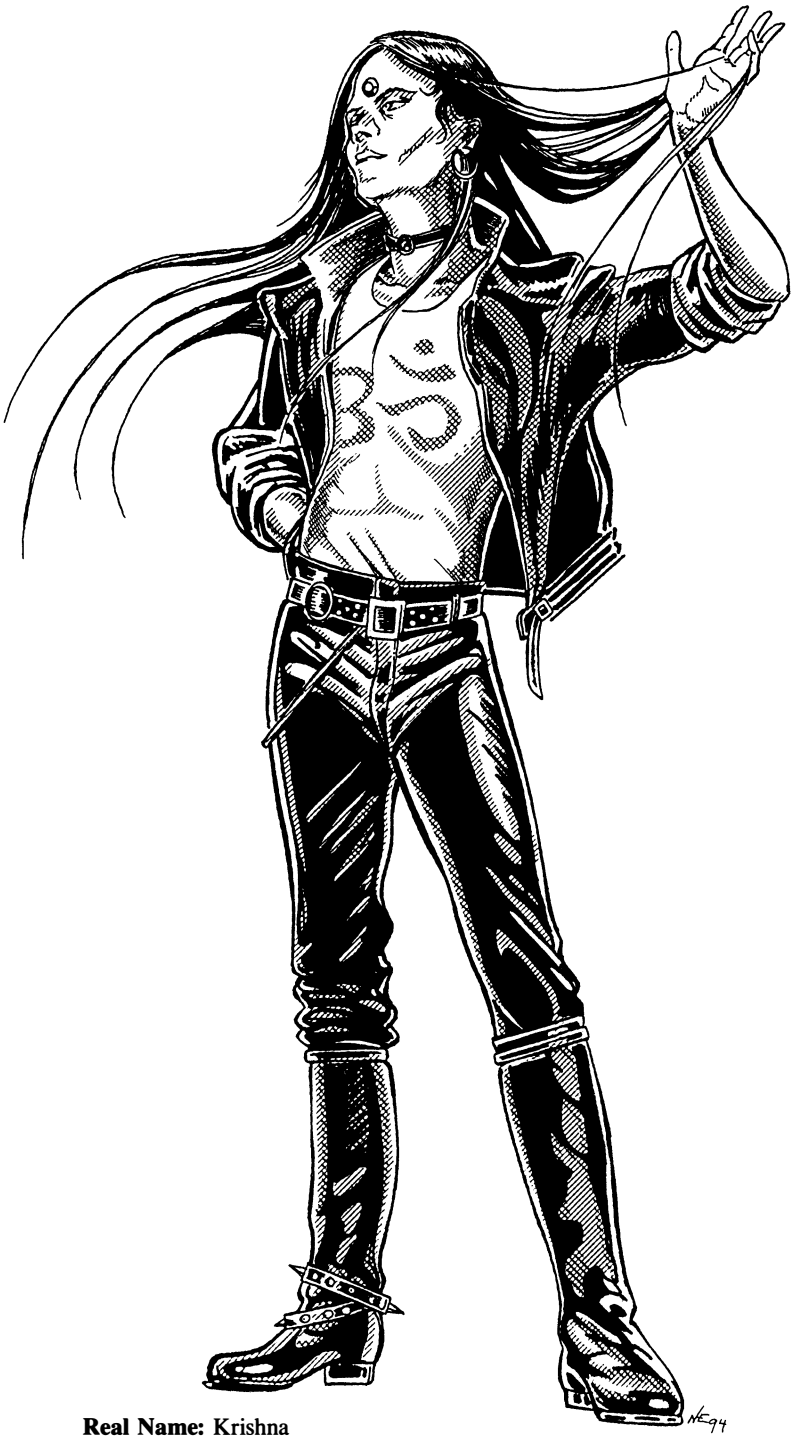
- I.Q. 11 and telepathically linked to the wielder.
- Indestructible.
- Principled alignment. Beings of any evil alignment that touch it are burnt, taking 1D6 × 10 M.D.
- Mega-Damage: 4D4 × 10 M.D., tripled against dragons and vampire intelligences.
- Spell Magic. Can cast each of the following spells, three times a day: Transferal, banishment, mystic portal, and time hole. Equal to 12th level spell strength.

4. Sarnga, the Magic Bow: This bow has enormous range (4000 feet/1200 m) and fires magic energy arrows that do 2D6 × 10 M.D.

Krishna The Avatar

Krishna is one of Vishnu's Avatars, a fragment of the god's essence that was born through a human female, but grew up with god-like powers. Among Vishnu's Avatars, Krishna was the most popular and he inspired almost as much worship as the god himself. Krishna lived a long and adventurous life. Since his early childhood his enormous strength and resilience was apparent, and several gods and demons, realizing the child's identity, tried to kill or enslave him. They all failed spectacularly.

During his adventures, Krishna was often in conflict with Indra, Agni and other gods, humiliating them on many occasions. None of the offended gods dared attack Krishna directly, since he was under Vishnu's protection. After his adventures on Earth were over, Krishna continued travelling throughout the Megaverse. Many of the gods and demons he wronged or injured have tried to get their hands on him, but the Avatar's great power and ingenuity have allowed him to escape all dangers unharmed.



Real Name: Krishna

Alignment: Anarchist

M.D.C.: 14,000 (the M.D.C. of an Avatar is 3D6 × 1000); 2800 on Rifts Earth.

S.D.C./Hit Points (for non-M.D.C. worlds): 800 S.D.C. and 600 Hit Points.

Size: 6 feet tall (1.8 m)

Weight: 195 lbs (87.7 kg)

Species: Avatar

Attributes: I.Q. 26, M.E. 22, M.A. 24, P.S. 55 (supernatural), P.P. 26, P.E. 28, P.B. 25, Spd 88 (60 mph/96 km).

Disposition: Playful, arrogant and supremely overconfident. Krishna is brave, heroic and headstrong. He is also quite lecherous, always trying to seduce attractive women. He has very little respect for any god or man, and is used to having his own way. His tremendous powers and incredible luck have, so far, allowed him to triumph every time.

Horror Factor: 15

Experience Level: 10th level ley line walker and warrior, 5th level fire warlock and mind melter.

Natural Abilities: Nightvision 200 feet (61 m; can see in complete darkness), see the invisible, turn invisible at will, resistant to energy attacks (takes half damage), bio-regeneration 2D6 × 10 M.D.C. per minute, turn 1D6 × 100 dead, teleport self 88%, dimensional teleport 65%, healing touch restores 4D6 S.D.C./hit points or M.D.C.

Skills of Note: Dance 92%, singing 98%, fishing 98%, detect ambush 98%, tracking 92%, wilderness survival 98%, Dragonese/Elf, Atlantean, 5 Indian languages and dialects, all at 98%. Wrestling, boxing, W.P. Sword, W.P. Blunt.

Combat Skills: Hand to Hand: Martial Arts

Number of Attacks: Six hand to hand or psionic attacks per melee or two by magic.
Restrained Punch — 1D6 M.D.
Full Strength Punch — 1D6 × 10 M.D.
Power Punch — 2D6 × 10 M.D.
Kick — 1D6 × 10 M.D.

Bonuses: +5 on initiative, +8 to strike, +11 to parry and dodge, +3 to pull punch, +3 to roll with impact or fall, +7 to save vs horror factor, +7 to save vs magic, +5 to save vs psionics.

Magical Knowledge: Knows all spells from levels 1-8 plus protection circle, banishment, mystic portal, anti-magic cloud, calm storms, summon and control storms, dimensional portal, at 10th level. Also knows all elemental fire spells from levels 1-5, equal to a 5th level warlock. **P.P.E.:** 1000.

Psionic Knowledge: Knows all sensitive and physical powers, plus mind-block auto-defense. **I.S.P.:** 200.

Allies: Sometimes he will adventure with heroes and champions, mortals or demigods. He is believed to be under Vishnu's protection.

Enemies: Demons, the undead, several offended gods and assorted husbands and fathers.

Description: A very handsome man with black hair and blue skin. His expression is usually smug and cocky.

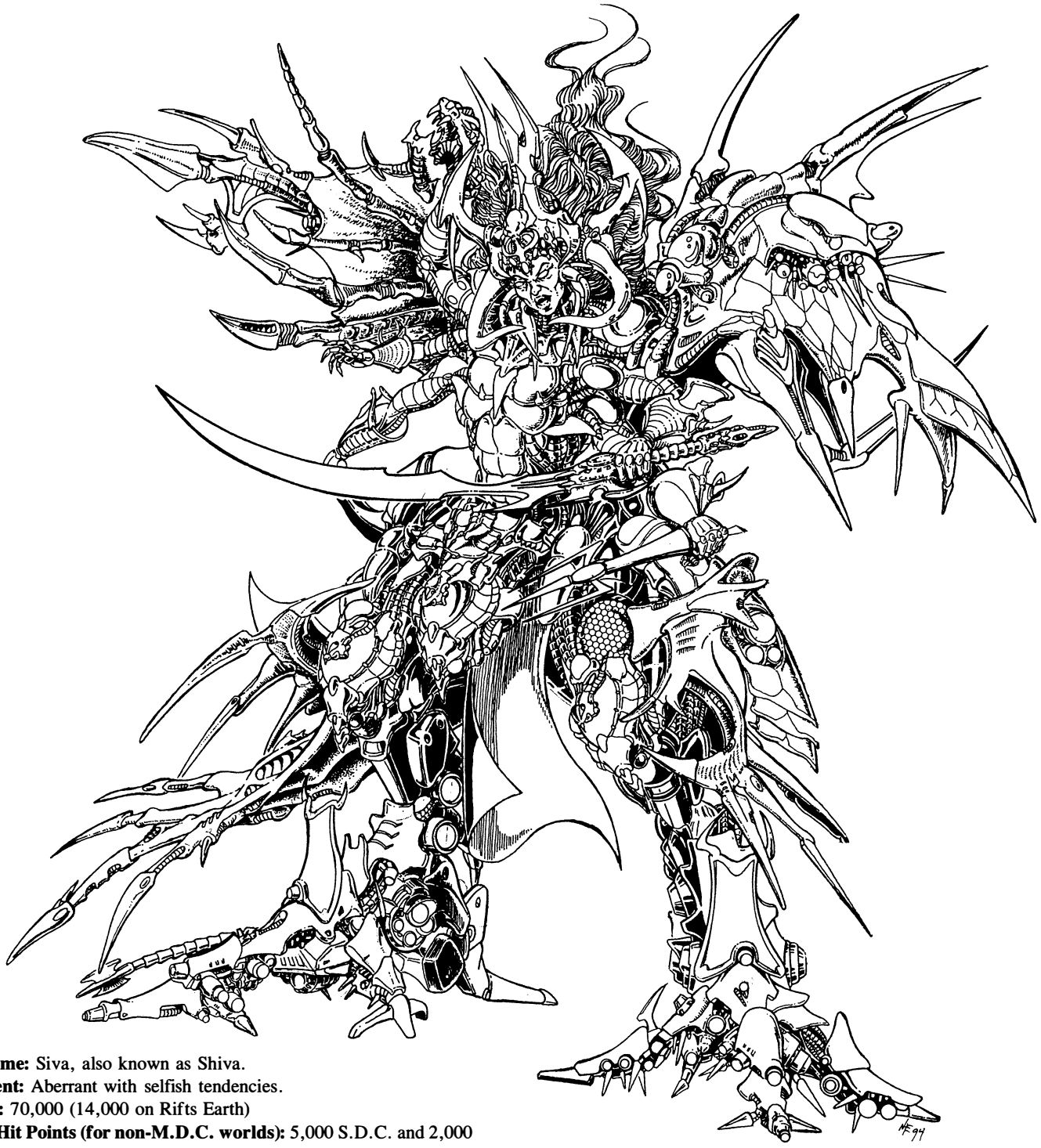
Weapons and Equipment: Krishna often has Vishnu's enchanted mace, Kaunodaki (see above).

Siva the Destroyer

This god of strength and power is the striking arm of the Divine Triad. Siva had many aspects. As The Destroyer, he is the embodiment of the storm, a relentless enemy of evil and a source of strength and courage for warriors. He was also a god of healing and medicine. Siva was a complex and paradoxical god. On the one hand, he was a hunter of demons while on the other, he often uses demons and devils as servants and slaves, something that Brahma and Vishnu would never consider doing. This god is a powerful enemy of the forces of darkness but has his own code in dealing with this enemy.

Siva was also a god of asceticism (religious sacrifice and austerity) as well as meditation — much like a martial arts monk. Once, he slew an Indian god of love when the god tried to interrupt his prayers. His piety is one of the sources of his power and he often rubs this in Indra's face with comments like "I don't need to drink some fermented juice to get my strength up!" Since Siva ignominiously defeated Indra, his comments are all the more painful.

As a god of conflict, Siva has had his share of fights with the other members of the Triad. He and Vishnu once came to blows when Siva was not invited to a religious ceremony and crashed the event anyway, swinging his trident. Brahma has also been the victim of malicious magical attacks and convoluted plots. The other two gods tolerate these disagreements, however, because they need Siva's power to face the demon hordes. He knows this and uses it to his advantage. One day however, Siva may push things too far.



Real Name: Siva, also known as Shiva.

Alignment: Aberrant with selfish tendencies.

M.D.C.: 70,000 (14,000 on Rifts Earth)

S.D.C./Hit Points (for non-M.D.C. worlds): 5,000 S.D.C. and 2,000 hit points.

Height: 12 feet (3.6 m)

Weight: 400 lbs (180 kg)

Attributes: I.Q. 23, M.E. 23, M.A. 21, P.S. 60 (supernatural), P.P. 24, P.E. 27, P.B. 20, Spd 88 (60 mph/96 km).

Disposition: The most informal member of the Triad, Siva can be charming and informal most of the time, but he is also quick-tempered, violent and cruel. There is a bit of a practical joker to the god too (he sometimes pretends to be a ghost and haunts cemeteries, scaring mortals for fun), but this is tempered by terrifying cold-bloodedness when dealing with enemies.

Siva as the aggressor resembles a hurricane or an earthquake in action. He surrounds himself with different force fields and protective spells (adding a few hundred M.D.C. of protection), and then wades into the thick of the fight. Vishnu, himself a formidable warrior, is one of the very few beings who has stood up to The Destroyer and lived to tell the tale.

Horror Factor: 18

Experience Level: 20th level warrior, 18th level mystic and mind melter.

Natural Abilities: Nightvision 2000 feet (610 m; can see in complete darkness), see the invisible, turn invisible at will, resistant to fire and energy attacks (takes half damage), impervious to cold (takes no damage), bio-regeneration 1D6×100 M.D.C. per minute, turn 1D6×100 dead, teleport self 93%, dimensional teleport 82%, healing touch restores 4D6 S.D.C./hit points or M.D.C.

Special: Siva's Third Eye: Siva has an eye in the middle of his forehead. From it he can shoot a destructive beam that can slay even a god! Damage: 2D6×100 M.D. He can fire this bolt once every minute (every fourth melee round), but it counts as all his attacks that round! Every use of the beam costs him 500 P.P.E. as well. Siva only uses this attack on his worst enemies or when enraged beyond reason. The beam has a range of 2000 ft (610 m).

Skills of Note: Knows all wilderness survival, domestic, and technical skills, plus concealment, palming, horsemanship, Dragonese/Elven and 12 Indian languages and dialects at 98%. Athletics, wrestling, boxing, W.P. Sword, W.P. Archery and targeting.

Combat Skills: Hand to Hand: Assassin.

Number of Attacks: 12 hand to hand attacks per melee or eight psionic or three by magic.
Restrained Punch — 2D6 M.D.
Full Strength Punch — 2D6×10 M.D.
Power Punch or Leap Kick — 4D4×10 M.D.
Kick — 2D6×10 M.D.

Bonuses: +5 on initiative, +10 to strike, +10 to parry and dodge, +4 to pull punch, +6 to roll with impact or fall, +10 to save vs horror factor, +7 to save vs magic, +5 to save vs psionics.

Magical Knowledge: Knows all spells from levels 1-15 at 18th level proficiency. **P.P.E.:** 6,000.

Psionic Knowledge: ALL! Equal to an 18th level mind melter. **I.S.P.:** 2,000.

Allies: Besides the Divine Triad, Siva can count on his wife Parvati, and has ties with other gods of war and light throughout the Megaverse. Some demon lords who Siva spared also owe the god a debt of gratitude, which Siva will collect when necessary.

Enemies: Besides the standard demons, Siva is hated by Indra, who cannot forgive his defeat (Siva keeps reminding him), and by the Splugorth High Lords (Siva killed several dozen High Lords and Conservators during the Splugorth invasion).

Minions: Siva can summon 1D6 greater demons of any type. These demons are usually of selfish alignment and include Baal-rogs and Raksashas.

Description: A mighty warrior with three eyes and four arms. He often has three serpents curled around him and a snake headdress. He wields a trident, a sword, a bow and a mace.

Weapons and Equipment of Note:

1. Pinaka, Siva's Trident: This mighty rune weapon represents lightning, one of Siva's symbols.

- I.Q. 10 and telepathically linked with Siva.
- Aberrant Evil Alignment: Any miscreant, diabolic, selfish or scrupulous character what touches it is burnt, taking 1D4×10 M.D. (can only be used by aberrant and principled alignments).
- Damage: The trident inflicts 2D4×10 M.D., triple against alien intelligences, doubled against demons and vampires.
- Water Spells: Each of the following spells can be cast three times per 24 hour period: Circle of rain, hail, hurricane, rain dance and summon storm. All equal to 10th level spells.
- Air Spells: Each of the following spells can be cast three times per 24 hour period: Thunder clap, stop wind, change wind direction, call lightning, and calm storm. All equal to 10th level spells.

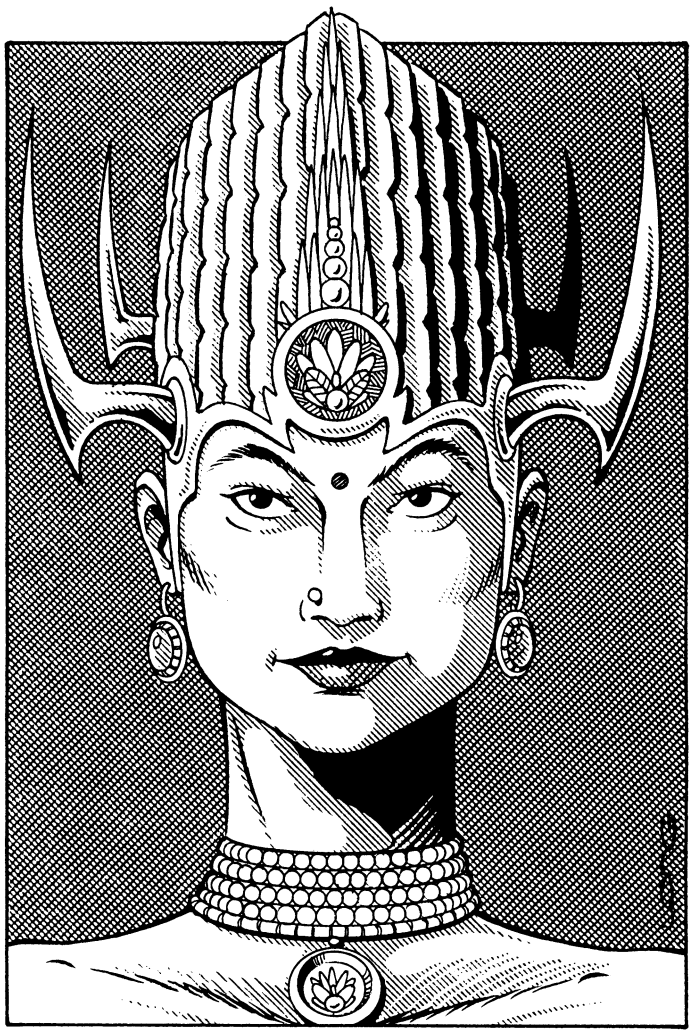
2. Ajagawa, Siva's Bow: This bow has enormous range (4000 feet/1200 m), and fires magic arrows that do 1D6×10 M.D. It needs a minimum P.S. of 30 to draw; +2 to strike.

3. Khatwanga the Mace: This is a magical weapon, shaped as a garuda, the heavy Hindu mace. Its only power is the massive damage it inflicts. Damage: 3D6×10 M.D.

4. Siva's Sword: This is an Impaler, described on page 130 of Rifts Atlantis.

5. Siva's Cobras: Three magical snakes that Siva wears around his body. They can uncoil and lunge at his enemies. The snakes will usually stay within 50 feet (15.2 m) of the god. If a snake is reduced to zero M.D.C., it disappears and does not come back to Siva for 1D6 days. Each cobra has the following abilities:

- 300 M.D.C. each; 30 feet long (9 m).
- Immune to mind control and possession.
- Spd 88 (60 mph/96 kph) crawling.
- Damage: Bite does 3D6 M.D. plus inflicts a poison that weakens its victims unless a save vs non-lethal poison (16 or higher) is made. Penalties: Reduce speed by 25%, skill performance −10%, and all combat bonuses by −1 point. Multiple bites only inflict more damage, the penalties are not accumulative. The snakes can also entangle a victim, holding him prisoner for its master. A combined strength of 30 or more is required to break free.
- Snake combat bonuses: +3 to strike, +4 to parry and dodge, +8 to save vs magic, psionics and horror factor.
- Cunning and intelligent, they will work as a team with each other and with Siva (i.e., tripping an enemy he is fighting, attacking from behind and the sides, etc.).



Parvati

Siva's wife Parvati is a powerful deity in her own right. She has many names, each representing a facet of her personality. One of her identities, the bloody goddess Kali, eventually became an independent entity. Like Siva, Parvati was a destroyer of demons, and a fierce but brutal guardian of order. On many occasions she defended mortals and even other gods from evil creatures. Parvati's skills and raw power subdued the fire god Agni during the great celestial conflict. Agni does not bear her any ill will for this, but Indra sometimes insults the god, taunting him for being defeated by a woman. Parvati once offered to show Indra how well this woman could fight but the god declined and there has been bad blood between them ever since.

Parvati almost died during the Splugorth invasion. She, Siva and their son Skanda stood as the rear guard while Brahma prepared a massive dimensional teleport spell with the help of several other gods. She was steadily worn down by constant laser blasts and finally a squad of Splugorth Conservators closed in and attacked her with lethal rune swords. She was knocked unconscious and would have died if Agni

had not destroyed the monsters and used a spell to revive her. Ever since that time, Siva believes that his wife's feelings have changed and that she is falling in love with the fire god. He is right. When his suspicions are confirmed, there will be some serious problems for the couple and the rest of the pantheon.

Real Name: Parvati. Also known as Uma, Durga and Devi.
Alignment: Unprincipled
M.D.C.: 40,000 (8,000 on Rifts Earth)

S.D.C./Hit Points (for non-M.D.C. worlds): 2,500 S.D.C. and 1,500 hit points.

Size: 10 feet (3 m).

Weight: 400 lbs (180 kg).

Attributes: I.Q. 23, M.E. 27, M.A. 25, P.S. 40 (supernatural), P.P. 24, P.E. 26, P.B. 23, Spd 66 (45 mph/72 kmph).

Disposition: Has a complex personality (bordering on multiple personalities). Depending on her moods she can be a sweet, demure damsel, a loud and boisterous warrior-woman, or a bloodthirsty berserker. She and Siva have had a love-hate relationship for eons, and their quarrels sometimes reach epic proportions. Her fighting style is similar to her husband's and just as violent.

Horror Factor: 17

Experience Level: 18th level warrior and ley line walker.

Natural Abilities: Nightvision 1200 feet (366 m; can see in complete darkness), keen hawk-like vision and exceptional hearing, see the invisible, turn invisible at will, bio-regeneration 4D6 × 10 M.D.C. per minute, turn 1D6 × 100 dead, teleport self 88%, dimensional teleport 65%, healing touch restores 4D6 S.D.C./Hit Points or M.D.C.

Skills of Note: Knows all domestic and technical, plus wilderness survival, tracking, prowl, detect ambush, all at 98%. Magically speaks all languages. W.P. Sword, W.P. Blunt, W.P. Archery and targeting.

Combat Skills: Hand to Hand: Martial Arts

Number of Attacks: Ten hand to hand or psionic attacks per melee or two by magic.
Restrained Punch — 6D6 + 25 S.D.C.
Full Strength Punch — 5D6 M.D.
Power Punch or Leap Kick — 1D6 × 10 M.D.
Kick — 6D6 M.D.

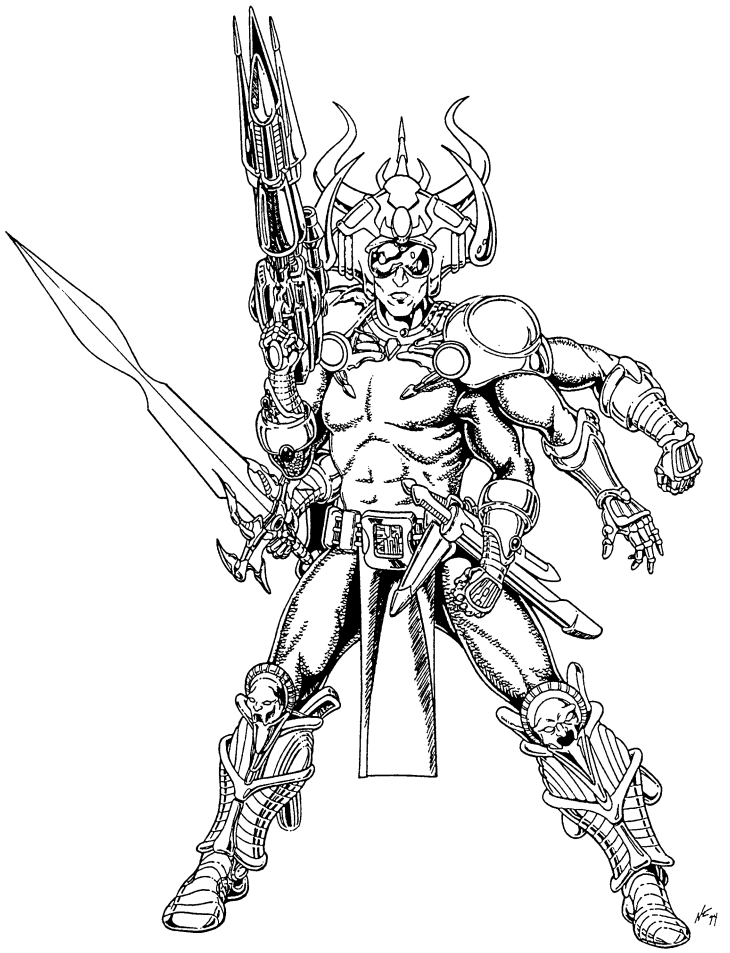
Bonuses: +4 on initiative, +7 to strike, +10 to parry and dodge, +25 to S.D.C. damage, +3 to pull punch, +3 to roll with impact or fall, +10 to save vs horror factor, +7 to save vs magic, +7 to save vs psionics.

Magical Knowledge: Knows all magic spells from levels 1-8, plus curse: phobia, protection circle: simple, banishment, control/enslave entity, remove curse, calm storms, close rift, summon lesser being, sanctum and dimensional portal. **P.P.E.:** 6,000.

Psionic Knowledge: All sensitive powers plus mind bolt, psi-shield and psi-sword. **I.S.P.:** 500.

Weapons and Equipment of Note: Sashonu, Parvati's magic Sword:
- Damage: 3D4 × 10 M.D., doubled against demons.
- Spell Magic: Can cast each of the following spells three times a day: Magic net, wisps of confusion, and energy field. Equal to 8th level spells.
- Can fashion ten replicas of itself, one for each of Parvati's arms! Each replica inflicts 1D4 × 10 M.D. but has no magic spells.

Description: A beautiful woman with yellow skin. She has ten arms, which hold either swords or holy symbols.



Skanda

God of War

This god is the son of Siva and Parvati, and he has inherited his parents' violent temper. As soon as he was born, he joined the wars against the Asuras. Skanda has learned much from Brahma and he understands the terrible importance of the wars against evil. As a result, he has become a fanatical warrior with no interests beyond those of weapons and tactics. He is one of the few bachelors of the pantheon, refusing to waste his time on romantic involvement.

Skanda is even more powerful than his father when it comes to warfare, but the young god has shown no aptitude for magic and even less interest in it. However, his dedication to non-magical pursuits has made him almost totally invulnerable to spells and psionics, so he rarely worries about spell casters. He is one of the few gods who knows what Brahma does during his travels into the Nether Worlds, but he will take that secret to the grave.

The young god has spent the last century organizing a series of guerrilla strikes against the Splugorth conquerors of their previous world. He often travels there to ambush and kill Splugorth minions, with a preference towards High Lords and Conservators. However, the last time he tried this he ended up fighting the Splugorth in charge of the dimension and barely escaped with his life. Skanda has disappeared and is believed to have been imprisoned (perhaps by the Splugorth). Nobody knows what happened to him or where he might be. If the Splugorth have him, he will be enslaved through bio-wizardry and probably made to fight in the gladiatorial arena or put up for sale in one of the slave markets. He is not in Atlantis and Lord Splynncryth doesn't know where he is.

Real Name: Skanda. Also known as Karttikeya.
Alignment: Scrupulous

M.D.C.: 25,000 (5,000 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 1,500 S.D.C. and 1,000 hit points.
Size: 10 feet tall (3 m).
Weight: 400 lbs (180 kg).
Attributes: I.Q. 19, M.E. 30, M.A. 18, P.S. 60 (supernatural), P.P. 27, P.E. 29, P.B. 18, Spd 88 (60 mph/96 kmph).
Disposition: A quiet, dedicated warrior. He is the Rambo of the gods, preferring action to words and with no patience for arguments, small talk or delays. He thinks about possible courses of action, picks the best and then follows it. Brahma has tried to teach him the arts of diplomacy, patience and leadership, but not much seems to have sunk in.
Horror Factor: 16
Experience Level: 20th level knight/warrior
Natural Abilities: Nightvision 600 feet (366 m; can see in complete darkness), see the invisible, turn invisible at will, hawk-like vision, takes half damage from energy attacks, bio-regeneration 3D6 × 10 M.D.C. per minute, teleport self 68%, dimensional teleport 44%.
Skills of Note: Knows all espionage, military, wilderness and weapon proficiency skills! He also can operate a computer, pilot: hover vehicles, tanks and horsemanship, all at 80%, plus speaks/reads Dragonese/Elven and 5 Indian languages at 98%.
Combat Skills: Hand to Hand: Martial Arts.
Number of Attacks: 12 hand to hand attacks per melee!
Restrained Punch — 1D6 M.D.
Full Strength Punch — 1D6 × 10 M.D.
Power Punch or Leap Kick — 2D6 × 10 M.D.
Kick — 2D4 × 10 M.D.
Judo Throw — 4D6 M.D. plus the victim loses initiative and two melee attacks/actions.
Bonuses: +6 on initiative, +8 to strike, +11 to parry and dodge, +6 to pull punch, +3 to roll with impact or fall, +10 to save vs horror factor, +8 to save vs magic, and +9 to save vs psionics.
Magical Knowledge: None; **P.P.E.:** 400.
Psionic Knowledge: None
Description: A fierce-looking, six-armed being with white skin, dressed in golden scale or chain armor and horned helmet.
Weapons and Equipment of Note: 1. Enchanted Scale Mail Armor: 2,000 M.D.C., as light as a feather and silent (no clanking).
2. Sword of Atlantis: Described in Rifts Atlantis.
3. Giant Plasma Sword: Adds 1D4 × 10 M.D. to P.S. damage.
4. Plasma Cannon: 1D4 × 10 M.D., range: 3000 feet (915 m), payload: 30 shots, regenerates 5 an hour.
5. Techno-Wizard War Helmet: Makes the wearer impervious to possession and mind control, see the invisible, see in the infrared and ultraviolet spectrum of light, radar tracking with HUD display (tracks up to 72 targets; range 20 miles/32 km); +1 to strike.

Ganesa

The Elephant God

This deity is a son of Siva and Parvati, but unlike Skanda, he is wise and gentle, preferring to parley rather than to fight. He was considered the remover of obstacles and the provider of wisdom. A true scholar among the gods, he is the most knowledgeable deity after Brahma. Several times, Ganesa has embarrassed the rather uneducated Skanda but the two brothers have a fairly friendly relationship and Ganesa would never truly hurt Skanda.

Ganesa is not a powerful fighter, but he makes up for it with the breadth of his knowledge. He advised Brahma to leave Earth when he discovered a pattern of magical decay taking place there. He even predicted the return of magic to the planet, although he was off by a few centuries (he had not foreseen the nuclear war that unleashed the rifts). His words are heeded by most of the gods with the exception of Indra, who constantly mocks the elephant god.

GM RPG Note: Recently, Ganesa discovered another world, similar in some ways to Rifts Earth, but with very little magic. What attracted Ganesa's attention was the existence of intelligent, animal mutants that remind him of himself and other animal gods in the pantheon. These mutant animals were locked in deadly combat with the human survivors of a war that had devastated the planet. Ganesa and the other animal gods are debating what to do about the creatures, if anything (this is the Earth of **After the Bomb**). The gentle god will become equally fascinated with the Coalition's mutant animals, wolfen and animal or monstrous D-bees. If he should visit Rifts Earth, he will take an instant liking to Erin Tarn, Plato and the scholars and wizards at Lazlo, as well as Tolkeen and New Lazlo (and may help them against any invasion by the CS, xiticix, or other invaders). He will take an instant dislike of New Camelot's Merlin and Poland's Angel of Death.

Real Name: Ganesa
Alignment: Scrupulous
M.D.C.: 21,000 (4200 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 1,300 S.D.C. and 800 hit points.
Size: 7 feet (2.1 m) tall; very short for a god.
Weight: 600 lbs (270 kg)
Attributes: I.Q. 28, M.E. 24, M.A. 25, P.S. 40 (supernatural), P.P. 12, P.E. 25, P.B. 10, Spd 16 running or 22 flying.
Disposition: Congenial, humorous, gentle and easy going. He loves sweets and is constantly popping some morsel into his mouth. An eloquent public speaker and a good listener, Ganesa can be very influential in political matters. He is also observant and sensitive to the needs, aspirations and sorrow of others, which enables him to help or manipulate things in a charming and non-threatening way.
Horror Factor: 12
Experience Level: 20th level scholar/sage, 15th level ley line walker, diabolist and shifter.



Natural Abilities: Nightvision 200 feet (61 m; can see in complete darkness), see the invisible, bio-regeneration 1D6 × 10 M.D.C. per minute, turn 1D6 × 100 dead, teleport self 68%, dimensional teleport 46%, fly/hover at a speed of 15 mph (24 km), healing touch restores 4D6 S.D.C./hit points or M.D.C. His trunk is completely prehensile and his sense of smell is equal to the best of any CS dog boy!

Skills of Note: Knows all science, technical, communication, mechanical, electrical and piloting skills, plus wilderness survival, all at 90%. Magically knows all languages. W.P. Sword and W.P. Blunt.

Combat Skills: Hand to Hand: Basic

Number of Attacks: Six hand to hand or psionic attacks or two by magic.

Restrained Punch — 6D6+25 S.D.C.

Full Strength Punch — 5D6 M.D.

Power Punch —1D6 × 10 M.D.

Bonuses: +1 on initiative, +3 to strike, +6 to parry and dodge, +25 to S.D.C. damage, +4 to pull punch, +4 to roll with impact or fall, +6 to save vs horror factor, +6 to save vs magic, +6 to save vs psionics.

Magical Knowledge: Knows all magic spells from levels 1-6 plus circle of flame, invisibility: superior, wind rush, mute, hallucination, and banishment. **P.P.E.:** 2,000.

Psionic Knowledge: Knows all sensitive powers. **I.S.P.:** 240.

Description: A short, pot-bellied, four-armed humanoid with an elephant's head. His skin is dark yellow.

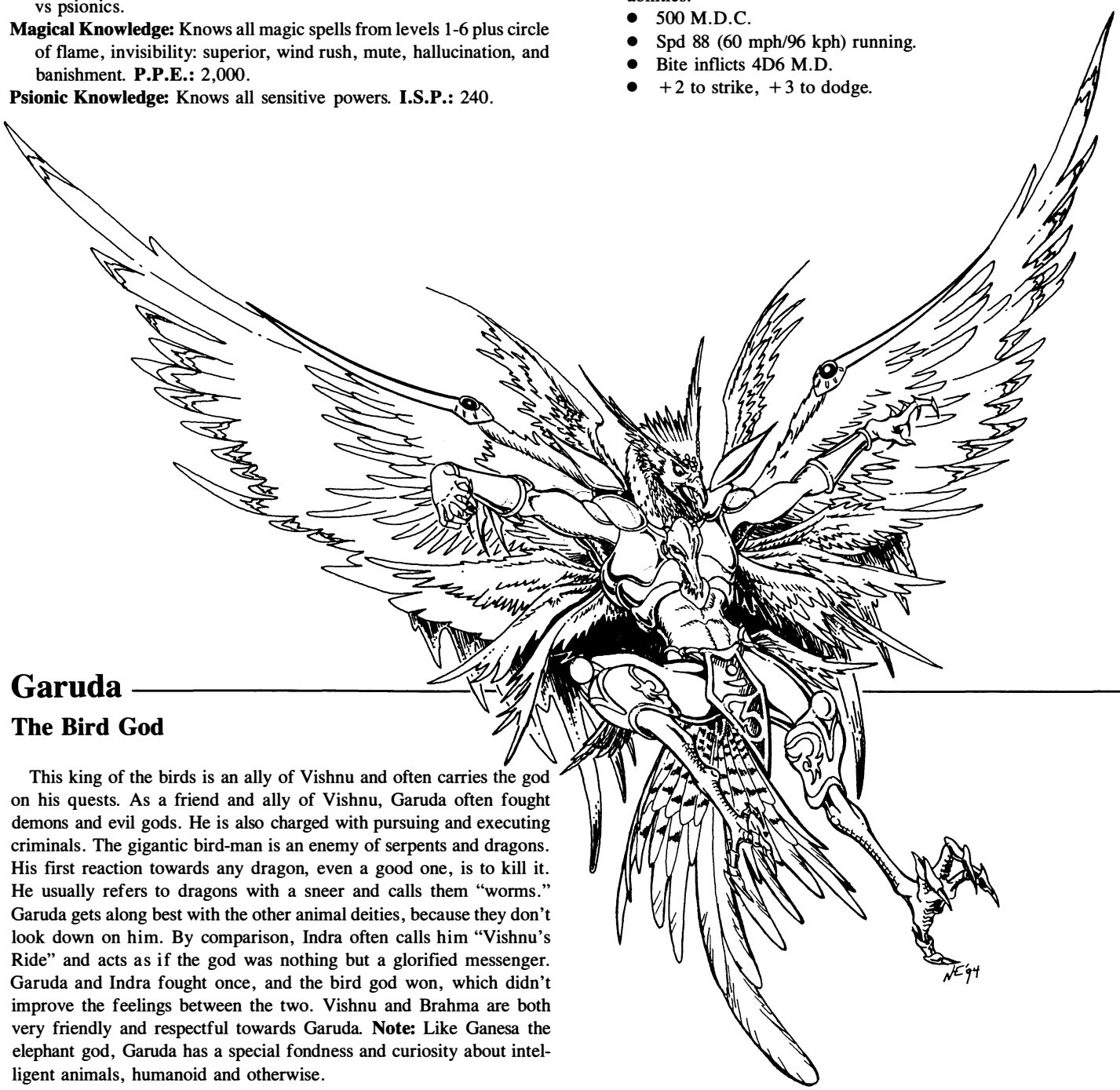
Weapons and Equipment: 1. Ganesa's Club: This weapon was a gift from his father. Ganesa prefers to avoid combat, but being a war god's son he knows how to use some basic weapons. The club is a greater rune weapon with the following powers:

- Damage: Inflicts 2D4 × 10 M.D.
- Can be thrown and returns magically to wielder. Range: 1,000 feet (305 m).
- Spell Magic: Can cast the following spells, three times per day: Invulnerability, globe of silence, invisibility: superior, negate magic and stone to flesh, all equal to a 10th level magic practitioner.

2. Ganesa's Discus: A magical throwing weapon that inflicts 1D6 × 10 M.D. Range: 2000 feet (610 m).

3. The Riding Rat: Ganesa rides a magical, giant rat the size of an elephant, which he finds extremely amusing (after all, mice are traditionally supposed to terrify elephants). The rat has the following abilities:

- 500 M.D.C.
- Spd 88 (60 mph/96 kph) running.
- Bite inflicts 4D6 M.D.
- +2 to strike, +3 to dodge.



Garuda

The Bird God

This king of the birds is an ally of Vishnu and often carries the god on his quests. As a friend and ally of Vishnu, Garuda often fought demons and evil gods. He is also charged with pursuing and executing criminals. The gigantic bird-man is an enemy of serpents and dragons. His first reaction towards any dragon, even a good one, is to kill it. He usually refers to dragons with a sneer and calls them "worms." Garuda gets along best with the other animal deities, because they don't look down on him. By comparison, Indra often calls him "Vishnu's Ride" and acts as if the god was nothing but a glorified messenger. Garuda and Indra fought once, and the bird god won, which didn't improve the feelings between the two. Vishnu and Brahma are both very friendly and respectful towards Garuda. **Note:** Like Ganesa the elephant god, Garuda has a special fondness and curiosity about intelligent animals, humanoid and otherwise.

Real Name: Garuda
Alignment: Principled
M.D.C.: 40,000 (8,000 M.D.C. on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 2500 S.D.C. and 1500 hit points.
Size: Varies, can shrink himself to the size of a normal bird, or become a giant, winged humanoid 30 feet (9 m) tall.
Weight: Varies with size.
Attributes: I.Q. 22, M.E. 22, M.A. 24, P.S. 50 (supernatural), P.P. 21, P.E. 24, P.B. 19, Spd 38 (26 mph/41 km) on the ground or 220 flying (150 mph/241 km).
Disposition: A dignified, understanding and attentive creature. Garuda is quick to make friends with people who accept him and who stand up for what they believe in. He has no sympathy for bigots of any kind. Human supremacists anger him.
Horror Factor: 15
Experience Level: 15th level ley line walker.
Natural Abilities: Alter size at will (see size above), nightvision 1200 feet (366 m; can see in complete darkness), keen hawk-like vision, see the invisible, bio-regeneration 2D6×10 M.D.C. per minute, turn 2D4×10 dead, teleport self 67%, dimensional teleport 67%, healing touch restores 4D6 S.D.C./hit points or M.D.C.
Skills of Note: Knows all wilderness, technical and domestic skills at 98%. Magically knows all languages.
Combat Skills: Hand to Hand: Expert.
Number of Attacks: Six hand to hand or psionic attacks or two by magic.
Restrained Punch — 1D6×10+35 S.D.C.
Full Strength Punch — 6D6 M.D.
Power Punch — 2D4×10 M.D.
Kick — 7D6 M.D.
Claw Strike — 1D4×10 M.D.
Bite — 5D6 M.D.
Bonuses: +3 on initiative, +6 to strike, +8 to parry and dodge, +35 to S.D.C. damage, +4 to pull punch, +2 to roll with impact or fall, +8 to save vs horror factor, +6 to save vs magic, +5 to save vs psionics.
Magical Knowledge: All spells from levels 1-4 plus carpet of adhesion, blind, repel animals, calling, domination, mask of deceit, metamorphosis: human, negate magic, speed of the snail, anti magic cloud, remove curse, summon and control animals and dimensional portal. **P.P.E.:** 3,000.
Psionic Knowledge: All sensitive and healing powers. **I.S.P.:** 500.
Allies: Besides his usual connection with the pantheons of light, Garuda has made friends with Ra and the other bird-gods of the Egyptian Pantheon.
Description: A being with the head and wings of an eagle, taloned feet and normal human torso and arms. His skin is white, and he is often dressed in gold.

Hanuman

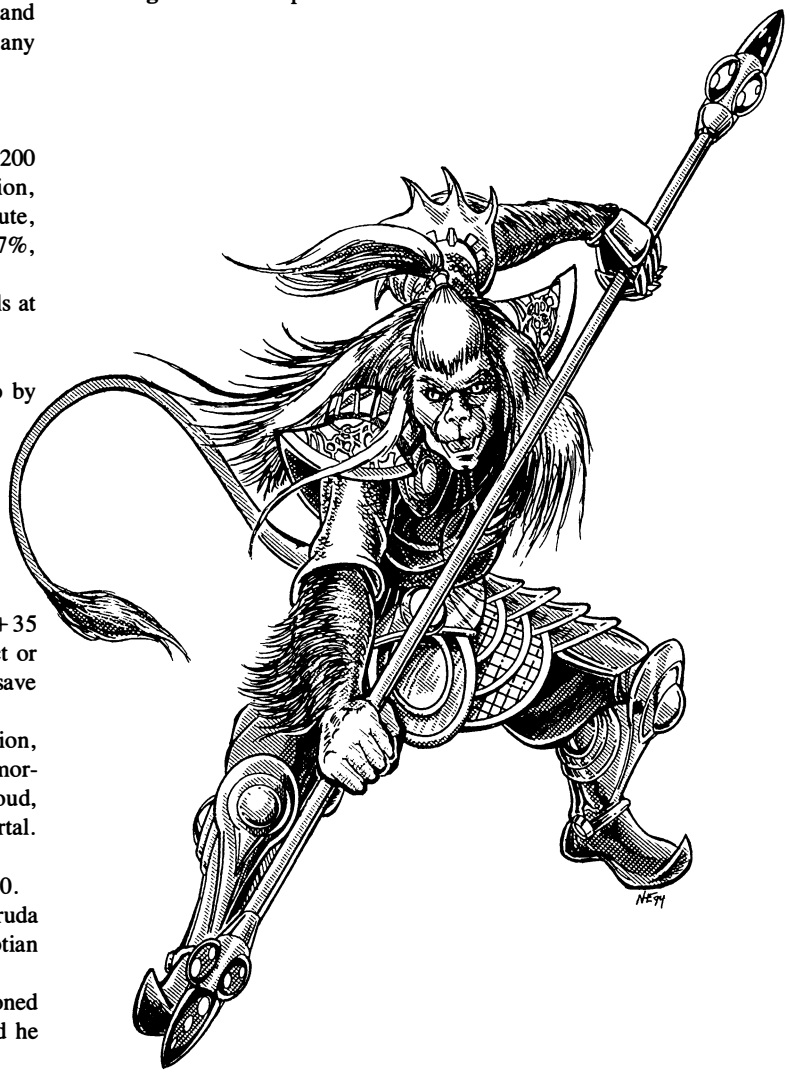
The Monkey King

This deity helped Vishnu's avatar Rama during several quests and adventures. As a result, he has been awarded enormous powers that puts him only slightly below the Divine Triad. Hanuman is as wise as Ganesa, as strong as Skanda, and has several special abilities that allowed him to outsmart and trick gods and men.

Hanuman has served the pantheon well, fighting all manner of demons and evil gods in the name of Vishnu and Rama. He has been a spy and a shock trooper, a strategist and a warrior. Among his deeds was the destruction of the castle of the demon king Ravana.

After the pantheon left Earth, the monkey god decided to wander the Megaverse, and he has not been seen for centuries. Vishnu is beginning to worry about him. Hanuman is actually trying to find out about Brahma's mysterious business in the Nether Worlds. In this case, the monkey god's natural curiosity could cause a disaster.

Real Name: Hanuman
Alignment: Scrupulous
M.D.C.: 20,000 at human size or 60,000 in giant form (4,000/12,000 M.D.C. on Rifts Earth).
S.D.C./Hit Points (for non-M.D.C. worlds): 1,200 S.D.C. and 800 hit points, or 5,200 S.D.C. and 800 hit points in giant form.
Size: Ranges from thumb size to an enormous golden monkey 30 feet (9 m) tall.
Weight: Varies. Up to 50 tons!



Attributes: I.Q. 25, M.E. 24, M.A. 26, P.S. 60 (supernatural), P.P. 27, P.E. 26, P.B. 16, Spd 88 on foot (60 mph/96 km) or 220 flying (150 mph/241 km).
Disposition: Despite his wisdom and bravery, Hanuman still has the playful attitude of all monkeys. He loves practical jokes and slapstick, but is always careful not to hurt anybody. He is just as likely to be found in the middle of a deep philosophical conversation with another god or hanging from a tree, performing acrobatics.
Horror Factor: 12 in human form or 17 in giant form (20 ft or bigger).
Experience Level: 16th level warrior, ley line walker and diabolist.
Natural Abilities: See the invisible, turn invisible at will, nightvision 2400 feet (672 m; can see in complete darkness), bio-regeneration 4D6×10 M.D.C. per minute, turn 2D4×20 dead, teleport self 88%, dimensional teleport 44%. Prehensile tail and feet, natural climber (98% or rappel 88%), prowl 65%, keen sense of smell equal to that of the average dog boy.

Special: Alter size at will: From the size of a human's thumb to a 30 foot (9 m) giant. At 20 feet (6 m) his M.D.C. is increased to 40,000 and at 30 feet (9 m) it is 60,000!

Special: Hanuman's Roar: In his giant form, Hanuman can emit a shattering scream that can be heard for 2D4 miles. The roar inflicts 6D6 M.D., via sonic vibrations, upon everybody within a 30 foot (9 m) radius. He also roars for victory and in defeat.

Skills of Note: Knows all wilderness and domestic skills, plus detect ambush, concealment, palming, pick pockets, streetwise, art and navigation, all at 90%. Dragonese/Elven, Atlantean, Greek, Sanskrit, 4 Indian languages, all at 98%. Wrestling, acrobatics, athletics, W.P. Blunt, W.P. Sword, W.P. Archery and targeting.

Combat Skills: Hand to Hand: Martial Arts

Number of Attacks: Seven hand to hand attacks or two by magic. The number in parenthesis is the increased damage when he's 30 ft tall.
Restrained Punch — 1D6 M.D. (2D4 M.D.)
Full Strength Punch — 1D6×10 M.D. (2D4×10 M.D.)
Power Punch — 2D6×10 M.D. (4D4×10 M.D.)
Kick — 1D6×10 M.D. (2D4×10 M.D.)
Tail Swat — 1D4×10 M.D. (1D6×10 M.D.)

Bonuses: +4 on initiative, +8 to strike, +14 to parry and dodge (reduce dodge to +4 in giant form), +8 to pull punch, +8 to roll with impact or fall (only +2 in giant form), +8 to save vs horror factor, +7 to save vs magic, +6 to save vs psionics.

Magical Knowledge: All spells from levels 1-3 plus armor of Ithan, fingers of wind, fool's gold, tongues, resist fire, astral projection, blind, energy field, carpet of adhesion, magic net, repel animals, circle of flame, energy disruption, sleep, apparition, constrain being, dispel magic barrier, invulnerability, locate, oracle, banishment, amulet, and close rift. **P.P.E.:** 2,000.

Psionic Knowledge: None

Weapons and Equipment of Note: Tends to rely on his natural powers.

Description: A monkey with golden skin, reddish face, and long tail. His actual shape varies; in his small forms he resembles a slender tropical monkey. At his biggest, he is more similar to an orangutan or a gorilla.

Indian Gods of Evil

These deities are members of the pantheon whose alignment and past history mark them as enemies of both gods and mortals. They often ally themselves to demons and the forces of Darkness. The other gods rarely deal with them even during the most serene of times, however, these fiends and the other gods previously described are usually at a state of war.

Kali

Goddess of Death

Kali was once an aspect of Parvati, a transformation that the goddess underwent to become a more capable warrior in her battles against demons. However, this aspect of Parvati's personality was so dominant that it turned into a separate entity with her own personality and powers. Kali sprung to life when Parvati was fighting a demon whose every drop of blood that hit the ground became a copy of himself. To combat this multiplication, Parvati drank all the demon's blood. This act of vampirism, coupled with the energies contained in the demon's blood, and the strength of the Kali persona were enough to give Kali her own body! Much to Parvati's dismay, Siva took Kali as an additional wife.

Kali continued fighting demons because she loved the bloodshed and destruction, not to protect the innocent. Brahma permitted her to exist because she is a powerful weapon to be used against their enemies, but her bloodlust is so overpowering that she is a danger to all. From her battles with demons she has acquired several powerful items made by the greatest demon smiths and necromancers (in fact, her sword and talking head were custom made by demons she spared in return for those "gifts"). She has also learned temporal magic.

Since she was such a powerful ally, the gods turned a blind eye to many of Kali's crimes and to the actions of the bloody cults that worshipped her (one of them, the infamous thugees, was made up of assassins that murdered innocent people as sacrifices to their goddess). Recently, however, the gods have had reason to regret their earlier decision. During the Splugorth invasion, Kali turned against the rest of the pantheon at the last moment and almost managed to spoil the interdimensional spell that Brahma was readying as a means of escape. Only Brahma's superior powers saved the day, but the gods had to escape without punishing the evil goddess, who swore she would hunt them down and kill them one by one.

It is believed that Kali is working with the Splugorth minions and/or Raksashas, planning the destruction of the pantheon. She is also suspected of being involved in the disappearance of Skanda.

Real Name: Kali.

Alignment: Diabolic

M.D.C.: 72,000 (14,400 M.D.C. on Rifts Earth)

S.D.C./Hit Points (for non-M.D.C. worlds): 5,000 S.D.C. and 2,200 hit points.

Size: 20 feet (6 m) tall

Weight: 8 tons

Attributes: I.Q. 22, M.E. 28, M.A. 24, P.S. 45 (supernatural), P.P. 24, P.E. 26, P.B. 23, Spd 66 (45 mph/72 kmph).

Disposition: A psychopathic being with the heart of a rabid dog and the mind of a serial killer. She is capable of cold-blooded planning and assassinations. Her treachery knows no bounds and she is infamous for killing indiscriminately, slaying both friend and foe. She is a torturer, a cannibal and a vampire. Very few humans, even those of evil alignment, can stand to be in her bloodstained presence for long.

Horror Factor: 17

Experience Level: 18th level ley line walker and warrior, 8th level temporal wizard.

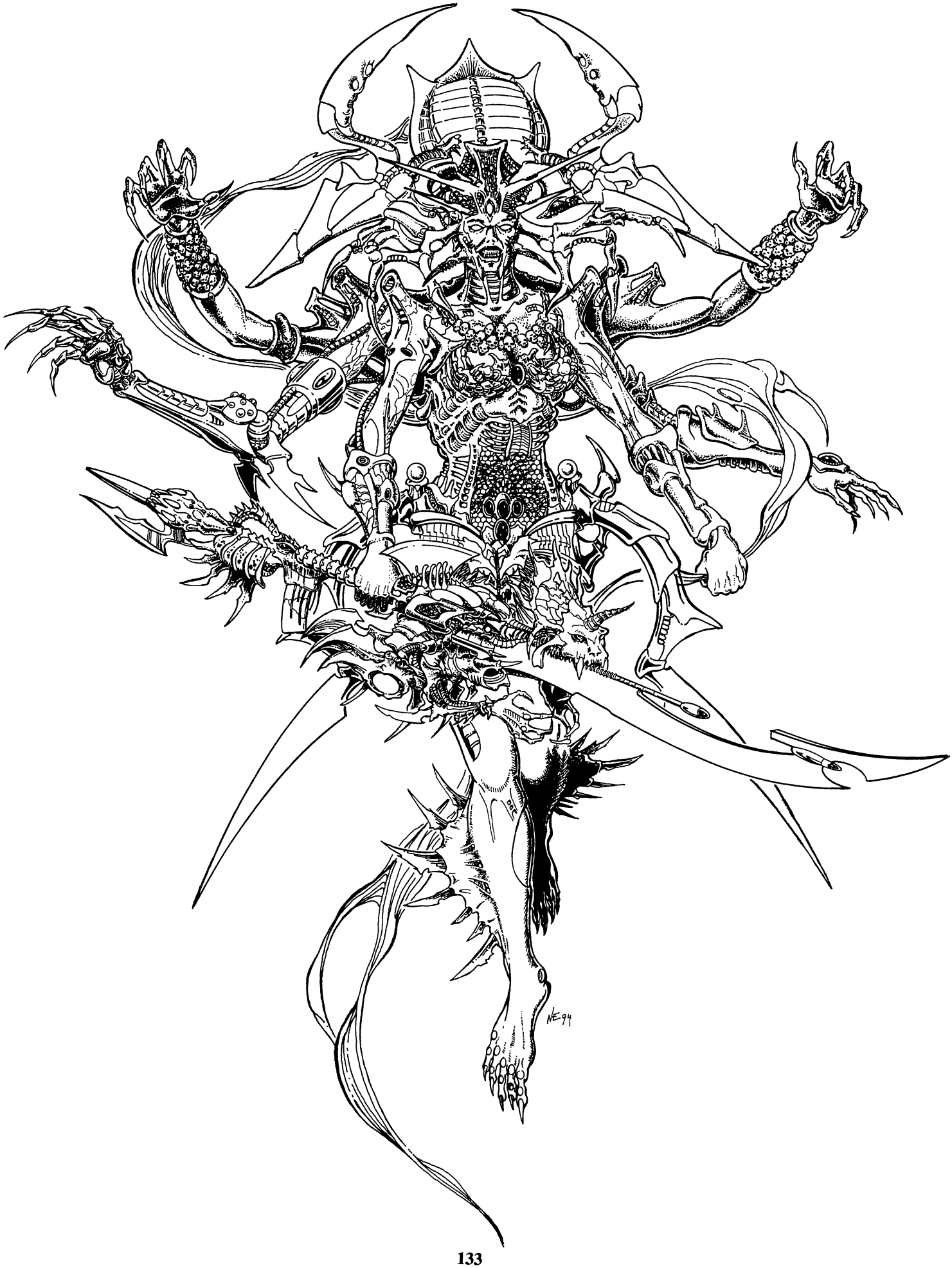
Natural Abilities: Nightvision 1200 feet (366 m; can see in complete darkness), see the invisible, bio-regeneration 1D4×100 M.D.C. per minute, turn 1D6×100 dead, animate and control 1D6×100 dead, teleport self 79%, dimensional teleport 56%, immune to fire/heat (no damage), takes half damage from all other energy attacks.

Special: Murderous Whispers: The goddess can send a telepathic message to any being in her line of sight. This is a command that seems to be part of the victim's own thoughts. It always relates to killing or murdering somebody, "Strike him down now!" or "Kill her," or "He deserves to die! Kill!!" This command is followed by a rush of rage and bloodlust. Characters being whispered to must make a save vs magic, with the following modifiers: If the person they are being ordered to attack is a close friend, relative or lover, the save is a 12 or higher. Against an unknown person or distant acquaintance the save is 14 or higher. If the target is someone the subject has any reason to dislike/hate — the save is 16 or higher. On a failed save, the subject is compelled to attack the target of his hatred for 1D4 melee rounds. Kali often uses this power against two rival characters, forcing one to kill the other, and then destroying whoever is left.

Skills of Note: Magically knows all languages, plus all weapon proficiencies.

Combat Skills: Hand to Hand: Assassin.

Number of Attacks: Ten hand to hand or psionic attacks or two by magic.



Restrained Punch — 1D6×10+30 S.D.C.
Full Strength Punch — 6D6 M.D.
Power Punch — 2D4×10 M.D.
Bite — 1D6×10 M.D.

Bonuses: +4 on initiative, +11 to strike, +8 to parry and dodge, +30 to S.D.C. damage, +3 to pull punch, +3 to roll with impact or fall, +12 to save vs horror factor, +7 to save vs magic, and +8 to save vs psionics.

Magical Knowledge: All magic spells from levels 1-15 (18th level) and all temporal spells at 8th level. **P.P.E.:** 2,500.

Psionic Knowledge: All sensitive powers, P.P.E. shield and hypnotic suggestion. **I.S.P.:** 300.

Allies: Kali is now a partner of the Splugorth that conquered the pantheon's last home dimension. She is considered the Splugorth's second in command. A position she acquired by killing her predecessor and ten of his high command! Kali also has connections with the Babylonian goddess Ereshkigal and the Nordic death goddess, Hel, with whom she shares many interests.

Enemies: Despite her alignment, Kali and the Hindu demons hate each other; she has killed too many of them for the monsters to ever forgive her. The goddess Parvati, who unwillingly created her, has sworn to destroy this abomination. Kali is a danger to all forces of good and light.

Minions: Kali is assisted by a special breed of demons, the Dakini, described elsewhere in this section. She can summon 2D6 Dakini to her side at any time and can assemble an army of 10,000 in only a few weeks. She also associates with evil men of magic, assassins and monsters.

Description: A gigantic, monstrous woman, with blueish-black skin, a protruding, blood-dripping tongue, six arms and three eyes. In her hands she holds a sword and a demonic severed head. Her free hands often make gestures of peace, but they can sprout huge claws to shred anybody foolish enough to come within reach. She always wears several necklaces made out of skulls and tiny corpses, and a belt made with severed hands.

Weapons and Equipment of Note: 1. The Demonblade: This sword is a magic weapon made by twisting a demon lord's body and binding its spirit into the shape of a sword. Unlike rune weapons it is not indestructible, but is close to it. The sword's powers include:

- I.Q. 20 and telepathically linked to Kali.
- Evil Alignment: Any being of good or selfish alignment that touches it is burnt, taking 1D6×10 M.D.
- Partial Invulnerability: Has 10,000 M.D.C. (only decreased if someone targets the sword — a called shot at −2 to hit), regenerates 1D6×100 M.D.C. per minute, takes half damage from energy attacks.
- Damage: 2D6×10 M.D., doubled to beings of good alignment.
- Demonfire: 2D6×10 M.D. blast of hellfire that produces excruciating pain (−2 to all actions for one melee round). Range: 1000 ft (305 m).
- Flame Aura: Three times per day. It can project a flaming aura upon its wielder. The aura has 200 M.D.C. and lasts 4 hours unless destroyed; as long as the aura is up, the sword wielder takes no damage from fire and half damage from all energy attacks.

2. Demon's Head: This ghoulish weapon is the severed head of a demon lord, preserved through horrible necromantic magic. The head has the following abilities:

- Invulnerable: Immune to all non-magical attacks. M.D.C.: 1000, and regenerates 1D4×100 M.D.C. per minute.
- I.Q. 24 and telepathically linked to Kali.
- Spell Magic: Can cast the following spells at will until it exhausts its P.P.E. supply: Agony, befuddle, domination, fire ball, mute and fear. Spell strength is equal to a 10th level ley line walker, P.P.E. 200; regains 20 P.P.E. every hour.
- Bite: The head can bite anyone who gets close enough (anyone engaging in melee combat, for example). Damage: 3D6 M.D.; once it has bitten somebody, the head can hold on, trapping the victim (−2 to parry and dodge until victim breaks free, which requires a P.S. of 20).
- Lies: The head can communicate to others, but all it does is lie and try to convince characters to partake in evil deeds.

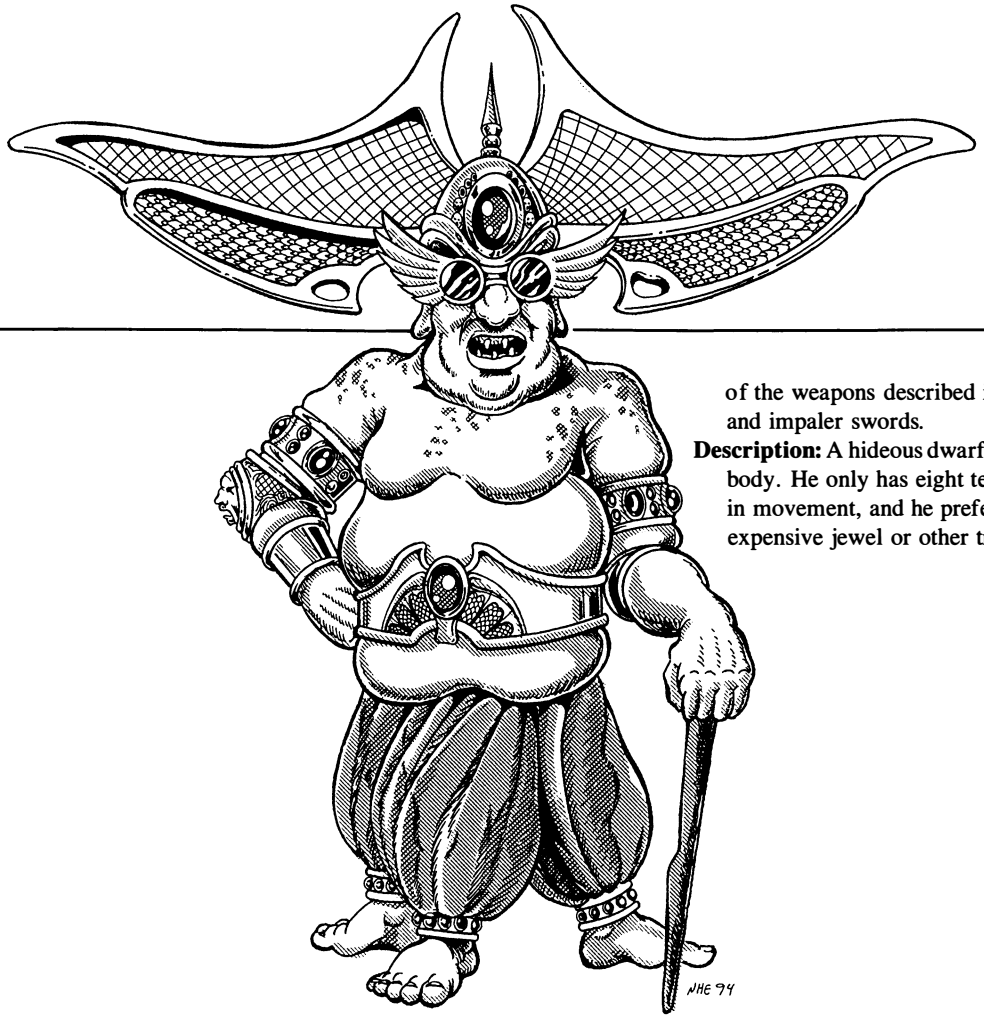
Kubera

God of Greed

This demon-like god was worshipped as the god of wealth, but both in form and behavior he represented the dark side of the pursuit of material possessions. This hideous dwarf is a greedy, power-hungry creature who cares for no one but himself. The god was at first an enemy of the Vedic pantheon and known as the king of all demons. However, when Brahma became the leader of the Indian Pantheon, Kubera switched sides, claiming that he had originally been forced into the demons' ranks by Indra's intolerance. Despite the protestations of both Indra and Varuna, Kubera was accepted back into the ranks of the good gods. His amazing ability with numbers and administration earned him the position of guardian of the pantheon's storehouses where the gods' immense wealth of jewels, magical items and other valuables were kept.

Kubera remained the trusted guardian of the gods' wealth until the Splugorth invasion. Seizing the opportunity, Kubera teleported away with as many precious items as he could carry and rejoined the forces of evil.

Real Name: Kubera. Also known as Vaisravana and Jambhala.
Alignment: Miscreant
M.D.C.: 20,000 (4,000 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 1000 S.D.C. and 600 hit points.
Size: 5 feet tall (1.5 m)
Weight: 400 lbs (180 kg)
Attributes: I.Q. 24, M.E. 20, M.A. 15, P.S. 35 (supernatural), P.P. 17, P.E. 23, P.B. 12, Spd 33 (22 mph/36 km).
Disposition: Unpleasant person, demeaning, tacky and ostentatious; he is always covered in expensive jewels and finery to the point of ridiculousness. He is also a miser and a cheat, preferring to obtain what he wants by stealing it or conning it away rather than spend his precious money. He will run from any fair fight and always prefers to have the odds stacked in his favor.
Horror Factor: 13
Experience Level: 12th level earth warlock.
Natural Abilities: Nightvision 2400 feet (732 m; can see in complete darkness), see the invisible, bio-regeneration 2D6×10 M.D.C. per minute, teleport self 66%, dimensional teleport 35%.
Skills of Note: Knows all technical, rogue and math skills at 98%. W.P. Sword. Magically knows all languages.
Combat Skills: Hand to Hand: Basic
Number of Attacks: Five hand to hand or psionic attack or two by magic.
Restrained Punch — 5D6+20 S.D.C.
Full Strength Punch — 4D6 M.D.
Power Punch — 1D4×10 M.D.
Bonuses: +3 to strike, +4 to parry and dodge, +20 to S.D.C. damage, +4 to roll with impact or fall, +5 to save vs horror factor, +5 to save vs magic, and +4 to save vs psionics.
Magical Knowledge: All earth elemental spells. **P.P.E.:** 1,500.
Psionic Knowledge: All sensitive powers. **I.S.P.:** 200.
Weapons and Equipment: From the hoard of the gods, Kubera stole about a dozen greatest rune weapons. Assume he can produce any



of the weapons described in Rifts Atlantis. He prefers the enslaver and impaler swords.

Description: A hideous dwarf with three legs and a milky white, bloated body. He only has eight teeth in his mouth. His fingers are always in movement, and he prefers to keep them busy by playing with an expensive jewel or other trinket.

Yama

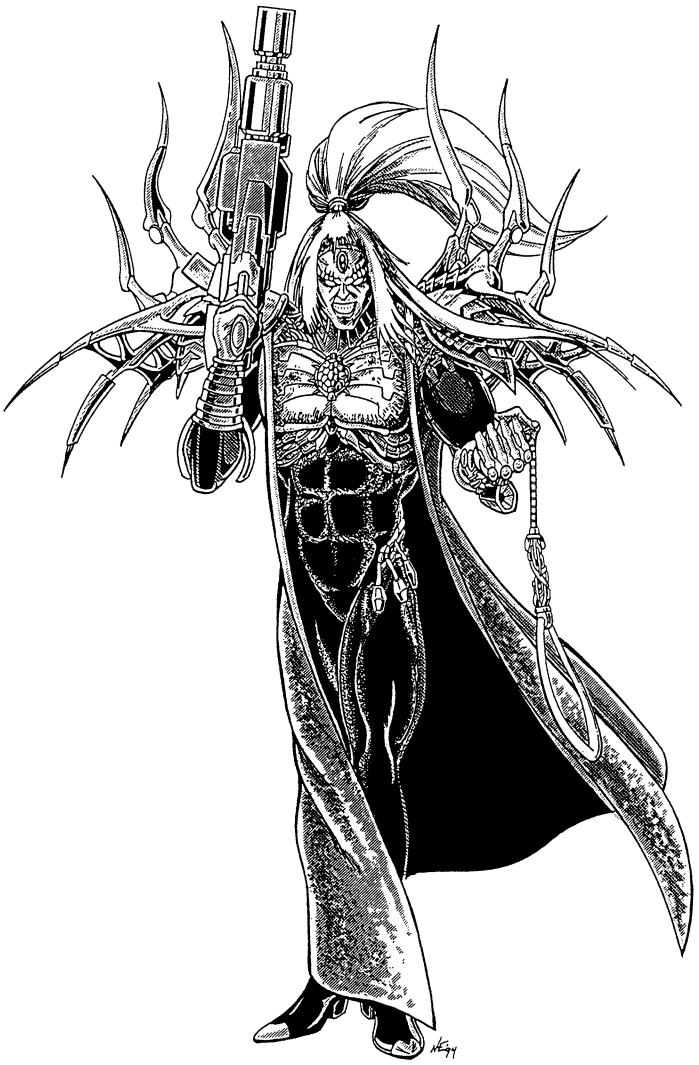
King of the Dead

This god used to be a death god of benevolent intentions, whose mission was to guide the souls of the deceased and guard against ghosts and the undead. Something changed in him, however, and he has become a corrupt and hideous enemy of the living. He has decided to help mortals on their way by killing them!

Yama has not been a part of the pantheon for several centuries. He now reigns over a part of the dimensional realm of Hades. He is responsible for several acts of genocide, performed against helpless and primitive races. He became interested in Rifts Earth when the Four Horsemen of Apocalypse made their appearance. He considered joining the monstrous creatures in their rampage, but decided to wait and see what happened.

Real Name: Yama
Alignment: Diabolic
M.D.C.: 30,000 (6,000 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 2,000 S.D.C. and 1,000 hit points.
Size: 10 feet tall (3 m)
Weight: 400 lbs (180 kg)
Attributes: I.Q. 21, M.E. 22, M.A. 19, P.S. 50 (supernatural), P.P. 20, P.E. 26, P.B. 9, Spd 88 (30 mph/48 kmph).
Disposition: A cold-blooded assassin who sends hordes of demons on killing sprees. He is a sadist who enjoys torturing and killing. He is especially fond of slaying so-called demigods and godlings.
Horror Factor: 17
Experience Level: 13th level ley line walker and necromancer.
Natural Abilities: Nightvision 1200 feet (366 m; can see in complete darkness), see the invisible, turn invisible at will, bio-regeneration 4D6 × 10 M.D.C. per minute, impervious to poison and disease, animate and control 2D4 × 100 dead, teleport self 96%, dimensional teleport 84%.
Skills of Note: Knows all technical skills at 98%, magically knows all languages. W.P. Sword, W.P. Blunt, W.P. Archery and targeting, W.P. Energy Rifles, and W.P. Energy Heavy.
Combat Skills: Hand to Hand: Assassin
Number of Attacks: Seven hand to hand or psionic attacks per melee or two by magic.
Restrained Punch — 1D6 × 10 + 35 S.D.C.
Full Strength Punch — 6D6 M.D.
Power Punch — 2D4 × 10 M.D.
Bite — 6D6 M.D.
Bonuses: +3 on initiative, +6 to strike, +7 to parry and dodge, +35 to S.D.C. damage, +2 to pull punch, +2 to roll with impact or fall, +9 to save vs horror factor, +7 to save vs magic, +5 to save vs psionics.
Magical Knowledge: Knows all magical spells from levels 1-15 and all necromantic spells. **P.P.E.:** 2,200.
Psionic Knowledge: Knows all healing and physical powers, plus empathic transmission, mind block auto-defense, group mind block, psi-sword, mind bolt and electrokinesis. **I.S.P.:** 900.
Allies: Yama has a non-aggression pact with the other rulers of Hades. The god will not attack or allow anyone in his land to attack his neighbors. Yama is also secretly conspiring with Mictla (see **Rifts® Dark Conversions**), the former ruler of Hades. The two are thinking of ways to wrestle control of Hades from Modeus

and to lead all the demons of Hades in a diabolic crusade against the Forces of Light. This is a long-term plan that neither god is planning to enact for centuries, if ever.



Enemies: The Gods of Light and all other champions of good.

Description: A fearsome man with dark green skin and shining yellow eyes. He is always dressed in red robes and rides a giant bull.

Weapons and Equipment of Note: 1. Yama's Great Mace: A magical weapon that inflicts 3D4 × 10 M.D.

2. The Noose of Yama: An enchanted noose the god uses to capture enemies. On a successful undefended hit (the noose is +3 to strike), the noose will completely bind the target in one full melee round. The bound character is helpless; no melee actions other than psionic or magic. It takes a P.S. of 45 to break free with brute force. A successful dodge or save vs magic (16 or higher for both) means the noose is evaded.

3. Yama's Bull: A demonic beast the god uses as a mount. Resembles an enormous black bull. The creature has 600 M.D.C., is +3 to strike, parry and dodge, has three attacks per melee and inflicts 4D6 M.D. with a kick or 1D4 × 10 M.D. with a gore.

Vritra

The Obstructor

This powerful dragon-god has had a long enmity toward Indra. Once, in a fit of jealousy, Vritra used his powers to prevent rain from falling and used water elementals to dam all the rivers, causing drought and misery until Indra defeated him. The dragon was killed, but his followers resurrected him and he has been plotting revenge ever since.

After Brahma's takeover, Vritra was delighted by Indra's reduced role, but realized that the Divine Triad was just as dangerous. Vritra has kept a low profile around the Indian gods while he hatches his plots for revenge.

Real Name: Vritra

Alignment: Diabolic

M.D.C.: 20,000 (10,000 on Rifts Earth)

S.D.C./Hit Points (for non-M.D.C. worlds): 1,500 S.D.C. and 500 hit points.

Size: 30 feet (9 m) tall, 60 feet (18.3 m) long

Weight: 25 tons

Species: Demon Lord

Attributes: I.Q. 20, M.E. 18, M.A. 15, P.S. 55 (supernatural), P.P. 24, P.E. 21, P.B. 6, Spd 38 (26 mph/41 km) on the ground or 66 (45 mph/72 km) swimming.

Disposition: Cruel and morbid. He is envious of all gods and wants to destroy everybody who is better than he.

Horror Factor: 16

Experience Level: 12th level water warlock.

Natural Abilities: Nightvision 600 feet (183 m; can see in complete darkness), see the invisible, keen hearing, sense of smell and eye-sight, track by smell 68%, turn invisible at will, breathe without air, bio-regeneration 1D6 × 10 M.D.C. per minute, impervious to disease and cold, animate and control 1D4 × 100 dead, teleport self 64%, dimensional teleport 64%.

Special: Aura of Misery: By spending 100 P.P.E., the demon can cause all plants within 300 feet (91.5 m) of him to wither up and die. He can choose to expand the area of effect to 100 miles by causing a magic drought for 1D4 weeks (doubled during normally dry seasons) — this costs 1000 P.P.E.

Skills of Note: Demon and faerie lore, basic math, climb and swim are all 98%; he can also speak Dragonese/Elven and 32 languages from Earth and the Palladium world.

Combat Skills: Natural Ability.

Number of Attacks: Six hand to hand or psionic attacks per melee or two by magic.
Restrained Tail Lash — 1D6 M.D.
Full Strength Tail Lash — 1D6 × 10 M.D.
Power Punch/Lash — 2D6 × 10 M.D.
Bite — 6D6 M.D.
Head Butt — 6D6 M.D.

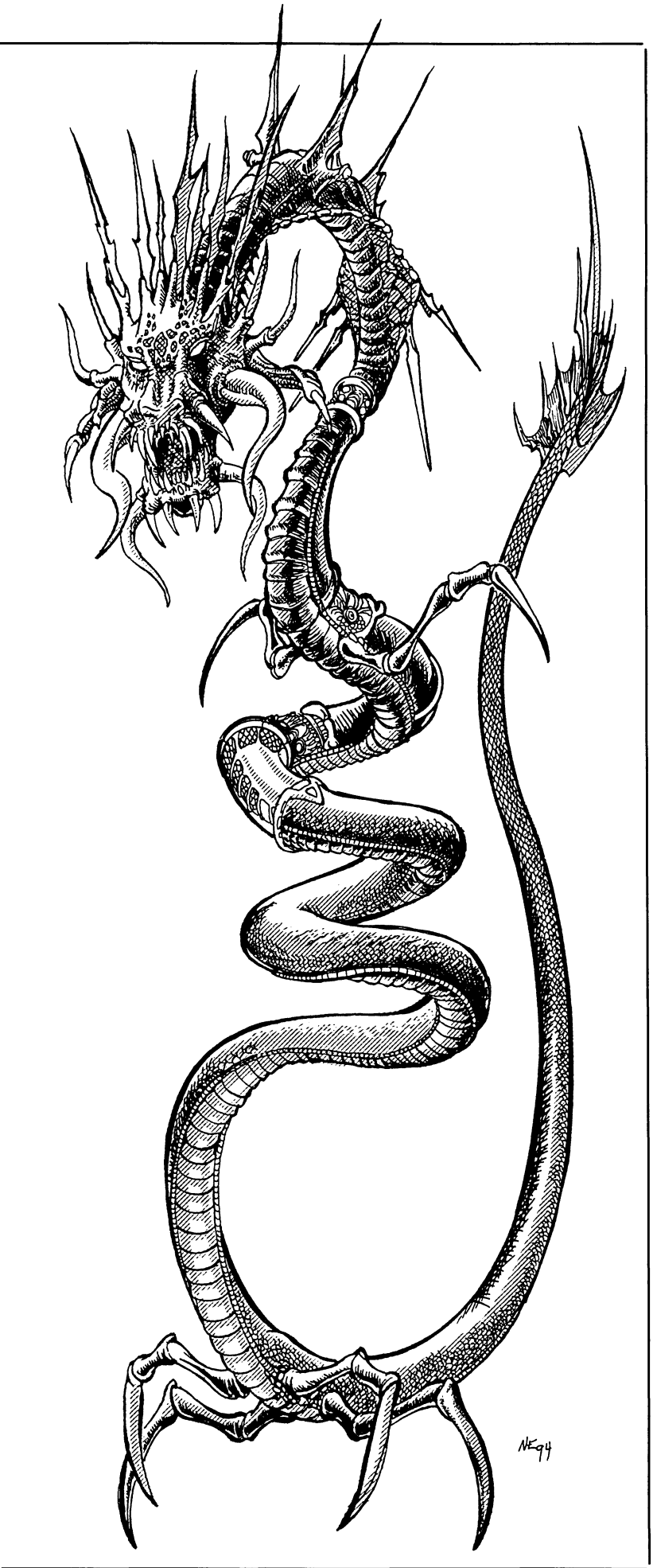
Bonuses: +3 on initiative, +6 to strike, +6 to parry and dodge, +4 to roll with impact or fall, +9 to save vs horror factor, +9 to save vs magic, +9 to save vs psionics.

Magic Knowledge: All elemental water spells. **P.P.E.:** 1,600.

Psionic Knowledge: All sensitive, physical and super powers. **I.S.P.:** 660.

Weapons and Equipment: None. Relies on his natural powers.

Description: A unique golden-skinned, wingless dragon, with a long, snaking body, two horns and an overlarge mouth.



Indian Demons (The Asuras)

The Hindu's term for demons is "asuras." These beings are very similar to the gods in some ways, but their brutal hatred of mortals and their delight in causing suffering distinguished them as evil monsters. The gods and the asuras have been at war for several millennia. There have been periods of peace and some powerful asuras deal directly with the gods as equals, but most such situations end in betrayal and a renewal of hostilities. The situation only got worse when Asuras joined the Splugorth in the attack against the Indian gods.

Although the term "asuras" includes all demons in general, there are some specific demons of India, including the Raksasha, Naga, Asurkan, Dakini, Kravyads, and others. Many of these demons are relentless predators who enslave and feed on mortals. When driven by an Asura Lord, they will hunt down their enemies to the end of the Megaverse and will neither give nor expect any mercy.

Ravana

King of Raksashas

Ravana is the most dangerous opponent of the gods among the Asuras. In raw power he is easily a match for any member of the Divine Triad, and even death was not enough to stop him for long. He has led many campaigns against the gods, aided by his terrible army of raksashas and other asuras. These powerful demons are the match of any warrior of less than god-like power, and led by their terrible lord, they are almost unstoppable.

Once, the god managed to capture all the members of the Divine Triad. Brahma's mind had left his body during one of his travels to the Nether World and Siva and Vishnu were ambushed and captured along with Brahma's comatose body. When Brahma returned, the three gods were able to escape, but they were not able to avenge themselves until the avatar Rama, aided by Hanuman, stormed the asura's stronghold and managed to destroy him.

The gods thought that was the end of Ravana, but the crafty demon lord had planned for his own demise and managed to send his life force to another dimension at the moment of death. The demon's essence travelled to Hades, where loyal raksashas took care of him and eventually built a new body for their king. Ravana was preparing to launch a massive attack against the abode of the gods when the Splugorth invaded it. Frustrated, but unwilling to send his troops into a three-sided conflict, the furious Ravana saw his enemies escape. The gods haven't settled down anywhere, but when they do, they will have to contend with Ravana and his army of demons.

Real Name: Ravana
Alignment: Diabolic
M.D.C.: 80,000 (30,000 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 6,000 S.D.C. and 2,000 hit points.
Size: 30 feet (9 m) tall
Weight: 10 tons
Species: Demon Lord
Attributes: I.Q. 24, M.E. 28, M.A. 26, P.S. 60 (supernatural), P.P. 28, P.E. 30, P.B. 6, Spd 88 (60 mph/96 kmph).
Disposition: A megalomaniacal monster filled with hate and revenge. He hates all gods but the pantheons of Brahma and Vedas are the most reviled. He is arrogant and impulsive, cruel and cunning. Any defects in personality are balanced by a sharp mind with good instincts for strategy and tactics. A lecherous monster, he often lusts after mortal women, despite his monstrous appearance. In human shape he can be very charming and charismatic, and a great seducer.



Horror Factor: 17

Experience Level: 15th level sorcerer, diabolist and summoner.

Natural Abilities: Nightvision 1000 feet (305 m; can see in complete darkness), see the invisible, turn invisible at will, turn into mist at will, bio-regeneration 1D6 × 100 M.D.C. per minute, animate and control or turn 1D4 × 100 dead, teleport self 88%, dimensional teleport 65%, healing touch restores 1D6 × 10 S.D.C./hit points or M.D.C., resistant to fire and cold (half damage), metamorphosis into any form (unlimited duration).

Skills of Note: All weapon proficiences, rogue, technical and sciences at 98%. Magically knows all languages.

Combat Skills: Hand to Hand: Assassin.

Number of Attacks: Nine hand to hand or psionic attacks per melee round or three by magic.
Restrained Punch — 2D4 M.D.
Full Strength Punch — 2D4 × 10 M.D.
Power Punch — 4D4 × 10 M.D.
Bite — 6D6 M.D.

Bonuses: +4 on initiative, +13 to strike, +10 to parry and dodge, +3 to roll with impact or fall, +10 to save vs horror factor, +9 to save vs magic, +8 to save vs psionics.

Magic Knowledge: Knows all spells from levels 1-15, all circles, symbols and wards, **P.P.E.:** 7,000.

Psionic Knowledge: All psionic powers! **I.S.P.:** 1,600.

Allies: Ravana and Kansa have reached an agreement not to interfere with each other, but the two great demons do not trust each other enough to work together. The same goes for Modeus. Ravana can count on his brothers Kobera and Kumbakarna.

Minions: Ravana has a bodyguard troop of 2D6 Raksashas around him at all times. He has an army of 1,000 of these fearsome creatures, the greatest concentration of raksashas in the Megaverse. He can also summon 3D6 Asurkan, 2D6 Baal-rogs, or 2D6 Gallu Bulls or Gargoyles, and can assemble a huge army of assorted demons.

Description: A monstrous giant with twenty arms and five heads. The biggest head is shaped like a tiger's.

Note: The Raksasha demon is described in **Rifts® Dark Conversions**.

Kansa

The Arch-Demon

This Asura overlord was the chief enemy of Krishna during his travels on Earth. At that time, Kansa was an evil demigod who tried to murder Krishna repeatedly. According to the legends, after embarrassing Kansa several times by foiling the demon's attempts to assassinate him, Krishna finally beat the monster to death. That was supposed to be the end of the fiend.

The Asuras had other plans. Kansa's hatred was so strong that the demons were able to trap his spirit and place it into another, more powerful body. For hundreds of years the demons trained and prepared Kansa to become their ruler and destroy Krishna. Kansa is finally ready, and he has started looking for the avatar, seeking to end their feud once and for all.

Real Name: Kansa
Alignment: Diabolic
M.D.C.: 25,000 (11,000 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 2,000 S.D.C. and 500 hit points.
Size: 7 feet tall (2.1 m)
Weight: 500 lbs (225 kg)
Species: Greater Demon
Attributes: I.Q. 17, M.E. 15, M.A. 16, P.S. 60 (supernatural), P.P. 21, P.E. 23, P.B. 6, Spd 55 running (37.5 mph/60 km) or 110 (75 mph/120 km) flying.
Disposition: A tyrannical ruler during his former life, Kansa remains a harsh, tyrannical overlord, killing any demon who defies him, and torturing underlings for any reason, or no reason at all. The demons, used to such treatment, respect their new king.
Horror Factor: 15
Experience Level: 11th level sorcerer.
Natural Abilities: Nightvision 1200 feet (366 m; can see in complete darkness), see the invisible, turn invisible at will, leap 60 feet (18.3 m) high or 100 feet (30.5 m) lengthwise, bio-regeneration 3D6×10 M.D.C. per minute, animate and control 1D4×100 dead, teleport self 94%, dimensional teleport 88%.
Skills of Note: All wilderness, espionage and rogue skills at 98%. Magically knows all languages.
Combat Skills: Hand to Hand: Assassin
Number of Attacks: Seven hand to hand or psionic attacks per melee round or two by magic.
Restrained Punch — 1D6 M.D.
Full Strength Punch — 1D6×10 M.D.
Power Punch — 2D6×10 M.D.
Bite — 3D6 M.D.
Bonuses: +3 on initiative, +9 to strike, +6 to parry, +8 to dodge, +3 to roll with impact or fall, +9 to save vs horror factor, +9 to save vs magic, +8 to save vs psionics.
Magic Knowledge: Knows all spells from levels 1-10 plus anti-magic cloud, summon entity, close rift, id barrier and dimensional portal. **P.P.E.:** 3,000.
Psionic Knowledge: Knows all sensitive powers plus mind block auto-defense. **I.S.P.:** 700.
Weapons and Equipment: Has access to several rune weapons, but tends to rely on his hand-to-hand abilities and magic.
Minions: Demons of all types, except Raksashas, who serve Ravana. Could assemble an army of over 2,000 lesser demons and 300 greater ones, mostly baal-rogs.
Description: Once a handsome humanoid, Kansa has been turned into a hideous creature with oversized fangs, huge yellow orbs instead of eyes, and leathery skin.

Minions: Asurkan (lesser demons)

These ugly demons look like millions of smaller, less powerful versions of Kansa. They are cruel, malicious beasts who enjoy inflicting pain and suffering on humans. The hideous fanged dwarves have oversized heads, sharp claws and many spikes and spines. They have a particular taste for the blood and meat of humans and human-like D-bees. When Kansa died, his minions created a body they thought was perfect, a giant version of their own — Kansa is not pleased, though they can't understand why.

Alignments: Any evil or anarchist.
Size: 4 feet (1.2 m). **Weight:** 200 lbs (90 kg).
M.D.C.: 4D6×10
Hit Points & S.D.C. (for non-M.D.C. Worlds): 3D6×10 S.D.C. and 2D4×10 hit points.
Attributes: I.Q. 2D4+4, M.E. 3D4+4, M.A. 3D4, P.S. 3D6+10 (supernatural), P.P. 3D4+10, P.E. 3D4+10, P.B. 1D4, Spd 4D6+10 running, and double flying.
Horror Factor: 12
Experience Level: 11th level sorcerer.
Natural Abilities: Nightvision 200 feet (61 m; can see in complete darkness), see the invisible, turn invisible at will, leap 30 feet (9 m) high or 60 feet (18 m) lengthwise, fly (see above), bio-regeneration 3D6 M.D.C./S.D.C. per minute, teleport self 54%, dimensional teleport 38%. They can also create an aura of flame as often as once per hour. The aura makes them impervious to heat and fire, resistant to energy attacks (half damage) and adds 30 M.D.C. (or S.D.C.). The aura can be maintained for about four minutes (16 melee rounds).
Skills of Note: All wilderness and rogue skills, all at 52% (excluding computer hacking). Magically knows all languages.
Combat Skills: Hand to Hand: Assassin
Number of Attacks Per Melee: Four hand to hand attacks per melee round or two by magic.
Bonuses (in addition to attribute bonuses): +1 on initiative, +1 to strike, +2 to dodge, +4 to save vs horror factor, +2 to save vs poison.
Magic Abilities (natural, not learned): Chameleon, see aura, sense magic, sense evil, concealment, detect concealment, fear, fuel flames, fire bolt and blinding flash. **P.P.E.:** 3D4×10.
Psionic Knowledge: None
Weapons: Any, but tend to rely on natural powers.





Kumbakarna the Giant

This terrifying monster is Ravana's brother. The gods had placed him under a spell of slumber, but Ravana managed to rouse him and the monster ravaged the countryside until Rama managed to stop him again. Kumbakarna is once again asleep, but Ravana will wake him up when the time for war comes again. Careless dimensional travelers could stumble upon him, or a rift could open into his resting place. Either event would awaken the monster and cause much death and destruction.

Real Name: Kumbakarna
Alignment: Miscreant
M.D.C.: 60,000 (30,000 on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 5,000 S.D.C. and 700 hit points.
Size: 50 feet tall (15.2 m)
Weight: 50 tons
Species: Greater Demon

Attributes: I.Q. 15, M.E. 14, M.A. 14, P.S. 70 (supernatural), P.P. 19, P.E. 24, P.B. 2, Spd 66 (45 mph/72 km).

Disposition: A side effect of the slumber spell cast over the monster is that when he wakes up he is inhumanly hungry and can only think about eating anything vaguely edible. The demon will mindlessly kill and devour any nearby animal or human within reach until he has eaten about a ton of organic matter. Then he will be slightly more rational, but still remain savage and violent.

Horror Factor: 16

Experience Level: 12th level warrior.

Natural Abilities: Nightvision 1200 feet (366 m; can see in complete darkness), see the invisible, bio-regeneration 1D4×100 M.D.C. per minute, takes half damage from energy attacks, immune to fire/heat (no damage), immune to psionics (no effect!).

Special: Breath of Wind: Kumbakarna can generate hurricane-speed winds by blowing air out of his mouth. These concentrated wind blasts inflict 3D6 M.D. and have a 50% chance of knocking down everything in its path, similar to a wind rush. Range: 500 ft (152 m).

Skills of Note: W.P. Knife, W.P. Sword, W.P. Blunt
Combat Skills: Hand to Hand: Expert
Number of Attacks: Nine hand to hand.
Restrained Punch — 1D4×10 M.D.
Full Strength Punch — 3D4×10 M.D.
Power Punch — 4D6×10 M.D.
Kick — 3D4×10 M.D.
Bite — 1D6×10 M.D.
Breath — 3D6 M.D.
Bonuses: +2 on initiative, +4 to strike, +8 to parry, +2 to dodge, +2 to roll with impact or fall, +8 to save vs horror factor, +5 to save vs magic, immune to psionics.
Magic Knowledge: None, **P.P.E.:** 100.
Psionic Knowledge: None
Weapons and Equipment of Note: None. Relies on natural abilities and whatever's at hand.
Description: A gigantic human with the build of a wrestler, and sharp fangs protruding from his mouth. He has six long arms; the arms and legs appear to be covered in skintight bands of metal.

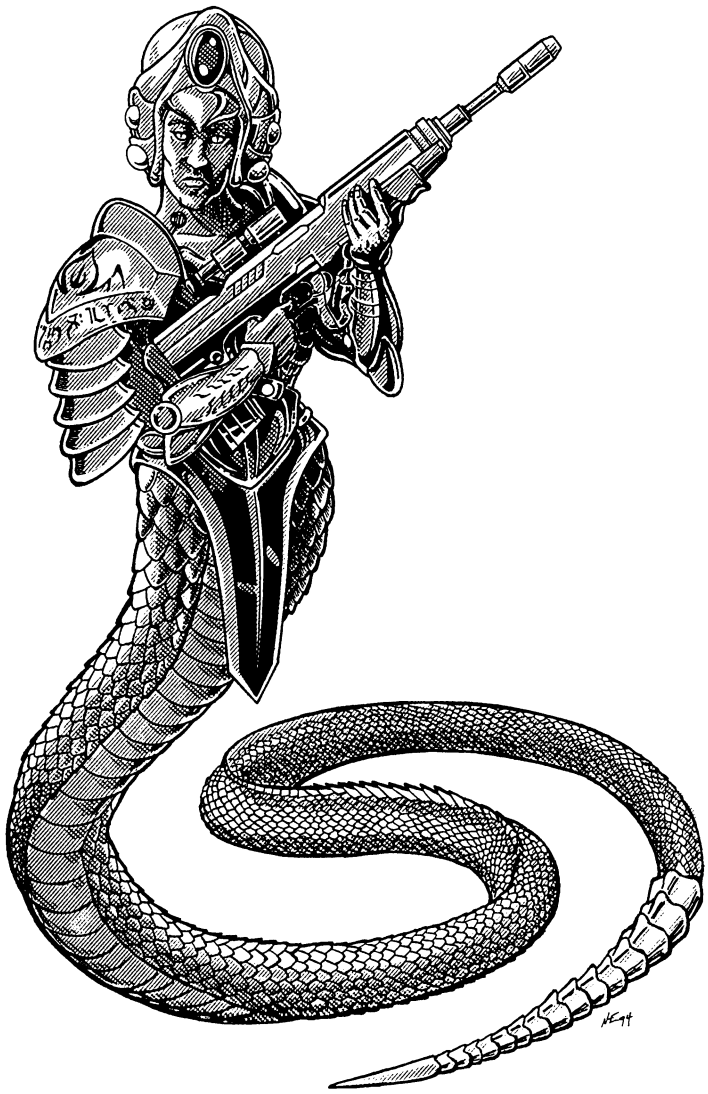
Nagas (Optional R.C.C.)

The Nagas are strange human-snake hybrids that prefer to live in or around wilderness areas with lakes and rivers (they'd love South America, Asia, and the African Congo), but can live just about anywhere other than deserts. They have been used as servants by the demon lords and gods of India for eons. The Nagas are natives of another dimension. They worship several pantheons, including the Brahmanic gods (they did not worship the older Vedic deities) and some Nagas also worship the Aztec gods, particularly Cihuacoatl.

As a race, Nagas are no more (or less) evil than any other. They prey on humans and D-bees by plundering, molesting and enslaving them, mainly because their demon masters encourage and even demand it. Their societies are typically matriarchal monarchies, with a royal Queen or Empress with her family ruling over all other families. They are warm-blooded pseudo-reptilians who reproduce by laying eggs. The Nagas are very family and clan-oriented. The eggs are cared for by the whole clan and the young are kept together after birth. No Naga knows who their parents were since they all hatch in communal nests and are raised by the whole family community. There are stories about selfish Naga mothers who tried to raise their children by themselves, but these tales almost always end up in tragedy, with the children being sent into exile, killed or eaten by enemies and predators.

The ancient Nagas left Earth for a more magic rich environment when the P.P.E. levels began to decline. A handful stayed in forgotten jungle temples, forming small communities and attacking explorers and treasure-hunters who wandered into their domain. Some, in the deepest jungles of Asia may have survived into modern times and even through the Coming of the Rifts. With the eruption of the ley lines, the Nagas will begin to return to Rifts Earth; some have already returned to the jungles of India and Southeast Asia to start and build new cities and temples.

Alignment: Any, but those who closely associate with demons and evil gods will usually be evil or anarchist.
Size and Weight: From 10 to 20 feet (3 to 6 m) long, with a humanoid or slightly larger torso connected with a serpentine lower body. Between 300 and 1000 lbs (135 to 450 kg).
Attributes: I.Q. 3D6+2, M.E. 3D6, M.A. 3D6+2, P.S. 4D6+6 (supernatural), P.P. 4D6, P.E. 3D6+2, P.B. 3D6, Spd 6D6.
Horror Factor: 12
P.P.E.: 1D6×10
M.D.C.: 3D4×10



S.D.C./Hit Points (for Non-M.D.C. worlds): 1D4×10+40 S.D.C. plus that gained from O.C.C.'s and physical skills. Hit Points: P.E.+1D6 per level of experience.
Natural Abilities: Nightvision 90 feet (27.4 m; can see in total darkness), sharp vision, keen sense of smell equal to a dog boy, track by smell 62%, swim 80%, climb 90%/80%, resistant to heat and fire (takes half damage), and bio-regenerates 1D4×10 M.D.C. per hour.
Psionic Powers: Standard. Almost no major psionics, and fewer master psionic are found among this R.C.C.
Magical Powers: Varies with O.C.C.
Combat (natural): Two attacks per melee plus those gained from combat training. Bite does 1D6 M.D. plus paralyzing poison: reduce the victim's speed, combat bonuses and attacks per melee by half for 1D6 rounds; 14 or higher to save.
Bonuses: +2 on initiative, +1 to strike, +2 to save vs horror factor. These are in addition to attribute and skill bonuses.
O.C.C.s and Skills: About 20% of all Nagas are practitioners of magic (of those, 40% are ley line walkers, 15% warlocks, 10% diabolists/shifters, 30% mystics, 5% other); 40% are warriors/hunters/scouts, and the rest are divided evenly among builders, farmers and laborers. However, all nagas have some basic combat/military training.
Appearance: A long snake body with a humanoid head, upper torso and arms (2). The mouth, although it appears human, has a flexible jaw and is equipped with retractable, poisonous fangs (used mainly for self-defense). The body is green, black or mottled green and black color with a white or yellow underbelly. They can move very

fast on the ground and are masterful climbers. They like coiling around trees and pillars. Their technology level is typically low, but they are fast learners and can use modern armor and weapons.

Daityas (Optional R.C.C.)



The Daityas are monstrous creatures of magic that prefer the environment of the sea, oceans or deep lakes. The Daityas are sworn enemies of the gods and frequently associate with demons and other enemies of deities. They live in an underwater city called Hiranyapura. The city is unique in that its superstructure can teleport and dimensionally teleport whenever and wherever its rulers wish it to go! As a result, these creatures have travelled to several dimensions, destroying and plundering at will, and escaping elsewhere when the going got tough. The Hindu gods expelled them from Earth over two thousand years ago, but they may come back one day. Their wondrous underwater city could become a threat at any period in Earth's history.

The Daityas are creatures of magic similar to the gargoyles in that they are often associated with demons but are really a non-demonic race with great powers. Daityas resemble mermaids and mermen, half-humans with a fish tail and fins. There is a subspecies of Daityas that has almost godlike powers; they are called Royal Daityas and they have often challenged the gods themselves. Royal Daityas are the rulers of Hiranyapura.

The race disdains technology, preferring to rely on magic, psionics and their formidable powers. They have traded with the Splugorth and other transdimensional civilizations and often capture slaves for sale to those markets. If Hiranyapura appears on Rifts Earth, the city will immediately establish diplomatic relations with Lord Splynncryth. A permanent colony of Daityas might also be established somewhere in the vast oceans of the Earth.

Alignment: Any, but lean toward anarchist or evil.
Size: 12 to 15 feet long (3.6 to 4.6 m)
Weight: 400 to 1,000 lbs (180 to 450 kg). Royal Daityas tend to be on the upper side of the scale.
Attributes (Average Daitya): I.Q. 2D6+2, M.E. 3D6, M.A. 3D6, P.S. 4D6 (supernatural), P.P. 3D6, P.E. 4D6, P.B. 2D6+3, Spd 6D6+10 underwater, 1D6 on land. **Royal Daityas:** I.Q. 3D6+4, M.E. 3D6+3, M.A. 3D6, P.S. 4D6+6 (supernatural), P.P. 3D6, P.E. 4D6, P.B. 2D6+4, Spd 6D6+20 underwater, 1D6 on land.
Horror Factor: 14
P.P.E.: Typically 1D6×10 or 1D6×20 for Royal Daityas.
M.D.C.: Typically 3D6×10 or 2D4×100 for Royal Daityas.
S.D.C./Hit Points (for non-M.D.C. world): 3D6×10 S.D.C. and 2D6×10 hit points. Royal Daityas have 2D4×100 S.D.C. and 2D6×10 hit points.
Natural Abilities: Nightvision 500 feet (152 m; can see in total darkness and murky waters), powerful swimmers, sense motion underwater (enabling them to sense and locate invisible foes), resistant to cold and poison attacks (take half damage) and able to withstand great pressure/depths underwater.
Psionic Powers: All Daityas are minor psionics. I.S.P. is equal to 4D6+M.E. attribute, and gain 1D6 I.S.P. per level of experience. They can choose three abilities at first level from healing, physical or sensitive, and one more at levels two, four, six, eight, ten and twelve.
Combat Damage: Based on P.S. (supernatural) plus bite does 1D6 M.D. Skin Abrasions: Like a shark, the Daityas' skin is covered by small barbs, which can cause wounds on people. A Daitya swimming and sliding across an individual will inflict 4D6 S.D.C. damage (no damage to M.D. structures, armor or creatures).
Bonuses: +2 on initiative, +1 to parry, +2 to dodge while underwater, +20% to prowl underwater, +3 to save vs horror factor.
O.C.C.'s: Any except Coalition or NGR military; typically underwater wilderness scouts, warriors, vagabonds, warlocks, shifters and wizards (ley line trackers/swimmers). Their apparent tech-level is low from human standards; rely on natural abilities, magic and nature.
Special Equipment: Magical Bracelets: Elite warriors and all Royal Daityas are issued a pair of magical bracelets that allows them to levitate up to 30 feet (9 m) and float off the ground when on dry land. With the bracelet, the Daitya can magically "swim" in the air at their normal underwater swimming speed!
Appearance: Humanoids similar to mermaids, half human, half fish. Their mouths have hard, sharp teeth. Their flesh is covered in a shark-like hide; coarse and abrading.

Dakini

Servants of Kali (optional R.C.C.)

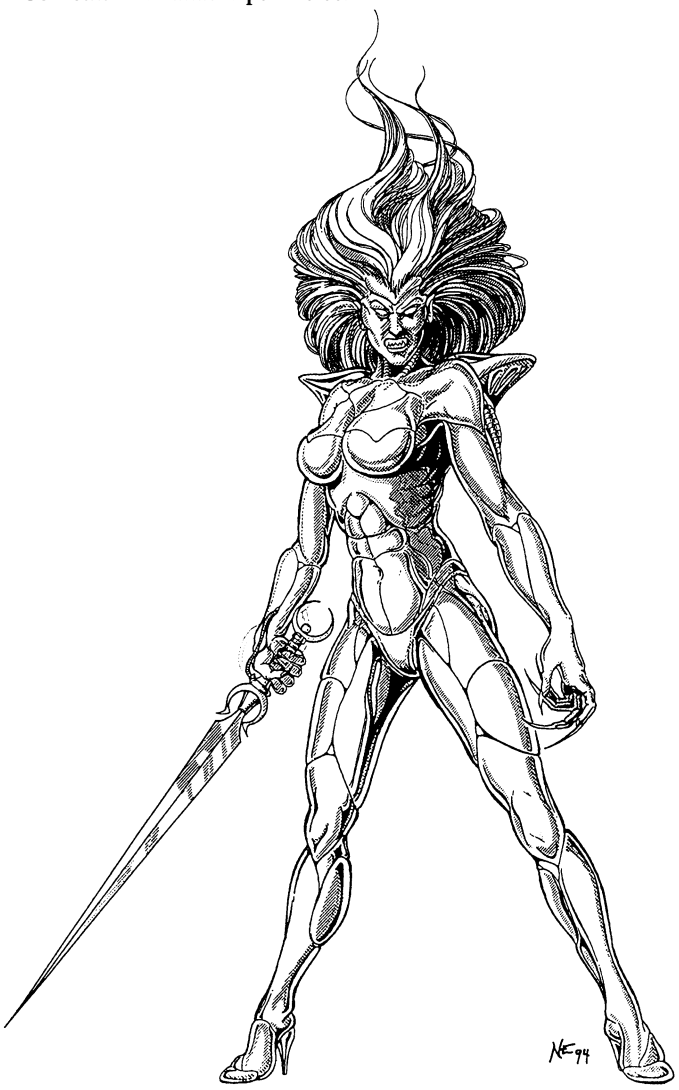
These demonic creatures are the vampire-like servants of Kali, the goddess of destruction. They are often sent on murderous errands by their mistress, but often wander the land wreaking havoc of their own. Their main enjoyment are to spread terror and misery as well as enslave, brutalize and feed on humans and other mortal fare. A Dakini can assume the form of a beautiful women, but the creature's mind is so savage and alien that their masquerade can only be maintained for a few minutes and will not survive a conversation.

A favorite ploy of the Dakini is to appear to travelers by the side of the road, either gesturing for help or beckoning at them suggestively. Once the victim comes within striking distance, the demon pounces, murdering the unfortunate soul and drinking his blood. In modern times,

a Dakini might take on the appearance of a prostitute, murdering would-be customers. Investigators thinking they are dealing with a vampire might get the surprise of their lives when they discover that normal anti-undead measures are ineffective.

On Rifts Earth, these creatures have become ultra-powerful M.D. creatures and sometimes openly roam the land in small bands (3D4 members maximum), killing at random until they are hunted down and stopped. The creatures have some degree of cunning, however, and will not attack a stronger foe head-on, preferring instead to use ambush and trickery. Hunting parties may find its members picked off one by one.

Alignment: Anarchist or evil.
Size and Weight: Average 6 feet (1.8 m), 140 lbs (63 kg).
Attributes: I.Q. 2D6+2, M.E. 3D6, M.A. 2D6+2, P.S. 4D6+10 (supernatural), P.P. 4D6, P.E. 5D6, P.B. 4D6 (minimum 16), Spd 6D6.
Horror Factor: 14 when their true nature is revealed.
P.P.E.: 1D6×10
M.D.C.: 3D6×10+20
S.D.C./Hit Points (for non-M.D.C. worlds): 3D6×10 S.D.C. and 2D6×10 hit points.
Natural Abilities: Nightvision 200 feet (61 m; can see in total darkness), see the invisible, turn invisible at will, bio-regeneration 2D6 M.D.C. per minute, regenerate severed limbs in 24 hours, resistant to fire (takes half damage), magically knows all languages. Retractable claws that magically grow from the fingertips to five inches long! Shape change to look like an attractive human woman.
Psionic Powers: None
Combat: Four attacks per melee.



Combat Damage: Claw attack does 3D6 M.D., power claw inflicts 6D6 M.D. but counts as two attacks, bite does 4D6 M.D.
Bonuses: +3 on initiative, +3 to strike, +2 to parry, +4 to dodge, +3 to roll with impact, +2 on all saves vs magic, +6 to save vs horror factor; all are in addition to attribute bonuses.
Skills: Wilderness survival 80%, tracking (humanoids) 75%, detect ambush 50%, swim 85%, climb 85%/75%, prowl 60%, streetwise 60%, palming 50%, hunting, W.P. Knife (claw/fingernail), W.P. Sword.
Appearance: Outwardly beautiful women, but their teeth are huge and sharp and their fingers sprout five inch long, super-sharp nails. The body is covered in a tough hide — like a natural plate armor. When they are overtaken by the hunger of combat bloodlust, their eyes become red, irisless orbs and the demon hisses and growls.
Optional Player Character: Whether this supernatural monster can be a player character or not is left entirely in the hands of the Game Master. As a player character, the typical alignments will be unprincipled or anarchist (or any evil). Scrupulous Dakini are super rare! Most of these characters tend to be creatures of action who enjoy combat and brawling over art and conversation. The character is likely to find herself struggling to contain her desire to drink the blood of humans and humanoids; especially vanquished opponents (the character can drink animal blood but it tastes awful). Any Dakini who befriends humans or fights on the side of good is considered a traitor to be captured, tortured, torn to pieces and eaten! They are also the natural enemies of psi-stalkers.

Kravyads The Devourers

These minor demons resemble hulking humanoids with boar-like tusks. The kravyads have a voracious appetite for human flesh and will rampage mindlessly on their own, slaughtering livestock, causing destruction and attacking any person they encounter. Most of the time, these demons are under the control of a raksasha or other greater demon.

Bands of 3D6 kravyads sometimes arrive on Earth from a rift. They are dangerous, but their almost animal-level intelligence makes their tactics very simple, and easy to outmaneuver. They rarely use technology and sometimes will run rather than face energy weapons (of course, this makes the job of would-be hunters harder, since now they have to find them). When the kravyads are led by a dybbuk, sowki or greater demon they are braver and more orderly, following most orders blindly.

Alignment: Any evil, usually miscreant.
Size and Weight: 6 to 8 feet (1.8 to 2.4 m) tall, 400 to 800 lbs (180 to 360 kg).
Attributes: I.Q. 1D4+2, M.E. 2D6+2, M.A. 2D6, P.S. 3D6+20 (supernatural), P.P. 4D6, P.E. 3D6+12, P.B. 2D6, Spd 2D6×10.
Horror Factor: 14
P.P.E.: 1D4×10
M.D.C.: 3D6×10
S.D.C./Hit Points (for non-M.D.C. worlds): 5D6+60 S.D.C., 1D6×10 hit points.
Natural Abilities: Nightvision 200 feet (61 m; can see in total darkness), see the invisible, turn invisible at will, bio-regeneration 3D6 M.D.C. per minute, regenerate severed limbs in 24 hours, resistant to energy (takes half damage), magically knows all languages.
Magic Knowledge: None
Psionic Powers: None
Combat: Four hand to hand attacks per melee.
Combat Damage: Restrained claw does 4D6 S.D.C., full strength claw does 4D6 M.D., power claw attack does 1D4×10 M.D. but counts as two attacks, tusk gore does 1D4×10 M.D.
Bonuses: +2 on initiative, +4 to strike, +4 to parry and dodge, +3 to roll with impact, +3 to save vs horror factor, +3 to save vs magic and psionics; all are in addition to attribute bonuses.

Skills of Note: Prowl 50%, wilderness survival 80%, track humans 65%, climbing 75%/65%, and land navigation 45%.

Appearance: A fur-covered humanoid, vaguely similar to a gorilla, but with a monstrous, boar-like head with two black, sharp tusks coming out of their mouths.

Note: These simple minded, predatory demons are not intended for use as player characters.

The Evil Immortals

The Evil Immortals are a loose confederation of Neuron Beasts (see **Rifts® Siege on Tolkeen One**). In the past, these monsters were confused with Indian deities because of their four arms and unearthly appearance. The Neuron Beasts were not used to working together until they fell under the influence of a super-powerful leader. This mysterious creature, who is going by the name **Shiva the Annihilator**, has taken some of his fellow Neuron Beasts and molded them into a diabolic organization: **The Evil Immortals**. These would-be-gods are already operating in some regions in India, fooling desperate mortals into thinking that they are the old gods come to rescue them. A few human communities are now under the control of these exploiters. They plan to start conquering their neighbors and expanding their domain.

Unknown to all but Shiva the Annihilator, these Neuron Beasts are the pawns of an alien intelligence, a being called Devy'Orhal. This creature wishes to escape a dimensional prison and establish a foothold on Earth, to feed on the rich P.P.E. energy coursing through it. Once The Evil Immortals have secured a large enough area for him, he will manifest himself on this plane, turning all of India into a transdimensional realm similar to the Yucatan peninsula in Central America — or so the plan goes. These beings have the powers of a Neuron Beast, but they have been enhanced by the mysterious Devy'Orhal.

Relations with Other Entities

1. **The Gods:** The Evil Immortals avoid the true gods like the plague, unless the god seems weak enough to be slain or captured.
2. **Vampires:** The Evil Immortals hunt them down, both to gain the gratitude of mortals and to eliminate the competition.
3. **The Splugorth:** So far, the Splugorth have not been interested in India. If this changes, there may be some conflicts.
4. **Demons:** Shiva The Annihilator can summon some minor demons to act as bodyguards and enforcers, but no major demon is involved in this operation.
5. **Others:** A few champions of good, dragons and godlings are beginning to hear about their activities.

The Average Evil Immortal

There are 17 evil Immortals. Seven are with Shiva the Annihilator at their main area of operation, the ruins of a mighty temple that happens to be on top of a ley line nexus. The remaining ten are scattered throughout the Indian Peninsula and Southeast Asia; one or two may decide to travel West, reaching Africa or the Middle East. Each of the distant operatives is usually working by himself and has 1D4 normal Neuron Beasts with him. No more than two Immortals will be working together (Shiva the Annihilator does not allow them to gather except under his supervision; afraid they might start plotting against him).

As soon as an Evil Immortal has built a large enough following of worshippers, it instructs the faithful to start building a temple according to specific instructions. The temple is placed along a ley line or a nexus point and is similar to a stone pyramid, dampening the ley line energy and storing it. Ley line walkers will notice the effect of a temple if one is operating within 100 miles of him, although the magician may not realize what this means.

The Evil Immortals do not know exactly what they are doing. They are simply enjoying their new powers and fear their leader too much to do nothing but obey.

The Average Evil Immortal (Super Neuron Beast)

Alignment: Most are miscreant or diabolic, with a few anarchists.

Horror Factor: 14

Size: 20 feet (6 m)

Weight: 1400 lbs (630 kg)

Typical Attributes: I.Q. 30, M.E. 23, M.A. 22, P.S. 20 + 3D6, P.P. 16 + 2D6, P.E. 20 + 2D6, P.B. 4, Spd 44

M.D.C.: 2D4 × 100 + 400 main body, 200 M.D.C. for each arm, 100 M.D.C. for each tentacle (800 S.D.C. and hit points main body, 100 S.D.C. for each limb and 50 for each tentacle on S.D.C. worlds).

Natural Abilities: Keen vision, see the invisible, floats and hovers in the air, impervious to normal fire and heat, energy attacks do half damage, regeneration at the rate of 1D4 × 10 M.D.C. every minute, including full regeneration of limbs.

Psionic Powers: I.S.P. 1D4 × 100. Three attacks per melee. Considered a master psionic, level 1D6 + 2. Powers: Total recall, telepathy, empathy, object read, see aura, see the invisible, sense evil, sense magic, bio-manipulation, empathic transmission, group mind block, mind block auto-defense, mentally possess others, mind bolt, mind bond, P.P.E. shield and psi-sword.

Magic Powers: P.P.E. 4D6 × 10 + 100. Level of experience: 1D6 + 1. Two spell attacks per melee. Spells: Globe of daylight, fingers of the wind, invisibility: simple, levitate, charismatic aura, multiple image, shadow meld, stone to flesh, calling, eyes of Thoth, tongues, magic pigeon, time slip, blinding flash, energy bolt, call lightning, domination, turn dead, exorcism, constrain being, and simple protection circle, plus 4D6 spells of choice from levels 1-7.

Combat: 8 physical attacks per melee or 3 psionic or 2 by magic. All other stats are the same as the typical neuron beast.

Shiva the Annihilator

Creearg, a neuron beast, had spent hundreds of years involved in the pastimes of its species. Things like ritual murders, organizing evil cults for fun and profit, vivisection, etc. This life became boring. Creearg began to aspire to greatness, to have ambitions not unlike those of a sowki (a rarity for neuron beasts). Creearg's fellow beasts ridiculed these dreams, but the creature endured their scorn, and tried to associate with more powerful beings. With the help of a human summoner, Creearg contacted a monstrous entity from the Nether Realms named **Devy'Orhal**.

The alien intelligence made a Pact with Creearg, granting him more power than most neuron beasts have ever dreamed of. In exchange, Creearg became Devy'Orhal's agent. The plan to take over India and Southeast Asia by pretending to be Hindu gods was suggested by an evil summoner, an ally of Devy'Orhal. To carry out this plan, Creearg renamed himself Shiva the Annihilator and contacted several fellow neuron beasts. The neuron beasts who agreed were given the power boost described previously. Those who didn't, were killed by Shiva. The other beasts think Shiva is their one and only leader, they are not aware of Devy'Orhal. The invasion FORCE, an army of neuron beasts, has descended over India.

Real Name: Creearg the First

Alignment: Aberrant

M.D.C.: 1873

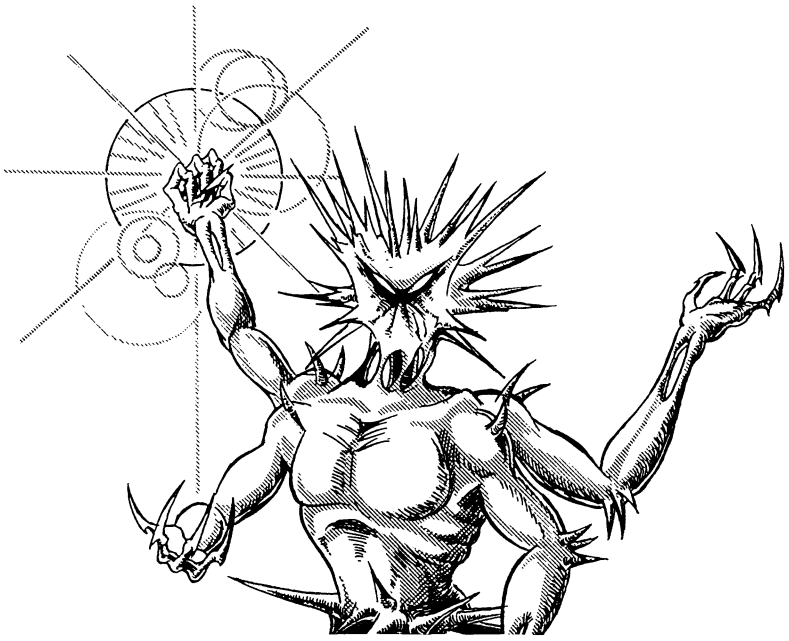
S.D.C./Hit Points (for non-M.D.C. worlds): 1800 S.D.C. and 600 hit points.

Size: 22 feet tall.

Weight: 1 ton.

Species: Modified Neuron Beast

Attributes: I.Q. 30, M.E. 26, M.A. 25, P.S. 50 (supernatural), P.P. 24, P.E. 26, P.B. 2, Spd 66 (45 mph/72 kmph).



Disposition: This false god is a consummate politician, always manipulating and playing one pawn against another, and channelling rivalries and other people's ambitions into productive actions (productive for him, that is). He will not tolerate opposition from his underlings, and he has killed several who dared to defy him. Creearg is becoming progressively more murderous and short-tempered — he is through taking crap from anybody. Soon he may become a liability to his master.

Horror Factor: 15

Experience Level: Equal to an 8th level ley line walker and mind melter.

Natural Abilities: Superior hawk-like vision that allows him to see 2 miles (3.6 km) away, see the invisible, floats and hovers in the air, impervious to normal fire and heat, energy attacks do half damage, regeneration at the rate of 1D6 × 10 M.D.C. every minute, including full regeneration of limbs. Teleport 53%, dimensional teleport 50%.

Skills of Note: Knows all wilderness, rogue and mechanical skills, plus Dragonese/Elven, American and Hindu at 98%.

Combat Skills: Natural ability.

Number of Attacks: Ten physical attacks or three by psionics or two by magic.
Restrained Tentacle Attack — 5D6+35 S.D.C.
Restrained Punch — 1D6×10+35 S.D.C.
Full Strength Tentacle Attack — 3D6 M.D.
Full Strength Punch — 6D6 M.D.
Power Punch — 2D4×10 M.D.
Crush — 5D6 M.D.
Body Flip/Throw — 3D6 M.D.
Impale on Body Spines (must pick victim up) — 4D6 M.D.

Bonuses: +4 on initiative, +7 to strike, +9 to parry and dodge, +35 to S.D.C. damage, +4 to roll with impact or fall, +6 to save vs horror factor, +9 to save vs magic, +4 to save vs psionics.

Magic Knowledge: Knows all spells from levels 1-7, plus metamorphosis: human, minor curse, negate magic, protection circle: simple, banishment, control/enslave entity, mystic portal, summon shadow beast, and remove curse. **P.P.E.:** 900.

Psionic Knowledge: Total recall, telepathy, empathy, object read, see aura, see the invisible, sense evil, sense magic, bio-manipulation, empathic transmission, group mind block, mind block auto-defense, mentally possess others, mind bolt, mind bond, P.P.E. shield and psi-sword. **I.S.P.:** 400.

Weapons and Equipment: None.

Description: Looks exactly like a neuron beast, only he is a deep red color.

Devy'Orhal

The True Power (alien intelligence)

This ancient creature is one of the evil beings that populates the Nether Realm — placed in a mystical prisons eons ago. Although its prison is not as strict as others, it will require a massive amount of mystical energy to break it free. Like most such intelligences, it lives on the suffering of those weaker than it. Devy'Orhal has nothing but contempt for most creatures and lives only for manipulating others and then destroying them. The entity has horrible plans for the Evil Immortals who he views only as interesting pawns for his amusement. If things go well, these pawns may be able to help him escape, using Earth's mystic energy. Each of the temples the Evil Immortals are building along ley lines are similar to stone pyramids which act as P.P.E. channels and batteries. When enough of those temples are built, Shiva the Annihilator will start an incantation that will link them all in an energy grid of enormous proportions. Devy'Orhal will then take over the incantation. In one apocalyptic instant, the grid will release all its energy in one mighty burst of hundreds of thousands of P.P.E., enough to destroy Devy'Orhal's prison and him to escape to any one of those temples and hide. All of his schemes with Shiva and the neuron beasts are part of an elaborate escape plan. If done correctly, the Indian sub-continent will be made to straddle two different dimensions where Devy'Orhal can build a new empire. The Evil Immortals can either accept him as their master or they will die horrible deaths. The dreaded monster waits patiently while its underlings blindly carry out his plans.

Real Name: Devy'Orhal

Alignment: Diabolic

S.D.C./Hit Points (for non-M.D.C. worlds): 5000 S.D.C. and 2000 hit points.

M.D.C.: 65,000

Size: 20 feet (6 m) tall and 30 feet (9 m) long and wide.

Weight: 30 tons

Species: Alien intelligence

Attributes: I.Q. 31, M.E. 30, M.A. 28, P.S. 50 (supernatural), P.P. 20, P.E. 33, P.B. 5, Spd 90 (61 mph/98 kmph).

Disposition: A malevolent user and exploiter, ready and eager to kill and torture lesser creatures to achieve its ends. Some of its bloodthirsty personality is rubbing off onto Creearg/Shiva.

Horror Factor: 18

Experience Level: Equal to a 10th level sorcerer, warlock and shifter.

Natural Abilities: Nightvision 600 feet (183 m; can see in total darkness), see the invisible, turn invisible at will, impervious to fire and cold, resistant to energy (takes half damage), bio-regeneration 1D6×10 M.D.C. per melee, can create 6 essence fragments, as well as bond to witches (unlimited), and can instill greater magical powers on selected servants.

Skills of Note: Generally not applicable. Magically literate/fluent in all languages at 98%.

Combat Skills: Natural Ability.

Number of Attacks: Nine hand to hand or psionic attacks per melee or three by magic.
Restrained Punch — 1D6×10+35 S.D.C.
Full Strength Punch — 6D6 M.D.
Power Punch — 2D4×10 M.D.
Bite — 1D6×10 M.D. plus poison does 1D4×10 M.D. unless a successful save (15 or higher) is made.

Bonuses: +2 on initiative, +6 to strike, +8 to parry and dodge, +35 to S.D.C. damage, +2 to roll with impact or fall, +10 to save vs horror factor, +7 to save vs magic, +8 to save vs psionics.

Magic Knowledge: Knows all magical spells, all elemental spells and all necromantic incantations, all at 10th level. **P.P.E.:** 15,000.

Psionic Knowledge: Knows all sensitive powers plus psi-sword and mind block auto-defense. **I.S.P.:** 600.

Weapons and Equipment: None.

Description: A grayish-black spider-like creature with twelve long and spindly legs ending in twelve-fingered, clawed hands. It can grip and manipulate objects with any of its twelve limbs, and only needs four to walk (however, its speed drops to 33 if less than six limbs are used). Its head is on its underbelly, a long-necked, fanged horror that can protrude between its limbs to deliver enormous bites.

The Norse Gods

The gods of the Vikings were of Germanic origin. They were only slightly different from the gods worshipped by the Goths, Franks and the other barbarians who destroyed the Roman Empire and sailed the oceans. After the other Germanic tribes had converted to Christianity, the old beliefs lived on in the remote Northern Kingdoms for hundreds of years. As more of the German people converted to Christianity, the Asgardian myths retreated to the northern and most barbaric lands.

The Norsemen worshipped a collection of fierce gods and goddesses, locked in continual conflicts and doomed to die in an apocalyptic final battle. The gods of Norse mythology were very human. They often lost their tempers and did foolish things. Their most admired deity, the warrior Thor, was not incredibly smart and was sometimes led astray by the machinations of the evil trickster, Loki. The chief god, Odin, was less worshipped than feared, with the spirits of dead heroes to serve him in the afterlife.

The Aesir

The Vikings actually worshipped two pantheons which had mixed together centuries in the past. **The Aesir**, the warriors and leaders of the pantheon, had first subdued the **Vanir**, an older, more nature-oriented pantheon. Eventually, the Vanir became full members of the Nordic pantheon, but it took many years before the gods could completely wash away the pain of defeat at the hands of the Aesir. Together, the Aesir and the Vanir are called the **Asgardians**, after their home dimension of Asgard.

There is always some small chance that an evil god (maybe Loki himself) could take advantage of this division among the gods, and might try to rekindle old resentments to set the Vanir against the Aesir. Such a move would weaken all the Asgardian gods and leave them vulnerable to attacks from outside.

Asgard's Relations with Other Beings

1. **Other Pantheons:** The Norse gods came into contact with three major pantheons. First, they met the gods of Olympia when the Roman Empire expanded into the Germanic kingdoms, around the First Century A.D. The Norse gods and the gods of Olympia fought briefly, but neither side wished to commit itself to all-out war. Thor and Herakles fought a duel that caused several earthquakes and storms around the world, however. Herakles won that contest, and the Romans conquered much of the German lands.

   Three hundred years later, when the Germans invaded the decaying Roman Empire, it was the Norse gods' turn to storm the gates of Mount Olympus. The Greek gods were weak, since many citizens of the Roman Empire now worshipped other gods, while the German deities were still strong. Near disaster was averted when Zeus and Odin faced off for a battle to the death, but both gods realized that such a battle would leave even the winner too weak to lead or control his realm and that both pantheons could perish. After a long staring contest, the two gods parted company without a word and never met again.

   The Norse pantheon then met the Celtic gods when the Vikings invaded Ireland. This time there was a massive battle in which Dagda the All-Father, chief god of the Celts, was severely wounded. The rest of the Celtic deities barely managed to stop the Norse. Thor almost died when the god Lugh drove a magic spear through his chest. The Irish held on to most of their lands and the Vikings were never able to settle there.

   The Asgardians also met the Native American pantheons when Norse explorers reached that continent. In this case the Norse lost decisively. They had no secure footing in that distant land and the Native American gods drew power from many worshippers. Odin and his followers were sent back and the Vikings did not stay in North America for long.

2. **The Splugorth:** The Splugorth have sent raiding teams into Asgard hoping to take slaves, magical items and pieces of Yggdrasil, the World Tree. These incursions have always been defeated. Most of the Norse gods hate and distrust the Splugorth. Only some of the Giants will deal with them in order to gain an edge against their enemies.

3. **Vampires:** Most Asgardians have been taught to hate vampires and destroy them on sight. Even Hel dislikes vampires, because they steal from her.

4. **The Mechanoids:** In his travels through the Megaverse, Odin has witnessed the destruction left by these insane cyborgs. He fears that perhaps the true Ragnarok will not involve the norse giants, but the Mechanoids who may ally themselves to monsters like the Fenrir Wolf and the Midgard Serpent to destroy all bipedal life.

5. **Others:** Generally, the gods of Asgard have a great respect for brave warriors of great skill and ability. Even human warriors can earn their respect through feats of combat and displays of courage.

Odin The All-Father

Odin, the supreme god of Asgard, was a god of war and the dead, as well as the All-Father (an aspect of earlier myths). He was a powerful warrior, brave in battle and the champion of warriors. He was also a god of magic. He learned all his secrets of magic by undergoing a powerful sacrificial ritual. He was hung on Yggdrasil, the Tree of Life, for nine days without food or water and gave up one of his eyes. In exchange, he was given enormous power and mystic knowledge. Odin was also known for his fickleness. He would give a warrior the opportunity for victory and glory, and sing of his triumphs, but a few years later, Odin would become disenchanted with the warrior, criticize his tactics and, in some cases, ruin him completely. Odin could also be emotional and selfish, at which times he could also be cruel and vindictive. Not even the most fervent believers in the All-Father trusted him completely.

Odin has become obsessed with the coming of the Final Battle — Ragnarok. Since the beginning of his existence, Odin has known that he and all the Norse gods were doomed to die in combat against giants, monsters and the forces of evil. The coming of Ragnarok will be heralded by many natural disasters and wars. In fact, he may see the coming of the rifts to be a sign that the Time of Ragnarok grows near. The arrival of the Four Horsemen of the Apocalypse (see **Rifts Africa**) alarmed him deeply. As the monsters grew in power he believed that Ragnarok was at hand. He was on the verge of calling up the legions of Valhalla when the Horsemen were stopped by other means. Still, he fears that these events are the harbingers of worse things to come.

One area of Rifts Earth that may interest Odin is the New German Republic and the surrounding areas. Odin still feels close to people of Germanic extraction. The NGR's titanic battle against giants such as the gargoyles and brodkil and the humans' making incredible suits of armor (power armor and bot vehicles) only strengthens the bond he feels for the "warriors" of this region. At some point, he and/or some of his gods may join the battle against the relentless giants! If Odin



makes an appearance, he will try to convince the rulers of that region that the Norse Gods are champions of humankind. If he believes that this direct approach won't work, he may disguise himself as a seer or priest to reach the people. Odin is no fool, so he may immediately realize that he has little hope of winning the support of the NGR. However, there are many other kingdoms (human and non-human) besieged by monsters and giants who may be much more willing (or desperate) to welcome ancient gods to defend and win back their lands.

If only one could say that Odin's motives were completely honorable, but they aren't. They are driven by selfishness and a lust for power. He will try to subvert the government of any people who accept him and take over the whole country. He dreams of a new era where the Gods of Asgard will be adored and again call Earth a second home. He has visions of surpassing the glory of bygone days with millions of worshippers calling their (his) names. **Note:** Such Asgardian involvement may incite Lord Splynncryth and/or other forces to increase support to the Gargoyles. The Egyptian god Set is also likely to get involved, since he hates the Norse gods. This may lead to a battle between the Gods of Asgard and the Gods of the Nile, with humans and all others caught in the middle. Also note that Loki is likely to find the Angel of Death, Mrrlyn and Lord Splynncryth attractive allies for his own plots and goals.

Real Name: Odin. Also known as Woden or Wothan, in some German religions. Odin also had dozens of nicknames, some of them not very flattering: among them were the names Grimr (the Hooded One), Bolverk (Evil-Doer), Viourr (the Destroyer), and Yggr (the Terror).

Alignment: Anarchist with some leanings toward good/unprincipled. He usually has good intentions and is known for doing good deeds and fighting evil, however he usually gives in to his selfish nature and is given to acts of revenge and brutality.

M.D.C.: 86,000 (17,200 in the Rifts world).

S.D.C./Hit Points (in non-M.D.C. worlds): 6,000 S.D.C. and 2,600 hit points.

Height: 7 to 24 feet (2.1 to 7.3 m)

Weight: Varies with size.

Attributes: I.Q. 35, M.E. 34, M.A. 21, P.S. 43 (supernatural), P.P. 21, P.E. 29, P.B. 15, Spd 88 (60 mph/96 km) running or a spd of 294 (200 mph/321 km) when flying in eagle form.

Disposition: Sometimes guarded and mysterious, especially when travelling in disguise (which he does often). The rest of the time, he carries on like a friendly and jovial king that is ready to trade jokes and be your drinking buddy provided that he is accepted as the supreme deity of the land. He is loud, boisterous and outspoken. When angered or in combat, Odin is possessed by a cold, murderous fury that knows no bounds. He will attack and destroy the offender in terrible silence, his one eye flashing horribly.

Horror Factor: 15; 18 when enraged.

Experience Level: 20th level ley line walker, diabolist, shifter, necromancer (rarely uses it) and temporal wizard (all bestowed upon him by the World Tree).

Natural Abilities: Keen hawk-like vision allowing him to see up to two miles (3.2 km) away. Nightvision 200 feet (61 m), see the invisible, turn invisible at will, knows all languages, teleport 96%, dimensional teleport 96%, impervious to disease, heat and cold. Exorcism 90%, turn dead 98% (affecting 2D6 × 100 dead at a time), bio-regeneration (1D6 × 100 M.D.C. per minute). Odin does not need to eat, or breathe.

Special Powers of Transformation: Odin can transform himself into virtually any human, humanoid or animal shape without limit. His favorite forms are that of a giant eagle or an aging human who looks to be an elder warrior around 50 years in age with a grey beard and mustache (and ever the patched eye). He often takes the guise of the human to walk among (and observe) humans, especially warriors.

Mystic Knowledge: Thanks to his ordeal at Yggdrasil, Odin knows all there is to know about magic and sorcery and can understand, speak and read all languages.

Skills of Note: All domestic, wilderness and espionage skills at 98%, plus horsemanship at 98%, boxing, wrestling, W.P. Blunt, W.P. Sword, W.P. Spear and W.P. Energy Rifle. If he needs to use any other skill, he has an automatic 60% chance at being successful due to the enhanced wisdom he acquired at the World Tree.

Combat Skills: Hand to Hand: Martial Arts plus Boxing.

Number of Attacks: Eight hand to hand or psionic attacks or four by magic.

Restrained Punch — 1D6 × 10 + 28 S.D.C.
Full Strength Punch — 6D6 M.D.
Power Punch — 2D4 × 10 M.D. (counts as two melee attacks)
Leap Kick — 2D6 × 10 M.D. (counts as two melee attacks)
Kick — 6D6 M.D.

Bonuses: +3 on initiative, +5 to strike, +10 to parry and dodge, +28 to S.D.C. damage, +4 to pull punch, +4 to roll with impact or fall, +10 to save vs horror factor, +8 to save vs magic, +10 to save vs psionics.

Magic Knowledge: Knows ALL spell magic of all levels, including spells of legend, temporal magic, circles, wards and rune magic (which he never shares). He also knows all Necromantic spells described in Rifts Africa, but does not have a Necromancer's special powers and tries to avoid using this dark magic. Opponents must roll a 16 or higher to save against his spells! **P.P.E.:** 10,000.

Psionic Knowledge: All sensitive and healing powers. Considered a master psionic. **I.S.P.:** 500.

Allies: Thor, Njord, Tyr and the other gods of the Norse pantheon, sometimes including Loki, as well as Valkyries, Valhalla Warriors and any noble warrior or champion of Light.

Enemies: The Norse giants, giants in general, dragons, the Fenrir Wolf, vampires, supernatural monsters and supernatural intelligences. He is not well-liked by the Celtic, Greek or Egyptian gods. Legend says that Odin is doomed to be slain by the Fenrir Wolf at the time of Ragnarok.

Minions: Odin can summon 4D6 Valkyries every minute (he can field an army of over ten thousand)! He can also assemble an army of hundreds of thousands of Warriors of Valhalla within a few weeks' time.

Description: A heavily-built old man with white or grey hair and beard. When travelling he is often dressed in a grey cloak and a wide-brimmed hat that partially obscures his face. He wears a black leather patch over his left eye (sometimes the patch is silver with runes on it). In combat, he wears chain mail armor and brandishes a golden spear.

Magical Weapons and Items of Note: 1. Enchanted Chain Mail: Provides 2,000 M.D.C. and is lightweight.

2. Gungnir, the Spear: A greatest rune weapon in the shape of a spear, its golden blade carved with several runes of power. The spear is so powerful that it could shatter other weapons, even enchanted ones, with a single blow! It is very large and unwieldy, requiring a minimum strength of 24 to use it. (Historically, it was a symbol of victory and some Viking bands would hurl a spear over the heads of an enemy army before attacking to serve as a good omen). The powers of Gungnir:

- IQ 10 and has a telepathic link with Odin.
- Indestructible; golden in color.
- Selfish alignment: If any creature of evil alignment touches it, they suffer 3D6 damage.
- Can be thrown 1000 ft (305 m) and returns magically to caster.
- Mega-damage: 3D6 × 10 M.D.; same whether thrown or used as a hand weapon. Does double damage to vampires, undead, and supernatural intelligences (not gods). Does TRIPLE damage to supernatural and Norse Giants.
- True Strike — NEVER misses (well almost)! Once per melee round, Odin can throw the spear with flawless precision. Even characters in flight or about to teleport away cannot avoid the magic shaft. Thankfully, this attack always strikes the main body and does normal damage (it is not a critical strike). This counts as two melee attacks.
- Weapon Breaker! If Odin deliberately strikes at an enemy's weapon with the intention to destroy it (called shot at −3 to strike) the weapon is likely to be shattered! This applies to mega-damage weapons and guns. The only ways to prevent shattering are to save vs magic (16 or greater) or the opponent can try to dodge the attack but CANNOT parry it. Techno-wizard, magic and holy weapons are +2 to save against this devastating onslaught. Lesser rune weapons are +6 to save. Greater and greatest rune weapons cannot be destroyed, but the shattering blow may knock it out of his opponent's hands (must roll a successful parry to hold on to it).
- Dimensional Travel Abilities: The user of the spear can cast teleport: lesser, teleport: greater, mystic portal, time hole, and sanctum as often as two times each per 24 hour period. All are equal to a 10th level spell.

3. Draupnir, Odin's ring: At Odin's command, this simple golden band can make nine copies of itself every ninth night. These duplicate rings were traditionally given to loyal followers as a reward for good service. The Powers of Draupnir:

- Magical Protection: The wearer is +2 to save vs magic.
- Psionic Protection: Works like Mind Block Auto-Defense.
- Courage: Gives a +2 bonus to resist Horror Factor.
- Makes nine identical copies of itself every ninth night.

Note: All the duplicate copies have the same powers/bonuses, but cannot make duplicates of themselves.

4. Odin's Magical Throne: From his magical throne in Asgard, he can look into any part of the Megaverse similar to using a crystal ball. Only magic sanctums and places and people with magic that protects them from crystal balls and similar circle magic cannot be seen. Most places where gods or supernatural entities live are protected in such a fashion.

Odin's Horse, Sleipnir

The steed of Odin is an eight-legged horse of supernatural origins. According to the legend, Sleipnir was the son of a great horse and the god Loki. Apparently, Loki took the shape of a mare to lure the great horse away from its master. What happened came naturally to beasts and Loki, to his dismay and the laughter of the other gods, became pregnant and gave birth to an eight-legged horse. The mount is incredibly fast and can run on air as well as on the ground.

Alignment: Anarchist

Attributes: I.Q. 11, M.E. 20, M.A. 16, P.S. 50 (supernatural), P.P. 23, P.E. 24, P.B. 18, Spd. 120 (82 mph/131 kmph) on the ground, 220 (150 mph/240 kmph) in the air.

M.D.C.: 2,000 (500 S.D.C. and 500 Hit Points in non-M.D.C. worlds).

Natural Abilities: Supernatural speed and strength, fly (actually run through the air), leap 50 feet (15.2 m) high or 100 feet (30.5 m) lengthwise without actually taking flight, and bio-regenerates 1D6 × 10 M.D.C. every five minutes.

Bonuses: +2 on initiative, +6 to strike and parry, +7 to dodge, +6 to save vs horror factor, +8 to save vs magic and psionics.

Number of Attacks: Four attacks per melee: a bite inflicts 2D6 M.D., kick (front legs) 4D6 M.D., and kick (rear legs) 6D6 M.D.

Odin's Ravens

Two ravens, frequently seen perched on Odin's shoulders whenever he's in Asgard, are his mystic familiars. These intelligent supernatural creatures can travel throughout the Megaverse, spying or scouting for their master. They are very useful in observing areas that Odin's magical throne cannot see and when he is away from Asgard. Odin may also send the ravens to help or give advice to heroes and priests. The ravens rarely talk to strangers (although they could), but will guide travelers out of harm's way and give signs that represent their master's wishes. Beware, sometimes the ravens will lead characters who have angered Odin to their doom. The stats for both ravens are identical.

Alignment: Aberrant

Attributes: I.Q. 15, M.E. 18, M.A. 18, P.S. 10, P.P. 20, P.E. 20, P.B. 12, Spd 88 flying (60 mph/96 km).

M.D.C.: 75 (80 S.D.C. and 20 hit points in non-M.D.C. worlds) If destroyed, Odin will recreate them. The new raven will not know what the previous one saw/experienced.

Natural Abilities: Nightvision 90 ft (27.4 m; can see in total darkness), keen hawk-like vision (two mile/3.2 km range), takes half damage from fire attacks, bio-regeneration 1D4 × 10 M.D.C. every hour.

Bonuses: +2 on initiative, +3 to strike and parry, +5 to dodge, +6 to save vs horror factor, +6 to save vs magic, +8 to save vs psionics.

Number of Attacks: Four: claws and beak/bite/peck does 1D4 M.D., while a flying body slam does 2D6 S.D.C. (no mega-damage, and counts as two melee attacks).



Tyr

God of Justice

This one-handed war deity is reputed to be the bravest of the gods. A sky god like Thor (they are brothers), Tyr is also a symbol of inflexible justice, and an implacable enforcer of the law. Tyr follows the Norse codes of conduct, which allow things like duels to the death and human sacrifice, so his idea of justice is very different from modern morality. One thing that he values is honor, and he will always keep his word.

His bravery and honorable beliefs cost the god his hand. The Fenrir Wolf had become a danger to Asgard. The wolf allowed the gods to try to bind it, but always broke free. Finally, the dwarves manufactured a magical ribbon of mystical materials that would be unbreakable. Fenrir became suspicious and said that it would only let itself be bound if a god put his hand in its mouth as security that it would later be released. If this was a trick, Fenrir would bite off the god's hand. Tyr, who hated the lies Odin was telling, was the only god who came forward and offered his hand. Fenrir was bound and could not break free. Enraged, it bit off Tyr's hand as Tyr knew it would.

Tyr is always guarding Asgard against any external threats. He keeps a close watch on the Norse giants and their allies, and sometimes travels to other worlds to investigate rumors that might be valuable or important to the security of the realm.

Real Name: Tyr Odinson, also known as Tiw.

Alignment: Principled (but violent, brutal and deadly)

M.D.C.: 50,000 (10,000 M.D.C. on Rifts Earth)

S.D.C/Hit Points (in non-M.D.C. worlds): 3,500 S.D.C. and 1,500 hit points.

Size: 6 to 24 feet (1.8 to 7.3 m)

Weight: Varies with size.

Attributes: I.Q. 26, M.E. 30, M.A. 20, P.S. 40 (supernatural), P.P. 25, P.E. 26, P.B. 17, Spd 22 (15 mph/24 km).

Disposition: A grim, ferociously determined god. Neither pleads nor threats can make him deviate from his interpretation of the law. He is the judge, jury and executioner of the gods!

Horror Factor: 15

Experience Level: 15th level warrior, 8th level sorcerer.

Natural Abilities: Nightvision 200 ft (61 m), see the invisible, invulnerable to cold, bio-regenerates 2D6 × 10 M.D.C. per minute. Teleport 85%, dimensional teleport 80% (only to dimensions he knows).

Skills of Note: Wilderness survival 98%, detect ambush 80%, track (humanoids) 80%, pilot boats: ships and sail types 90%, swim 90%, athletics, wrestling, W.P. Sword, W.P. Blunt, W.P. Spear. Knows Old Norse and Dragonese/Elf at 98% (uses magic to understand others).

Combat Skills: Hand to Hand: Expert

Number of Attacks: Five hand to hand or three by magic.
Restrained Punch — 6D6+25 S.D.C.
Full Strength Punch — 5D6 M.D.
Power Punch — 1D6×10 M.D.
Kick — 5D6 M.D.

Bonuses: +3 on initiative, +7 to strike, +11 to parry and dodge, +25 to S.D.C. damage, +9 to roll with impact or fall, +10 to save vs horror factor, +7 to save vs magic, +9 to save vs psionics.

Magic Knowledge: Knows all spells from levels 1-8. **P.P.E.:** 1800.

Psionic Knowledge: Mind block and sixth sense only. **I.S.P.:** 75.

Allies: Tyr will stand by Odin during Ragnarok, but the god of justice is for the most part, a solitary god and has few friends and allies.

Enemies: His enemies are many, especially among giants, dragons, and evildoers.

Description: A man with dark blonde hair and beard, heavily built and missing one hand.

Weapons and Equipment: 1. The Silver Spear: A greater rune weapon, a gift from Odin and the Norse Dwarves.

The powers of the spear:

- I.Q. 12 and telepathically linked to Heimdall
- Damage: 2D6×10 M.D.
- Can be thrown and returns magically to owner. Range: 1000 feet (305 m).
- Spell magic: Can cast each of the following spells three times per day: invulnerability, fire ball, impervious to energy, call lightning, minor curse and mystic portal. Equal to an 11th level spell caster.

2. Axe of Justice: An indestructible magic weapon that inflicts 6D6 M.D. and returns when thrown; range: 500 feet (152 m).

Thor Odinson

Thor was the god of thunder and lightning, a war deity and the protector of Asgard against the forces of evil. Historically, he was the most popular and most widely worshipped of the Norse gods, especially by Vikings. Thor was brave, straightforward, and occasionally brutal — the perfect Norseman. He also knew how to have fun, drinking and eating at feasts, unlike his father, who needed no normal sustenance. Thor was the biggest party animal and the deadliest of fighters. He was not overly bright, compared to Odin and Loki, but he was no dolt and was capable of his own devious plots, tricks and tactics.

Besides his incredible strength, the thunder-god could rely on his magical weapons and armor, possibly the most powerful artifacts ever created. He could also command the skies and in his goat-driven chariot he could swiftly travel through the world. Thor often travels to Rifts Earth seeking new challenges, looking for adventure and travelling through its many dimensional rifts to other worlds.

Real Name: Thor. Also known as Grim and Thunor to the Germans.
Alignment: Anarchist with a temper.
M.D.C.: 56,500 (11,300 in Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 4,000 S.D.C. and 1,650 hit points.
Size: 7 feet to 24 feet (2.1 to 7.3 m)
Weight: 500 lbs (225 kg)
Species: God
Attributes: I.Q. 14, M.E. 27, M.A. 18, P.S. 60 (supernatural; 70, with magic belt), P.P. 24, P.E. 30, P.B. 18, Spd 88 (60 mph/96 km)
Disposition: Loyal and friendly to people he respects, including most dedicated fighting men, human or superhuman. He dislikes most magicians on principle (they don't fight like men, one on one, in each other's face), despite the fact that his father is the greatest one of all. He will be impressed by acts of bravery and will befriend mortals. He becomes furious if he even suspects that someone has tricked him, and when angered, his first reaction is to let fly with his hammer — something that very few people can survive. His priests will get assistance only against impossible odds; those who pray for help when they might do the job themselves offend and irritate the thunder god. He likes tough, self-reliant followers. Those who meet with his disapproval are ignored, snubbed, criticized and become the butt of endless jokes and name calling.
Horror Factor: 15
Experience Level: 20th level warrior.
Natural Abilities: Nightvision 200 ft (61 m), see the invisible, invulnerable to fire and cold, and M.D. lightning and electrical attacks do only one-quarter damage to him. He bio-regenerates 1D4 × 100 M.D.C. per minute. He can unleash the following spell effects, at no P.P.E. cost: Circle of rain, rain dance, summon storm, and energy disruption, all at 20th level strength.
Vulnerabilities: During one of Thor's battles with the giants, he was struck by a fragment of whetstone, which embedded itself in his skull. If someone hits him in the right spot, it might cause the god a great deal of pain (100 M.D.) and the following penalties: −2 attacks per melee, −2 to strike, parry and dodge, loses initiative and is −20% on all skills. Duration: 3D4 melee rounds. A called shot, at −4, is needed to strike this delicate target.
Skills of Note: All domestic, physical and wilderness skills at 85%. All ancient W.P.s. Speaks Old Norse and Dragonese/Elf 98%.
Combat Skills: Hand to Hand: Martial Arts.
Number of Attacks: Seven hand to hand or psionic attacks per melee round. Damage in parenthesis are used when Thor is wearing his belt.
Restrained Punch — 1D6 M.D. (1D6 + 55 M.D.)
Full Strength Punch —1D6 × 10 M.D. (1D6 × 10 + 55 M.D.)
Power Punch — 2D6 × 10 M.D. (2D6 × 10 + 55 M.D.)
Leap Kick — 2D6 × 10 M.D. (2D6 × 10 + 55 M.D)
Kick —2D4 × 10 M.D. (2D4 × 10 + 55 M.D.)
Head Butt or Body Flip — 1D6 M.D. (2D6 + 55 M.D.)
Bear Hug/Wrestling Squeeze — 2D6 M.D. (2D6 + 55 M.D.) each time pressure is applied (each squeeze counts as one melee action).
Crush/Tear/Squeeze with hand and magic glove — 2D6 × 10 M.D.
Bonuses: +5 on initiative, +7 to strike, +12 to parry and dodge, +45 to S.D.C. damage (+55 M.D. with belt), +9 to pull punch, +9 to roll with impact or fall, +9 to save vs horror factor, +9 to save vs magic, +7 to save vs psionics.
Magic Knowledge: None. Dislikes magic intensely. **P.P.E.:** 250.
Psionic Knowledge: All physical powers at 10th level. **I.S.P.:** 400.
Enemies: Giants and all evil intelligences are his mortal enemies. He is a champion of Light and will fight evil wherever he finds it.
Allies: Odin and some of the other gods are his most powerful allies, but Thor will welcome any character with the courage to fight monsters and protect the innocent.
Description: Thor appears as a heavily-muscled man with long red hair and beard. His hammer may be in his hand or it may be concealed in his clothing. Thor sometimes travels incognito, under the name Grim.

Weapons and Equipment of Note: 1. Magic Chain Mail: 1000 M.D.C. and lightweight.

2. Mjolnir, Thor's War-Hammer: Mjolnir was the greatest rune weapon the Norse Dwarves ever created, superior to any before it or since; especially when combined with Thor's Belt of Might. The hammer is so powerful that it is not safe to use unless a magical pair of gloves are also worn (see below). The hammer looks like a rectangular piece of metal with a rather short handle. It is said that Loki was pestering the smiths and that the distracted dwarves cut the two-handed size handle at the wrong place. The magic complete, the weapon could not be altered. Thor says he likes it fine that way, because now he can conceal the weapon under his clothing. The hammer is a powerful holy symbol depicted in amulets and can be used like a cross by Asgardian worshipers to repel the undead.

The Powers of Thor's Hammer:

- Indestructible, dark grey in color, with runes inscribed on all sides.
- Does 4D6 × 10 M.D. (+55 if used with the Belt of Might, described below); same damage whether thrown or used as a blunt weapon. Double damage to all giant races, gargoyles, supernatural predators/demons, dragons, and alien intelligences. Throwing Range: 2000 ft (610 m). After it hits, the hammer magically flies back into Thor's hand.
- Four times a day, the hammer can be thrown and will automatically strike the target (cannot be parried or dodged), doing normal damage.
- Call Lightning at will as often as once per melee round; counts as one melee attack. Damage: 2D6 × 10 M.D., range 1000 ft (305 m).
- The hammer can shrink to the size of a small amulet and be worn as part of a necklace or carried in concealment.
- Returning from a throw, the hammer is terribly hot, inflicting 2D6 M.D. to the hand of the wielder (or his armor) unless the hand is protected by the magic gloves.

3. Megingiord, Thor's Belt of Might: This golden belt was said to double the strength of any mortal wearer. When Thor puts it on, his strength is increased to P.S. 70 and the normal S.D.C. P.S. damage bonus becomes mega-damage! If anybody else wears the belt, it will double the P.S. attribute (maximum of 60) and is considered to be supernatural. The mega-damage bonus only applies to Thor.

4. Iarn Greiper, Thor's Iron Gloves: These gloves allow the Thunder God to grab his hammer without burning his hands. They also let him squeeze/crush with his hands, doing 2D6 × 10 M.D. These gloves also allow the wearer to hold rune weapons of opposing


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alignments without taking damage (but characters of conflicting alignment still cannot use the weapon's magic or bonuses).



Magni

God of Strength

Magni is Thor's son and supposedly, the strongest of the Norse gods; stronger even than his father. In one tale, Thor had killed a giant but was buried under the weight of the monster's body when it collapsed on top of him. The other gods tried to help him, to no avail. Then along came Magni, still a child, who effortlessly lifted the giant's leg that was imprisoning Thor. Thor grudgingly admitted that his son might grow up to be the strongest of them all.

Magni is likely to come travelling to Rifts Earth in search of adventure. In the past he has met several Celtic gods, none of whom were able to match his strength and some Indian deities (he once joined forces with Krishna to slay a supernatural intelligence). He is always trying to find something he can't accomplish with his strength. A meeting between him and Herakles might lead to an epic wrestling match. Magni appears as a young man.

Real Name: Magni Thorson
Alignment: Unprincipled
M.D.C.: 24,000 (4,800 M.D.C. in the Rifts world)
S.D.C/Hit Points (for non-M.D.C. worlds): 1,400 S.D.C. and 1,000 hit points.
Height: 7 feet (2.1 m)
Weight: 400 lbs (180 kg; all muscle).
Species: God (young)
Attributes: I.Q. 14, M.E. 20, M.A. 18, P.S. 79 (supernatural), P.P. 22, P.E. 30, P.B. 18, Spd 77 (52 mph/84 km).
Disposition: Magni is a young, naive god (hundreds of years of aging does not seem to have helped him mature), often unaware of his great strength. He is more gentle and generous than most other Norse warrior gods, but like all of them, he can become violent and temperamental.
Horror Factor: 12 (16 when he demonstrates his great strength)
Experience Level: 10th level warrior.
Natural Abilities: See the invisible, bio-regenerate 3D4 × 10 M.D.C. per minute, invulnerable to cold/heat.

Special: Magni's strength is so great that he has twice the carrying and lifting capacity of someone of his strength (200 times P.S., instead of 100), which means he can lift and carry 15,800 pounds (7110 kg). He can also throw objects three times farther than normal and leap 100 feet (30.5 m) straight up or across from a standing position!

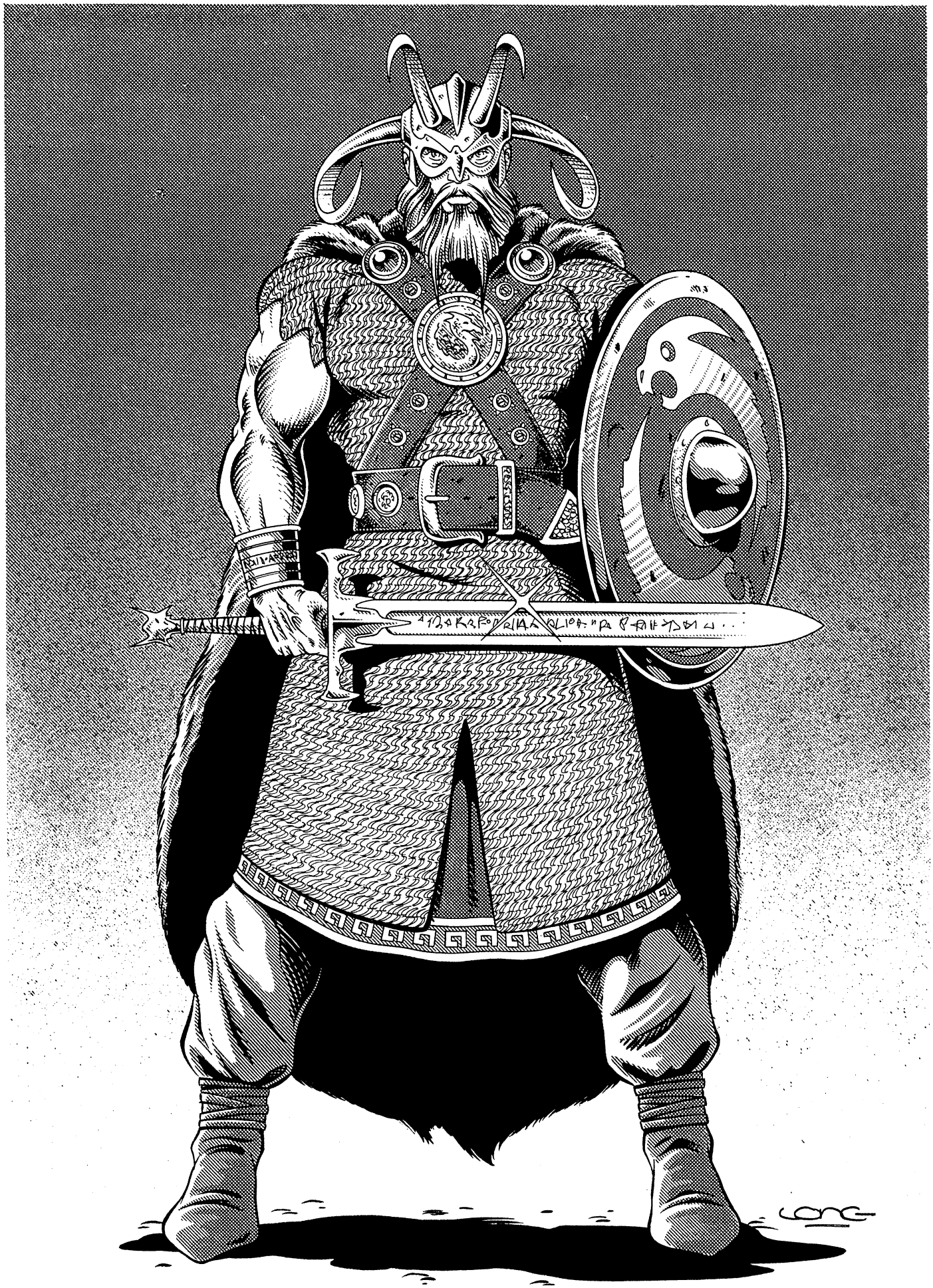
Skills of Note: Cook 85%, fishing 90%, tracking 75%, wilderness survival 80%, athletics, boxing, climbing 80%, prowl 75%, wrestling, W.P. Sword, W.P. Knife, W.P. Blunt. Speaks Old Norse and Dragonese/Elf 98%.
Combat Skills: Hand to Hand: Martial Arts
Number of Attacks: Five hand to hand or psionic attacks per melee.
Gentle Slap — 2D4 × 10 S.D.C.
Restrained Punch — 4D6 M.D.
Full Strength Punch — 3D4 × 10 M.D.
Power Punch — 4D6 × 10 M.D.
Kick — 3D4 × 10 M.D.
Body Slam — 2D6 × 10 M.D.
Crush/Squeeze — 1D6 × 10 M.D.
Bonuses: +3 on initiative, +6 to strike, +10 to parry and dodge, +60 to S.D.C. damage, +4 to pull punch, +3 to roll with impact or fall, +5 to save vs horror factor, +9 to save vs magic, +9 to save vs poison and disease, and +4 to save vs psionics.
Magic Knowledge: None. **P.P.E.:** 100.
Psionic Knowledge: All physical powers. **I.S.P.:** 70.
Weapons and Equipment of Note: None; relies entirely on his natural powers, items at hand and his wits.
Description: An overdeveloped blonde man with long hair, whose head is lost among all the muscle.

Heimdall The Guardian

This god was the guardian of Bifrost, the rainbow bridge that links Asgard with other planes of existence (a permanent dimensional rift open to Earth and a few other places. Opening a rift to any other known dimension while on the bridge is +20% in its accuracy). Heimdall and Loki are ancient enemies. Once the two competed against each other to win a powerful magical item, the Brisingamen. This started the resentment, but the treacherous Loki has given The Guardian countless reasons to hate him since then.. Their rivalry, it is said, will not be resolved until Ragnarok, when the two gods will fight and kill each other.

Heimdall is a warrior god charged with guarding Asgard from invaders and unwanted dimensional travelers appearing at the dimensional nexus of the rainbow bridge. **Note:** All dimensional visitors appear at/on the rainbow bridge. This is one of Asgard's unique defenses. Heimdall rarely leaves his post at the rainbow bridge, but is occasionally sent on special missions by Odin.

Real Name: Heimdall
Alignment: Scrupulous
M.D.C.: 25,000 (5,000 on Rifts Earth).
S.D.C./Hit Points (in non-M.D.C. worlds): 1000 S.D.C. and 500 hit points.
Size: 10 to 30 feet (3 to 9 m) tall
Weight: Varies with size.
Attributes: I.Q. 17, M.E. 25, M.A. 16, P.S. 35(supernatural), P.P. 23, P.E. 26, P.B. 18, Spd 50 (35 mph/56 km).
Disposition: Very solemn; Heimdall is a serious, humorless warrior dedicated to his duty as guardian of Asgard. Loki takes every chance



he can to make fun of him, so Heimdall has no patience for jokes, from Loki or anyone else. He will not allow visitors to enter Asgard unless he is given a good reason to do so. It is almost impossible to sneak past him, so dimensional travelers should have a convincing story.

Horror Factor: 14

Experience Level: 14th level man at arms.

Natural Abilities: Nightvision to 2000 ft (610 m; can see in total darkness), incredible hawk-like vision enabling him to see up to 20 miles (32 km; according to myth he could see 300 miles and hear the grass grow), see the invisible, exceptional hearing (reduce all prowl percentages by 70% against him), keen sense of smell: track/locate by smell 60%, recognize scent 50%, immune to cold, poison and disease, and bio-regenerates 4D6 × 10 M.D.C. per minute. Turn 2D4 × 100 dead, teleport self 65% and dimensional teleport to Asgard only 90%.

Skills of Note: Astronomy 75%, land navigation 98%, wilderness survival 98%, pilot sail and rowboats, athletics, boxing and wrestling, W.P. Sword, W.P. Spear, speaks Dragonese/Elf, Old Norse and Atlantean, all at 98%.

Combat Skills: Hand to Hand: Martial Arts, and boxing.

Number of Attacks: 6 hand to hand attacks.
Restrained Punch — 5D6+20 S.D.C.
Full Strength Punch — 4D6 M.D.
Power Punch — 1D4×10 M.D.
Kick — 4D6 M.D.

Bonuses: +8 on initiative and cannot be attacked from behind or by surprise, +6 to strike, +12 to parry and dodge, +20 to S.D.C. damage, +4 to pull punch, +4 to roll with impact or fall, +12 to save vs horror factor, +7 to save vs magic, +5 to save vs psionics.

Magic Knowledge: None, **P.P.E.:** 70.

Psionic Knowledge, Special: Automatically senses magic and supernatural evil within a one mile (1.6 km) radius; otherwise same as the psi-stalker (Heimdall likes psi-stalkers). Plus empathy, telepathy, presence sense, sixth sense, total recall, mind block auto-defense, mind bolt, psi-shield, psi-sword, telekinesis: super, and telekinetic force field! **I.S.P.:** 600.

Description: Heimdall is a tall, blonde, bearded warrior, clad in grey armor.

Weapons and Equipment of Note: 1. Enchanted Chain Mail: 1000 M.D.C., lightweight, silent, and impervious to fire and cold.

2. Heimdall's Sword is a greater rune broadsword with a red blade, covered in runes. It has the following powers:

- Indestructible; I.Q. 12, scrupulous alignment.
- Inflicts 1D6×10 M.D., double against supernatural monsters, giants, dragons and vampires.
- Spell Magic: Can cast each of the following spells three times per 24 hour period: Impervious to energy, invulnerability, constrain being, dispel magical barriers, negate magic, call lightning, and fire ball. Equal to a 10th level spell caster.

Loki

God of Deceit

Loki is a complex character. On the one hand, he seems to hate the gods and is always plaguing them (as well as mere mortals) with jokes, tricks and subtle attacks. On the other hand, he continues to be a member of the pantheon and on many occasions, the other gods have come to him for aid (which he usually grants). Whenever the Asgardians needed to devise a cunning plot, they asked Loki to take charge. Loki would do so but often ended up betraying the gods one way or another. In one of the legends, the gods finally got tired of him and had him chained between three rocks where he would remain until Ragnarok. The GM can decide whether that is the case or not, but to do so eliminates a truly fun and diabolical character.

Loki was also described as the weakest of the gods, although in the legend of Ragnarok he is powerful enough to destroy Heimdall. It may just be that Loki prefers subtlety to direct attacks. Whenever possible, he will disguise his participation in any of his plots, preferring to manipulate and work through others.

There are no priests of Loki. He was a god to be feared, not worshipped. Most tales put him in an unflattering light. He often claims that he has been victimized by bad publicity and that he has always tried to do the right thing. Still, praying to Loki can be a really bad idea. The trickster may decide that it would be amusing to make a bad situation even worse. Remember, Loki is a master of lies and deceit. He will always have a seemingly sound explanation, reason, excuse or alibi. He is so convincing that a character is likely to consider believing Loki is innocent of stabbing him, even as the god pulls the bloody knife out of his back.

Loki and Thor may travel together, particularly whenever a quest requires both brute strength and devious cunning, however the gods don't like each other. Their relationship is never friendly. Loki is constantly mocking Thor and staying just one word or two away from provoking him to violence. Thor doesn't trust Loki for a second and is always prepared for some strange twist or complication.

The god of mischief can be found wherever trouble is stirring. He might be masquerading as a mortal in the Coalition States or he could be visiting Atlantis. He loves to be involved in intrigue and espionage, the more secret and devious the better. However, his plots are rarely very destructive. He prefers to humiliate, trouble, and torment his enemies rather than killing them outright. Loki has been noted as saying, "You can only kill a man once, but you can break him many times."

Real Name: Loki

Alignment: Miscreant

M.D.C.: 63,000 (12,600 on Rifts Earth).

S.D.C./Hit Points: 4,200 S.D.C. and 2,100 hit points (in non-M.D.C. worlds).

Height: 6 feet (1.8 m) in human form, 24 feet (7.3 m) in god form.

Weight: 300 lbs (135 kg) in human form, 900 lbs (405 kg) in god form.

Attributes: I.Q. 28, M.E. 25, M.A. 22, P.S. 35 (supernatural), P.P. 25, P.E. 28, P.B. 21, Spd 40 (about 27 mph/43 km).

Disposition: Outwardly very friendly and outgoing. An engaging, smooth talker who seems to know all the right things to say at all the right times. People engaging him in conversation will be insulted subtly by him, sometimes too subtly to be noticed. Loki is fond of making sarcastic comments, like "What would a group of fine warriors as yourselves have to fear from a mere dragon? Fafnir himself would quake at your sight." When he does not get his way, he can get childishly angry, and that is when he is at his most dangerous. His tantrums can get murderous.

Horror Factor: 12

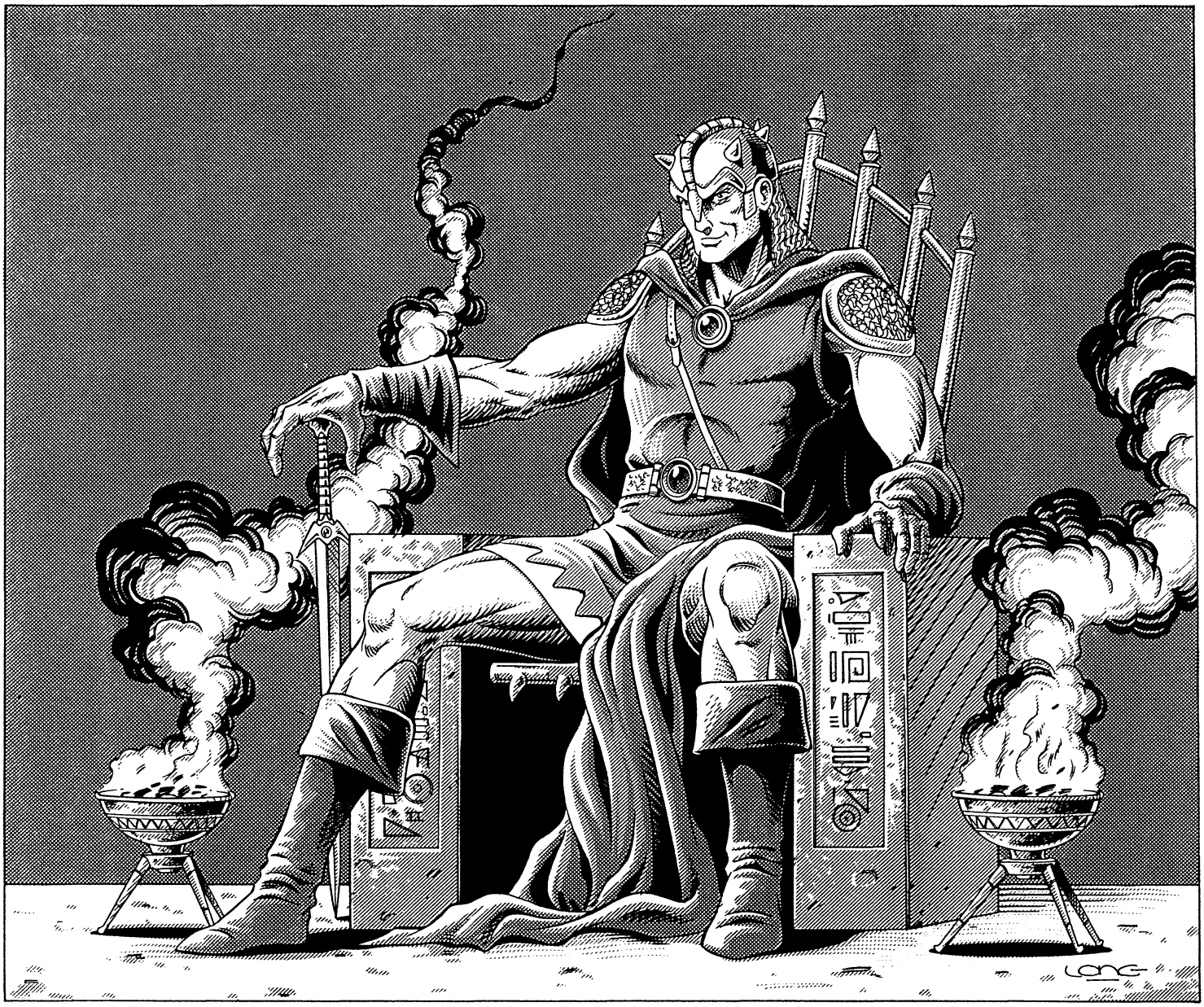
Experience Level: 15th level ley line walker and shifter; 8th level warrior.

Natural Abilities: Nightvision 200 ft (61 m), see the invisible, turn invisible at will, bio-regeneration 3D6×10 M.D.C. per minute. Can transform at will into any animal and remain in that form indefinitely. Teleport and dimensional teleport at 96%. Magically knows all languages.

Skills of Note: All Domestic, Espionage, Rogue and Wilderness skills at 96%. W.P. Knife, W.P. Sword, W.P. Pistol and W.P. Energy Rifle.

Combat Skills: Hand to Hand: Assassin, at 8th level.

Number of Attacks: Five physical or psionic attacks per melee round or three by magic.
Restrained Punch — 5D6+20 S.D.C.



Full Strength Punch — 4D6 M.D.
Power Punch — 1D4 × 10 M.D.
Kick — 4D6 M.D.

Bonuses: +2 on initiative, +9 to strike, +8 to parry and dodge, +20 to S.D.C. damage, +4 to pull punch +4 to roll with impact or fall, +10 to save vs horror factor, +11 to save vs magic, +10 to save vs psionics.

Magic Knowledge: All spell magic from levels 1-12, plus all summoning spells/circles, sanctum, talisman, restoration, close rift, and dimensional portal. **P.P.E.:** 8,000.

Psionic Knowledge: All sensitive, physical and healing powers. **I.S.P.:** 900.

Allies: Associates with several Norse gods, but has also dealt with giants, demons and alien intelligences. Believed to have befriended Goquas, whose creativity he admires.

Minions: Loki sometimes uses renegade godlings, giants and mercenaries, but has no real minions. He prefers to work by himself or to manipulate, not hire, others to do the job for him.

Description: In his physical manifestation, Loki looks like a very handsome man, with either golden blond or raven black hair. He can also alter his shape to that of any animal and does so often, approaching adventurers as a talking animal with what sounds like good advice. He will rarely appear to anybody in his true form and he is a master of disguise. Sometimes, his suggestions will be useful, but for the most part they will only cause trouble.

Weapons and Equipment of Note: In addition to assorted magic potions, scrolls, and guardian statues Loki has these items of note:

1. Splugorth Enslaver: See **Rifts Atlantis**, page 130, for description.

2. A Sword of Atlantis: Loki swindled the sword from a Splugorth as a "reward" for delivering Thor to a Splugorth lord without his hammer or belt of strength. However, an Atlantean sorceress lent the Thunder God some powerful magical items to replace the ones Thor had left behind, and with them Thor was able to destroy the Splugorth minions and severely wound the Splugorth himself, who had to flee to another world.

The Powers of the Sword:

- I.Q. 15 and telepathically linked to Loki.
- Evil Alignment: Creatures of good alignments that touch it are burnt, taking 1D4 × 10 M.D.
- Dimension traveling/warping abilities: Teleport: lesser, teleport: greater, mystic portal, time hole, and sanctum. Each can be performed as often as three times per 24 hour period. All are equal to a 10th level spell.

- Double dragon heads: The sculpted heads can breathe down the length of the weapon to fire any of the following (can breathe only one type at a time — each breath attack counts as one melee action). All the blasts inflict double damage to vampires or alien intelligences.
  Fire Blast: 1D6 × 10 M.D., range 1000 feet (305 m).
  Force Blast: 2D4 × 10 M.D., range 1000 feet (305 m).
  Lightning Blast: 1D6 × 10 M.D., range 2000 feet (610 m).



Balder the Noble

Of all the Norse gods, Balder is the most dedicated supporter of the cause of the Gods of Light. The god was killed through Loki's treachery. Balder had a vision of his own doom. His mother, the goddess Frigga, had woven a mystic magic spell that prevented all things from hurting him. Loki, however, discovered that Frigga had overlooked one small mistletoe plant when protecting her son. When the other Asgardians were amusing themselves by throwing spears and axes at the invulnerable Balder, Loki handed a blind Asgardian by the name of Hod a shaft made of mistletoe. Hod hit Balder and killed him instantly. His soul was taken by Hel, and she wouldn't give him up unless all living things pleaded for the god's life. With Loki's interference, that request proved impossible to fulfill.

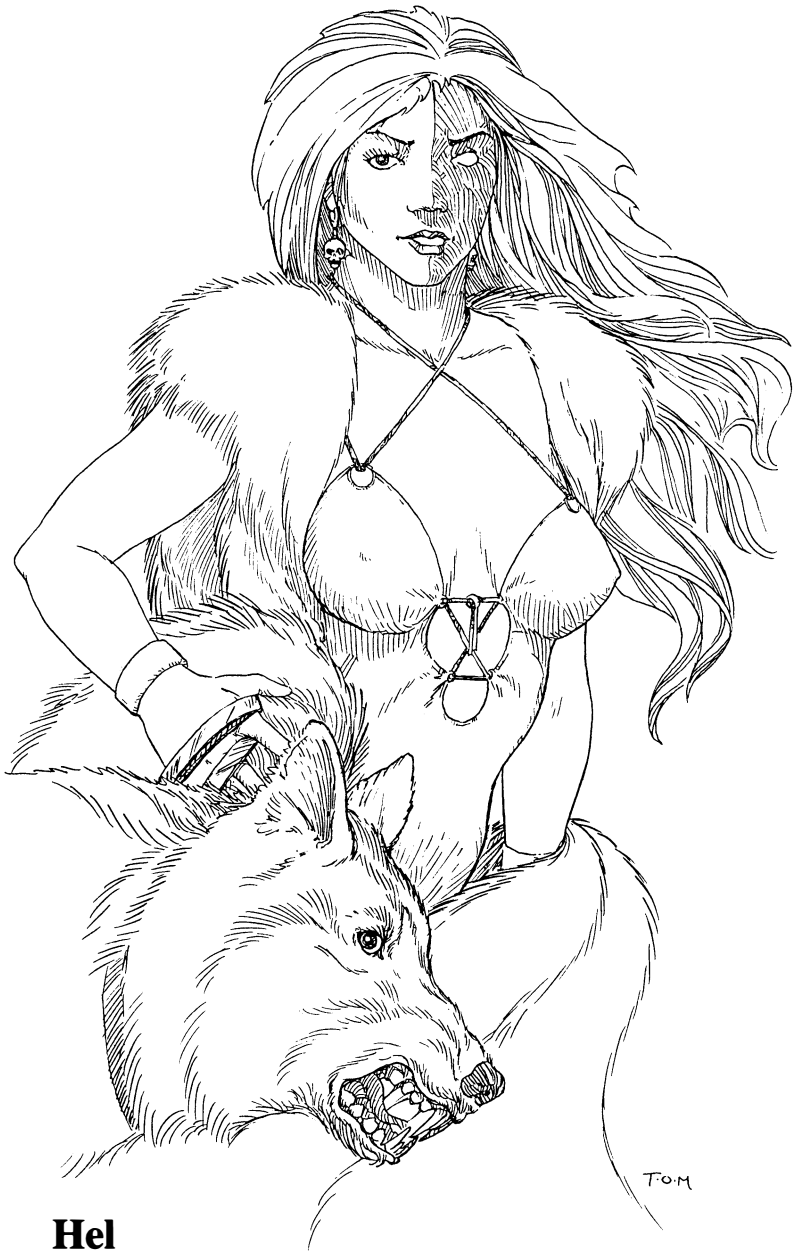
That was the end of Balder, as far as the legends go. Centuries later, however, Odin, sensing dangerous times ahead for Asgard, issued Hel an ultimatum for the life of Balder, whom he would need in the days to come. Hel, not wishing to enrage Odin any more than she had, relented and let Balder go. Since then, the god has proven his worth, helping Asgard against invasions and fighting for the forces of light. Balder is a staunch defender of all sapient races against the crimes and abuses of evil gods, demon lords and alien intelligences. All the other gods respect Balder's judgment and are a little bit ashamed by his example of moral strength. Only Freyr believes as solidly in the same principles and of the Norse gods only these two are truly dedicated upholders of the cause of light throughout the Megaverse (most Norse gods are mainly concerned with Asgard and crimes against it).

Real Name: Balder Odinson, also written Baldr.
Alignment: Scrupulous
M.D.C.: 54,000 (10,800 M.D.C. on Rifts Earth).
S.D.C/Hit Points (for non-M.D.C. worlds): 3400 S.D.C. and 2000 hit points.
Size: 6 to 24 feet (1.8 to 7.3 m)
Weight: Varies with size.
Attributes: I.Q. 25, M.E. 25, M.A. 25, P.S. 38 (supernatural), P.P. 26, P.E. 24, P.B. 26, Spd 66 (45 mph/72 km)
Disposition: Balder is the kind of person most people are glad to have as a friend. Warm-hearted, sympathetic, compassionate, generous, helpful and always ready to listen to other people's problems. In combat he is a heroic, intelligent fighter, unafraid of death — he has faced it already (but doesn't take foolish risks).
Horror Factor: 13
Experience Level: 15th level warrior, 10th ley line walker and mind melter.
Natural Abilities: Nightvision 1000 ft (305 m), see the invisible, heat and cold do half damage. Bio-regenerates 1D6 × 10 M.D.C. per minute. Teleport 88%, dimensional teleport 70% (only to dimensions he knows).
Skills of Note: Detect ambush, detect concealment, wilderness survival, swim, climb, pilot boats: all, tracking and first aid, all at 92%. Knows Dragonese/Elf and Old Norse at 98%.
Combat Skills: Hand to Hand: Martial Arts
Number of Attacks: Six hand to hand or psionic attacks per melee round or three by magic.
Restrained Punch — 6D6 + 23 S.D.C.
Full Strength Punch — 5D6 M.D.
Power Punch or Leap Kick — 1D6 × 10 M.D.
Kick — 6D6 M.D.

Bonuses: +4 on initiative, +8 to strike, +11 to parry and dodge, +23 to S.D.C. damage, +3 to pull punch, +3 to roll with impact or fall, +14 to save vs horror factor, +6 to save vs magic, +6 to save vs psionics.
Magic Knowledge: Knows all spells from level 1-15. **P.P.E.:** 4500.
Psionic Knowledge: Knows all physical and healing powers, plus psi sword, psi shield, P.P.E. shield, emphatic transmission and group mind block. **I.S.P.:** 600.
Allies: Balder and Freyr are loyal friends. Balder has not traveled as far as his companion, however, and he doesn't know many gods outside the Norse pantheon. He is known to the spirits of light, however, who often come to his aid. All the good Norse gods love him.
Enemies: The forces of darkness.
Description: A red-haired, clean-shaven man in the prime of life, in perfect physical shape, although built more like a gymnast than a wrestler, unlike his brother Thor.

Weapons and Equipment of Note: Balder's Earth Blade: A greatest holy weapon. The blade glows a faint white and has the following powers:

- Remove Curse: 50% chance.
- Damage: 4D6+6 M.D.; targets of evil alignment take triple damage.
- Expels devils and demons: 89% chance against lesser demons, 44% against greater demons.
- Circle of protection: same as the lesser spell. The weapon must be raised above one's head and then struck to the ground. Duration: five minutes per level of the wielder (75 minutes).



Hel

Goddess of Death

Hel is the name of the realm of the dead and of the goddess that presides over it. Hel was the bringer of dishonorable death, and was not worshipped but feared by the Vikings of old. She is a Goddess of Darkness, destined to sally forth against Asgard during Ragnarok. As a rival of Odin, Hel will do what she can to hurt the Asgardians in hopes of weakening them when the final fated battle occurs. She hates Balder most of all because she had him in her clutches once and was forced to give him up. Hel wishes to have him again.

As a creature of darkness, the Goddess of Death has made alliances with many other pantheons of evil. She has also made agreements with the Splugorth who sometimes raid Asgard. Both sides have kept their side of the bargains and Hel remains friendly towards several Splugorth lords.

Unknown to everyone, the goddess is fascinated by the Mechanoid race. Since she cares little for life, she sees the Mechanoids' appetite for destruction to be both titillating and useful to her. The more beings the cyborgs kill, the more life essences she will be able to capture in her realm, which increases her power. She has often travelled to areas controlled by the Mechanoids, concealed by spells of silence and invisibility, and has studied their ways. Hel has hired Splugorth bio-wizards to construct for her a new, non-human body. When they are finished, she will transfer her soul into the non-bipedal construct and approach the Mechanoids as a potential ally. The mad goddess will then open rifts and dimensional gateways to allow the Mechanoids to flood the Megaverse and bring about Ragnarok!

Real Name: Hel

Alignment: Diabolic

M.D.C.: 81,000 (16,200 on Rifts Earth)

S.D.C./Hit Points (for non-M.D.C. worlds): 5,500 S.D.C. and 2,600 hit points.

Size: 6 to 30 feet (1.8 to 9 m).

Weight: Varies with size.

Attributes: I.Q. 29, M.E. 30, M.A. 21, P.S. 30 (supernatural), P.P. 25, P.E. 30, P.B. 25, Spd 30 (20 mph/33 kmph).

Disposition: Arrogant, cunning, secretive, cruel and overconfident. She enjoys inflicting pain on the helpless and watching others die. One day, she hopes to become the supreme being of the universe. She hates all living things in general and Odin, Thor and Balder in particular.

Horror Factor: 15; plus people who fail a save vs horror factor (17 or higher) are filled with despair and a sense of hopelessness.

Experience Level: 18th level ley line walker.

Natural Abilities: Nightvision 1000 ft (305 m), see the invisible, invulnerable to cold, disease and poison. Fire and energy inflict half damage. Bio-regenerates 3D6×10 M.D.C. per minute. Teleport 85%, dimensional teleport 75% (only to dimensions she knows).

Special Death Touch: Once per melee, Hel can inflict an additional 4D6 directly to Hit Points (M.D.C. creatures take 1D4×10 M.D.). The victim of the touch is also racked with pain and suffers the following penalties: reduce attacks and combat bonuses by half. The effect lasts 1D6 melee rounds.

Skills of Note: All science, rogue and technical skills at 98%. W.P. Sword, W.P. Energy Pistol, W.P. Energy Rifle and robot combat: elite.

Combat Skills: Hand to Hand: Assassin

Number of Attacks: Six hand to hand or psionic attacks or three by magic.
Restrained Punch — 5D6+15 S.D.C.
Full Strength Punch — 3D6 M.D.
Power Punch — 6D6 M.D.
Kick — 4D6 M.D.

Bonuses: +1 on initiative, +11 to strike, +8 to parry, +6 to dodge, +15 to S.D.C. damage, +3 to roll with impact or fall, +11 to save vs horror factor, +9 to save vs magic, +9 to save vs psionics.

Magic Knowledge: All magic spells from levels 1-15, and all necromantic spells (see Rifts Africa) but does not have the special powers of a necromancer. **P.P.E.:** 7000.

Psionic Knowledge: All sensitive and physical powers. **I.S.P.:** 1000.

Allies: Hel is on good terms with two Splugorth lords (this won't last if her involvement with the Mechanoids is discovered), and Mictla the Devourer, an Aztec god who used to lord over Infernal Hades (see **Rifts® Dark Conversions**). She also associates

with demons and many forces of darkness. She has yet to make contact with the Mechanoids.

Enemies: Virtually all the Aesir and Vanir Norse gods, especially Odin, Thor and Balder, and all the Gods of Light and the forces of good.

Minions: Foolish humanoid priests, wizards and fiends of diabolical nature. Hel can summon 1D4 Fiends and 2D4 Fenry wolves (see **Rifts® Dark Conversions**) and she usually keeps two specially-bred Fenry wolves (with double maximum M.D.C.) at her feet.

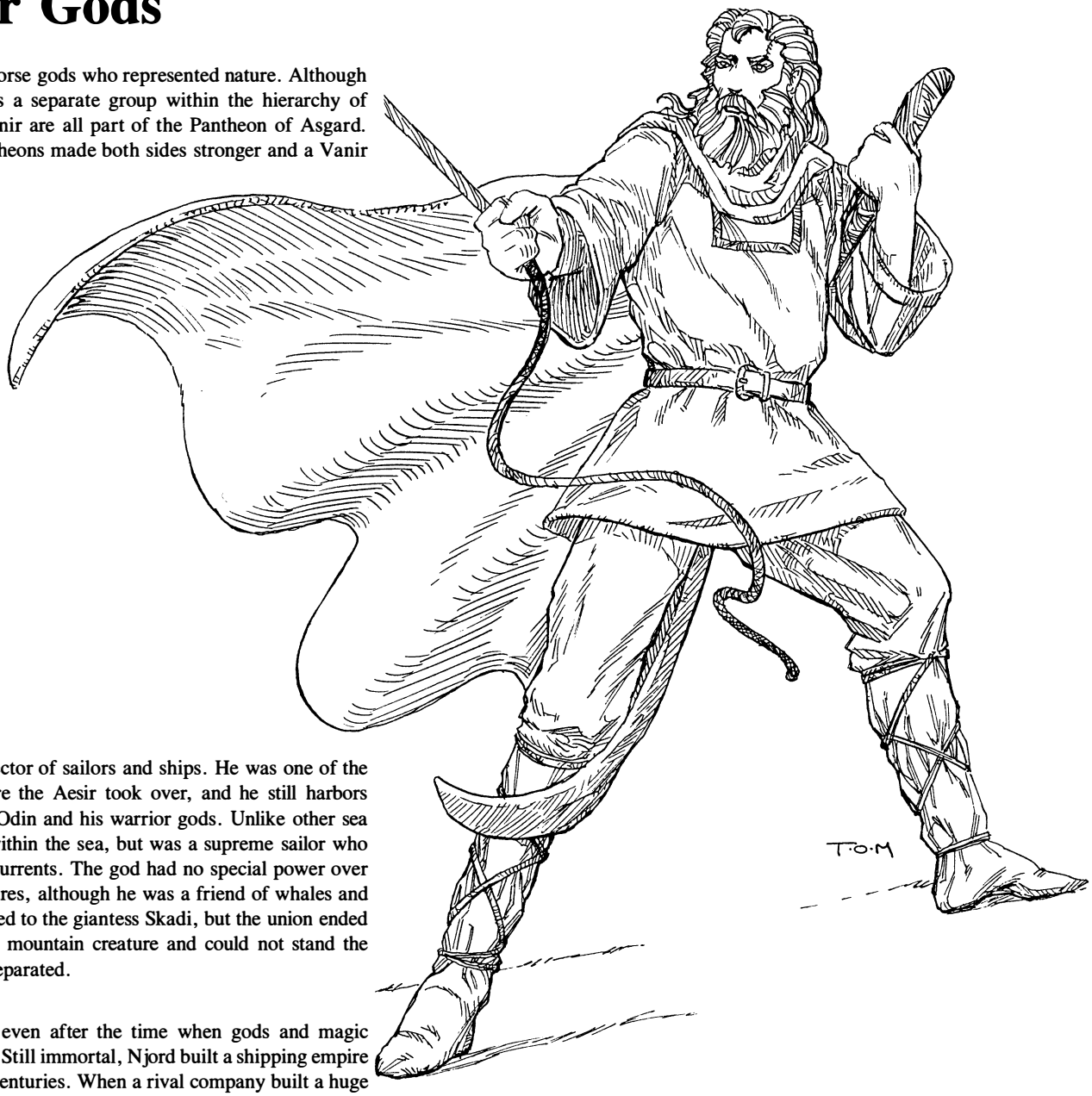
Description: A half-blue, half-white woman. Hel's left side is a deep shade of blue, with an inhuman red orb for an eye (her true nature). Her right side looks like a normal blonde and blue-eyed woman (her false nature). All that see her are struck with despair (see note under Horror Factor) unless they save vs H.F., because she represents the inevitable end of all things.

Her new body, when finished, will resemble that of a Murex Metzla (see **Rifts Atlantis**, page 54), a floating, inhuman body. She is working on strengthening the mindless carcass of a Metzla through the use of Necromantic spells. The body's current M.D.C. is 5000; when Hel is finished it will have 90,000 M.D.C.! The body will have all of her natural, magic and psionic abilities. Fortunately, the ingredients she needs to finish her new body (including the hearts of five ancient dragons, three greatest rune weapons, three holy weapons, and the life-essence of a Millennium Tree) are not easily acquired. She has agents rummaging the Megaverse to find all the right ingredients (Player Characters could inadvertently run into such a group, or might hold or protect one of the ingredients! An encounter with Hel's minions could lead them to discover Hel's plot).

Weapons and Equipment of Note: None. Relies on her magic and natural abilities.

The Vanir Gods

The Vanir are the old Norse gods who represented nature. Although they are identified here as a separate group within the hierarchy of Asgard, the Aesir and Vanir are all part of the Pantheon of Asgard. The union of the two pantheons made both sides stronger and a Vanir goddess.



Njord

God of the Seas

This deity was the protector of sailors and ships. He was one of the leaders of the Vanir before the Aesir took over, and he still harbors some resentment towards Odin and his warrior gods. Unlike other sea gods, Njord did not live within the sea, but was a supreme sailor who could control storms and currents. The god had no special power over fish or other marine creatures, although he was a friend of whales and dolphins. Njord was married to the giantess Skadi, but the union ended badly. The giantess was a mountain creature and could not stand the ocean so the two deities separated.

Njord stayed on Earth even after the time when gods and magic became a thing of the past. Still immortal, Njord built a shipping empire that has endured over the centuries. When a rival company built a huge ocean liner, so powerful it was said, that the gods themselves could not sink it, Njord was offended and he marshalled his remaining powers to destroy the ship to teach mortals a lesson. The ship's name was the Titanic.

Real Name: Njord

Alignment: Anarchist

M.D.C.: 23,000 (4600 on Rifts Earth)

S.D.C./Hit Points (in non-M.D.C. worlds): 1300 S.D.C. and 1000 hit points.

Height: 6 to 24 feet (1.8 to 7.3 m)

Weight: Varies with size.

Attributes: I.Q. 23, M.E. 22, M.A. 22, P.S. 40 (supernatural), P.P. 20, P.E. 22, P.B. 17, Spd 33 (22.5 mph/36 km).

Disposition: Fairly laid back for a Norse god, less quick to anger than the average Viking, but still able to commit terrible crimes in a fit of fury. Distant and condescending towards humans in general, but fascinated by the sea and humankind's conquest of it. He will be friendly to sea captains, underwater explorers (he has funded many expeditions), sailors and fishermen. Dislikes environmentalists; he never understood them, and firmly believes that the Earth is the province of men and gods to do with as they see fit.

Horror Factor: 14

Experience Level: 14th level air and water warlock.

Natural Abilities: Nightvision 1000 ft (305 m), see the invisible, keen hawk-like vision, invulnerable to cold, doesn't need air to breathe, swims at 98% and bio-regenerates 1D6 × 10 M.D.C. per minute. Teleport 65%, dimensional teleport 60% (only to dimensions he knows). Njord can summon storms and fog equal to the spells, at 20th level proficiency, three times per day at no P.P.E. cost. Summon an iceberg (big enough to smash the largest ship) to appear in the oceans only, once per day and dispel fog twice per day at no P.P.E. cost.

Skills of Note: Fishing, pilot boats: all, S.C.U.B.A., and climbing all at 90%, plus athletics, wrestling, W.P. Sword, W.P. Spear, W.P. Blunt, W.P. Pistol, W.P. Automatic Rifle, and W.P. Energy Rifle. Speaks Old Norse, Dragonese/Elf, American, and Euro at 98%.

Combat Skills: Hand to Hand: Basic

Number of Attacks: Four physical or psionic attacks per melee round or three by magic.
Restrained Punch — 6D6 + 25 S.D.C.
Full Strength Punch — 5D6 M.D.
Power Punch — 1D6 × 10 M.D.
Kick — 5D6 M.D.
Crush/Squeeze — 3D6 M.D.

Bonuses: + 1 on initiative, + 5 to strike, + 7 to parry and dodge, + 25 to S.D.C. damage, + 3 to pull punch, + 5 to roll with impact or fall, + 8 to save vs horror factor, + 5 to save vs magic, + 5 to save vs psionics.

Magic Knowledge: All air and water spells, equal to a 14th level warlock. **P.P.E.:** 3000.

Psionic Knowledge: All sensitive powers plus hydrokinesis. **I.S.P.:** 300.

Minions: Can call up 1D4 lesser water elementals.

Description: A mature, bearded man with long, light brown hair and sea-blue eyes.

Weapons and Equipment of Note: Sea Spear: A magical weapon that inflicts 2D4 × 10 M.D. and can be thrown underwater (and over dry ground) and returns to the hand of the wielder. Range: 1000 ft.



Freyr

God of the Sun and Rain

This god, a son of Njord, was the protector of crops in Norse myth. Freyr was also a warrior god armed with a powerful sword. The god was very different from most of the other Norse gods in that he preferred peace above all things and preferred to negotiate rather than engage in combat. Although the other gods could not doubt his bravery, they did not like his pacifistic ways. Only Balder completely accepted him as his friend and ally. Freyr is the only Asgardian who works closely with the other Pantheons of Light. He believes that Ragnarok involves not only the Norse pantheon but is a symbol of a much greater struggle. He feels that if his fellow deities do not ally themselves with the forces of good, they will be overwhelmed. The theory has not gained ground with Odin, who refuses to believe that his visions — which did not involve other gods — could be wrong. The two gods have had many discussions but Odin will not help the other pantheons, nor does he expect help from them. Freyr works for the most part, on his own. He frequently travels to other dimensions to speak with other Gods of Light. Sometimes he has gained valuable information in those talks, and he has shared it with Odin, so the All-Father will soften his views on such diplomatic liaisons. Only Balder agrees with Freyr's beliefs and ideals.

Real Name: Freyr. Also known as Frey and Fricco.
Alignment: Principled
M.D.C.: 42,000 (8400 M.D.C. on Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 3000 S.D.C. and 1,200 hit points.
Size: 6 to 24 feet (1.8 to 7.3 m)
Weight: Varies with size.
Attributes: I.Q. 21, M.E. 24, M.A. 22, P.S. 35 (supernatural), P.P. 23, P.E. 25, P.B. 24, Spd 63 (roughly 42 mph/67 km).
Disposition: Honorable, fair-minded and friendly, even towards mortals. Has a commanding presence and the gods hear him out even if they don't agree with what he has to say. Freyr respects all who, like him, are dedicated to fighting evil, including mortals.

Horror Factor: 12
Experience Level: 12th level warrior and sorcerer.
Natural Abilities: Nightvision 200 ft (60 m), see the invisible, invulnerable to fire, heat and cold (no damage). Bio-regenerates 3D6 × 10 M.D.C. per minute. Teleport 75%, dimensional teleport 70% (only to dimensions he knows). Can create a globe of daylight at will (no P.P.E. cost) and parry/deflect laser beams.

Special: Energy Blasts: Freyr can fire laser beams that inflict 5D6 M.D., range 2000 feet (610 m); or heat beams of concentrated sunlight that do 6D6 M.D., range 1000 feet (305 m). Both inflict double damage to vampires. Each blast counts as one melee attack.

Skills of Note: Holistic medicine 98%, wilderness survival 90%, sing and dance 90%, W.P. Sword, W.P. Blunt. Speaks Old Norse, Egyptian, Greek, German and Dragonese/Elf at 98%
Combat Skills: Hand to Hand: Martial Arts
Number of Attacks: Six hand to hand or psionics, or two magic.
Restrained Punch — 5D6 + 20 S.D.C.
Full Strength Punch — 4D6 M.D.
Power Punch — 1D4 × 10 M.D.
Kick — 4D6 M.D.
Energy Blast — 5D6 or 6D6 M.D.
Bonuses: +4 on initiative, +6 to strike, +9 to parry and dodge, +20 to S.D.C. damage, +3 to pull punch, +3 to roll with impact or fall, +8 to save vs horror factor, +6 to save vs magic, +6 to save vs psionics.
Magic Knowledge: All magic spells from levels 1-10 plus anti-magic cloud, remove curse, calm storms, protection circle: superior, sanctum, and close rift. **P.P.E.:** 4000.
Psionic Knowledge: All sensitive, physical and healing. **I.S.P.:** 800.
Allies: Besides Balder, Freyr has a good relationship with Apollo, the Greek god of the sun. He knows Marduk the Sumero-babylonian god, as well as Isis from the Egyptian pantheon.
Minions: Odin usually gives Freyr a bodyguard of 4D6 warriors of Valhalla. The All-Father has given him command of six valkyries who are too eager to fight evil to suit Odin. Freyr is also frequently followed by 1D4 spirits of light.
Description: A blonde-haired, clean-shaven man with green eyes. He is very charismatic, and his voice is deep and clear, perfect for public addresses.

Freya

Goddess of Love and Beauty

Freya is Freyr's twin sister. She is beautiful and gentle, but she is not as dedicated to fighting evil as her brother. She far prefers to enjoy herself. Freya served for a while as Odin's chief valkyrie where she learned the skills of a warrior, but decided that she didn't like that life. Her looks, as well as her wondrous necklace, the Brisingamen, earned her the title of goddess of love.

In all pantheons, most goddesses of love have a bad reputation, often deservedly so. In Freya's case, her reputation does not quite match her lecherous attitude. A former lover of Odin's, Freya has been intimate with several gods, dwarves, and warriors of Valhalla. On the other hand, unlike other goddesses, she is neither possessive or spiteful. If turned down, she usually moves on without anger or thoughts of revenge; there's plenty more where he came from, that's her philosophy.

Five years ago, Freya disappeared from Asgard. No clues could be found either through magic or mundane means. Odin fears that the goddess may have been abducted by the giants. Other gods think that she's probably on a tryst with some deity or other, and simply did not bother to tell anybody about it. The truth is far more complicated. Freya did have an affair with none other than Zeus, the leader of the Greek pantheon. He found the directness of this Viking firebrand quite appealing. Regrettably, Hera, Zeus' bitter and insane wife, found out about the affair and sought revenge, ambushing Freya on her way out of Olympia.

Hera and several minions captured the goddess and force-fed her a powerful potion designed by Eros. The potion made her hate and fear the company and touch of men to the point that when Freya woke up she was disgusted and terrified by the very memories of her various affairs. She has been hiding in a barren dimension near Hades for years, contemplating suicide but not desperate or insane enough to do so. Hera also stole the Brisingamen from the goddess and wears it when nobody else is around. When this crime is discovered, it may lead to a war between the two pantheons.

Real Name: Freya
Alignment: Unprincipled



M.D.C.: 28,500 (5,700 in Rifts Earth). A side effect of the potion has temporarily halved those numbers to 14,250 and 3850, respectively.

S.D.C./Hit Points (for non-M.D.C. worlds): 2,000 S.D.C. and 850 hit points.

Height: 6 to 24 feet (1.8 to 7.3 m)

Weight: Varies with size.

Attributes: I.Q. 27, M.E. 23, M.A. 30, P.S. 21 (supernatural), P.P. 23, P.E. 26, P.B. 30, Spd 23.

Disposition: A very direct, lusty goddess. Unlike some love goddesses, Freya is not a mistress of seduction. If she likes somebody, she will tell him bluntly, and adopts a take it or leave it position. Most males gladly accept her advances.

After she imbibed Eros' potion of loathing, Freya cannot tolerate the presence of a male of any species. She will attack any men who try to approach her (the only exception is her brother Freyr). The potion's effects are beginning to wear off, however, and in another ten years or so she'll be back to normal.

Horror Factor: 11

Experience Level: 10th level ley line walker and 6th level valkyrie.

Natural Abilities: Nightvision 100 ft (30 m), see the invisible, invulnerable to cold, and bio-regenerates 1D4 × 10 M.D.C. per minute. Teleport 75% and dimensional teleport 50%

Skills of Note: Dance, sing, and play the flute 98%, speaks Dragonese/Elf, Old Norse and Greek at 98%; others via magic.

Combat Skills: Hand to Hand: Basic

Number of Attacks: Three hand to hand or psionic attack per melee round or two with magic.
Restrained Punch — 4D6+6 S.D.C. damage
Full Strength Punch — 2D6 M.D.
Power Punch — 4D6 M.D.
Kick — 2D6

Bonuses: +1 on initiative, +5 to strike, +6 to parry and dodge, +6 to S.D.C. damage, +2 to pull punch, +2 to roll with impact or fall, +7 to save vs horror factor, +7 to save vs magic, +5 to save vs psionics.

Magic Knowledge: All spells from levels 1-6 plus life drain, second sight, hallucination, minor curse, sickness, curse: luck, curse: phobia, and wards. **P.P.E.:**2000.

Psionic Knowledge: All sensitive powers. **I.S.P.:** 200.

Enemies: Freya has come into competition with the goddesses Ishtar and Aphrodite. Freya particularly dislikes Sifter, because the Persian goddess' exotic looks made her popular in Asgard for a while. Now, of course, Freya and Hera are mortal enemies.

Description: A svelte and beautiful woman with long, white-blonde hair and sky-blue eyes. Always wears many jewels, including the famous Brisingamen.

Weapons and Equipment of Note: The Brisingamen: This golden necklace is an ancient magical item that has been in Freya's care for millennia. The necklace has a powerful magical aura, but only Freya can activate it.

- Aura of Fertility: Everything and everybody within 10 miles of the Brisingamen will become more fertile or productive for as long as Freya wills it. Women will conceive children, crops will grow a month's time in a week, farmers and their beasts of burden will work twice as hard, etc.
- Good Luck: Freya has a +4 to all rolls to save, pull punch, dodge, and called shots while she has the Brisingamen on.



Yggdrasil The World Tree

This is the tree that links the nine worlds within the Norse pantheon and may be a unique landmark of in Megaverse. It is possible that this is the ancestor of the Millennium Tree, although Yggdrasil dwarfs even those mighty trees and has been said to have existed since the beginning of time. In the legends, the tree was said to have infinite length. This is true in a figurative sense because there are several dimensional rifts located among the branches of the tree. These rifts connect to several dimensions, including Rifts Earth. In each of those dimensions there is at least one Millennium Tree!

Size: 20,000 feet (6100 m) tall — more a mountain than a tree!
Alignment: Scrupulous
M.D.C. by Location:
Leaf Stem — 10
Leaf — 100 each
Twig (wand) — 600 each
Small Branch (cane or staff) — 1200 each
Medium Branch (large staff) — 3000 each
Large Branch — 10,000 each
Giant Branch — 40,000 each
Main Body/Trunk — 500,000 and regenerates 1D4 × 1000 per minute.

The Powers of Yggdrasil: The tree has the same powers as the Millennium Trees described in **Rifts England**. All the magical staves and wands described there can be obtained if the World Tree wishes to part with one of its pieces. Unlike Millennium Trees, however, Yggdrasil will very rarely give a gift to anybody. The tree will ignore most people, including priests, kings and gods. Only someone who does a major favor for the tree will be rewarded.

Besides the Millennium Tree powers, Yggdrasil has the following unique abilities:

The Gift of Knowledge: A seeker of magical knowledge can try to follow in Odin's footsteps. The ceremony to do this is brutal and very risky. Odin was in danger of dying when he underwent it and death is a certainty for the average human. Godlings, Demigods and Dragons have a slightly better chance than humans, but this is a chancy thing and the sacrifice is great.

The seeker of knowledge must stay attached/bound to the tree for nine days and nine nights without food or water. The "attachment" is magical as well as physical, requiring the character to be impaled to the tree with a magical weapon. This gruesome procedure will **permanently** cost the character 1D6 hit points or 1D4 × 10 M.D.C! At the end of nine days of meditation, still transfixed by the magical weapon, the character must roll to see if he survived the ordeal. Make a save against coma/death. The base saving throw is the character's P.E. attribute plus 1% per level of experience (only one

O.C.C. experience can be used, do not add together more than one O.C.C.). Roll the best two out of three to save vs coma & death. Failure means the character dies. A success means the character receives the Gift of Knowledge and he gains the following abilities (**Note:** Cyborgs, robots and demons cannot perform this ritual to gain magic powers):

1. The character has a complete understanding of how magic works, can read runes and all mystic symbols, recognize/read all wards and circles and knows spell magic equal to his level of experience (i.e. a 6th level character knows all spells from levels 1-6). At each new level of experience the character automatically knows the next level of spells.

2. The character gains all the Ley Line Walker O.C.C. abilities regarding ley lines.

3. Gains the knowledge and spells of necromancy (but not the O.C.C. abilities). Characters of a good alignment will never use this gruesome magic.

4. Gains the knowledge and spells of temporal magic (but not the O.C.C. powers).

5. The character gains the literacy skill if he didn't have it already, and suddenly can read all major languages from his world of origin and understand/speak ALL the languages of the Megaverse.

6. The character knows all Lores of his native planet and of the Norse Gods.

7. Penalties: The ordeal may cause insanity (in all cases use "Resulting from Trauma" table); roll percentile dice. Gods, godlings, dragons and creatures of magic: 01-25 no insanity, 26-60 roll once for random insanity, 61-00 roll twice for random insanity.

Humans, demigods and most D-bees: 01-20 means no insanity, 21-60 roll twice for random insanity, 61-00 roll twice for random insanity, plus one additional phobia and the character has a phobia about Yggdrasil and Millennium Trees.

The Midgard Serpent

The World (or Midgard) Serpent is an enormous dragon-like creature that is said to dwell near the deepest roots of Yggdrasil, forever gnawing down the tree. The creature seldom leaves the World Tree and feeds on any who attack or molest the tree in any way — the serpent considers the World Tree to be his alone. Peaceful, quiet visitors are likely to avoid a run in with the creature, but rowdy and noisy characters will suffer the serpent's wrath (it finds humanoids to be tasty little morsels).

According to myth, when Ragnarok comes, Thor will destroy the serpent, but its venom will kill the god shortly afterwards.

Alignment: Diabolic
M.D.C.: 120,000 (or 30,000 S.D.C. and 10,000 hit points)
Size: 1000 feet (305 m) long (at full stretch, it can span three football fields), and between 15 and 60 feet (4.6 to 18.3 m) wide.
Attributes: Most are non-applicable. High animal intelligence; spd 33 (22.5 mph/36 km).
Natural Abilities: Regenerates 1D6 × 100 M.D.C. every minute, see invisible, cannot be controlled or possessed through magic or psionics, has a prehensile tail and tongue that can be used as whips or to ensnare prey.
Horror Factor: 19
Number of Attacks: Seven attacks per melee.
Bite — 4D6 × 20 M.D., plus poison doing 1D6 × 10 M.D. every round for 1D6 melee rounds, every time a bite pentetrated the character's flesh. The poison will also temporarily negate the regenerative powers of gods, dragons and supernatural beings for 2D4 minutes (accumulative with each bite).
Tongue Lash (prehensile) — 4D6 M.D.



Claw Strike — 1D6×10 M.D.
Head Butt — 1D4×10 M.D.
Tail Strike — 2D6×10 M.D.
Ram — 4D6×10 M.D.
Crush/Squeeze — 2D4×10 M.D. per each contraction/squeeze, each squeeze counts as two melee attacks/actions. The serpent can crush/squeeze with its claws, coiled body or prehensile tail.

Besides its seven attacks, the Midgard Serpent is so huge that anybody caught within 600 ft (183 m) of the struggle risks getting struck by the snake's coils. Treat it as a normal attack, but only +1 to strike and inflicts 1D4×10 M.D.

Bonuses: +1 on initiative, +6 to strike, +1 to dodge, +11 to save vs horror factor, +10 to save against psionics and magic, immune to mind control and possession.

The Norse Giants

The giants of Norse myth were more than overly large humanoids. In fact, the word used to name them in the Old Norse language was "iotnar," which means "demon" or monster. These giants were supernatural creatures whose powers were almost the match of the gods. Many giants had shape shifting and magical powers. The abilities of the giants are quite varied. Assume that the Lesser Norse giants are the **Algor frost giants, Nimro fire giants, Jotan earth giants** and **Gigantes** described in **Rifts Conversion Book One**. The greater giants are far more powerful, as described here.

Typical Greater Norse Giant — Optional R.C.C. (GM's choice)
Alignment: Any, but leans towards anarchistic and evil. A Norse giant of a scrupulous or principled alignment is likely to be considered untrustworthy and a freak (probably tormented as well).

Attributes: I.Q. 4D4, M.E. 3D6, M.A. 3D6, P.S. 6D6+20 (supernatural), P.P. 4D6+2, P.E. 4D6+3, Spd 6D6+10
Size: 1D4×10 feet (3 to 12.2 m); changing size is a special power.
M.D.C.: 2D6×100 plus 10 per level of experience. Some are even more powerful, the equivalent of gods (3D6×1000 M.D.C.), but they are rare, perhaps one in ten thousand, and serve as the warrior lords and leaders of the other giants.
Experience: Use same table as the Dragon R.C.C.
P.P.E.: 2D6×10
Horror Factor: 10+1D6
Typical Natural Abilities: Nightvision 60 ft (18.3 m; can see in total darkness), resistant (half damage) to either cold (frost giants) or heat (fire giants), bio-regeneration 1D4×10 M.D.C. per minute.
Attacks Per Melee: Two without any combat training, or two plus those gained from hand to hand combat and/or boxing.
Bonuses: +2 on initiative, +4 to save vs horror factor (except when dealing with Thor; no bonus then).
Psionics: Standard.
Average Life Span: 2000+ years.
O.C.C.s: 80% are warriors: Any men of arms (other than CS or NGR type military), 20% study magic; limited to witch, warlock, necromancer or ley line walker.

Special/Natural abilities: Roll for (or GM pick) three random abilities or pick three.
01-05 An additional 1D6×1000 M.D.C. (or 2D4×100 S.D.C.)
06-10 Nightvision 1000 ft (305 m)
11-15 Turn invisible at will
16-20 Impervious to heat and fire
21-24 Fangs & poisonous bite (3D6 damage per melee for 1D6 rounds)
25-30 Can change size at will; from 6 to 40 feet (1.8 to 12.2 m).
31-33 Pair of tentacles — +1 attacks per melee, +1 to parry
34-40 Add 10 to P.S. attribute
41-45 Thick, lumpy skin — Add 1D4×100 M.D.C. (or S.D.C.)
46-50 Pair of additional arms — +2 attacks per melee, +2 to parry
51-54 Additional eye — Hawk-like vision and see the invisible
55-59 Prehensile tail — Adds one attack per melee round
60-64 +2 on initiative, +2 to roll, +4 to save vs horror factor
65-69 Add 1D4×10 to speed attribute
70-75 Metamorphosis into animal at will
76-80 Retractable claws — Add 2D6 to all hand to hand attacks
81-84 Increased healing — regenerates 1D4×100 M.D.C. per minute.
85-90 Create Fire Ball once per melee round at will — 1000 foot (305 m) range, does 1D4×10 M.D.
91-95 Create Lightning Bolt once per melee round at will — 1000 foot (305 m) range, does 6D6 M.D.
96-00 Third monstrous eye and ugly head: Psionic with all sensitive powers and six super psionic powers of choice!

Insanity (roll one time)
01-15 No insanity
16-40 Phobia
41-70 Obsession
71-80 Neurosis
81-90 Psychosis
91-00 Affective disorder



Hrungnir

A Leader of the Norse Giants & Champion

This powerful giant challenged Thor to a duel and managed to severely injure the god. Hrungnir was famous for fighting with a warhammer made out of a giant whetstone. He also had an enormous shield made out of stone. During his duel with Thor, Hrungnir was tricked into thinking that Thor might attack him from below the ground, so he stood

on his shield. Then, as he saw the thunder-god, he hurled his whetstone towards him. Thor also let fly his hammer and the two missiles exploded in the air. A piece from the whetstone struck Thor in the temple, injuring him, but Mjolnir flew true and struck the giant in the head. Thor then moved in and finished him off.

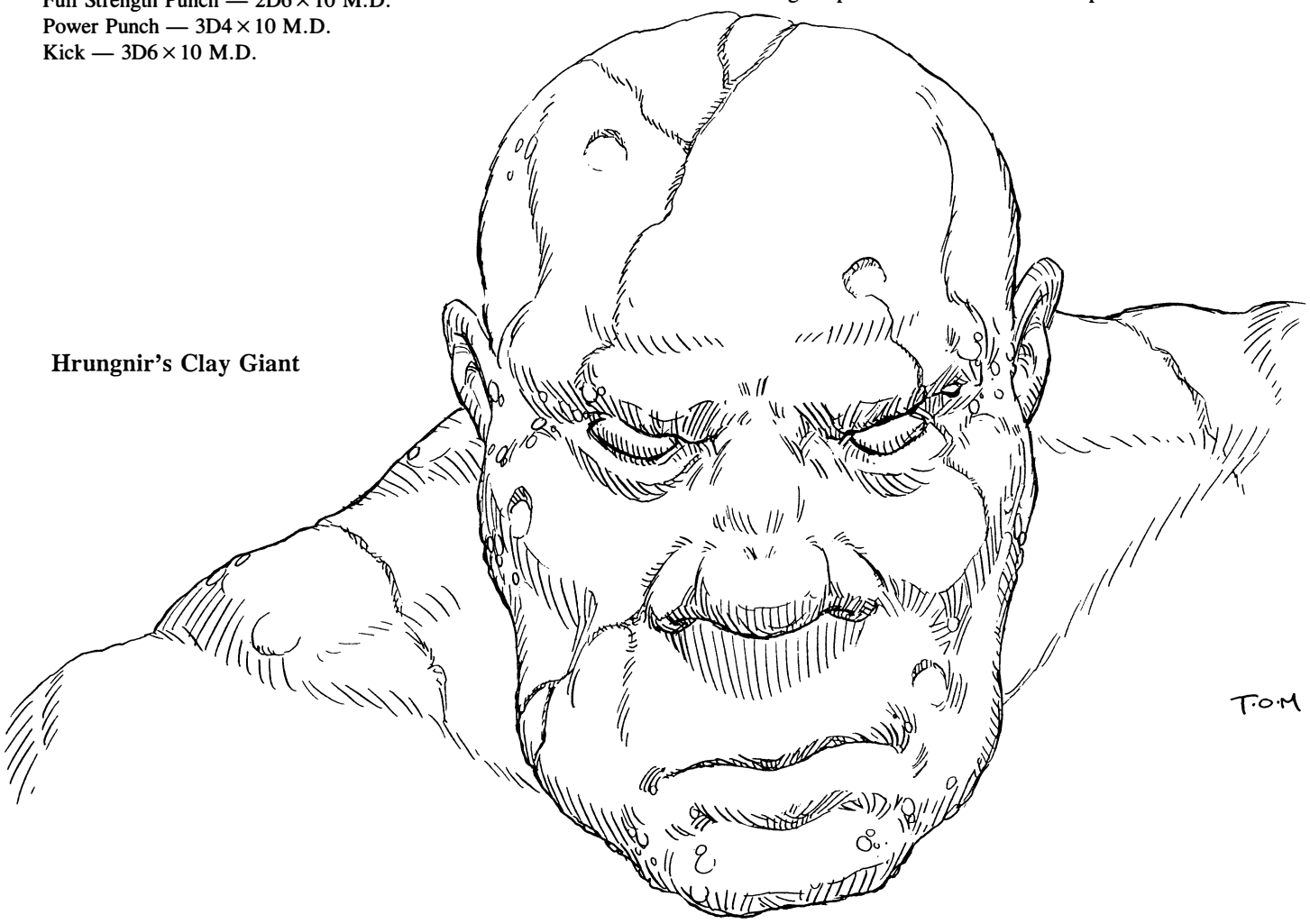
Hrungnir's body was recovered by the giants. Unknown to the Asgardians, the best giant sorcerers managed to resurrect their champion. Hrungnir has been in hiding for over a thousand years now, plotting his revenge.

Real Name: Hrungnir
Alignment: Aberrant
M.D.C.: 18,000 (4,000 on Rifts Earth; or 1000 S.D.C. and 400 H.P.)
Size: 32 feet tall (9.6 m)
Weight: 12 tons
Attributes: I.Q. 12, M.E. 24, M.A. 21, P.S. 60 (supernatural), P.P. 23, P.E. 27, P.B. 7, Spd 66 (45 mph/72 km).
Disposition: A mean warrior, but honorable in his own way. He considers Thor a coward and a traitor who tricked him into not using one of his best weapons (the magic shield). He is obsessed with destroying Thor and the Asgardians, and hopes to unleash Ragnarok.
Horror Factor: 15
Experience Level: 15th level warrior.
Natural Abilities: Nightvision 600 ft (183 m; can see in total darkness), resistant to cold and heat (does half damage), bio-regeneration 1D6 × 10 M.D.C. per minute.
Combat Skills: Hand to Hand: Assassin
Number of Attacks: 5 attacks per melee.
Restrained Punch — 2D6 M.D.
Full Strength Punch — 2D6 × 10 M.D.
Power Punch — 3D4 × 10 M.D.
Kick — 3D6 × 10 M.D.
Stomp — 2D6 × 10 M.D. (target has to be less than 9 feet/2.7 m tall).
Bonuses: +4 on initiative, +10 to strike, +7 to parry and dodge, +45 to S.D.C. damage, +3 to roll with impact or fall, +8 to save vs horror factor, +6 to save vs magic, +6 to save vs psionics.
Magic Knowledge: None. **P.P.E.:** 100.
Psionic Knowledge: None.
Allies: Hrungnir's partner is his giant golem (see below). He can also count on many giant warriors.
Description: A brutish, long-bearded giant, dressed in grey chain mail, holding an enormous long-handled stone hammer in one hand, and a grey stone shield in the other.
Weapons and Equipment of Note: 1. Magical Chain Mail: M.D.C. 1000

2. Hrungnir's Whetstone: A magical stone hammer made with secret stone-shaping spells. The weapon is very heavy and unwieldy, requiring a P.S. of 30 and even so, a being smaller than 12 feet tall (3.6 m) will be at -2 to hit due to its great size.

- M.D.C.: Not indestructible, but has 1,000 M.D.C. and regenerates 1D4 × 100 M.D.C. per minute.
- Damage: 4D6 × 10 M.D.
- Can be thrown and magically returns to wielder. Range: 1000 ft (305 m).
- 3. Hrungnir's Stone Shield: An enchanted slab of stone with the following abilities.
- M.D.C.: 3,000 M.D.C. Regenerates 1D6 × 10 M.D.C. per minute.
- +3 to parry.
- Can parry missiles and energy weapons at no penalty.
- Magical protection: +4 to save vs. spells.

Hrungnir's Clay Giant



Hrungnir's Clay Giant

This enormous golem-like creature was created by the greatest of the giant sorcerers, animating it with a series of signs and runes and giving it strength to match that of its master, Hrungnir. It was destroyed by the Norse gods and for a millennium the remains have laid hidden in a collapsed cave on a small island on Earth. The sudden influx of mystical energy from the ley line eruption has restored and awakened the creature. The giant has finally figured out how to break free of its cave prison and has started walking along the ocean floor, seeking its masters. It could surface anywhere! Wherever it goes, it will mistake humanoids for Asgardians and attack.

Real Name: Nameless magical construct.
Alignment: Aberrant
M.D.C.: 20,000 in Asgard and on Rifts Earth (2500 S.D.C. in non-M.D.C. worlds)
Size: 30 feet tall (9 m)
Weight: 20 tons
Species: Creature of magic — special clay golem
Attributes: I.Q. 6, M.E. 10, M.A. 14, P.S. 60 (supernatural), P.P. 20, P.E. 30, P.B. 4, Spd 20.
Disposition: A mostly mindless entity, attacking anybody who resembles its enemies (humans and the Gods of Asgard. It can speak, but rarely does so).
Note: The golem will serve any non-human giant (20 feet or bigger) who pretends to be a Norse giant or who is an enemy of Asgard.
Horror Factor: 15
Experience Level: Equal to a 12th level warrior
Natural Abilities: See the invisible, magically regenerates 1D6 × 100 M.D.C. every five minutes.
Skills of Note: W.P. Blunt. No other skills.
Combat Skills: Hand to Hand: Assassin.
Number of Attacks: Four attacks per melee.
Restrained Punch — 1D6 M.D.
Full Strength Punch — 1D6 × 10 M.D.
Power Punch — 2D6 × 10 M.D.
Bonuses: +2 on initiative, +6 to strike, +5 to parry and dodge, +45 to S.D.C. damage, +3 to roll with impact or fall, +10 to save vs magic, +10 to save vs psionics; impervious to horror factor.
Magic Knowledge: None. **P.P.E.:** None
Psionic Knowledge: None.
Weapons and Equipment: None; may uproot trees and use them as clubs or spears.
Allies: The clay giant will serve any giant monster (20 feet or taller) who pretends to represent the Norse giants or the enemies of the Asgardians.
Description: A roughly carved humanoid figure, hulking and ponderous. It is light brown in color and has several scars from the weapons of the gods.



The Great Fenrir Wolf

According to myth, this giant beast was one of the sons of Loki. Not only was the creature a deadly fighter, but it was also immune to all magics. Its power and savagery convinced the gods that the wolf had to be restrained at all costs. Normal bonds seemed useless against the wolf. Finally, the Asgardian Dwarves devised a mystical ribbon that was made of "all things which are not," things like women's beards, the cat's footfall and the breath of the fish. This strange creation did the job, although the god Tyr had to sacrifice his hand in the process of capturing the creature. According to the prophecy, at the time of Ragnarok the Fenrir wolf will free itself and kill Odin in single combat.

The wolf is in a state of eternal frothing fury. Once an intelligent being, it has become insane with frustration, and wishes only to be set free. The goddess Hel is considering releasing the creature to distract the gods from her own schemes. However, she'll only do this when the deities become suspicious of her. For now, Fenrir is still secure, bound in an obscure dimension in the nether worlds.

Real Name: Fenrir. Also known as Fenris.
Alignment: Diabolic.
M.D.C.: 60,000
S.D.C./Hit Points (for non-M.D.C. worlds): 4,000 S.D.C. and 2,000 hit points.
Size: Twelve feet (3.6 m) high and thirty feet (9 m) long.
Weight: 15 tons
Species: Unique Monster
Attributes: I.Q. 18, M.E. 24, M.A. 18, P.S. 60 (supernatural), P.P. 24, P.E. 26, P.B. 10, Spd 100 (roughly 68 mph/109 km).
Disposition: Has all the charm and personality of a rabid dog, only worse.
Horror Factor: 18
Experience Level: Intelligent Animal.
Natural Abilities: Night vision 1000 ft (305 m), see the invisible, hawk-like vision. Resistant to fire and cold (half damage). Bio-regenerates 1D4 × 100 M.D.C. per minute. Immune to all magic, but rune weapons and high-tech mega-damage weapons do full damage. Also immune to all psionic powers.
Skills of Note: None

Combat Skills: Natural
Number of Attacks: Six hand to hand
Claw — 2D6 × 10 M.D.
Bite — 4D6 × 10 M.D.
Pounce — 1D6 × 10 M.D.
Bonuses: +4 on initiative, +7 to strike, +8 to parry and dodge, +6 to roll with impact or fall, +11 to save vs horror factor, and is immune to all magic and psionic attacks!
Magic Knowledge: None. **P.P.E.:** 200
Psionic Knowledge: None.
Description: An enormous grey wolf with oversized jaws. Its eyes are yellow, as are its long fangs. As long as the wolf is bound, it is always howling and barking insanely. It will only speak to bark demands to be set free and it is too far gone to try to deceive or trick people into letting it go. The mystic rune rope around its neck gives it about 100 feet (30 m)of running room, so sometimes it will let people get to within this radius before running towards them. Any who get too close are attacked and devoured.

Minions of Asgard



Asgardian Dwarves

Optional Player Character

The Dwarves of Asgard were the great artificers and weapon smiths of the gods. All the great magical weapons of Odin and the other gods were forged by them. These enchanters were powerful creatures in their own right but were no match for the gods and were forced to become their servants. They may be the ancestors of all the Dwarven races throughout the Megaverse, or they may have been normal dwarves who somehow gained superhuman powers. In any case, Asgardian Dwarves continue to practice rune magic (they may have been the original teachers of those arts). Normal dwarves will be in awe of these greater versions of themselves, although the fact that they still practice rune magic will cause many dwarves of the Palladium World to develop fear or hatred for their "cousins."

Odin may allow small groups or single Dwarves to visit Rifts Earth to learn the new techniques of high technology and techno-wizardry. Some young Dwarves might be studying these new sciences, and putting them to use by going on travels and quests. Also, Splugorth raiders have been known to kidnap Asgardian Dwarves to force them to work and teach in their rune factories.

Typical Asgardian Dwarf (also known as Rune Dwarves)
Alignment: Any, but lean toward selfish.
Attributes: I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 4D6+2 (supernatural), P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd 2D6.
M.D.C.: 2D4 × 10, plus 1D6 per level of experience.
S.D.C./Hit Points (for non-M.D.C. worlds): 60 S.D.C., plus those gained from O.C.C.s and physical skills. Hit Points: P.E.+2D6 plus 1D6 per level of experience.
Horror Factor: None normally, 10 if their supernatural nature is revealed.
Average Life Span: 600+ years
Natural Abilities: Nightvision 90 ft (27.4 m; can see in total darkness) and impervious to cold. Natural aptitude for weapon design, mechanics and manufacturing, providing a bonus of +10% to all mechanical, military, electrical and computer skills.
Skills of Note: Know the Dwarven languages, Dragonese/Elven and Old Norse, all at 98%, in addition to O.C.C. skills.
O.C.C.s: 25% of the Asgardian Dwarves are warriors, knights or scout type occupational character classes (any, except modern, Coalition or NGR military O.C.C.s), as well as mechanics/operators. They generally avoid invasive modifications like cybernetics, bionics, Juicer and Crazy conversions, less than 10% have bio-wizard augmentation, and less than 5% are spell casters.

Rune Smith O.C.C.: 75% of the Asgardian dwarves are masters of rune magic. This means they can (with the assistance of others) create rune weapons and devices! However, the creation of rune weapons takes months, often years, requires exotic components, incredible amounts of P.P.E., and the sacrifice of a living essence — usually a powerful hero, demon, elemental, creature of magic, godling or god.

As an adventurer, the rune smith's knowledge and ability to make rune weapons is of little practical use. However, he can identify/recognize authentic rune weapons, tell the level of its power (lesser, greater, greatest), and tell the alignment of the weapon. He/she can also read runes and magic symbols. The dwarf also understands bio-wizardry and the dangers and uses of symbiotic organisms. All rune smiths must be anarchist or evil and will have one lesser and one greater rune weapon of their own. Note: Rune Smiths are not usually spell casters of any kind (line walkers and shifters assist them in their grim work).
Bonuses: +6 to save vs horror factor
Attacks Per Melee: 2 without combat training, or those gained from hand to hand combat and/or boxing.
Size: Three feet plus 3D4+2 inches (1.04 to 1.27 m) tall.
Weight: 175 to 250 pounds (79 to 113 kg).
Allies: As servants of Odin, all Dwarves enjoy the protection of the Asgardian gods. Thor is particularly fond of them for their gift of Mjolnir.
Enemies: The Splugorth try to enslave Asgardian Dwarves whenever they can. Those monsters hate the dwarves because they the one of the few other races who knows how to manufacture rune weapons; a secret the Splugorth would like to keep for themselves. The Asgardian High Elves and the Norse Dwarves dislike each other intensely.

Notes: Only a few dozen Asgardian Dwarves have visited Rifts Earth (there are only a few thousand to begin with). The minions of Lord Splynncryth also seek them out to capture or destroy them whenever they are found away from Asgard.



Asgardian High Elves

Optional Player Character

These elves are similar to the traditional elves of fantasy worlds, but they have the status and power of demigods. The High Elves are masters of magic and all the arts, but dislike cities and human endeavors. They live in the realm of Alfheim, near Asgard, and will fight beside Odin during Ragnarok. They love and care for Yggdrasil and all Millennium Trees and will fight any enemy that threatens them.

Occasionally, some high elves leave Alfheim and visit other places in the Megaverse. They refer to normal elves as their children, and hint that they are the creators of the elven race. Whether this is true or not is not known. Most "low" elves dismiss any notion of common kinship and regard these snooty demigods with suspicion and resentment. However, some elves revere them as gods and welcome their company.

Alignment: Any, but lean towards anarchist.
Attributes: I.Q. 3D6+6, M.E. 3D6+2, M.A. 2D6+3, P.S. 3D6 (supernatural), P.P. 4D6, P.E. 4D6, P.B. 5D6, Spd 6D6.
M.D.C.: 1D4×10 plus 1D6 per level of experience.
S.D.C./Hit Points (for non-M.D.C. worlds): 1D6×10+10 S.D.C. plus those gained by O.C.C.'s and physical skills. Hit Points: P.E.+3D6 plus 1D6 per level of experience.
Horror Factor: None
Average Life Span: 1000 years.
Natural Abilities: Nightvision 300 ft (91.5 m; can see in total darkness), bio-regeneration 4D6 M.D.C. per hour.
Skills of Note: Knows Dragonese/Elf and Old Norse at 98%.
Bonuses: +1 to strike and dodge, +1 to pull punch, +2 to save vs horror factor, in addition to skill and attribute bonuses.
O.C.C.s: Knight, wilderness scout, scholar, or even a borg, but usually a practitioner of magic.
Attacks Per Melee: As per hand to hand training.
Size: Six feet plus 2D6 inches (1.88 to 2.13 m) tall.
Weight: 150 to 230 pounds (67.5 to 103.5 kg)
Allies: The elves have made several friends among the Asgardians, including the Valkyries and the Warriors of Valhalla. Some titans have also grown to respect these elves, whom they consider different from the ones in the Palladium world.
Enemies: The Asgardian High Elves and the Asgardian Dwarves don't get along and sometimes skirmishes break out between them. The High Elves are also deadly enemies of the giant races.

Valkyrie R.C.C.

Optional Player Character

Mythologically, the Valkyries were Odin's servants, "The Choosers of the Slain." They would hover invisibly over battlefields, taking the souls of those who had died in combat to Valhalla. Odin also sends Valkyries on special missions and sometimes allows them to travel on their own for a century or two. Odin may also let some Valkyries travel through the Megaverse so they can learn new skills like the use of technological weapons.

The creatures presented here are spirits of magic with limited magic powers and supernatural strength.

Alignment: Any good or selfish; never evil
Attributes: I.Q. 3D6, M.E. 3D6+2, M.A. 3D6, P.S. 4D6+10 (supernatural), P.P. 4D6, P.E. 5D6, P.B. 5D6, Spd 6D6 running or 66 (45 mph/72 km) flying; all valkyries are female.
M.D.C.: 2D6×10+30, plus 2D6 per level of experience.
S.D.C./Hit Points (for non-M.D.C. worlds): 100 S.D.C. plus that gained from physical skills. Hit Points: P.E.×2 plus 1D6 per level of experience.
Horror Factor: 14 for those who recognize them as Choosers of the Slain.
Average Life Span: 800+ years.
Natural Abilities: Nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, fly, turn invisible four times a day (lasts 30 minutes), turn into mist two times per day, magically speak all languages, bio-regeneration 1D4×10 M.D.C. every hour. Can fly at will without tiring.
R.C.C. Skills:
Horsemanship (+10%)
Wilderness Survival (+10%)
Land Navigation (+5%)
W.P. Sword
W.P. Spear
W.P. (three of choice; any)
Hand to Hand: Expert
R.C.C. related skills: Select a total of six other skills. Plus one additional skill at levels three, seven, eleven and fifteen. All new skills start at level one proficiency.
Communications: Any



Domestic: Any (+5%)
Electrical: None
Espionage: Any
Mechanical: None
Medical: Any
Military: Any
Physical: Any
Pilot: Any (+10%)
Pilot Related: Any
Rogue: None
Science: Any (+5%)
Technical: Any
Weapon Proficiencies: Any
Wilderness: Any (+10%)

Bonuses: +6 to save vs. Horror Factor, +1 to save vs magic and psionics.

Attacks Per Melee: Varies with level and skills.

Average Level of Experience: 1D6+1. Leaders average 1D6+6. Player characters start at first or second level.

Size: 5 feet, 6 inches plus 2D6 inches (1.73 to 1.98 m).

Weight: 140 to 170 pounds (63 to 76 kg).

Weapons and Equipment: Valkyries are given a suit of enchanted chain mail (100 M.D.C.) and a magic sword that does 4D6 M.D.; they need to purchase any other equipment.

Money: Independent Valkyries have 1D6 × 1000 credits worth of gold and jewelry. Servants of Odin don't need much money.

Allies: The Warriors of Valhalla, berserkers, and servants of Odin. Some human warriors consider it an honor to fight beside them, while others see the Valkyries as disturbing reminders of their own mortality and avoid them.

Enemies: The Undead, Hel and her minions, the Norse giant races, demons and forces of darkness.

Notes: The Valkyries tend to behave in a haughty, noble manner. There are legends suggesting that only women of royal blood were transformed into Valkyries, and they act as if they all were queens and princesses. They tend to be cold and distant, except when they fall in love, in which case they are more passionate than most women. They can become terribly possessive and vengeful if turned down or betrayed. They have a pale white complexion and white, silver, light blue, blonde or golden colored hair and wing-like appendages.

Berserkers

Optional Player Character

The berserkers are fighters who have devoted themselves to Odin. As a reward (some would say a curse), Odin grants them incredible powers when they enter into a state of just or righteous rage (including righting an injustice, defending the name/reputation of Odin or Asgard, and avenging the wronged or slain innocent by beating up or killing those responsible). Berserkers are feared by normal people, because of their extreme (Viking-like) views of justice and their uncontrolled rage. As a result, these warriors end up living away from society, wandering the wilderness alone or with others of their kind. Some become deadly mercenaries, while others find a cause to support and fight for. Whatever they do, berserkers are rarely accepted by society, because they are a constant danger to all around them.

Only humans (and perhaps dwarves) can become berserkers and the character must have worshipped Odin for a long time (there are a few dimensions whose denizens still worship the Nordic gods). Odin grants this gift to warriors of great promise. This "gift" is also a curse, however, and the berserker rage will remain with the character for the rest of his life, unless he can somehow convince Odin himself to remove it. **Note:** Players wishing to play berserkers must realize that they will never be able to lead a normal life. Their insane fury can break out at any time and they will become a danger to their fellow adventurers and themselves. Berserkers make tragic characters or powerful villains.

The Berserker's Powers

The Rage: When the berserker is in combat, he can try to achieve a state of fury. This is done by jumping up and down repeatedly, beating oneself with the blunt side of his weapons, gnawing at a shield's rim, etc. Chance of success: 10% plus 5% per level of experience. Add +10% if the character is has been injured or angered, +20% if he is fighting to avenge an injustice or is just plain frustrated, +30% if he is fighting to avenge a fallen hero or comrade (or a horrible injustice), +40% if he is fighting to avenge the death of innocent people or the reputation of Odin/Asgard. All the berserker's special powers come from this rage. The rage lasts one minute per level of experience, and can be summoned one time per day for each level of experience.

The following things occur during the rage and disappear when the rage is over.

1. Mega-damage body: When under the influence of the rage, the berserker becomes a supernatural being with 2D4 × 10 M.D.C. plus 20 M.D.C. per level of experience. (2D6 × 10 S.D.C. plus 20 S.D.C. per level of experience for non-M.D.C. worlds).

2. Increased Strength: Add 6 to P.S., which is transformed into supernatural strength.

3. Regeneration: While berserk, the character recovers 1D6 M.D.C. every other melee round.



4. Combat Bonuses: During the rage, the berserker is +3 to save vs horror factor, +1 to initiative, +1 to strike, and has one additional attack per melee! Add an additional +1 to strike, parry and dodge at levels 6 and 12.

5. Resistance to magic and psionics: While berserk, the character is +10 to save vs all types of mind control and illusions, +3 to save vs magic, +5 to save vs psionic attack, and is immune to possession.

6. Reduced mental faculties: The character's I.Q. is reduced by half during the rage. He cannot cast magical spells nor use psionic abilities while in this state and all skills are performed at −60%.

7. Suicidal bravery: The character will not surrender or stop fighting while he is in a rage. If the character realizes he is fighting a hopeless battle, he will have to force himself to snap out of the rage. Base percentage is 10% +5% per level of experience. A berserker fighting against hopeless odds is a common danger.

8. A danger to his friends: A berserker who has killed or incapacitated all obvious enemies must try to snap out of the rage, as in #7, or he will attack any living being near him, including friends, allies, innocent bystanders and even livestock. If nobody is around, the berserker will strike at trees and inanimate objects until the rage is spent.

9. Exhaustion: When the rage is over, the character is tired and confused: −2 on all combat bonuses, −2 attacks per melee and reduce speed by half. All the bonuses of the rage (including the M.D.C. transformation) are lost. The berserker needs to rest for one hour before

recovering his normal strength, but may burst into another rage depending on the circumstances.

10. Horror Factor: 13 when in berserk state.

Alignment: Any, but tends towards anarchist or evil.
Attribute Requirements: P.S. 16 and P.E. 16.
O.C.C. Skills: Can select skills only as per the vagabond or wilderness scout O.C.C.s
Standard Equipment: Normal for the character's world setting.
Money: None to start.
Cybernetics and Bionics: Usually none.



The Warriors of Valhalla

Optional Player Character

These are noble warriors, knights and paladins chosen by Odin as part of his elite army. These chosen can be mortals, demigods, or godlings of any warrior/fighting O.C.C. including modern CS and NGR military O.C.C.s, but no practitioners of magic.

Alignment: Any good or selfish alignments.
M.D.C. Bonus: Mega-damage creatures receive 1D4 × 100 bonus M.D.C. and a suit of magic armor with 150 M.D.C. Characters with hit points/S.D.C. see these numbers double and are given a suit of magic chain mail with 150 M.D.C.
S.D.C./Hit Points (for non-M.D.C. worlds): As a normal human, but add 2D6 × 10 to S.D.C.
Horror Factor: 12 when recognized as Odin's chosen.
Special Bonuses & Abilities: +1 on initiative, +2 to save vs horror factor, +3 to save vs poison and disease, +1D6 to speed, resistant to cold (half damage), and resistant to fatigue (half).
Notes: Most warriors of Valhalla remain in Odin's dimension; only a few are sent away on some special mission for their god(s). The mission could be open-ended, allowing for a player character.

The False Norse Gods

These creatures are the survivors of a recent inter-dimensional war. Having nowhere to go, these refugees hid on a then unremarkable planet — quite possibly Earth. They assumed the identity of gods to exploit mortals as well as to prevent anybody from recognizing them and alerting their enemies. Their leader is a former Splugorth Lord who was defeated by a rival. His domain was taken over, and most of his servants were killed or joined the other side. Only a handful of his thousands of retainers survive. The Splugorth himself is hidden in a pocket dimension that can only be reached through the stronhold of his minions. His servants have remained on that planet the entire time, disguised as mortals or living in the wilderness and killing those who came too close to their hiding place.

Wothan the Slayer

Wothan, once the proud sovereign of a huge dimensional kingdom, with millions of soldiers and billions of slaves, is now a refugee. A rival Splugorth used spies and secret agents to undermine Wothan's government, stirring slave revolts and sabotaging factories and laboratories. Wothan had to shift troops from one point to another to meet these threats. Some of his most trusted advisors were assassinated, and others were convicted on false charges and executed. In less than a century, Wothan was surrounded by spies planted by his rival. Wothan was given false information and he made terrible mistakes, sending a huge army of Kittani into a Mechanoid-infested dimension. The Kittani forgot about their mission, blindly attacked their ancient enemies, and were exterminated. With Wothan now terribly weakened by this loss, his enemy struck. A long and bloody war followed. Wothan finally discovered the traitors in his midst and destroyed them, but it was too late. His mighty armies had already been betrayed and decimated. Wothan and a handful of servants fled like thieves in the night.

Wothan has remained in a small, dark dimension, recovering from dreadful wounds (towards the end, he fought on the front lines against the invaders, and was gravely injured). He relied on his last minions and fragments of his essence to secure a place to build again (That place could be Earth, perhaps a secret base on an inhospitable mountain in Iceland). He has assumed the name of an ancient, human god to conceal his identity and whereabouts in case his rival seeks his complete destruction. Meanwhile, he plots his revenge. **Note:** Assassins and menaces sent by his rival may plague Wothan and his fellow impostors. Asgardians will not take kindly to the misuse of their reputation.

Real Name: Wothancrellyth
Alignment: Miscreant
M.D.C. by Location:
Giant Eye (without filmy cover) — 1200
Eye Film Cover — 2,000
Protective Eye Spines (6) — 500 each
Main Tentacles (5; mouths) — 800 each
Secondary Tentacles (6) — 500 each
* Main Body — 60,000 M.D.C.
* Reducing the M.D.C. of the main body to zero will temporarily hurt and impair the intelligence, but not destroy it. To destroy it, the main body must be reduced to negative 4000. During this time of severe impairment, the Splugorth's physical attacks are reduced to three, psionic to two and magic one. Furthermore, the creature loses all combat and save bonuses.
Size: 25 feet (7.6 m) in diameter and 12 ft (3.6 m) tall.
Weight: 45 tons

Species: Splugorth
Attributes: I.Q. 24, M.E. 27, M.A. 23, P.S. 47 (supernatural), P.P. 20, P.E. 27, P.B. 4, Spd 50 (34 mph/54 km).
Disposition: Wothan is a sociopath even among the Splugorth, full of hatred for his own species for betraying him. He only cares about his own interests and would gladly sacrifice the whole Splugorth race if he could get something in the bargain. Over the years he has developed a genuine affection for the few loyal servants that stuck by him through the bad times; he feels closer to these minions than to anybody else.
Horror Factor: 17
Experience Level: 11th level ley line walker and psionic.
Natural Abilities: Nightvision 1000 ft (305 m), superior color vision, see the invisible, bio-regenerate 2D6 × 10 M.D.C. per minute, regeneration of limbs (requires 72 hours), does not need air to breathe, dimensional teleport (98%) to any place/world he knowns, can magically open a dimensional rift using his own P.P.E. to any place he has ever visited.

Other abilities include: possession, teleport self up to 600 miles (960 km), healing touch 1D6 × 10 points, restoration, resurrection, stone to flesh, remove curse, summon/rift in 2D6 minions as often as three times per 24 hours.
Vulnerability: Silver and magic weapons do triple damage.
Skills of Note: Intelligence, swimming, climbing, advanced math and land navigation at 98%. Demon and faerie lore 81%.
Number of Attacks: Eleven physical attacks per melee, or five psionic attacks, or two by magic.
Restrained Punch — 1D6 × 10 + 32 S.D.C.
Full Strength Punch — 6D6 M.D.
Power Punch — 2D4 × 10 M.D.
Tentacle Bite — 1D6 × 10 M.D.
Bonuses: +3 on initiative, +5 to strike, +5 to parry, −1 to dodge, +32 to S.D.C. damage, +1 to roll with impact or fall, +10 to save vs horror factor, +8 to save vs magic, +8 to save vs psionics.
Magic Knowledge: Knows all spells from levels 1-15, plus create magic tattoos. **P.P.E.:** 12,000.
Psionic Knowledge: All sensitive, healer and super psionic powers. **I.S.P.:** 4000.
Allies: Only one — a Goqua who calls himself Loki.
Enemies: Most Splugorth consider him a renegade fool, a failure and a traitor and will do nothing to help him; some will try to destroy him. Also, Odin and the Gods of Asgard.
Minions: Besides Thorg and Loki, Wothan has kept a group of Kydians in his pocket dimension. The Kydians have bred and multiplied over the centuries to the point that he now has an army of 10,000 of them, as well as about 100 powerlords (none as powerful as Thorg).
Description: A mound of lumpy, slime-covered flesh with a giant eye surrounded by a crown of protective spines. A number of tentacles with toothy mouths surround the eye.

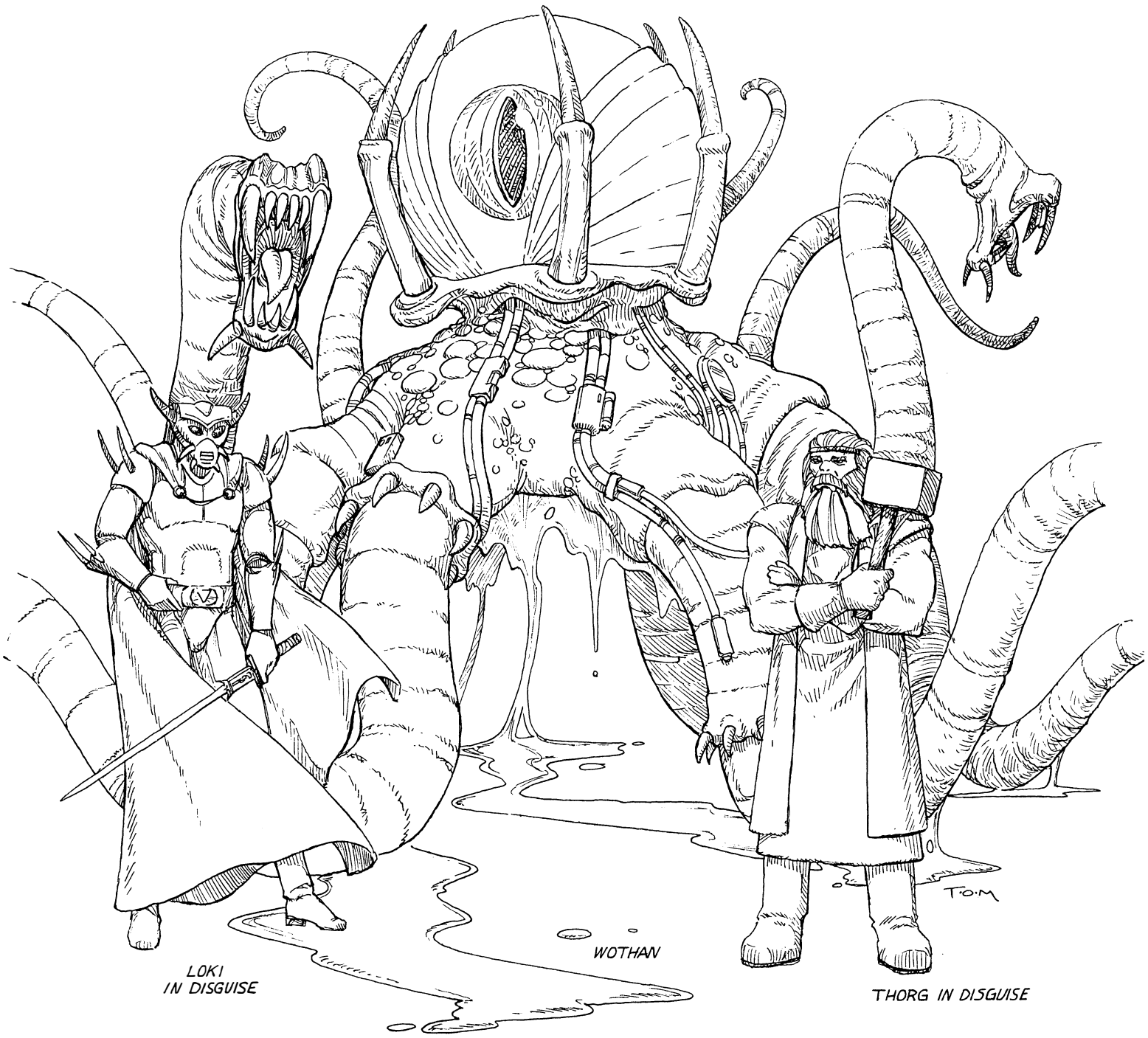
Thorg the Mighty

Thorg is a Kydian warrior kept alive through a thousand years by Lord Wothan. While most Splugorth don't care that powerlords live less than a century, Wothan did not have the resources to create another warrior as powerful as Thorg. The powerlord is one of the most heavily augmented Kydians in Splugorth history, the recipient of several experimental treatments that killed 97.6% of the other subjects. Thorg survived and became more powerful than even a Splugorth Conservator. At home, he has mounted the heads of four Conservators that fought him during the conquest of Lord Wothan's former domain.

Thorg has been kept alive through bio-wizardry and special magic. If that magic were stopped, the powerlord would collapse into dust in a few seconds. Thorg believes that Wothan can cancel his life-giving magic and as a result, obeys any command his master gives him (in reality Wothan has no power over the warrior). In any case, Thorg is respected and treated well by Wothan — an unusually close relationship for a Splugorth and a Kydian.

Thorg the Mighty has been in charge of security, murdering anybody who got too close to the secrets of Wothan, including occult investigators, treacherous cult members and spies for the gods. His latest mission has taken him to the shores of England, where he has been disguised to resemble a Viking warrior. He lets people draw their own conclusions about his name, never confirming or denying any relationship to Thor or Asgard. He has been sent to King Arr'thuu's court to approach Mrrlyn. Wothanand and Thorg know who (and what) the magician really is, and may seek an alliance with Zazshan, Mrrlyn's master, in return for their Splugorth's silence and support.

Real Name: Thorg Glnn
Alignment: Anarchist
M.D.C.: 400 (experimental bio-tech borg conversions) plus living armor with 500 M.D.C.
S.D.C./Hit Points (for non-M.D.C. worlds): 220 S.D.C. and 72 hit points. Armor: A.R. 18, 400 S.D.C.
Size: 10 ft tall (3 m)
Weight: 650 lbs (295 kg)
Species: Kydian powerlord
Attributes: I.Q. 11, M.E. 16, M.A. 15, P.S. 40 (supernatural), P.P. 21, P.E. 21, P.B. 10, Spd 33 (22 mph/36 kmph).
Disposition: Over his long life, Thorg has become more outgoing and human-like than any of his fellow Kydians. His speech patterns and behavior closely resemble those of a human being. He has become adept at imitating the mythical Thor and has a startlingly merry disposition, laughing loudly and making jokes. He loves challenging warriors to contests of strength and endurance.
Horror Factor: 10 (modified to look more human-like)
Experience Level: 8th level powerlord.
Natural Abilities: Eyes of Eylor: nightvision 600 ft (183 m), telescopic vision (6000 ft/1800 m), magnification to the 300th power, see aura, see the invisible, sense magic, and see P.P.E. energy. Takes half damage from radiation and heat/fire. Bio-regeneration 1D4 × 10 M.D.C. per hour.
Skills of Note: Standard Overlord/Powerlord training, including basic math 98%, radio: basic 80%, prowl 65%, wilderness survival 90%, swim 90%, boxing, wrestling, gymnastics, W.P. Blunt, W.P. Sword, W.P. Energy Pistol, W.P. Energy Rifle and W.P. Energy Heavy.
Combat Skills: Hand to Hand: Assassin
Number of Attacks: 6 hand to hand attacks per melee round.
Restrained Punch — 6D6 + 25 S.D.C.
Full Strength Punch — 5D6 M.D.
Power Punch — 1D6 × 10 M.D.
Kick — 6D6 M.D.
Forearm Claws — 4D6 M.D.
Bonuses: +2 on initiative, +5 to strike, +8 to parry and dodge, +25 to S.D.C. damage, +3 to pull punch, +5 to roll with impact or fall, +6 to save vs horror factor, +6 to save vs magic, +6 to save vs psionics.
Magic Knowledge: None. **P.P.E.:** 30.
Psionic Knowledge: None.
Allies: Thorg has convinced several Knights of Camelot that he is a demigod and possibly the illegitimate son of Thor! Many are awestruck and are very influenced by him.
Description: A Kydian with his fangs removed and with red hair and beard surgically implanted. The result is somewhat grotesque, but reasonably human looking.
Weapons and Equipment: 1. Dragon Thunderer Hammer: A greatest rune weapon with the following abilities:
- Indestructible; anarchist alignment, I.Q. 10
- Spell Magic: Can cast the following three times each per 24



hours: Invulnerability, levitation, summon rain, and calm storms. Equal to an 8th level sorcerer.

- 1D4 × 10 M.D. and releases a thunderclap whenever it strikes.
- Throwing range is 300 feet (91.5 m) and the weapon magically returns after it strikes.

2. Splugorth items include: Eylor helm of omnipotence, Eylor hunter-seeker eye, a staff of power and two suits of Powerlord armor! (see **Rifts Atlantis** for descriptions).

3. Kittani items include: Plasma sword (2D6 M.D.), double blade plasma axe (3D6 M.D.), K-E4 plasma ejector (6D6 M.D.), and a dozen K-1000 spider defense systems (see **Rifts Atlantis**).

Loki (aka Loki-G)

Loki-G is a Goqua who first came to Earth in 952 A.D. at the height of the Viking invasions where he saw the god Odin and his pantheon involved in the affairs of men. The Goqua decided to join the fray and took over the role of Loki (or Loki-G as his companions call him). A few times, he even managed to convince Asgardians that he was the real Loki and caused quite a number of problems (At the time, the true Loki was imprisoned for his crimes. The false Loki pretended that he had escaped). Finally, in 1100 A.D., the real Loki did manage to escape and met the Goqua face to face. The power of the Norse gods and magic were already in decay and Loki wasn't sure he could defeat the monster, so instead they traded insults and went their separate ways. Sometime later, the impostor met with Wothan and struck a partnership.

The Goqua is fascinated by the return of magic on Earth and wants to go back. He is intrigued by all the plots going on around the world and wants to be part of the fun. As "Loki" he may help Wothan against Lord Splynncryth, at least until Wothan starts to win, at which time he may switch sides. He is also considering going to England and paying his respects to Mrrlyn — maybe "accidentally" revealing the Enchanter's true nature and plunging New Camelot into civil war.

Real Name: Unknown
Alignment: Aberrant
M.D.C.: 6,000
Height: 8 ft tall (2.4 m) and 20 ft long (6 m). In human shape: 6 ft, 4 inches (1.93 m).
Weight: Two tons or 200 lbs (90 kg) in human shape.
Species: Goqua
Attributes: I.Q. 27, M.E. 30, M.A. 26, P.S. 25 (supernatural), P.P. 22, P.E. 22, P.B. 9 (22 in human form), Spd 80 (55 mph/88 km).
Disposition: Loki-G is an evil, conniving plotter, obsessed with playing games with the lives of mortals and gods alike. The Goqua is trying to use (sometimes undermine) the power of Wothan for his own sport and enterprise. He'd love to start a war between the Splugorth and the real Asgardians or some other powerful enemy.
Horror Factor: 18
Experience Level: Equal to a 10th level sorcerer.
Natural Abilities: Impervious to poisons/drugs and gases, turn invisible at will, bio-regenerates 1D4 × 10 M.D.C. every minute and understands, reads and speaks all languages, cannot be possessed or mind-controlled.
Skills of Note: All Espionage at 98%
Combat Skills: Natural.
Number of Attacks: Seven physical or psionic attacks per melee, or five magic attacks per melee (or a combination of the three).
Restrained Claw — 5D6 + 10 S.D.C.
Full Strength Claw — 4D6 M.D.
Power Claw — 1D4 × 10 M.D.
Bite — 2D4 × 10 M.D.
Bonuses: +1 on initiative, +5 to strike, +6 to parry and dodge, +10 to S.D.C. damage, +2 to roll with impact or fall, +15 to save vs horror factor, +6 to save vs magic, +10 to save vs psionics.
Magic Knowledge: Knows ALL ritual/circle and spell invocations of magic levels 1-15. **P.P.E.:** 900.
Psionic Knowledge: Considered a master psionic. Powers are limited to all sensitive powers, meditation, empathic transmissions, mind block auto-defense, hypnotic suggestion, hydrokinesis, and mind bolt. **I.S.P.:** 800.
Allies: The false Loki is too twisted and selfish to be anybody's ally. He is the nominal ally of Wothan and Thorg, but that won't last. Loki-G also knows a few fellow Goqua operating in the American southwest. He may visit one day, just to see what his relatives are up to. He may also associate with demons, priests and other dark forces.
Weapons and Equipment: When passing for an Atlantean sorcerer, Loki wears a suit of light environmental armor (40 M.D.C.) and a vibro-sword. As a Sunaj assassin, he has a suit of black assassin armor (don't ask what happened to its original owner): 110 M.D.C.. He also has a lesser rune sword, and a variety of magic items and energy weapons.
Description: In his natural form, Loki-G is a misshapen monster, vaguely resembling a giant larva. He uses metamorphosis magic to appear human. In his humanoid form, he appears as a tall, wickedly handsome, black-haired man. He often pretends to be an Atlantean magician or a Sunaj assassin depending on the situation.

The New Asgardians

Asgardian Impostors

These false gods are the servants of a cunning vampire intelligence that is plotting to take over Northern Europe and eventually, the whole continent. Not only vampires but a ruthless gang of transdimensional bandits is involved in this masquerade.
Note: As with all other deities and their plots, the introduction of these threats is optional and left entirely up to the GM.

Relations with Gods & Other Factions

1. **Gods and Pantheons:** Since they would easily be recognized as impostors, the Deceivers tend to avoid deities. They will consider working with gods of darkness and other forces of evil.
2. **The Splugorth:** Vampires and Splugorth hate each other. If Wothan also exists, these two "false" pantheons will be at war.
3. **The New German Republic:** Since The Deceivers seek to conquer Europe, they will eventually clash with the NGR (not to mention the Brodkil and Gargoyle Empires).

Woden the Hangman

A new power has appeared in Europe (northern Russia). Its minions claim to serve the ancient god of magic and death, Woden the Hangman. Their enemies are found hung from tall trees, completely drained of blood. The attackers dress in Viking garb, claiming they are Warriors of Valhalla or Valkyries. In reality, they are vampires, better educated and organized than most would expect. They have successfully deceived uneducated humans and D-bees into believing they are somehow linked to the gods of ancient Earth. These New Asgardians have even started to acquire a following of mortals who willingly give of themselves to these great beings.

The New Asgardians are the brainchild of a cunning vampire intelligence that has recently appeared on Rifts Earth. At this moment, its power and number of minions is relatively small, a tiny community in war-torn and desolate Russia and Romania (Scandinavia has too much water for vampires). They are far enough from the major population centers and the gargoyle kingdoms that they have gone unnoticed. The Norse deception has served as a surprisingly good distraction and a mechanism for misdirection. However, as with all vampire plagues, it is spreading rapidly.

The being that calls itself Woden the Hangman studied the history of Europe before deciding to settle there. The vampire is willing to start small, secretly expanding its power, until it is strong enough to challenge the two great powers that control Europe. Currently Woden's master vampire proselytizing among mortals, claiming that he and his vampire minions are the spirits of the ancient gods, angered by the lack of worshippers and sacrifices. They offer their protection in exchange for both. Several villages, already threatened by gargoyles and other monsters, have put themselves under the protection of these beings, forcing themselves to sacrifice their blood and people to appease "the gods". Additionally, Woden has hired a band of interdimensional mercenaries under the command of a Sowki warrior. The band has adopted a Viking motif, and the Sowki now calls himself Thor and wields a techno-magic hammer of great power.

Real Name: Unknown
Alignment: Aberrant
Hit Points: 1000

M.D.C. by Location:
Small Eyes (100) — 5 each
Giant Eye (1) — 300
Tentacles (10) 100 each
* Main Body — 4000
* Reducing the M.D.C. of the main body to zero will temporarily hurt and impair the intelligence, but not destroy it. Penalties: Reduce attacks per melee by half, initiative by half, and is now vulnerable to surprise attacks. Natural regeneration ability should quickly restore both M.D.C. and hit points, unless the monster continues to suffer incredible amounts of damage.

Size: 120 feet (36.5 m) in diameter

Weight: 50 tons

Species: Vampire Intelligence

Attributes: I.Q. 26, M.E. 28, M.A. 20, P.S. 40 (supernatural), P.P. 27, P.B. 2, Spd 7.

Disposition: More cunning than the average vampire intelligence, this monster is willing to work with other creatures in order to achieve its ends. Woden dreams of a time when vampires rule the world and all other species are nothing but its cattle.

Horror Factor: 18

Experience Level: 10th level mind melter, 9th level wizard.

Natural Abilities: Create vampires (see Rifts Vampire Kingdoms), nightvision 4000 feet (1200 m), see the invisible, see the infrared and ultraviolet spectrum, smell blood two miles away (3.2 km), recognize the scent of human blood 90%, speaks all languages, can read Dragonese/elven, and regeneration of 4D6 hit points and 1D6 × 10 M.D.C. every melee. Regenerates entire tentacle or eye within ten minutes. Invulnerable to most forms of attack (no damage). Only magic can inflict damage to the M.D.C. of the body. Wood, silver, running water and holy water inflict damage directly to hit points! Sunlight does NOT kill the intelligence, but dramatically reduces its power. All spells, psionics, M.D.C., etc., are reduced by 75% when the intelligence is bathed in sunlight! Reduce by 50% if a gloomy, overcast day.

Skills of Note: Understands all languages, demon and monster lore 98%. W.P. Sword.

Combat Skills: Natural.

Number of Attacks: Eight hand to hand, or three by psionics or magic.
Restrained Tentacle Strike — 6D6 + 25 S.D.C.
Tentacle Strike — 5D6 M.D.
Tentacle Power Punch — 1D6 × 10 M.D.
Tentacle Killing Bite — 4D6 M.D.

Bonuses: +6 to initiative, sneak attacks are not possible, cannot be blinded and gets to attempt to parry on all attacks, +7 to strike, +6 to parry and dodge, +25 to S.D.C. damage, +1 to roll with impact or fall, +8 to save vs magic, +8 to save vs psionics, impervious to all forms of mind control, psionic and magic sleeps and paralysis.

Magic Knowledge: All summoning and circle magic, close rift, dimensional portal, mystic portal, teleport: superior, time hole, restoration, calm storm, dispel magic barrier, negate magic, anti-magic cloud, create magic scroll, constrain being, agony, invulnerability, sleep, circle of flame, armor of Ithan, resist fire, telekinesis, blinding flash and thunderclap. **P.P.E.:** 1200.

Psionic Knowledge: All sensitive and healing powers, plus empathic transmission, group mind block, hypnotic suggestion, psi-shield and psi-sword (can be held in tentacles, more than one psi-sword can be created at a time). **I.S.P.:** 200.

Weapons and Equipment: None.

Allies: The Sowki A'Lattreen (also known as Thor) and his band of dimensional raiders, plus his legion of vampires. He may also try to strike a bargain with other forces in that part of the world.

Minions: About 3000 vampires scattered through a dozen communities and four roving bands; the number continues to grow slowly.

Description: As all vampire intelligences, this is a mound of flesh with one huge eye surrounded by a hundred smaller ones. It has 10 tentacles ending in sharp-fanged mouths.



Balder's Ghost

Woden's Master Vampire was an evil cultist and novice shifter called Franz Devlin. Franz used ancient magic to make contact with the intelligence. His new master transformed him into a master vampire. The intelligence liked Franz and has let him keep much of his human personality. With the gifts of vampirism, Franz has become a terrible enemy of humankind. It was Franz who suggested that the vampire intelligence call itself Woden. This occurred to him when he saw the horrible, one-eyed vampire creature during the psychic contact that preceded the transformation. He was reminded of Odin, who had given up one of his eyes to search for wisdom. The vampire intelligence agreed to the idea.

Franz decided to adopt the title of the ancient god Balder, who was perhaps the most loved of the Asgardian gods. He claimed that he was the ghost of Balder, released from Hel to protect the righteous. His pale complexion and red eyes made the tale all the more convincing. Many of his first secondary vampires were people who were convinced that he was a "god" who could grant them immortality and the power of the gods. In a way, this is true, and a small part of these vampires believes that they are god-like, which helps them act the part. The rest just do as their master tells them.

The instructions of the master vampire to his minions are simple: do not create vampires yourself for now (Balder is the creator of all 3000 vampires, created over a period of two years). Dress like the Norse Warriors. Brutalize, terrorize and feed on those who refuse to worship Woden, but treat the others with some respect and feed on them with moderation. When the time comes they shall be ready. So far the plan is working. Although some 100+ wild vampires have been created by rogue secondary vampires. Over 15,000 people now acknowledge Woden as their god. These people are spread out over twelve sizable towns (population 300-1200), small communities and farmhouses in the surrounding countryside. Franz/Balder, his vampires and a militia of some 2000 humans and D-bees with energy weapons, have kept these communities clean of monsters (other than vampires, that is). Franz/Balder is happy with his progress.

His mood took a turn for the worse when the Sowki A'Lattreen arrived after Woden had contacted the loathsome creature. He and his

band of marauders have now become part of the "pantheon." The Sowki, using illusion spells, calls himself Thor. His team, which includes a demonic succubus, have taken over the human militia, and are training and equipping them with robot vehicles and body armor to prepare for a war of conquest. Franz hates the fact that he is being pushed out of the limelight.

Real Name: Franz Devlin
Alignment: Diabolic
M.D.C.: Armor or Magic
Hit Points: 130 — vampire
Size: 6 feet, 1 inch (1.85 m)
Weight: 170 lbs (76.5 m)
Species: Master Vampire
Attributes: I.Q. 21, M.E. 18, M.A. 25, P.S. 30 (supernatural), P.P. 22, P.E. 20, P.B. 21, Spd 31 (50/34 mph/54 kmph in bat form, 58/40 mph/63 kmph in wolf form).
Disposition: A mesmerizing public speaker who knows how to use the unearthly aura of his vampiric nature. In life, Franz was a megalomaniac, and although his wishes are now subordinate to his master's, he still wants to be the first among his henchmen.
Horror Factor: 14
Experience Level: 8th level master vampire, first level shifter.
Natural Abilities: Control other vampires, metamorphosis into wolf, vampire bat or mist, summon vermin, invulnerable to normal weapons, regenerates 2D6 hit points per melee, night vision 1600 feet (488 m), smell blood up to 1 mile away (1.6 km), does not breathe, recognize other vampires by sight.
Skills of Note: Monster and demon lore 94%, wilderness survival 90%, W.P. Sword, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy. Speaks Euro 98%, American 75%, and Dragonese/Elf 65%.
Combat Skills: Natural vampire abilities.
Number of Attacks: Six hand to hand or psionic attacks or two magic.
Restrained Punch — 4D6 + 15 S.D.C. (1D4 + 15 H.P. to vampires)
Full Strength Punch — 2D6 M.D. (3D6 + 15 H.P. to vampires)
Power Punch — 1D4 × 10 M.D. (6D6 + 15 H.P. to vampires)
Killing Bite — 3D6 M.D.
Bonuses: +3 on initiative, +5 to strike, +6 to parry and dodge, +15 to S.D.C. damage, +3 to roll with impact or fall, +5 to save vs horror factor, +7 to save vs magic, +2 to save vs psionics and impervious to mind control.
Magic Knowledge: Several different summoning circles and all first level spell magic plus concealment, fear, circle of flame, magic net, constrain being, create mummy, and luck curse. Franz CANNOT learn any new spells or advance as a shifter. **P.P.E.:** 82
Psionic Knowledge: Death trance, alter aura (self), empathy, mind block, presence sense, sense evil, deaden pain, induce sleep and super hypnotic suggestion. **I.S.P.:** 160
Weapons and Equipment: Ancient chain mail, A.R. 13, S.D.C. 44. Metal sword, carried for show (1D8 + 15 S.D.C.).
Minions: His vampire legion.
Description: A handsome, brown haired man of imposing presence and physique, who can hide his vampiric features well, except when he smiles or loses his temper, when his inhuman nature rises to the surface.



Thor The Warrior

A'Lattreen has been in the mayhem-for-hire business for over 140 years. Instead of trying to build an empire or any such grandiose scheme, this curiously practical Sowki decided to put his special talents and services up for hire to the highest bidder. The Megaverse has many creatures who need highly trained beings who can steal, assassinate and spy well. Unlike most Sowkis, A'Lattreen does not discriminate; he will work for any race, provided the price is right. Until Woden contacted him, A'Lattreen had never anticipated that he would ever work for a vampire, his race's traditional enemy.

When Woden's scheme was revealed, A'Lattreen finally began to think like a Sowki. The vampire's plan was a good one, and he might actually succeed in conquering a good portion of this world so rich in mystic energy. When that happened, the Sowki wanted to be there. If he ever got the chance, he would backstab his employer and take over; if he didn't, he would be wealthy beyond his wildest dreams. A win, win situation. A'Lattreen assembled his band of cutthroats, purchased several period costumes and weapons, and moved his operations to Earth. He and Freya (a succubus) are the leaders of his mercenaries. Woden, realizing that vampires alone do not have the military might to defeat a modern army, put A'Lattreen in charge of training and supplying a militia made up of loyal humanoids. As Thor the Warrior, the Sowki managed to gather a group of locals dedicated to learning soldiering. Several raids have captured quite a bit of equipment from the bandits and even a small supply convoy of the New German Republic. So far these raids have been blamed on the Brodkil. A'Lattreen is assembling a reasonably well equipped and motivated army (the people think that the Gods of Asgard are going to lead them against the monsters that control their land).

Real Name: A'Lattreen
Alignment: Miscreant
M.D.C.: 150
Size: 7 feet tall (2.1 m)
Weight: 300 lbs (136 kg)

Species: Sowki

Attributes: I.Q. 20, M.E. 17, M.A. 22, P.S. 34 (supernatural), P.P. 17, P.E. 16, P.B. 7, Spd 14.

Disposition: A skillful leader and diplomat, able to keep a rowdy bunch of extra-dimensional miscreants under control without having to resort to violence (well, not much violence). As Thor, he acts like a mythological paladin, blending illusions and magic to just the right effect. He is most at home developing the army. A'Lattreen is a fine tactician and knows how to use his combined army of humans, mercenaries and vampires to deadly effect.

Horror Factor: 14

Experience Level: 7th level ley line walker.

Natural Abilities: Hawk-like vision (2 miles/3.2 km), nightvision 600 ft (183 m; can see in total darkness), the top, third eye can see the invisible, magically knows and understands all languages.

Skills of Note: Demon and monster lore 91%, basic and advanced math 98%, palming 76%, concealment 88%, W.P. Sword, W.P. Spear, W.P. Energy Rifle, W.P. Heavy Energy. Athletics, acrobatics, boxing and wrestling.

Combat Skills: Natural.

Number of Attacks: Five attacks per melee or three magical attacks.
Restrained Punch — 5D6 + 17 S.D.C.
Full Strength Punch — 4D6 M.D.
Power Punch — 1D4 × 10 M.D.
Kick — 5D6 M.D.
Bite — 2D4 M.D. plus poisonous toxin that does another 2D6 damage unless the character rolls a successful save vs poison (14 or higher).

Bonuses: +1 to initiative, +4 to strike, +4 to parry and dodge, +17 to S.D.C. damage, +5 to save vs horror factor, +6 to roll with impact or fall, +1 to save vs magic, +1 to save vs psionics.

Magic Knowledge: All illusionary spell and ritual magic, including death trance, concealment, detect concealment, charismatic aura, multiple images, horrific illusion, apparition, mask of deceit, and hallucination. Also knows metamorphosis: animal, metamorphosis: human, and summon lesser beings. **P.P.E.:** 220.

Psionic Knowledge: Meditation, mind block, sense magic, speed reading, summon inner strength, total recall, object read, and hypnotic suggestion. Equal to a 3rd level psychic. **I.S.P.:** 24.

Description: The typical sowki, a monstrous, three-eyed, reptilian humanoid who uses illusions and metamorphosis to look human and to look like Thor (his Thor is based on an ancient storybook of many drawings — actually a comic book). Long, blonde hair, clean-shaven, flowing red cape, yellow and black boots, and bulging muscles. The real Thor would have a fit if he saw this.

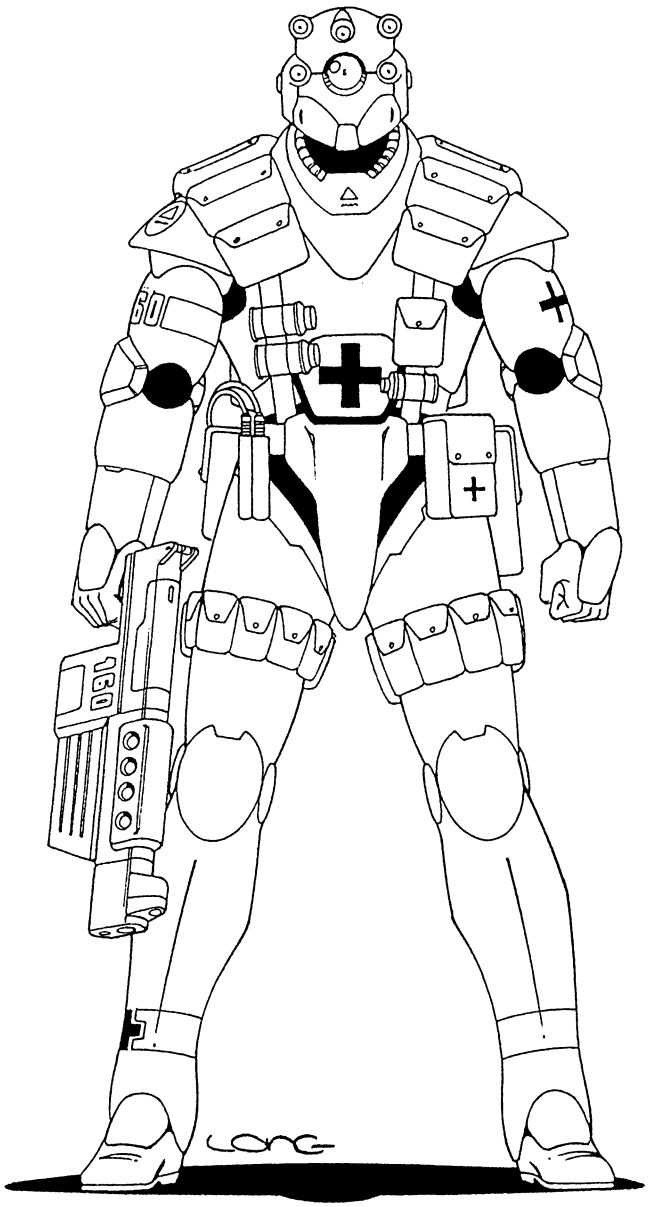
Weapons and Equipment of Note: Gladiator armor (70 M.D.C.) modified to resemble Viking armor. Vibro-sword (2D6 M.D.), several energy pistols and rifles. Has a Techno-Wizard hammer surrounded by an energy field. The hammer inflicts 6D6 M.D. when it is powered up, and can be thrown 100 feet (30.5 m) and returns to him through a sophisticated psionic remote control system.

The Interdimensional Mercenaries

A'Lattreen's Gang: These 47 extra-dimensional criminals have been the terror of a dozen worlds. Pursued by dozens of interdimensional groups, this band of cutthroats are the rifts' version of pirates. Their membership is broken down as follows:

- Freya: A Succubus who dresses like the Nordic goddess.
- Three Juicer equivalents (from several advanced worlds), levels 3, 4 and 8. Equipped with advanced weapons and armor.
- Four renegade Kittani warriors: (see Rifts Atlantis) with stolen Serpent Power Armor (3 suits) and Equestrian Power Armor (1 suit), and enough spare parts to keep them in working order throughout a small war.
- One Dragon Slayer Warrior, (see Vampire Kingdoms) a mega-damage giant with super-powers. Only uses archaic weapons, and is being paraded as a Norse giant. 4th level.
- Five Dabuggh Insect-Men (see Rifts England), with archaic weapons.
- Three Naga Serpent Men armed with archaic weapons. All are 4th level ley line walkers.
- Two Ley Line Walkers, levels 4 and 9.
- One Mind Bleeder (see Rifts Africa), level 6.
- One Temporal Wizard (see Rifts England), level 3.
- Four Full Conversion Borgs, levels 2, 3 (two of them) and 5.
- Three Hawrk-ka bird people (see Rifts Atlantis), mega-damage creatures impervious to magic, all level 4 warriors.
- 12 Wolfen Warriors equipped with assorted M.D.C. body armor and energy weapons, levels 2 (three), 3 (one), 4 (six) and 6 (two).
- 6 NGR military deserters who have betrayed their country for money or personal reasons. Robot pilots (elite) equipped with Triax X-2000 Dyna-Max power armor and/or X-535 Jager.
- One Psi-stalker, 5th level.
- One Neuron Beast (see Rifts Sourcebook One).

Human Militia: This is the volunteer army that has been created from locals to win back their land from monsters and serve the new "gods." It has about 2000 troops (average level 1D4), and are equipped with light weapons and armor, although some are training to become robot pilots.



The Persian Gods

Persia was a flourishing empire that lasted over a thousand years. The ancient Greeks and Indians, the Roman Empire and finally the Muslims, all knew and fought the Persians. The Persian culture influenced and was influenced by all those nations. As a result, its pantheon is a very rich and varied one.

Central to the Persian culture is the idea of Dualism: the eternal struggle between two equal powers — one Good, and the other Evil. The chief god of the pantheon, Ahura Mazda, has an arch-nemesis, the demonic Ahriman, and all the gods of light have evil counterparts.

The Persian Pantheon

These are the gods traditionally worshiped by the Persian Empire. The belief in these gods survives in areas of the Middle East and India to this day. The Persian religion was overseen by an order of priests, who at times also wielded great political power. At first, the religion was not different from most other polytheistic cults, but the Persians eventually developed the theology of Dualism. The rivalry between the good god (Ahura Mazda) and his evil twin (Ahriman) became a powerful image and has influenced philosophers and artists for centuries. **Note:** The fictional gods presented in this section are not meant to represent any real religion, beliefs or people.

Relations with Other Entities

1. **Other gods:** The Persian gods have met and/or fought the Gods of Olympia (both Greek and Roman versions), Vishnu and the Gods of India, and have had relations with the Sumerian and Babylonian gods. The Olympians are perhaps their worst enemies. Ahura Mazda often considered labelling them Gods of Darkness. The two pantheons fought for over a thousand years, mimicking the wars of the mortals below them. Ahura Mazda and Zeus dislike each other immensely. The Persian god considers Zeus to be a cruel, sadistic and lecherous monster, and Zeus thinks Mazda is a humorless prude and possibly an alien intelligence — not a true god at all.

   Strangely enough, over time, Ares and Verethraghna have become "friendly enemies." The two gods like similar things and both dislike Herakles. Now that there has been peace between the two pantheons for over a thousand years, the two war gods often travel the Megaverse together, stirring up trouble wherever they go.

   The Persian and the Babylonian gods do not get along very well, mostly due to old feuds. However, Ahura Mazda and the Babylonian leader Marduk have reestablished diplomatic relations, since they both care more about the wars between Light and Darkness than about what their mortal followers did centuries ago.
2. **The Splugorth:** Ahura Mazda considers the Splugorth and all alien intelligences to be a scourge on the forces of good and has sworn to destroy them. The Splugorth do not feel overly threatened and have only defended themselves. There are rumors that the Splugorth know Zurvan's true origin and fear an all-out war would unleash a powerful four-dimensional being on the Megaverse, with powers that might rivals the Old Ones.
3. **Vampires:** The Persian Gods of Light hunt down and slay vampire intelligences and their minions wherever they find them.
4. **Humans & Others:** These gods seldom concern themselves with the problems and affairs of humans and other mortal beings. They have more important things to deal with, namely the eternal battle between good and evil on a cosmic (or at least godly) scale. Ahura Mazda and the Mechanoids are mortal enemies!

Zurvan

God of Time

Zurvan was, according to some Persian myths, the father of both Ahura Mazda and the evil Ahriman. This ancient god is one of the oldest deities of the Megaverse. He is called "The God of Time" and is actually a four-dimensional (4-D) being of enormous power. As a being outside the normal boundaries of time and space, Zurvan has seen and dealt with all kinds of different beings and may have once been one of the Old Ones from the Palladium world. Whatever his origin, Zurvan is perhaps the most powerful active deity in the Megaverse. As a four-dimensional (4-D) being, he can manipulate our limited reality with more ease than the most powerful magician. Why he seems to be interested in the creatures who dwell within the three-dimensional (3-D) realm is a mystery.

At one point, to better interact with the three-dimensional reality, he tried to create a son (his species did not need two sexes to reproduce). This child would not be a 4-D creature, but one that only interacted with the three-dimensional environment. Zurvan made a mistake. Instead of creating one whole entity, he split its essence into two opposite poles: Ahura Mazda, a purely good being, and Ahriman, an intrinsically evil one. These two "sons" lacked his extra-dimensional powers but were still god-like beings. Zurvan considered the experiment a failure and did not associate much with either of his children, but continued on with his own inexplicable existence.

Zurvan's intentions are impossible to guess or even understand. He has not participated in the wars between the Gods of Light and the Gods of Darkness. Once or twice, he has intervened in interdimensional matters, but never associates with other creatures. Once he destroyed a pocket dimension controlled by time raiders and on another occasion he closed a rift which also destroyed the alien intelligence who had created it. Some scholars believe that Zurvan is a protector of the fourth dimension and cares little about other realms of existence.

Real Name: Unknown. Calls himself Zurvan.
Alignment: Unknown. Appears to be an indifferent anarchist who has rarely interfered with the affairs of gods or men. He is not bound by morals as we understand them.
M.D.C.: 80,000 M.D.C. His stats are not reduced on Rifts Earth, since he doesn't need worshippers.
S.D.C/Hit Points (for non-M.D.C. worlds): 6,000 S.D.C. and 3,000 hit points.
Size: Virtually any shifting shape of energy or matter. Occasionally a humanoid towering 10 to 100 feet tall (3 to 30.5 m).
Weight: Varies with size and form.
Species: Supernatural intelligence from the fourth-dimension.
Attributes: I.Q. 28, M.E. 30, M.A. 18, P.S. 35 (supernatural), P.P. 24, P.E. 30, P.B. 18 (in human form), Spd 220 (150 mph/240 kmph).
Disposition: Unnaturally cool and detached. Even when in human form and holding a conversation with someone, Zurvan seems distracted, distant and uncaring, like he's not all there. He peers at people as if he knew all their secrets and/or as if he were looking through them. Even gods are uncomfortable in his presence.
Horror Factor: 18, mainly because of his frightening and alien nature — he is rarely overtly threatening and is usually just hanging around, watching events whether it's love or war.
Experience Level: 20th level temporal wizard (see Rifts England) and ley line walker.
Natural Abilities: As a four-dimensional being, Zurvan has incredible powers. All types of attacks, from fire to magic, do half damage.



He is impervious to illusions, illusionary magic, poison, disease, normal heat and cold, as well as mind control and possession. He can step in and out of the third-dimension at will, disappearing from sight and invulnerable to attack. He can still observe the world from the fourth dimension but cannot be detected by any means, not even magic. He can pass through walls and other objects like a ghost. However to affect things in 3-D he has to step back into that realm. He can see all spectrums of light, heat, radiation, magnetism and magic energy. Bio-regenerates 2D6 × 10 M.D.C. every melee round and can use the following powers at will: teleport, time warp: fast forward, time warp and space warp. See the section on Temporal Magic and the Temporal Raider in **Rifts England** for more details about fourth dimensional beings.

Skills of Note: Skills are meaningless for this entity. Assume that he can perform any activity he desires at 90% proficiency.

Combat Skills: Natural

Number of Attacks: Eight hand to hand attacks/melee actions per melee round or four by psionics or magic.
Restrained Punch — 5D6 + 20 S.D.C.
Full Strength Punch — 4D6 M.D.
Power Punch — 1D4 × 10 M.D.

Bonuses: Always has the initiative, can never be surprised or attacked from behind, + 9 to strike, + 11 to parry and dodge, + 20 to S.D.C. damage, + 5 to roll with impact or fall, + 16 to save vs horror factor, + 11 to save vs magic, + 8 to save vs psionics (practically invulnerable to magic and psionics).

Magic Knowledge: Knows all temporal magic plus all spells from levels 1-15, and several temporal magic spells that are not known or even possible for 3-D creatures. **P.P.E.:** 8,000.

Psionic Knowledge: Considered a major psionic. Powers include all sensitive abilities plus detect psionics, psychic diagnosis, psychic surgery, deaden pain, mind block auto-defense, P.P.E. shield, and telemechanics. **I.S.P.:** 2,400.

Weapons and Equipment: Doesn't need or use any.

Allies: The only god with whom Zurvan associates is the Hindu deity Brahma. The four-headed god is one of the few beings who seems to understand this mysterious entity. There are rumors that Zurvan and Brahma work together in fighting creatures of unimaginable power. Beings like the Old Ones that would otherwise threaten the whole Megaverse unless they were kept in check.

Description: Zurvan can assume any form. As a giant humanoid he looks like an expressionless, bearded man. In his natural shape, Zurvan is an ever shifting energy being from the fourth-dimension. Sometimes he looks like a floating cube with separate pieces hanging above and below him. Other times he appears like an undulating liquid bubble with all the colors of the rainbow. **Note:** Sometimes the temperature around him goes up or down by as much as 12 degrees Fahrenheit (6.7 Centigrade).

Ahura Mazda

Ahura Mazda is one of the twin offspring created by Zurvan. Ahura Mazda represents the embodiment of good and does everything in his power to ensure the happiness and prosperity of humankind across the Megaverse. Ahura Mazda considers all mortal humanoid races as his children and wishes to help and protect them. He is angered by deities and superhuman monsters who abuse or destroy mortals. To him, it is the duty of all gods to take care of those less powerful than themselves. As a result, Ahura Mazda and his six immortal children do not get along with most of the other gods, even other Gods of Light who view mortals with indifference or as lesser beings to serve as slaves and amusement. Ahura Mazda is involved in battles throughout the Megaverse, fighting demons, vampires, evil deities, the Mechanoids, alien intelligences and all forces of evil.

For all his power, the god is overextended and cannot pay too much attention to any one struggle for any length of time. He is growing concerned about the situation on Rifts Earth, which may have repercussions affecting dozens or even hundreds of other dimensions, but he has not had the time to investigate the planet himself. The god may decide to send a few of his six immortal children to investigate for him. The god's sons and daughters are Vohu Manah, Asha, Armaiti, Sharevar, Haurvatat, and Ameretat. Each of them is a symbol for one virtue. Ahura Mazda has a seventh son, the god Mithras, who has little to do with his father, family or pantheon.

Ahura Mazda is even more concerned about the possibility that the mega-powerful beings locked in mystic slumber may be freed by Ahriman in a fit of insane rage. As powerful as Ahriman is, the horde of monsters that could spring forth if Mazda's evil brother has his way, could wreak havoc on a thousand worlds. The god's agents and servants watch the movements of Ahriman carefully.

Real Name: Ahura Mazda. Also called Mazda, Lord Mazda, and Ohrmazd.
Alignment: Scrupulous good
M.D.C.: 77,000 (15,400 in Rifts Earth)
S.D.C./Hit Points (for non-M.D.C. worlds): 7,700 S.D.C. and 2,000 hit points.
Size: 6 to 26 feet (1.8 to 7.9 m) tall.
Weight: Varies with size.
Species: God
Attributes: I.Q. 29, M.E. 27, M.A. 30, P.S. 34 (supernatural), P.P. 19, P.E. 26, P.B. 25, Spd 88 (60 mph/96 km).
Disposition: A kindly, infinitely wise force of good. Unlike most deities described in this book, Ahura Mazda is, above all, a fair, just, and compassionate god. Most people feel trust and even love for him, unless they have committed great crimes and have a troubled conscience. Those people will be afraid of the god and worry that he will know their innermost secrets and punish them.

Horror Factor: 15 (awe) for those of good alignment and intentions or 17 for those of selfish alignment and 18 for those of evil ones.
Experience Level: 20th level ley line walker and mind melter.

Natural Abilities: Nightvision 1000 ft (305 m), see the invisible, hawk-like vision enabling him to see up to 20 miles (32 km), knows all languages, teleport 96%, dimensional teleport 94%, impervious to heat, fire and cold, impervious to poison and disease, impervious to possession, bio-regeneration 1D4 × 100 M.D.C. per minute, and is capable of complete restoration of lost limbs and eyes.

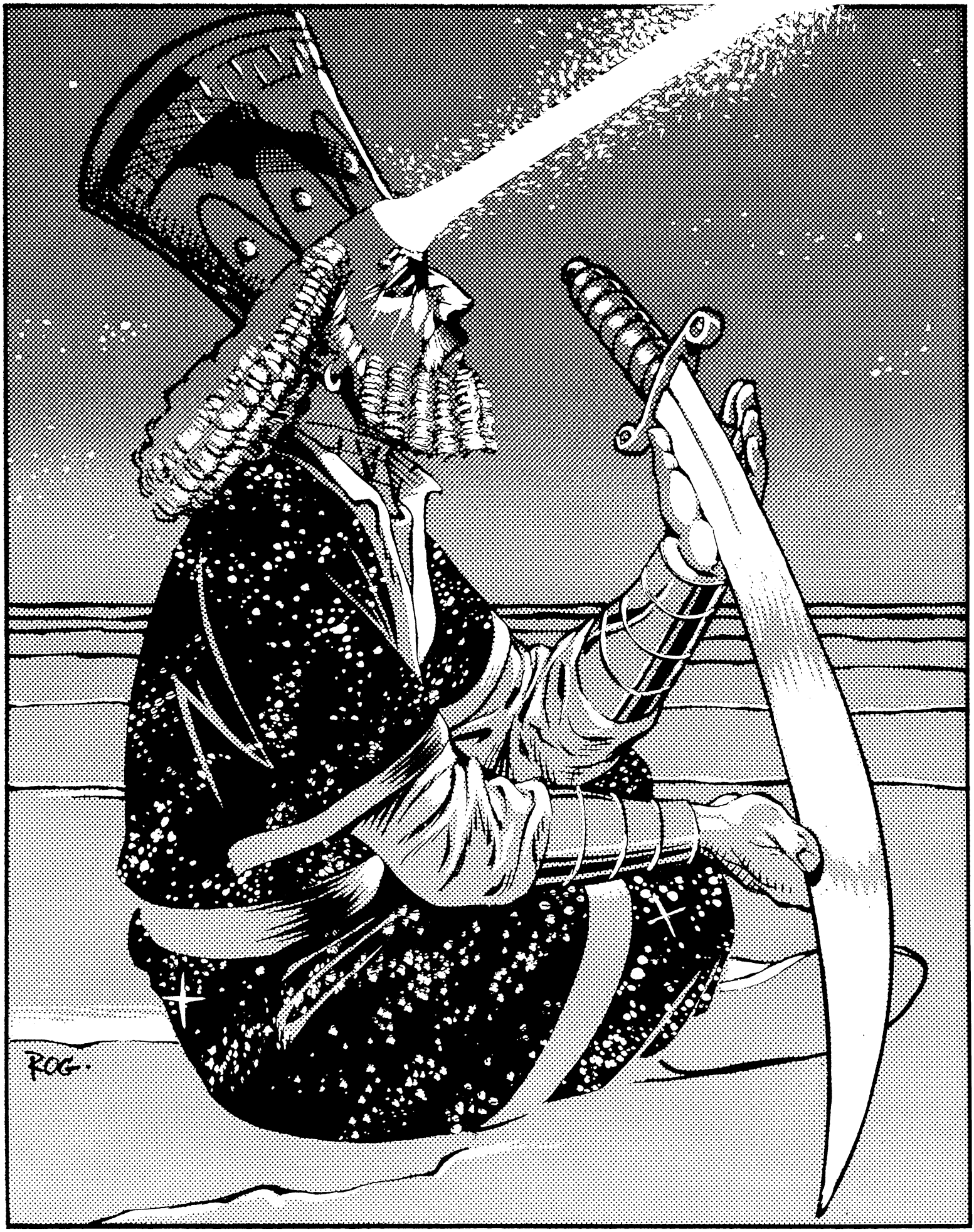
Special: The Eyes of Ahura Mazda: His eyes shine like two miniature suns — this brilliance affects vampires and holds them at bay like a holy symbol. Most undead, secondary and wild vampires, zombies, mummies and animated dead cannot attack him.

Special: Beam of Retribution: Ahura Mazda can gather the power of Light/Good and unleash it in the form of a high intensity beam of light. The light does no damage to characters of good alignment or those currently helping the forces of good, but it reveals to the god the dark corners of a person's alignment and murderous deeds of the past. To those characters, Ahura Mazda can inflict 1D4 × 100 M.D. with that very same light (affects only evil and murderous characters). He can use this attack once per melee round (it counts as two melee attacks/actions). Anyone in line of sight will notice this concentration of mystic light and energy: evil characters will be stricken with fear and must make a new save against a horror factor of 18 to try to flee or dodge. Any good character caught in the light is unharmed.

The god can also use the beam to determine whether a person is telling the truth. An 18 or better is needed to save against this magic. A successful roll means the god cannot know with certainty whether the character is being truthful or deceitful. The light beam also reveals illusions to Ahura Mazda and can instantly destroy/negate illusionary magic instead of inflicting mega-damage to evil creatures.



Skills of Note: Knows all skills he cares to use at 94%. Magically knows all languages.
Combat Skills: Hand to Hand: Basic
Number of Attacks: Six hand to hand or psionic attacks per melee round or three by magic.
Restrained Punch — 5D6 + 19 S.D.C.
Full Strength Punch — 4D6 M.D.
Power Punch — 1D4 × 10 M.D.
Kick — 5D6 M.D.
Bonuses: +4 on initiative, +6 to strike, +5 to parry and dodge, +19 to S.D.C. damage, +6 to pull punch, +4 to roll with impact or fall, +14 to save vs horror factor +7 to save vs magic, +7 to save vs psionics.
Magic Knowledge: All spells from levels 1-15, including the spells of legend, at 20th level. **P.P.E.:** 10,000.
Psionic Knowledge: All sensitive, physical, healing and super psionic abilities, equal to a 20th level mind melter! **I.S.P.:** 4,000.
Allies: Ahura Mazda is a respected (but not always well-liked) champion of the Gods of Light. Ra and Isis from the Egyptian pantheon feel a degree of friendship toward him. Odin and Zeus find him insufferably self-righteous.
Enemies: All forces of evil, especially vampires, alien intelligences, and his eternal arch-nemesis Ahriman.
Minions: Ahura Mazda can summon 1D6 Spirits of Light every hour if he so desires. Or, if he has time, can assemble an army of 1D4 × 100 within one or two days.
Description: Ahura Mazda appears as an elderly but vigorous man with curly white hair and beard, and bright star-like eyes. He wears a dark-blue robe covered by flashing stars (the stars are in constant movement within the robe).
Weapons and Equipment of Note: 1. Psi-sword: In combat, he usually wields his psi-sword (16D6 M.D. or a quick roll of 2D4 × 10 + 20


ROG.

M.D.). The sword is attuned in a way that it inflicts half-damage to characters of good alignment, but double damage to evil ones.

2. Sword of Truth: A greatest rune weapon whose only power is inflicting 4D6 M.D. to mortals, 1D6 × 10 to demons, 1D6 × 100 to gods and alien intelligences! It has an I.Q of 14, and is indestructible.

3. Robe of Stars: Enchanted black robe with starry pattern. It provides 4000 M.D.C. and mortals and demigods can walk into the robe and be magically teleported or dimensional teleported home or to any destination the god desires.

Asha — Truth

Asha is one of the Amesha Spentas, the sons and daughters of Ahura Mazda, each of whom symbolizes an aspect of the god himself. Asha is the preserver of order and enemy of disease, death, and demons. The god has some control over the element of fire as well. He is also a spiritual guide and may appear in dreams to offer guidance if a character is facing a moral dilemma.

A sworn enemy of demons and deceivers, the god often hunts down Goquas and other evil tricksters. They in turn are always trying to destroy him. A favorite ploy of Asha's enemies consists of manipulating a heroic but misguided warrior or group of warriors into attacking Asha. Demigods and godlings are their favorite pawns, since they are powerful enough to inconvenience and maybe even destroy Asha. Most of the time, however, these plots fail. Once, the Nordic god Thor was deceived into attacking Asha. The Persian deity was in a hurry, so after a few blows were exchanged, he decided to dimensionally teleport away without straightening things out. Thor still believes that Asha is an evil god and will attack him on sight.

Like his father, Asha travels the Megaverse fighting the forces of evil; mainly targeting deceivers. He may be one of the first Persian deities to visit Rifts Earth, which is seething with alien intelligences and other diabolic forces. In fact, there is a rumor that Asha was among the heroes that gathered to fight the Four Horsemen of the Apocalypse in Africa.

Real Name: Asha. Also known as Vahishta and Ardavahisht.
Alignment: Scrupulous good
M.D.C.: 12,300 (2600 M.D.C. on Rifts Earth)
S.D.C/Hit Points (for non-M.D.C. worlds): 900 S.D.C. and 430 hit points.
Size: 6 to 26 feet (1.8 to 7.9 m) tall.
Weight: Varies with size.
Attributes: I.Q. 20, M.E. 25, M.A. 28, P.S. 45 (supernatural), P.P. 27, P.E. 23, P.B. 28, Spd 88 (60 mph/96 km) or 220 (150 mph/241 km) flying.
Disposition: Serene and cool in the face of danger. He is less solemn than his father and has the gift of laughter. He is still almost too straight to be real and behaves like some of the superheroes from the 1940s and 1950s comic books: always doing the right thing, at all costs. He is incensed by deception in all its forms and makes a point of destroying all evil deceivers and straightening out all others.
Horror Factor: 12 (awe) or 15 to evil characters and deceivers.
Experience Level: 15th level man at arms, 10th level ley line walker and fire warlock.
Natural Abilities: Nightvision 200 ft (61 m), see the invisible, turn invisible at will, knows all languages, fly, teleport 89%, dimensional teleport 64%, bio-regeneration 1D4 × 100 M.D.C. per minute, and he is impervious to possession and mind control of any kind.

Special: True Sight: Asha can see a being's true shape at all times and cannot be fooled by shape shifters or illusionists. By concentrating, he can force a disguised being to reveal its true identity. This ability can be resisted by gods, but even they must roll 16 or higher to save vs magic. Less powerful creatures stand revealed with no saving throw. This power also enables Asha to see through all illusions and psionically altered auras.

Skills of Note: Prowl, detect ambush, wilderness survival, holistic medicine, swimming, climbing, boxing, and all lore, all at 97%. Magically knows all languages. W.P. Knife, W.P. Sword, W.P. Blunt, and W.P. Energy Rifle.
Combat Skills: Hand to Hand: Martial Arts
Number of Attacks: Seven hand to hand attacks or two by magic.
Restrained Punch — 1D6 × 10 + 30 S.D.C.
Full Strength Punch — 6D6 M.D.
Power Punch or Leap Kick — 2D4 × 10 M.D.
Kick — 6D6 M.D.
Head Butt — 2D6 M.D.
Bonuses: +6 on initiative, +8 to strike, +11 to parry and dodge, +30 to S.D.C. damage, +5 to pull punch, +3 to roll with impact or fall, +12 to save vs horror factor, +5 to save vs magic, +6 to save vs psionics.
Magic Knowledge: Knows all spells from levels 1-5, plus dispel magic barrier, negate magic, and Id barrier equal to a 10th level ley line walker. Also knows all elemental fire spells, equal to a 10th level warlock. **P.P.E.:** 2500.
Psionic Knowledge: Knows all sensitive and physical powers. **I.S.P.:** 700.
Allies: As a god of light, Asha can count on the support of all good deities of other pantheons (although some resent Asha's father and may not be as helpful), as well as all champions of light.
Enemies: All demons, evil gods and forces of darkness hate him. Those who engage in manipulation and deception are especially against him.
Minions: Ariel Spirits of Light and mortal priests and heroes.
Description: Asha looks like an unearthly handsome man at his prime, with long, black hair, and is clean shaven. He is often surrounded by a glowing nimbus of light. Even without that aura there is a



feeling of power and wisdom about him that strikes most mortals speechless. In combat, he is clad in a suit of golden plate mail.

Weapons and Equipment of Note: 1. Magic Plate Mail, M.D.C. 2000 .

2. Asha's Holy Sword: A golden blade that glows a faint red light and with the following magic powers:

- Turn 4D6 dead: 80% chance by raising the weapon above one's head for all to see.
- Healing touch: Restores 2D6 S.D.C. and hit points, or 2D6 M.D.C.
- Mega-Damage: 6D6 + 6 M.D., double against beings of diabolic alignment (the sword flares up when its blade touches a person of that alignment).
- Expel devils and demons: 89% against lesser foes and 44% against greater demons.



Vohu Manah — Good Mind

Vohu Manah is the first-born son of Ahura Mazda and his chief advisor. He is also in charge of spreading the Persian religion (According to myth, it was he who inspired Zoroaster to preach). Vohu Manah rarely leaves his father's side and is more of a thinker than a fighter. Those who wish to deal with Ahura Mazda will also have to talk to Vohu first, who will quickly ascertain what the character's intentions are.

Ahriman's agents have worked long and hard to corrupt or destroy Vohu. They have been unsuccessful so far, but have made the god distrust humanoids with an animal appearance by using animal-human hybrids as their agents. Vohu now reacts with suspicion to all beast-like creatures, including Dog Boys, mutant animals and any animal deities. Even when he can sense their good intentions, he finds himself watching them more closely and questioning their loyalty. This may serve to distract Vohu or weaken, ever so slightly, the alliance with the forces of good. Ahriman is working to exploit this weakness by making Vohu Manah increasingly bigoted toward animal-like beings (a bit of a stretch but who knows?). He hopes he can cause a split between the Persian, and the Hindu and Egyptian pantheons; both of which have several animal deities.

Real Name: Vohu Manah. Also known as Vahman.

Alignment: Principled.

M.D.C.: 10,000 (2000 on Rifts Earth)

S.D.C/Hit Points (for non-M.D.C. worlds): 700 S.D.C. and 300 hit points.

Size: 6 to 26 feet (1.8 to 7.9 m) tall.

Weight: Varies with size.

Attributes: I.Q. 29, M.E. 27, M.A. 29, P.S. 24 (supernatural), P.P. 16, P.E. 20, P.B. 21, Spd 55 (37.5 mph/60 km).

Disposition: A compassionate, tolerant and gentle deity with an inquisitive, quick, analytical mind and a good head for strategy and tactics. Vohu is a skilled diplomat who knows how to defuse a situation. He can often find a reasonable, nonviolent resolution to problems and is very resourceful. Ahura Mazda sometimes sends Vohu Manah as his embassador to other pantheons. Of late, after several assassination attempts and bribery offers have been made by animalistic agents, Vohu grows more suspicious of all non-human creatures. He still tries to be fair, but the seeds of prejudice have been planted and may cloud his once impeccable judgement.

Horror Factor: 12 (awe)

Experience Level: 15th level ley line walker

Natural Abilities: Nightvision 200 ft (61 m), see M.D.C. the invisible, speaks all languages, bio-regeneration 1D4 × 100 every minute, resistant to fire, heat and cold (all do half damage), turn 1D4 × 100 dead, teleport 73%, dimensional teleport 60%.

Special: Sense Disposition: Vohu Manah has the power of knowing a being's true alignment simply by looking at him. Psionic and magical disguises will be revealed unless their users make a save vs magic of 16 or higher.

Special: Gaze of Harmony: If the god wishes it so, all fighting characters within his line of sight must make a save vs magic (16 or more) or suddenly stop fighting. The characters can defend themselves, but cannot take any offensive action for 2D4 melee rounds. During that time, Vohu Manah will stop those not affected by his magic from fighting and try to talk the combatants into a peaceful resolve. The god will not interfere with a fight between the forces of light and darkness unless the conflict is over a misunderstanding or trickery.

Skills of Note: All domestic, demon/monster lore, faerie lore, intelligence, tracking, sing, dance and art, all at 98%. Knows all languages magically.

Combat Skills: Hand to hand: Basic

Number of Attacks: Four hand to hand or two by magic.
Restrained Punch — 4D6 + 9 S.D.C.
Full Strength Punch — 2D6 M.D.
Power Punch — 4D6 M.D.

Bonuses: +2 to strike, +3 to parry, +5 to dodge, +9 to S.D.C. damage, +4 to pull punch, +4 to roll with impact or fall, +8 to save vs horror factor, +4 to save vs magic, +7 to save vs psionics.

Magic Knowledge: All spells from levels 1-6 plus dispel magic barrier, invulnerability, globe of silence, mute, purification, exorcism, protection circle: simple, wards, anti-magic cloud, amulet, close rift, id barrier and impenetrable wall of force. **P.P.E.:** 2,000.

Psionic Knowledge: Knows all sensitive powers. **I.S.P.:** 1,000.

Allies: His father Ahura Mazda, brothers and sisters, and champions of goodness and peace.

Enemies: The forces of evil and war.

Minions: Often attended by 1D4 assorted Spirits of Light.

Description: A princely man, with black hair and curly beard, clad in purple robes (the symbol of royalty), and holding a golden scepter.

Weapons and Equipment of Note: 1. Scepter of Magic: This is a greatest rune weapon, shaped like a golden rod with a star-shaped head held by the claw of an eagle. The powers of the scepter:

- I.Q. 15 and telepathically linked to Vohu Manah.
- Spell Magic: Can cast each of the following spells up to three times per 24 hour period: Negate magic, remove curse, speed of the snail, anti-magic cloud, and impenetrable wall of force. All equal to a 10th level spell.
- Mega-damage: 1D6 × 10 M.D. when used as a weapon.

2. Diadem of Knowledge: This diamond-encrusted headband gives Vohu access to mystic knowledge. Three times per day, Vohu can perform any skill at 98%, whether he knows it or not. He can also read runes and mystic symbols, identify wards and circles, and recognize enchantments, all at 88%. The wearer of the diadem can also cast a spell at 20th level of potency. The spell-casting ability only works four times per 24 hour period. Many beings covet this artifact and would do anything to get their hands (or tentacles) on it.

Armaiti — Devotion

Armaiti is the eldest daughter of Ahura Mazda and sits to his left hand. She is his second-in-command alongside Vohu Manah (who sits at his right hand). She is a protectress of the world and enforces obedience to the gods. The goddess tries to inspire devotion by presenting an attractive, comforting image to the faithful, and by being an example to religious people.

Armaiti's beauty has caused many gods, including some from different pantheons, to court her. The virtuous goddess has yet to find a worthy suitor and will have nothing to do with such womanizing deities as Zeus and Krishna, both of whom have tried to seduce her. Once, Eros, the Greek god of love, tried to make her fall in love with Verethraghna, but he was discovered and expelled from the Persian gods' dimension. Eros retaliated with a cruel and potentially dangerous, joke: he shot the Egyptian god Ptath with a love arrow, making him desire Armaiti more than anything in the megaverse. The usually serene god is now trying to find a way to gain her favor. His efforts have caused some ugly incidents and have strained relations between the Persians and the Egyptians.



Real Name: Spenta Armaiti, also known as Spendarmard.

Alignment: Scrupulous

M.D.C.: 9600 (1920 on Rifts Earth)

S.D.C/Hit Points (for non-M.D.C. worlds): 600 S.D.C. and 320 hit points.

Size: 6 to 26 feet tall (1.8 to 7.9 m)

Weight: Varies with size.

Attributes: I.Q. 26, M.E. 22, M.A. 28, P.S. 20 (supernatural), P.P. 19, P.E. 21, P.B. 27, Spd 45 (30 mph/48 km)

Disposition: A kind, friendly and peaceful woman. Although she looks very young, she radiates a sense of motherliness. She rarely becomes angry, instead she looks disappointed or upset, even when she must enter a fight. Some enemies mistake her being upset for fear, and receive a fatal surprise when they become overconfident.

Horror Factor: 15; awe for most beings.

Experience Level: 18th level ley line walker and 15th level mind melter.

Natural Abilities: Nightvision 200 ft (61 m), see the invisible, speaks all languages, bio-regeneration 1D4 × 100 M.D.C. every minute, impervious to mind control and possession, resistant to fire and cold (does half damage), turn 2D6 × 100 dead, teleport 89%, dimensional teleport 76%. Has the same pacification power as her brother Vohu Manah (see above).

Special: Gift of Conversion: Armaiti can show a character the error of his ways through a vision that may seem to last minutes, but which only lasts one melee round (15 seconds). The vision may cause the character to reconsider his plans for action and even change his outlook on life. A selfish or evil character has to make a successful save vs psionics, as he is confronted with the evil or suffering he has brought about. It is up to the player and GM discretion as to how this vision may affect the character. If the character decides to change his ways (drops evil plans, doesn't betray friends, gives up worship of an evil god, decides to atone for past crimes, gives up drugs or alcohol cold-turkey, etc.) he will have an easier time of it than normal. At the GM's option, the character can, at this moment, completely change his/her alignment (to any, good or evil). This opportunity will be offered only once or twice. Characters who change from evil to good and then back to evil may have to face a less sympathetic Armaiti.

Skills of Note: All domestic skills, plus wilderness survival, detect ambush, all lore, basic and advanced math, art and writing, all at 98%.

Combat Skills: Hand to hand: martial arts.

Number of Attacks: Seven hand to hand or psionic attacks, or two by magic. She prefers psionics.
Restrained Punch — 3D6+3 S.D.C.
Full Strength Punch — 1D6 M.D.
Power Punch or Leap Kick — 2D6 M.D.
Kick — 1D6 M.D.

Bonuses: +3 on initiative, +4 to strike, +7 to parry and dodge, +3 to S.D.C. damage, +3 to pull punch, +3 to roll with impact or fall, +8 to save vs horror factor, +4 to save vs magic, +5 to save vs psionics.

Magic Knowledge: Knows all level 1-4 spells plus sleep, tongues, eyes of Thoth, call lightning, cure illness, heal wounds, purification, water to wine, remove curse and anti-magic cloud. **P.P.E.:** 2,500.

Psionic Knowledge: All sensitive and super powers. **I.S.P.:** 1,200.

Allies: Her family and champions of light.

Enemies: Ahriman and the forces of evil and war.

Weapons and Equipment: None, relies on natural powers. Uses her psi-sword in combat (14D6 M.D. or quick roll 2D4 × 10 M.D.).

Description: Blue-eyed, with long, brown hair, a perfect figure and wise, beautiful eyes. She manages to convey humility and passion at the same time.

Sharevar — Order/Control

Sharevar (his name means Desired Kingdom) is an expression of Ahura Mazda's power. According to myth, he is a god of metal and stone, as well as Order, and he is the administrator of the Kingdom of Heaven, as well as its defender. Sharevar is a warrior god as well, who will do battle with the forces of disorder/chaos and corruption wherever he goes.

As the only Persian deity with deep knowledge about pyramids and other stone magic powers, Sharevar is an important member of the pantheon. He built a huge stone pyramid in the Persian god's home dimension to help them better harness their home's magical energy. He is very attuned to the magic energies of any world, their ebb and flow, and any dimensional disturbances. Consequently, perhaps more than any other deity he is aware of the incredible upheaval the Coming of the Rifts has inflicted on the Earth. He also realizes the incredible untapped power the planet offers to those who can take and hold it — an invitation to chaos. He has visited Rifts Earth several times to study the situation, but has yet to intervene directly. He fears any intervention by himself or his family will alert Ahriman and his demons to the planet's existence and invite an open attack.

Real Name: Sharevar. Also known as Khsathra Vairya.

Alignment: Scrupulous good.

M.D.C.: 10,000 (2000 on Rifts Earth)

S.D.C/Hit Points (for non-M.D.C. worlds): 700 S.D.C. and 300 hit points.

Size: 7 to 26 feet tall (2.1 to 7.9 m)

Weight: Varies with size.

Attributes: I.Q. 24, M.E. 26, M.A. 26, P.S. 40 (supernatural), P.P. 22, P.E. 26, P.B. 17, Spd 88 (60 mph/96 km)

Disposition: Cool and withdrawn, this god speaks little, except when it comes to rendering judgment on some matter. When he is on the warpath, Sharevar fights with quiet professionalism, rarely losing his temper, but all the more deadly because of his calmness and inner control.

Horror Factor: 15; strikes awe in good, fear in evil.

Experience Level: 15th level earth warlock and 9th level stone master.

Natural Abilities: Nightvision 200 ft (61 m), see the invisible, speaks all languages, bio-regeneration 1D4 × 100 M.D.C.every minute, resistant to fire and cold (does half damage), teleport self 88%, dimensional teleport 63%.



Special: Metal Blasts: Sharevar's control over metal allows him to create and shoot a blast of molten metal at enemies, doing 6D6 M.D. and causing the molten substance to burn and distract his opponent (no initiative, −1 on all combat skills and −10% on all skills) for 1D4 melee rounds. Does double against supernatural evil and elementals. Range: 1000 ft (305 m; counts as one attack).

Skills of Note: All technical and science skills, plus carpentry, land navigation and wilderness survival, at 98%. Magically knows all languages. W.P. Spear and W.P. Targeting (thrown spear, molten metal and slings; does not include archery).

Combat Skills: Hand to hand: Martial Arts

Number of Attacks: Six hand to hand attacks or two by magic.
Restrained Punch — 6D6+25 S.D.C.
Full Strength Punch — 5D6 M.D.
Power Punch or Leap Kick — 1D6×10 M.D.
Molten Metal Blast — 6D6 M.D. (see above)
Kick — 6D6 M.D
Head Butt — 2D6 M.D.

Bonuses: +5 on initiative, +6 to strike, +9 to parry and dodge, +25 to S.D.C. damage, +3 to pull punch, +3 to roll with impact or fall, +9 to save vs horror factor, +7 to save vs magic, +7 to save vs psionics.

Magic Knowledge: Knows all elemental earth spells, all stone magic, including gem powers (see **Rifts Atlantis,** page 99). **P.P.E.:** 2,000.

Psionic Knowledge: None

Allies: His family and champions of light.

Enemies: Ahriman and the forces of evil and chaos.

Minions: Sharevar can summon 2D4 minor earth elementals once per day and is often accompanied by 1D4 of them. He also associates with godlings, demigods, knights and warriors of great repute.

Description: Sharevar appears as a tall, older warrior, clad in plate armor. He has the bearing of a judge, and his eyes always seem to be appraising everyone he meets.

Weapons and Equipment: 1. Enchanted Plate Mail Armor: 2000 M.D.C., light weight and regenerates 1D4×100 M.D.C. per hour.

2. Spear of Justice: A greatest rune weapon; the spear has a wide-blade point and is red in color. The powers of the spear:

- I.Q. 13 and telepathically linked to Sharevar.
- Mega-Damage: 2D4×10 M.D. to most enemies, but 2D4×100 to Ahriman and supernatural intelligences.
- Can be thrown and returns magically to owner. Range: 2,000 feet (610 m).
- Spell magic: Can cast each of the following spells, three times per 24 hour period: Call lightning, energy field, dispel magical barrier and negate magic. Equal to a 10th level spell caster.

3. Sharevar's Shield: An indestructible shield, giving Sharevar a +3 to parry; it can parry energy beams, but at −2.

Haurvatat — Wholeness

This daughter of Ahura Mazda is a goddess of water as well as purity of spirit. She tries to guide mortals away from sin and temptation and will oppose all demons that corrupt and deceive. She hates vampires, succubus/incubus and D'arotas more than any other creatures in the megaverse, as they are the direct opposites of what she stands for. As a water goddess, she represents death incarnate to vampires (the horrible creatures can be destroyed by running water, be it from a river, rain or the hands of a god). Earth has one of the worst vampire infestations in the Megaverse. If Haurvatat and her sister Ameretat find out about it, they will want to find a way to cleanse the planet.

Real Name: Haurvatat, also known as Hordad.

Alignment: Scrupulous.

M.D.C.: 9,000 (1,800 M.D.C. on Rifts Earth)

S.D.C/Hit Points (for non-M.D.C. worlds): 600 S.D.C. and 300 hit points.

Size: 7 to 26 feet tall (2.1 to 8 m)

Weight: Varies with size.

Attributes: I.Q. 22, M.E. 24, M.A. 27, P.S. 18 (supernatural), P.P. 18, P.E. 24, P.B. 24, Spd 50 (35 mph/56 km).

Disposition: As goddess of wholeness, Haurvatat projects an aura of naivete like that of an innocent young girl. As such, she looks easy to trick and deceive, but in reality she is very perceptive and intelligent, and it is almost impossible to outwit her. The most dangerous people to her are those who have good intentions, but give her erroneous or dangerous information, because she will sense their goodness and trust them.

Horror Factor: 12; aura of knowledge and nobility.

Experience Level: 12th level water warlock, 4th level ley line walker.

Natural Abilities: Nightvision 200 ft (61 m), see the invisible, speaks all languages, bio-regeneration 1D4×100 every minute, resistant to fire and cold (does half damage).

Special: Haurvatat has the power of sensing the whether a character has good intentions or not. She will not know what they want exactly, just the general feeling associated with what they need or desire, like greed, malice, envy, good, etc. If someone is deliberately giving bad advice or has bad intentions, she will know it immediately.



Skills of Note: All domestic and wilderness, plus wilderness survival, swim and demon/monster lore, all at 98%. Magically knows all languages.

Combat Skills: Hand to Hand: Expert

Number of Attacks: Five hand to hand or psionic attacks or two by magic.
Restrained Punch — 3D6+2 S.D.C.
Full Strength Punch — 1D6 M.D.
Power Punch — 2D6 M.D.

Bonuses: +2 on initiative, +4 to strike, +6 to parry and dodge, +2 to S.D.C. damage, +2 to pull punch, +2 to roll with impact or fall, +7 to save vs horror factor, +6 to save vs magic, +6 to save vs psionics.

Magic Knowledge: All elemental water spells, equal to a 12th level warlock, and all magic spells from levels 1-3, plus astral projection, purification, and cure illness, equal to a 4th level ley line walker. **P.P.E.:** 2,000.

Psionic Knowledge: All sensitive powers. **I.S.P.:** 300.

Weapons and Equipment: None

Minions: Haurvatat can summon 1D4 lesser water elementals to her aid.

Description: A brown-haired beauty with piercing green eyes and a serene expression. Most mortals feel like children in front of her, due to her aura of knowledge and nobility.



Ameretat — Immortality

This goddess protects plants and is also the giver of immortality and healing. She fights the undead and death gods wherever she finds them. She has the power of resurrection and can also release the souls of damned creatures such as vampires. As an enemy of the Undead (or savior depending on how one looks at it), she will join Haurvatat and other forces of good to release them from the darkness.

Real Name: Ameretat. Also known as Amurdad.

Alignment: Principled.

M.D.C.: 9750 (1951 on Rifts Earth).

S.D.C/Hit Points (for non-M.D.C. worlds): 600 S.D.C. and 375 hit points.

Size: 5 to 24 feet tall (1.5 to 7.3 m)

Weight: Varies with size.

Attributes: I.Q. 23, M.E. 21, M.A. 26, P.S. 25 (supernatural), P.P. 21, P.E. 28, P.B. 24 Spd 77 (53 mph/85 km).

Disposition: Ameretat is full of joy. She is rarely without a smile on her face and usually has the looks of someone who has wonderful news. Some cynics or bad tempered characters may find her unbearably cheerful. Ameretat only shows unhappiness when fighting evil creatures; then her joy is replaced by sorrow. Towards necromancers and evil shifters, she shows only disgust.

Horror Factor: 11; awe for good characters, but H.F. 16 and fear for undead and necromancers.

Experience Level: 15th level ley line walker.

Natural Abilities: Nightvision 200 ft (61 m), see the invisible, speaks all languages, bio-regeneration 1D6×10 M.D. every minute, impervious to possession, poison and disease, impervious to all vampire powers, resistant to fire and cold (does half damage), turn 4D6×100 dead, heal by touch (6D6 hit points/S.D.C. or M.D.C.), teleport self 61%, dimensional teleport 61%.

Special: Free the Damned: Ameretat has the power to release secondary and wild vampires and zombies from their cursed existence (not a master vampire, who is a willing participant). The undead gets to save vs magic, but must roll 18 or higher. A failed roll means an instant kill by touch or glance and its body crumbles into dust. Range: 30 feet (9 m). She can do this once per melee (counts as one melee attack/action).

Special: Cleansing Blast: The goddess can also release a blast of pure life force, overloading and damaging all creatures that live off stolen P.P.E. like alien intelligences and entities, and, incidentally, psi-stalkers and shifters. Damage is 2D6×10 M.D. (or 3D6×10 S.D.C. to S.D.C. beings) and the creature feels hungry and weak (reduce combat bonuses by 2 points and speed by 25%). The attack bypasses armor or any barrier that would also allow a psionic attack.

Special: Resurrection: This is a limited power similar to other gods' and powerful magic. Ameretat can only try resurrection once

per character; a failed roll means no recovery. Furthermore, for the best results, the character cannot have been deceased for more than a month. Roll percentile dice to determine success: 1-80% means the character is brought back to life and good health (3D6 hit points and full S.D.C.). The resurrection also heals whatever it was that killed the character in the first place, but does not restore missing limbs or remove scars. A roll or 81% or higher means the magic was unsuccessful. If the character has been dead for longer than a month but up to a year, the chance for a successful resurrection is only 1-40%, and if over a year, the odds are a mere 4%.

Skills of Note: Knows all domestic and wilderness skills at 98%. Magically speaks all languages.

Combat Skills: Hand to hand: martial arts.

Number of Attacks: Five hand to hand or psionic attacks or two by magic.
Restrained Punch — 4D6+7 S.D.C.
Full Strength Punch — 2D6 M.D.
Power Punch — 4D6 M.D.

Bonuses: +5 on initiative, +5 to strike, +8 to parry and dodge, +7 to S.D.C. damage, +3 to roll with impact or fall, +10 to save vs horror factor, +8 to save vs magic, +4 to save vs psionics.

Magic Knowledge: Knows all spells from levels 1-5 plus call lightning, cure illness, fly as the eagle, invisibility: superior, invulnerability, exorcism, negate magic, wisps of confusion, protection circle: simple, remove curse, protection circle: superior, and id barrier. **P.P.E.:** 2,000.

Psionic Knowledge: All healing, plus group mind block, P.P.E. shield, and hydrokinesis. **I.S.P.:** 1,000.

Weapons and Equipment of Note: None; relies on her powers.

Description: Ameretat appears as a beautiful young woman with long, black hair. She is clad in shining white robes and there is an aura of happiness around her. In her disguise as a human traveler, she sometimes dresses in light M.D.C. armor, but carries no weapons. Most people assume she is a sorceress of some sort.

Other Persian Gods

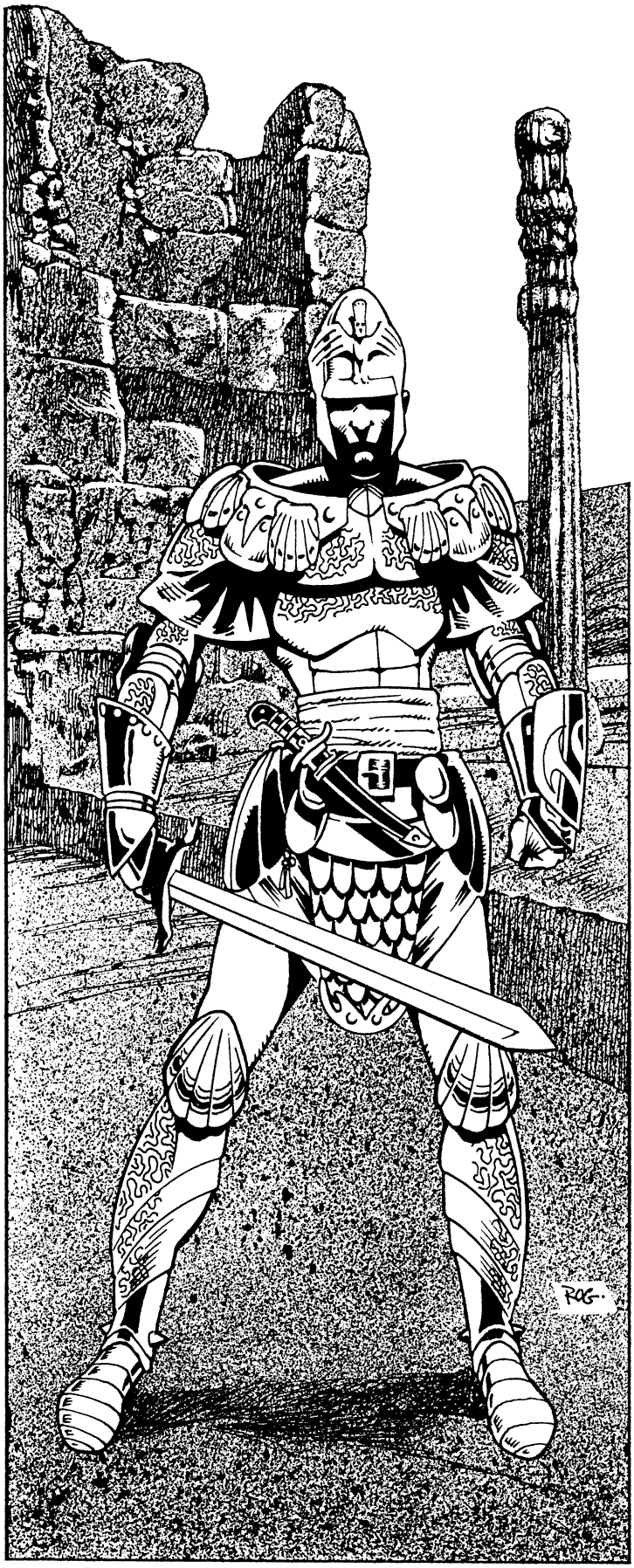
These other gods are also involved in the struggle between Good and Evil but are not directly related to Ahura Mazda and are less zealous about the conflict. They tend to be of selfish alignments and are more concerned with their own areas of interest than in dealing with mortal (and moral) affairs. They want the mortals' worship, not their salvation.

Verethraghna

God of Victory

Verethraghna is a war god who is more aggressive and passionate than most others. He is only concerned with victory, glory, and the destruction of his enemies, be it man or demon. He delights in the horrors of war, and cares less about right or wrong than about the challenge of the fight. The Gods of Light count him among their allies, but don't fully trust him. He is the strongest god of the Persian pantheon and is jealous of other pantheons' strongmen. He once tried to match Herakles, and lost. He will try to repay that insult some day.

This god has ten forms: He can appear as a blast of wind, a bull, a horse, a camel, a giant boar, a young man, a raven, a ram, a buck, or most importantly, a powerful man armed with a golden sword. He is supposed to bring luck to warriors.



Real Name: Verethraghna
Alignment: Anarchist
M.D.C.: 32,000 (6400 on Rifts Earth)
S.D.C/Hit Points (for non-M.D.C. worlds): 2,000 S.D.C. and 1,200 hit points.
Size: 7 to 26 feet tall (2.1 to 7.9 m)
Weight: Varies with size.
Attributes: I.Q. 16, M.E. 19, M.A. 14, P.S. 55 (supernatural), P.P. 27, P.E. 25, P.B. 16, Spd 88 (60 mph/96 km) running or 220 flying (150 mph/241 km).

Disposition: A fierce warrior who enjoys battle and competition. He is impressed by displays of bravery and strength, as long as they don't make him look bad. Verethraghna is arrogant, bold and insolent. He will not tolerate insults or shows of disrespect from any mortal, destroying any who offends him. Can be impulsive in combat and uses brute force more than tactics.

Horror Factor: 14

Experience Level: 18th level man at arms.

Natural Abilities: Nightvision 200 ft (61 m), bio-regenerates 4D6 × 10 M.D.C. per minute, and completely regenerates within 24 hours. He can also see the invisible, is impervious to poisons and disease, does not breathe air, is resistant to fire and cold (does half damage), teleport self 72%, dimensional teleport 54%, and can metamorph into any of the ten forms listed above. In raven and wind form, he can fly.

Skills of Note: Knows all espionage and wilderness skills at 90%. Knows Dragonese/Elven, Persian, Akkadian, Hindi, American, Atlantean and Spanish, all at 98%. Boxing, all ancient W.P.s and W.P. Energy Rifle and W.P. Energy Pistol.

Combat Skills: Hand to Hand: Martial Arts

Number of Attacks: Eight hand to hand or psionic attacks per melee.
Restrained Punch — 1D6 M.D.
Full Strength Punch — 1D6 × 10 M.D.
Power Punch — 2D6 × 10 M.D.
Kick — 1D6 × 10 M.D.

Bonuses: +5 on initiative, +8 to strike, +13 to parry and dodge, +4 to pull punch, +4 to roll with impact or fall, +10 to save vs horror factor, +6 to save vs magic, +3 to save vs psionics.

Magic Knowledge: None. **P.P.E.:** 100.

Psionic Knowledge: Knows all physical, sensitive and healing powers. **I.S.P.:** 400.

Description: In human form, he looks like an enormous human warrior, clad in armor. Around him there is always a faint smell of carrion, a reminder of the consequences of war, even in victory one.

Weapons and Equipment of Note: 1. Enchanted Plate Mail: M.D.C. 2000.

2. The Golden Blade (Greater Rune Weapon): A sword, intricately decorated; the pommel is shaped like two intertwined dragons with rubies for eyes. The powers of the sword:

- I.Q. 11 and telepathically linked to Verethraghna.
- Mega-Damage: 3D4 × 10 M.D.
- The double dragon heads can breathe down the length of the sword to fire one of the following:

Fire Blast: 1D6 × 10 M.D., range 1000 feet (305 m).

Force Blast: 2D4 × 10 M.D., range 1000 feet (305 m).

Lightning Blast: 1D6 × 10 M.D., range 2000 feet (610 m). All these blasts inflict double damage to supernatural monsters.



Vayu

God of the Winds

Vayu controls the winds, storms and lightning. He is an ancient deity, older than Ahura Mazda, who often had to make dealings with him. Of the Persian gods, he is the strongest champion of Light after Ahura Mazda and his progeny. Vayu was offered an alliance by Ahriman, but the wind god refused and since then, the two deities have been mortal enemies. This god was also part of the Vedic Pantheon in India, but Vayu was outraged by the takeover by Brahma and his gods and left to join the Persians (He is not on good terms with Brahma's gods).

Vayu has a dark side, however. Like the wind he represents, he can suddenly shift his emotions, support and direction. He is merciless when angered and is not above destroying the lives of innocent mortals. Generally, he does not consider individual mortals to be worthy of attention, help or care. He protects the whole of creation and life in general; he pays no heed to the damage he may do to lesser creatures.

Real Name: Vayu

Alignment: Unprincipled

M.D.C.: 66,000 (13,200 on Rifts Earth)

S.D.C/Hit Points (for non-M.D.C. worlds): 4,000 S.D.C. and 2,600 hit points.

Size: 9 to 30 feet tall (2.7 to 9.1 m)

Weight: Varies with size.

Attributes: I.Q. 21, M.E. 20, M.A. 21, P.S. 40 (supernatural), P.P. 24, P.E. 25, P.B. 17, Spd 99 (67 mph/108 km).

Disposition: Has a severe, intimidating demeanor. When he talks, people had better listen and not interrupt him. He shows little respect for anyone lower than a god in status.

Horror Factor: 15

Experience Level: 18th level air warlock and warrior

Natural Abilities: Nightvision 600 ft (183 m), see the invisible, turn invisible at will, speaks all languages, bio-regeneration 4D6 × 10 M.D.C. every minute, resistant to fire, heat and cold (does half damage), teleport self 88%, dimensional teleport 82%. Can summon and control 1D6 minor air elementals every hour.

Special: Blasts of wind: Vayu can shoot powerful blasts of wind, inflicting 1D6 × 10 M.D., range 1000 ft (305 m).

Special: Transformation into Air Form: Vayu can turn into a semi-elemental form at will. When transformed, his M.D.C. remains the same, but he takes no damage from kinetic attacks, even M.D. punches, vibro-swords, etc. He is vulnerable to energy, magic and psionic attacks, but he can only attack with his wind blasts. Unlike a real air elemental, lightning does NOT do double damage to him.

Skills of Note: Knows all wilderness skills, plus demon/monster lore, art and writing, all at 98%. Knows Dragonese/Elven, Elemental, Persian, Hindi and 6 other languages, all at 98%. W.P. Sword.

Combat Skills: Hand to hand: Martial Arts

Number of Attacks: Six hand to hand or psionic attacks per melee round or three by magic.
Restrained Punch — 6D6 + 25 S.D.C.
Full Strength Punch — 5D6 M.D.
Power Punch — 1D6 × 10 M.D.

Bonuses: +5 on initiative, +7 to strike, +10 to parry and dodge, +25 to S.D.C. damage, +3 to roll with impact or fall, +11 to save vs horror factor, +6 to save vs magic, +4 to save vs psionics.

Magic Knowledge: Knows all air spells. **P.P.E.:** 4,000.

Psionic Knowledge: Knows all sensitive powers, plus bio-manipulation, P.P.E. shield and psi-sword. **I.S.P.:** 400.

Allies: The Gods of Light will assist Vayu should he need help, as will his elemental servants. Vayu is on good terms with the Vedic gods Indra and Soma, and will help and receive help from them if necessary.

Enemies: Ahriman hates him for refusing his offer of an alliance. Vayu has enemies among demons and evil gods, major air elemental intelligences and is disliked by the Gods of India, especially the Brahmanic.

Minions: Besides the minor air elementals (who do not serve willingly), Vayu can call up to 1D6 Cherub spirits of light per day and may work with any champion of light.

Description: A gigantic bearded warrior wielding a spear, two-handed sword or a column of wind that talks. His voice is powerful, and can be heard from far away. When he speaks, nearby listeners are buffeted by small gusts of wind. There is always one air elemental swirling around him.

Weapons and Equipment of Note: 1. Spear of the Wind: An enchanted weapon that inflicts 1D6 × 10 M.D., and can be thrown and returns magically to the wielder. It also talks and makes comments and suggestions. Range: 2,000 feet (610 m).

2. Sword of Lightning: A two-handed greatest rune weapon, with a golden blade and hilt, decorated with a lightning motif.

The powers of the sword:

- I.Q. 12 and telepathically linked to Vayu.
- Healing abilities.
- Mega-damage: 1D6 × 10 M.D.
- Spell magic: Can cast each of the following spells, three times per 24 hour period: Call lightning, remove curse, oracle, and animate/control dead. Equal to a 9th level spell caster.



Anahita

Goddess of the Waters

This goddess represented purity and all sources of drinking water. She will stand with Ahura Mazda in the battle against Ahriman, although she cares more for the environment and the world than about humankind, whom she often blames for despoiling the waters she protects.

Real Name: Anahita
Alignment: Principled
M.D.C.: 43,700 (8,740 on Rifts Earth)
S.D.C/Hit Points (for non-M.D.C. worlds): 3,000 S.D.C. and 1,370 hit points.
Height: 7 feet to 26 feet tall (2.1 to 7.9 m)
Weight: Varies with size.

Attributes: I.Q. 20, M.E. 20, M.A. 21, P.S. 26 (supernatural), P.P. 19, P.E. 22, P.B. 27, Spd 50 (35 mph/56 km) on land or water.

Disposition: Anahita is a charismatic, intelligent, vivacious and strong woman,. She will listen to advice and opinions and give hers out in return. She has no patience for people who don't care about the environment or who can't make a decision.

Horror Factor: 14

Experience Level: 15th level water warlock, 12th level ley line walker.

Natural Abilities: Nightvision 600 ft (183 m), see the invisible, turn invisible at will, swims underwater at double her normal speed, breathe without air, speaks all languages, bio-regeneration 3D4 × 10 M.D.C. every minute, resistant to fire, heat and cold (does half damage), teleport self 65%, dimensional teleport 44%. Can summon and control 1D4 minor water elementals every hour.

Special: Purification Ritual: Once per hour, Anahita can purify/eliminate one person of all poisons, toxins, disease, curses and negative magic spell effects (except damage) and/or purify ten barrels of food and drink. Wild vampires, mummies, and animated dead must save vs magic (14 or higher) or be destroyed. Secondary and master vampires and lesser demons are held at bay and cannot attack her or those near her for as long as 15 minutes.

Skills of Note: Knows all domestic and wilderness skills, plus swimming. Magically knows all languages.

Combat Skills: Hand to Hand: Expert

Number of Attacks: Five hand to hand or three by magic.
Restrained Punch — 5D6+11 S.D.C.
Full Strength Punch — 3D6 M.D.
Power Punch — 6D6 M.D.

Bonuses: +3 on initiative, +4 to strike, +6 to parry and dodge, +11 to S.D.C. damage, +2 to roll with impact or fall, +8 to save vs horror factor, +5 to save vs magic, +4 to save vs psionics.

Magic Knowledge: Knows all elemental water spells and all magic spells from levels 1-8 plus protection circle: simple, water to wine, purification, banishment, metamorphosis: mist, close rift and protection circle: superior. **P.P.E.:** 4,000.

Psionic Knowledge: None

Weapons and Equipment of Note: None

Minions: Anahita can summon 1D6 lesser water elementals to assist her.

Description: A brown-haired woman wearing a golden crown, a golden mantle and a jewelled necklace. Even in disguise, she will wear a version of all three garments, even if they are reduced to the size of earrings or handkerchiefs.

Atar

God of Fire

Atar is an enemy of demons and the gods of darkness. He is not a friendly deity, but symbolizes light and both the good and the destructive nature of fire. Like Vayu, Atar is a semi-elemental creature, with contacts and power in the elemental realms. He is a fierce warrior god and the chief competitor of Verethraghna in the field of battle. Some legends refer to Atar as the son of Ahura Mazda, but that was due to the confusion between the names "Atar" and "Asha."

This god and his brother, the Hindu god Agni, were created by a supernatural entity from the Elemental Plane of Fire. Their "father" was some sort of elemental ruler, far more powerful than even the typical greater elemental intelligence. As a result, he bestowed upon the two brothers several elemental abilities.

Atar will be interested in developments in Rifts Earth. He still does not understand technology, but he will learn quickly, and will soon start using energy weapons. He stands on the side of the Gods of Light, although he represents a more impersonal, amoral force (remember, fire is both a symbol of civilization and destruction). He is very jealous of Asha who also claims to have some control over fire. Historically, worshippers of Ahura Mazda and his progeny started to forget Atar and the fire god will never forgive that offense. Ahriman may be able to trick Atar into joining in a conspiracy against Asha.

Real Name: Atar

Alignment: Anarchist

M.D.C.: 38,000 (7600 in Rifts Earth)

S.D.C/Hit Points (for non-M.D.C. worlds): 2,500 S.D.C. and 1,300 hit points.

Size: 7 to 20 feet (2.1 to 6.1 m); can appear in human or fiery form.

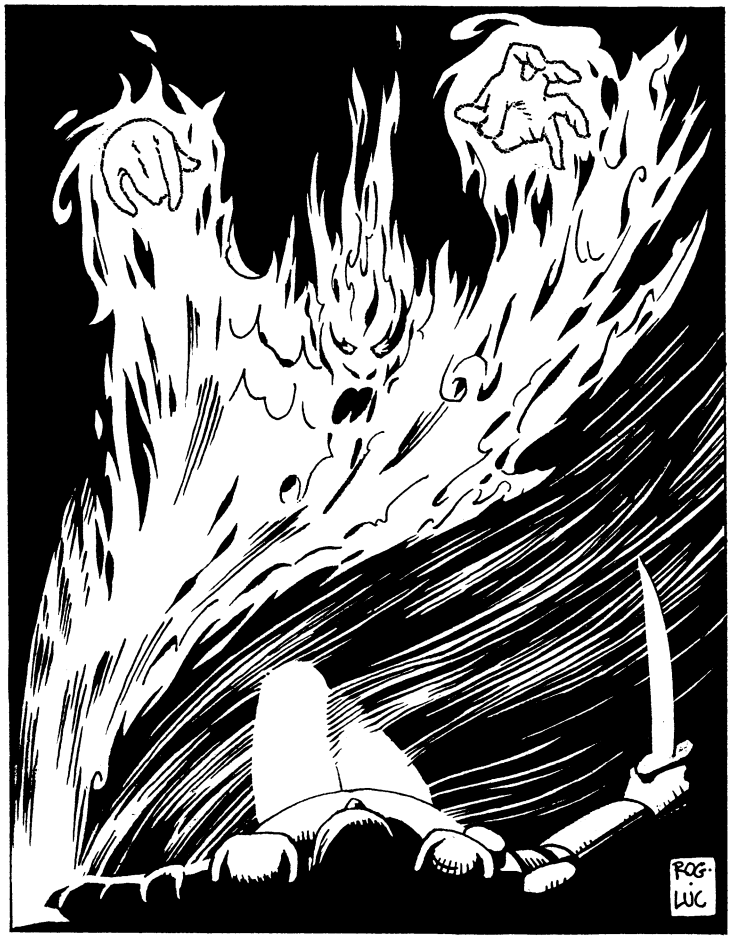
Weight: Varies with form and size.

Attributes: I.Q. 16, M.E. 19, M.A. 15, P.S. 37 (supernatural), P.P. 27, P.E. 24, P.B. 15, Spd 88 (60 mph/96 km).

Disposition: In some ways, the god is similar to an elemental; his concerns are very different from those of normal mortals, or even the gods. Like a natural fire, Atar does not care whether innocent people suffer as a consequence of his actions, although he does not go out of his way to hurt anybody. He will always keep his word and seek revenge on those who offended him. Most gods of light dislike working with Atar.

Horror Factor: 16

Experience Level: 20th level fire warlock and 10th level ley line walker.



Natural Abilities: Nightvision 120 feet (27.4 m), see the invisible, bio-regeneration 4D6 × 10 M.D.C. per minute (1D6 x 100 M.D.C. if surrounded by fire), immune to all fire and non-magical energy attacks (no damage) and takes half damage from physical attacks. Only magic (except fire spells) and psionic attacks and weapons have full effect. Teleport self 69%, dimensional teleport 46%.

Special: Fire Blasts: Atar can shoot blasts of elemental fire from his hands, inflicting 2D4 × 10 M.D. Each blast counts as one melee

attack, and can only be used once per melee round.

Skills of Note: Detect ambush, demon/monster lore, faerie lore, chemistry, and advanced math, all at 98%. W.P. Sword, W.P. Blunt, W.P. Energy Rifle and W.P. Energy Pistol.

Combat Skills: Hand to Hand: Martial Arts.

Number of Attacks: Six hand to hand or three by magic or psionics.
Restrained Punch — 6D6+22 S.D.C.
Full Strength Punch — 5D6 M.D.
Power Punch — 1D6×10 M.D.

Bonuses: +6 on initiative, +8 to strike, +11 to parry and dodge, +22 to S.D.C. damage, +2 to pull punch, +3 to roll with impact or fall, +10 to save vs horror factor, +6 to save vs magic, +3 to save vs psionics.

Magic Knowledge: Knows all elemental fire spells and all magic spells from levels 1-4 plus energy disruption, life drain, exorcism, negate magic, oracle, banishment and mystic portal. **P.P.E.:** 5,000.

Psionic Knowledge: All physical powers, sixth sense, empathy, plus pyrokinetic blade. **I.S.P.:** 600.

Special: Psionically created Pyrokinetic Blade: This sword costs 40 I.S.P. to create and lasts 5 minutes per level (50 minutes for Atar). The sword inflicts 4D6 M.D. at level one, and is +2D6 M.D. at levels three, six, and nine. Atar's blade does 10D6 M.D. (or quick roll 1D6×10) and is +2 to strike.

Weapons and Equipment of Note: None. Relies on natural abilities and magic.

Allies: Atar is considered an associate (but not a full member) of the Gods of Light. Ahura Mazda respects his power, but dislikes Atar's indifference and recklessly violent ways. Atar's brother, Agni, is the fire god of the Indian Pantheon, and the two often assist each other. Atar and Asha are rivals over the element of fire.

Enemies: Atar is hated and feared by all demons and gods of darkness, but Ahriman hopes he can turn the two fire gods against each other. Fire elemental intelligences and greater elementals fear and dislike Atar. The god has often invaded their realm (in the elemental plane of fire, Atar's M.D.C. is at full level, since he has established himself there) and challenged and slain some of its other rulers for a variety of reasons.

Minions: Atar can summon 2D4 lesser fire elementals with maximum M.D.C. or 1D4 greater fire elementals.

Description: This god appears as a human warrior made out of elemental flame. At his most solid, Atar resembles a man with very bright orange skin, illuminated by some internal light. Most often, one can see that his skin is crackling like a roaring fire. Atar can control his flame so he can touch unprotected human flesh without causing damage. People who don't show enough faith to stand still for his touch will anger him and will get burnt. This gives the old "two for flinching" game a whole new meaning!

Haoma

The Plant God

Haoma was a symbol of prosperity and divine guidance. Its symbol was the ephedrine plant, from which many modern medicines are extracted, as well as a hallucinogenic that prophets and priests used to see divine signs. Haoma was represented both as a human-like man and a plant. That is his dual nature — that of a humanoid and of a plant form. He is a protector of nature and humankind, and shares a deep friendship with Ahura Mazda, since the two gods share a very similar philosophy. The god is also a punisher of tyrants, murderers (especially those who use poisons and herbs) and the unclean/polluters.



Real Name: Haoma

Alignment: Principled

M.D.C.: 68,750 (13,550 on Rifts Earth)

S.D.C/Hit Points (for non-M.D.C. worlds): 4,500 S.D.C. and 2,375 hit points.

Size: 3 to 300 feet tall (0.9 to 91.5 m) tall

Weight: Varies with size and shape.

Attributes: I.Q. 23, M.E. 20, M.A. 19, P.S. 51 (supernatural), P.P. 18, P.E. 28, P.B. 17, Spd 44/30 mph/48 kmph (0 in plant form).

Disposition: A placid, laid back deity, with a dislike to hurry; he likes to soak in life. Once he makes up his mind about something, Haoma carries out his decision relentlessly. He loves to talk both with long-lived humanoids and old trees. His favorite subjects include potentially useful things, such as new herbal magics, but he can also talk about incredibly boring things, such as an area's weather changes over a period of centuries, erosion, etc. Once he starts off on one theme, he will go on talking for several hours.

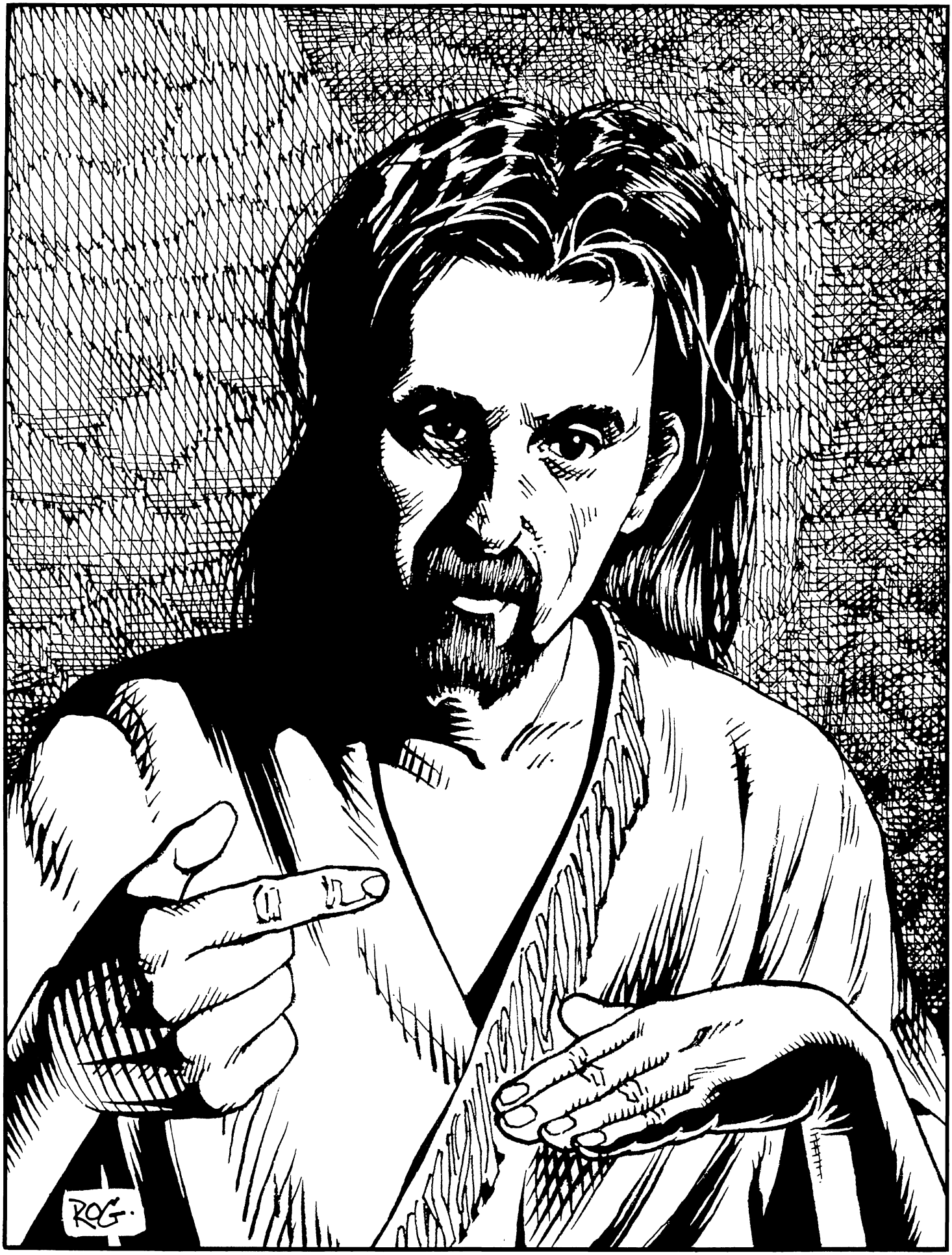
Horror Factor: 14

Experience Level: 15th level ley line walker and dryad (see Rifts England, page 40).

Natural Abilities: Nightvision 600 ft (183 m), see the invisible, bio-regeneration 1D4×100 M.D.C. every minute, healing touch restores 3D6 S.D.C. and hit points or 3D6 M.D.C., teleport self 45%, dimensional teleport 65%.

Special: Metamorphosis into Tree: Haoma can turn himself into a shrub, sapling or 300 foot (91.5 m) tall tree of any variety at will. While in this form, the god can see and hear everything around him, but cannot perform physical attacks, although he can use his psionic powers. The perfect spy. He can become as tall as a Millennium Tree, or as small as a shrub.

Special: Sense Movement in the Earth: Can detect earth elementals traveling underground, earthquakes, troop movement, large herds


ROG.

of animals, digging, explosions, floods, the location of underground water, ley lines, nexuses, rifts, and similar — all these thing are moving on or in the ground. Range: 100 mile radius. Knows location, direction of movement, and estimated time of arrival if coming near.

Special: Aura of Fertility: The god can cause the lands of a large area (1000 mile/1600 km radius) to be fruitful, providing a better than normal yield for the land (Haoma cannot cause infertility).

Skills of Note: All wilderness, domestic and science skills, plus all lore, holistic medicine, and detect ambush at 98%. Magically knows all languages.

Combat Skills: Hand to Hand: Basic.

Number of Attacks: Four hand to hand or psionic or three by magic.
Restrained Punch — 1D6 M.D.
Full Strength Punch — 1D6×10 M.D.
Power Punch — 2D6×10 M.D.

Bonuses: +2 on initiative, +4 to strike, +6 to parry and dodge, +2 to pull punch, +2 to roll with impact or fall, +7 to save vs horror factor, +8 to save vs magic, +4 to save vs psionics.

Magic Knowledge: All herbal magic and all magic spells from levels 1-4 plus calling, energy disruption, escape, sleep, impervious to energy, stone to flesh, water to wine, purification, words of truth, exorcism and remove curse. **P.P.E.:** 6,000.

Psionic Knowledge: All sensitive powers, plus induce sleep, detect psionics, psychic diagnosis, and hydrokinesis. **I.S.P.:** 600.

Allies: Haoma has had some contact with the Greek god Dyonisus and the Indian deity Soma, both of whom are involved with plant life, but the two gods are too wild for his tastes.

Enemies: The forces of darkness and destruction.

Minions: Haoma can summon 1D4 Earth-Tree plant elementals and may work with any champion of light, wilderness scout and those close to nature.

Weapons & Equipment of Note: None; relies on his powers.

Description: In humanoid form, a hairless man dressed in brown and green robes. Can turn into any tree or plant, and often does.

Mithras

This god of the sun, warriors and sacrifice was the youngest (and some say most powerful) son of Ahura Mazda. Unlike his brothers and sisters, however, Mithras does not seem to be dedicated to fighting against evil, although he is a good deity. He represented several virtues, from valor in battle to moral behavior, and he was widely worshipped in Persia, as well as India and throughout the Roman Empire, where he was known as far west as England. The god traveled through the world and then the Megaverse. He is a deity of many virtues, and it seems as if he is not concerned with moral issues, but this is not true.

At first, the god tried to mediate the war between Ahura Mazda and Ahriman. Neither side seemed to want to give in, but he persisted because he believed that the gods would all be better off working together instead of fighting. Ahriman pretended to go along, and then tried to betray Mithras and Ahura Mazda. Many servants of Ahura Mazda, mortals and godlings, died in an ambush. Mithras, furious, blamed both sides and distanced himself from the fight.

Mithras has chosen not to involve himself any further in the wars between Ahura Mazda and Ahriman. He will fight at his father's side if necessary, but he will not spend his immortal life locked in what he considers a pointless struggle. Ahriman believes that he can still use Mithras, but so far, all attempts to corrupt or trick the god have failed. Mithras is very intelligent and not easily misled.

Once, his cult was known throughout Persia, the Greek islands, and the whole Roman Empire. His teachings were, he thought, wise and important. Yet, they did not prevent the collapse of the Roman Empire, or the fall of civilization. That failure hurts him more than the fact that those peoples turned to other religions. He thinks that he failed in his duty as a god and a diplomat. This is another reason he is slow to get involved with other people. To gain wisdom, Mithras is travelling and observing different people of many cultures. When he believes he has learned enough, he may take some action. The god has studied the Megaverse and has learned quite a bit about technology. He believes that technology will allow humankind to match the gods in power one day, which he sees as a good thing and not as a threat.

Real Name: Mithras. Also called Mitras, Mitra.

Alignment: Scrupulous

M.D.C.: 75,000 (15,000 on Rifts Earth)

S.D.C/Hit Points (for non-M.D.C. worlds): 5,000 S.D.C. and 2,500 hit points.

Size: 6 to 24 feet tall (1.8 to 7.3 m)

Weight: Varies with size.

Attributes: I.Q. 24, M.E. 27, M.A. 25, P.S. 51 (supernatural), P.P. 28, P.E. 30, P.B. 22, Spd 110 (75 mph/120 km).

Disposition: A skillful diplomat and leader, he is a good listener, eloquent speaker and observer. He always tries to convince others to accept peaceful solutions, but he often gets disenchanted with protracted debates and conflicts, gives up and leaves. He believes that with great power comes great responsibility and thinks that the wars between Light and Darkness are a shameful waste of time and energy. He is not convinced that the forces of evil are irredeemable and longs for the day when all creatures can live together.

Horror Factor: 14

Experience Level: 20th level ley line walker.

Natural Abilities: Nightvision 1200 ft (366 m), see the invisible, turn invisible at will, bio-regeneration 1D6×100 M.D.C. every minute, invulnerable to heat and cold (no damage) and resistant to all forms of energy (takes half damage), teleport self 88%, dimensional teleport 65%. Special Aura: Mithras can intensify his aura, causing his body to act like a globe of daylight at 20th level of experience (240 ft/72 m. area).

Skills of Note: All sciences and technical skills plus pilot airplane, helicopter, hover craft, jet aircraft and motorcycle, horsemanship, holistic medicine, wilderness survival and tracking, all at 98%. W.P. Archery and Targeting, W.P. Blunt, W.P. Sword, W.P. Energy Pistol and W.P. Energy Rifle.

Combat Skills: Hand to Hand: Martial Arts

Number of Attacks: Six hand to hand or psionic or three by magic.
Restrained Punch — 1D6 M.D.
Full Strength Punch — 1D6×10 M.D.
Power Punch — 2D6×10 M.D.

Bonuses: +4 on initiative, +9 to strike, +11 to parry and dodge, +3 to pull punch, +3 to roll with impact or fall, +10 to save vs horror factor, +9 to save vs magic, +8 to save vs psionics.

Magic Knowledge: Knows all magic spells from levels 1-15. **P.P.E.:** 6,000.

Psionic Knowledge: All physical plus telepathy, mind block auto-defense, P.P.E. shield, telemechanics, and bio-manipulation. **I.S.P.:** 400.

Allies: Mithras is still respected by the Gods of Light, and has contacts with several pantheons around the Megaverse.

Enemies: The forces of darkness and destruction who know that when push comes to shove, Mithras will stand with the Gods of Light.

Minions: None per se; all people of peace and enlightenment.

Weapons & Equipment of Note: None; relies on his powers.

Description: A black haired and bearded man, dressed in a short tunic.

Persian Forces of Evil



Ahriman — The Evil One

Ahriman is the evil twin brother of Ahura Mazda. Zurvan, who created both twins, sensed the evil and potential for destruction in his offspring and rejected Ahriman at birth (actually casting both offspring aside as a failed experiment). Since that day, Ahriman had been a god of death, disease and wanton destruction. He dwells in a plane of evil known in the Persian language as, "The place of bad food, the house of the lie." He delights in perverting the innocent, twisting good intentions and corrupting all around him. He can be a devilish tempter or a berserk demon of violence.

Ahriman and Ahura Mazda clashed once in a battle that lasted several days and in which all the gods fought. This battle was waged in several different worlds at the same time. Millions of humans and other creatures were killed and, for a while, it seemed that life on those worlds would be extinguished. In the end, however, Ahriman was defeated when the Gods of Light called elemental spirits to their side. The evil god was finally imprisoned in another dimension which he rules but cannot leave. Ahriman has plotted to escape and destroy all life on the worlds on which that last battle was fought, including Earth.

During his imprisonment, Ahriman has met and made pacts with dozens of other evil beings, including the rulers of both Hades and Dyval. Whereas in the first battle he thought he was the only one of his kind, he now realizes that the forces of evil are many and that some have even greater powers than he. His plots and counterplots now span dozens of dimensions. The Old Ones, the Sumerian demon Apsu, the Greek Titans and some even more horrible entities are locked in dismal dimensional prisons. Ahriman is trying to find ways to release all of these creatures while keeping them under his control. With those beings as his minions, Ahriman could crush the Gods of Light and rule the Megaverse! One of his lighter projects consists of incorporating technology into his common bag of tricks. As he learns more about "technology," he's beginning to wonder if the key to his plan doesn't rest with mortals. Maybe trying to release the Old Ones through nuclear or antimatter explosions is the answer. Ahriman will try anything once, no matter what the cost to others.

Real Name: Ahriman. Also known as Angra Mainyu.

Alignment: Diabolic

M.D.C.: 78,600 (15,720 on Rifts Earth)

S.D.C/Hit Points (for non-M.D.C. worlds): 5,200 S.D.C. and 2,660 hit points.

Size: 7 to 50 feet tall (2.1 to 15.2 m)

Weight: Varies with size.

Attributes: I.Q. 23, M.E. 25, M.A. 22, P.S. 45 (supernatural), P.P. 23, P.E. 27, P.B. 20 (2), Spd 88 (60 mph/96 km).

Disposition: Ahriman is a tyrant with the mind of an accountant and the soul of a torturer. He will try to get the most out of anyone who crosses his path before destroying him in the most degrading and painful way possible. He loves to corrupt the strongest defenders of good and watch them suffer.

Horror Factor: 17

Experience Level: 20th level ley line walker and necromancer.

Natural Abilities: Nightvision 600 ft (183 m), see the invisible, turn invisible at will, bio-regeneration 1D6 × 100 M.D.C. every minute, impervious to disease, teleport self 65%, dimensional teleport 44% (he cannot use this power until he can escape his dimensional prison). He can also change his shape at will into any animal or humanoid.

Vulnerabilities: Ahriman is currently unable to leave his dimensional prison, either under his own power or through somebody else's efforts. But all things change with time.

Skills of Note: Knows all rogue skills at 98%, except for computer hacking, which is 74%, plus all technical and espionage skills at 80%, magically knows all languages. W.P. Blunt, W.P. Sword, W.P. Energy Rifle, W.P. Energy Heavy Weapons, Robot Combat: Basic.

Combat Skills: Hand to Hand: Assassin.

Number of Attacks: Seven hand to hand or psionic or three by magic.
Restrained Punch — 1D6 × 10 + 30 S.D.C.
Full Strength Punch — 6D6 M.D.
Power Punch — 2D4 × 10 M.D.

Bonuses: +4 on initiative, +10 to strike, +7 to parry and dodge, +30 to S.D.C. damage, +3 to roll with impact or fall, +10 to save vs horror factor, +7 to save vs magic, +6 to save vs psionics.

Magic Knowledge: All necromantic spells and abilities, as well as all magic spells from levels 1-15. Spell strength is 16. **P.P.E.:** 10,000. **Psionic Knowledge:** All sensitive and super powers, equal to a 10th level psychic. **I.S.P.:** 1,200.

Allies: Demon Lords and gods of darkness from all pantheons are potential allies.

Enemies: All the forces of good are his enemies.

Minions: Ahriman has a bodyguard troop of six Baal-rogs (see Rifts Conversion Book, p. 211) with maximum M.D.C., P.P.E. and attributes. He can summon an additional 1D6 Baal-rogs once an hour up to a total number of 60. He also commands and associates with all sorts of demons, devils and cutthroats.

Description: Ahriman is a shape-shifter. His favorite forms include that of a snake, a giant lizard, a young man with glimmering eyes or a mature warrior with black hair and a mean appearance.

Weapons and Equipment of Note: 1. The Sword of Hatred: This jet black, two-handed sword has red runes carved along its length. The pommel is shaped like a pair of bat wings, which can flap and allow the sword to float and fight by itself. It is icy cold to the touch (unless the wielder is of a good alignment), and is often trembling — on the verge of jumping and attacking all things around it. Like its master, the sword is violent and sadistic. The powers of the sword:

- I.Q. 16 and telepathically linked to Ahriman.
- Diabolic alignment: If anyone of a good or anarchist alignment touches the blade, it inflicts 6D6 points of damage every round that it is held.
- Animated and flying weapon. The weapon can be thrown 1000 feet (305 m) and flies back to Ahriman. It can fight by itself up to 200 feet (61 m) away from its owner; it is +4 to strike and parry, and +2 to initiative.
- Mega-Damage: Inflicts 3D6 × 10 M.D., doubled against all creatures of magic, including dragons, alien intelligences, faeries and Gods of Light.
- Spell Magic: It can cast each of the following spells up to three times per 24 hour period: Invulnerability, levitation, compulsion, dominance and fear. It cannot cast spells while fighting by itself.

2. Demonic Robot Vehicle: Recently, while trying to find a new way to face Ahura Mazda and his army of do-gooders, Ahriman discovered high technology. He finds it fascinating and has developed a suit of power armor combining demonic techno-wizardry and enchantment. Each piece of the armor is actually a living demon, reshaped into an inorganic form! This armor is black with red runes and trimmings, and bears some resemblance to the Coalition style, but is even more fearsome and demonic-looking (Ahriman likes the Coalition's imagery; one day he may visit its rulers and commend their taste in design).

The armor is form-fitting and Ahriman has to be ten feet (3m) tall to fit inside. This personal prototype is unbelievably powerful and would give Ahriman an edge in most fights, except that he cannot casts spells while inside the suit.

The armor relies on a few technological items, but its sensors and life support are purely magical. As a result, all its "systems" will continue to run until the main body of the armor is destroyed.

Model Type: Ahriman Mark I

Class: Rune Assault Suit

Crew: One.

M.D.C. by Location:
Techno-Wizard Forearm Cannons (2) — 150 each
Forearms (2) — 200 each
Upper Arms (2) — 300 each
Legs (2) — 400 each
Head/Helmet — 400
* Main Body — 1,800
* Depleting the M.D.C. of the main body will shut the armor down completely, making it useless. The armor regenerates damage at a rate of 2D4 × 10 M.D.C. per every five minutes!

Speed: 60 mph/96 km. This is only because Ahriman himself is partially propelling the suit with his supernatural strength.

Statistical Data:

Height: 12 feet tall (3.6 m)

Width: 8 feet (2.4 m)

Length: 4 feet (1.2 m)

Physical Strength: P.S. 45 (supernatural)

Power System: Demon-powered (there is literally an incorporeal demon inside the armor, being slowly consumed by it), average energy: 20 years.

Weapon Systems:

1. **Techno-Wizard Cannons (2)**: One in each arm. These cannon fire the equivalent of a 20th level fire ball doing 2D4 × 10 M.D., but the range has been enhanced to 2,000 feet (610 m)!
   Rate of Fire: Equal to combined hand to hand attacks.
   Payload: Draws P.P.E. from the demon inside. Effectively unlimited.
2. **Spikes**: The large spikes on the armor can rocket at attacker inflicting 4D6 M.D. each.
   Rate of Fire: One at time or in volleys of 2 or 4.
   Payload: 40 total; 10 in each knee, 7 per each arm and 3 per each shoulder. They magically regenerate after 24 hours.
3. **The Separation**: If Ahriman gives the mental command, the suit will break into its component parts; each part (or whichever parts Ahriman lets go) will resume its true demon shape! Another mental command will cause the suit to reassemble. The stats of all demons are as follows: P.S. 40, +4 to strike, parry and dodge, inflict 1D4 M.D. with a restrained claw strike, 1D4 × 10 restrained strike, and 3D4 × 10 power strike. Their M.D.C. is identical to the piece they originally formed (i.e., a forearm would become a demon with 200 M.D.C., etc.). If one of the demons is slain, reduce that amount from the M.D.C. of the main body (depleting the M.D.C. of the main body "shuts down" the demons).


ROG.

Aeshma — Fury

This force of anger and mindless destruction only cares about causing trouble and stirring up hatred. Even Ahriman doesn't like the demon hanging around for long periods of time, because he will inevitably start causing demons to attack devils, and evil gods to start remembering old offenses and quarrels, and so on. He is a god of discord and chaos.

Aeshma works best as a lone shock trooper and assassin, sent by Ahriman to punish an enemy or to strike terror in the hearts of mortals. Sometimes he is sent on covert operations where he passes himself off as a human, a leader of men, or a hate-monger. He is not a subtle manipulator but an impassioned rabble-rouser. He can go in front of a crowd, incite their anger and then find a focus for that anger, usually members of a different race, species or religion. Riots, destruction and wars usually follow.

Aeshma fears the sons and daughters of Ahura Mazda, for they can always see through his disguises. Whenever he sees them, he will attack in a rage and only retreat when he is severely wounded. He will lead the fiercest demons in any battle against the forces of light.

Real Name: Aeshma Fuhriman
Alignment: Diabolic
M.D.C.: 27,000 (5400 on Rifts Earth)
S.D.C/Hit Points (for non-M.D.C. worlds): 2,000 S.D.C. and 700 hit points.
Size: 6 to 26 feet (1.8 to 7.9 m) tall.
Weight: Varies with size.
Attributes: I.Q. 16, M.E. 18, M.A. 19, P.S. 52 (supernatural), P.P. 22, P.E. 21, P.B. 14 (3), Spd 77 (53 mph/85 km).
Disposition: A psychotic monster with all the charm of a rabid dog. He is so mean that he'll go out of his way to kick an old man to death, or take some time out to torture a captive just for the fun of it. When faced with superior forces, Aeshma will retreat, but he is no coward and will seek revenge. When in a fury he will often fight until he is reduced to his last 100 M.D.C. before making good his escape.
Horror Factor: 16
Experience Level: 14th level warrior and 8th level ley line walker.
Natural Abilities: Nightvision 200 ft (61 m), see the invisible, turn invisible at will, leap 50 feet (15.2 m) high or 100 feet (30.5 m) lengthwise, bio-regeneration 2D6 × 10 M.D.C. every minute, invulnerable to heat and fire (takes no damage), teleport self 82%, dimensional teleport 53%. He can also metamorph into a bulky looking human, rhinoceros, bull/buffalo, or lion.
Skills of Note: Knows all espionage and rogue skills at 98%. Magically knows all languages.
Combat Skills: Hand to Hand: Assassin
Number of Attacks: Seven hand to hand or two by magic.
Restrained Punch — 1D6 M.D.
Full Strength Punch — 1D6 × 10 M.D.
Power Punch — 2D6 × 10 M.D.
Head Butt — 6D6 M.D.
Bite — 1D4 × 10 M.D.
Kick — 1D6 × 10 M.D.
Bonuses: +4 on initiative, +10 to strike, +7 to parry and dodge, +3 to pull punch, +3 to roll with impact or fall, +10 to save vs horror factor, +4 to save vs magic, +3 to save vs psionics.
Magic Knowledge: All spells from levels 1-3 plus carpet of adhesion, magic net, blind, shadow meld, fool's gold, domination, apparition, agony, call lightning, fire ball, and hallucination. **P.P.E.:** 2,000.
Psionic Knowledge: None.
Allies: Forces of darkness, particularly demon lords.
Enemies: Champions of Light, human or supernatural.
Minions: Usually accompanied by 1D6 Baal-rogs or other warrior demons, including gargoyles. Aeshma also knows and sometimes works with and for several Raksasha demon lords.
Weapons and Equipment: 1. Dragon Thunderer Axe: A red axe with the head of a dragon as part of its design. This is a more powerful version of the Dragon Thunderer described in Rifts Atlantis. The powers of the axe:
- I.Q. 10 and telepathically linked to Aeshma.
- Diabolic alignment: any creature of good or anarchist alignment that touches it is burnt, taking 5D6 M.D. every round it is held.
- Spell Magic: can cast these spells as often as six times each, per 24 hours: invulnerability, levitation, summon rain, and calm storms. Equal to a 10th level sorcerer.
- 2D4 × 10 M.D. and releases a thunderclap whenever it strikes.
- Throwing range is 1000 feet (305 m) and the weapon magically returns after it strikes.

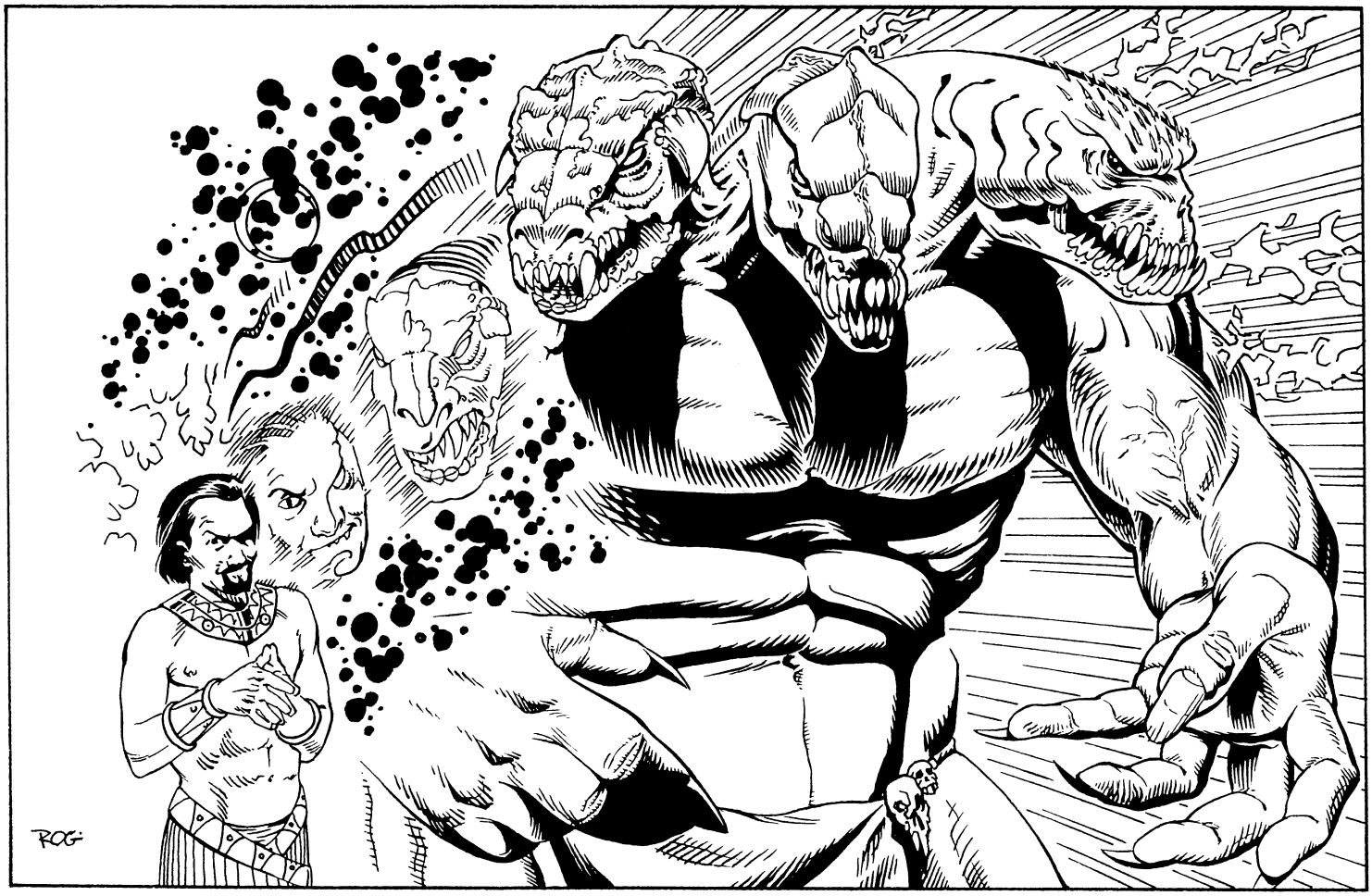
Ahzi Dahaka

The Great Deceiver

This demon is Ahriman's second in command, a former minor creature from Dyval that the god took in and nurtured, giving it enormous supernatural powers. Ahzi's greatest desire is to destroy all living things and will go to great lengths to achieve this end. Unlike Aeshma, however, Ahzi is willing to take his time and be subtle about it. This is why he has risen in the ranks of the gods of darkness, and why Aeshma is little more than a glorified hatchet-man. At least that is how he sees it. Aeshma thinks Ahzi is a self-important boot-licker.

Ahzi usually sends fragments of his essence to different planes in the Megaverse, possessing mortals and using them to carry out his nefarious plots. Two of them have recently arrived on Rifts Earth, where they are starting small cults to the gods of darkness. These cults kidnap people and use these victims in sacrificial ceremonies. The power and influence of the cults is steadily increasing. A few medium-sized towns are now completely under the control of the cultists. Visitors will find the townsmen friendly and hospitable, until they are ambushed and taken to the dark altars below the town and sacrificed by the harmless-looking townspeople.

Real Name: Ahzi Dahaka
Alignment: Diabolic
M.D.C.: 46,000 (9200 on Rifts Earth)
S.D.C/Hit Points (for non-M.D.C. worlds): 3,000 S.D.C. and 1,600 hit points.
Size: Ranges from 6 to 36 feet tall (1.8 to 11 m).
Weight: Varies with size.
Species: Greater Devil
Attributes: I.Q. 26, M.E. 23, M.A. 25, P.S. 36 (supernatural), P.P. 20, P.E. 23, P.B. 5, Spd 38 (26 mph/41.6 km).
Disposition: A hypocrite and master manipulator, Ahzi Dahaka's demeanor will always match the situation. If sorrow is appropriate, he will be bravely trying to hold back tears. During times of merriment, he will be telling humorous stories like the best of them. He is everyone's best friend and confidant, telling them very personal stories (all false, of course) to gain their trust. People possessed by him will behave in the same way; they eventually convince cult members that they are not evil, that it's simply a matter of "us" versus "them," and that "them" (all non-members) are evil or at best, dangerously misguided people that are better off dead.
Horror Factor: 17 when his true shape is revealed.
Experience Level: 12th level ley line walker and mind melter.
Natural Abilities: Nightvision 1200 ft (366 m), hawk-like vision (2 miles/3.2 km), see the invisible, turn invisible at will, shape shift at will into any humanoid creature, including the monstrous, bio-regeneration 2D4 × 10 M.D.C. every minute, impervious to poison and disease, resistant to fire, heat and cold (does half damage), teleport self 45%, dimensional teleport 38%. Can send up to 6



fragments of his essence out to other worlds, where they can possess humanoids.

Skills of Note: Knows all espionage skills plus prowl, palming, pickpocket and computer hacking, computer programming, lore: demons and monsters and cryptography, all at 80%. W.P. Sword, W.P. Energy Rifle.

Combat Skills: Hand to Hand: Assassin

Number of Attacks: Six hand to hand or three by magic or psionics.
Restrained Punch — 6D6+21 S.D.C.
Full Strength Punch — 5D6 M.D.
Power Punch — 1D6×10 M.D.
Bite — 2D4×10 M.D.

Bonuses: +3 on initiative, +7 to strike, +6 to parry and dodge, +21 to S.D.C. damage, +3 to roll with impact or fall, +9 to save vs horror factor, +5 to save vs magic, +5 to save vs psionics.

Magic Knowledge: All spell magic from levels 1-6 plus agony, constrain being, curse: phobia, mute, mystic portal and metamorphosis: mist. **P.P.E.:** 3,000.

Psionic Knowledge: All sensitive powers plus bio-manipulation, mind block, mind block auto-defense, and psi-sword. **I.S.P.:** 1,200.

Allies: Forces of darkness, particularly demon lords.

Enemies: Champions of Light, human or supernatural.

Weapons and Equipment: Whatever is appropriate for the area he is visiting; none normally.

Description: In his natural form, Ahzi appears as a giant humanoid with three heads and six eyes. Each head has a huge set of jaws with enormous, jagged teeth. His skin seems to have things crawling underneath — whenever he is cut, a myriad of vermin and poisonous insects pour forth. He often appears as an attractive human of any race, with a P.B. of 20.

Jahi

Goddess of Lust

Jahi is a demonness who was granted the power to seduce men and lead them to evil ends. She is Ahriman's favorite dark ally and his lover. It was Jahi who convinced Ahriman to continue his war against life when the god was about to succumb to despair. Jahi's hatred for Ahura Mazda was so intense that she managed to inspire Ahriman to carry on.

This demonic being is often sent on spy missions, causing men and even gods to betray secrets and turn against the forces of good. She has great magical powers and the ability to become irresistible to males. She is also a lethal assassin, waiting until the most vulnerable and embarrassing moment before striking. She loves nothing more than the look of surprise and realization of betrayal in a victim's face.

Real Name: Jahi

Alignment: Diabolic

M.D.C.: 1250

S.D.C/Hit Points (for non-M.D.C. worlds): 250 S.D.C. and 95 hit points.

Size: 6 to 20 feet (1.8 to 6.1 m) tall

Weight: Varies with size.

Species: Unique Demon Assassin

Attributes: I.Q. 18, M.E. 17, M.A. 22, P.S. 30 (supernatural), P.P. 19, P.E. 18, P.B. 25, Spd 33 (22.5 mph/36 km).

Disposition: Sweet and sensual when on a mission, brutal and sadistic whenever she can be herself. She likes to pretend to be helpless and submissive and then surprise overconfident men with her supernatural strength, sometimes tearing her victims limb by limb. She likes to kill.

Horror Factor: 15, but only after her true nature is revealed.
Experience Level: 10th level assassin, 5th level sorceress.
Natural Abilities: Nightvision 600 ft (183 m), see the invisible, turn invisible at will, shape shift into any female form, bio-regeneration 1D6 × 10 M.D.C. every minute, dimensional teleport 62%.

Special: Aura of Enticement: This power allows her to capture the attentions of any male. The target must save against psionics (16 or higher) or he will become irresistibly attracted to Jahi. This makes the male so intent upon her that he is reduced to one attack/action per melee round, doesn't notice what's going on around him, and will not notice any weapon in Jahi's hand. The moment she attacks, the male snaps out of his trance but it may be too late. If he should survive her first strike, he must roll to save vs horror factor 15. However, Jahi only uses this power when conventional means of seduction have failed — she likes the challenge and considers the enticement power a way of cheating, and she likes to do things "naturally."

Skills of Note: Knows all espionage and domestic, plus palming, and streetwise, all at 78%. W.P. Knife, W.P. Blunt, W.P. Energy Rifle.
Combat Skills: Hand to Hand: Assassin
Number of Attacks: Six hand to hand or two by magic or psionics.
Restrained Punch — 5D6+15 S.D.C.
Full Strength Punch — 3D6 M.D.
Power Punch — 6D6 M.D.
Kick — 4D6 M.D.
Bonuses: +5 on initiative, +6 to strike, +2 to parry and dodge, +15 to S.D.C. damage, +3 to roll with impact or fall, +9 to save vs horror factor, +3 to save vs magic, +2 to save vs psionics.
Magic Knowledge: Jahi knows the following spells: blinding flash, see aura, befuddle, chameleon, concealment, detect concealment, fear, heavy breathing, armor of Ithan, fool's gold, shadow meld, domination, horrific illusion, sleep, fire ball, impervious to energy, mask of deceit, words of truth, agony, life drain, hallucination, and protection circle: simple. **P.P.E.:** 560.



Psionic Knowledge: None
Weapons and Equipment of Note: None per se. She tends to rely on her abilities and magic, but can use a variety of weapons if she so desires.
Description: Jahi can transform herself into the ideal of beauty for the culture she is infiltrating. Some peoples of the past preferred plump, Rubinesque women, while the 20th century humans liked skinny, tall models. Jahi can become any type that will do the job and can assume the shape of any humanoid race. She once seduced the chieftain of a tribe of Dragon Slayers (powerful M.D.C. giants), and then left his head on a pole over his personal tent.

Nasu the Corpse

This god symbolizes all that is frightening about death, including decomposition and disease. All the demon touches, from flesh to spirits, falls to decay and corruption. He is a master of necromancy and has great power among the undead. Nasu hates and fears Ahura Mazda and his children, for they are among the few beings who can stand his presence and actually have a chance of purifying the monster, thereby destroying it. Nasu is extremely loyal toward Ahriman, who has promised him control over the bodies and souls of all the victims of his wars.

Over the past few centuries, he has tried to forge an alliance of vampire intelligences, led by him and subservient to Ahriman. He hasn't been very successful, since the vampire intelligences hate and distrust each other (after all, they are in competition). He has managed to recruit a weakened intelligence that fled Rifts Earth after a group of heroes managed to destroy its physical body (the creature responsible for the Dracula legends, perhaps?).

Real Name: Nasu Pestihl
Alignment: Miscreant
M.D.C.: 28,000 (5600 on Rifts Earth)
S.D.C/Hit Points (for non-M.D.C. worlds): 2,000 S.D.C. and 800 hit points.
Size: 8 to 26 feet (2.4 to 7.9 m) tall
Weight: Varies with size.
Attributes: I.Q. 20, M.E. 20, M.A. 22, P.S. 30 (supernatural), P.P. 17, P.E. 30, P.B. 5, Spd 88 (60 mph/96 km).
Disposition: A sinister, morbid monster. He behaves as if he was performing a distasteful but necessary duty. When he has a victim cornered, he often smiles and says "It's for your own good. You were going to die anyway. You'll be happier with me."
Horror Factor: 19
Experience Level: 14th level necromancer.
Natural Abilities: Nightvision 200 ft (61 m), see the invisible, turn invisible at will, bio-regeneration 3D6 × 10 M.D.C. every minute, resistant to cold (does half damage), impervious to disease, teleport self 87%, dimensional teleport 64%. Has all necromantic powers and abilities, plus can animate and control 1D6 × 100 dead!

Special: Winds of Pestilence: Once every other melee round, Nasu can project a gust of disease-ridden wind. Anybody in its 10 ft (3 m) radius of effect must make a save vs poison (16 or higher) or be consumed by a deadly illness. Sealed suits do NOT protect characters from this potent magic; only magical force fields or armor of Ithan. Roll on the following table:

01-10%: Wasting Plague: The characters will be racked by nausea (−4 to strike, parry or dodge) and lose 2D6 hit points/S.D.C. or 3D6 M.D.C. immediately. Every two hours after exposure, the victim must make a new save (this time they need a 14 or higher), or take the same amount of damage. This happens until the victim



makes a successful save or dies. A save means an end to the damage and penalties.

11-30%: Plague of Worms: This hideous disease affects the character starting the following melee round. Worms hatch under the character's skin and begin crawling out! This does 1D6 hit point or 1D4 M.D.C. damage on the first melee round and 1D4 damage each subsequent round. The experience is terrifying (Horror Factor 17) and painful (reduce melee attacks and combat bonuses by half while the worms infest the body). The plague lasts for 2D4 melee rounds, before all the worms appear to have crawled out, leaving the character's body marred with small scars similar to pockmarks; reduce P.B. 2 points. The marks can be magically healed/removed via a healing from a god, remove curse or restoration spell. The experience is so traumatic that the character has a 01-50% chance of developing a phobia for worms, corpses or animated dead (which is what Nasu looks like).

31-50%: Excruciating Pain: The character feels excruciating pain coming from every bone joint in his body. Penalties: −4 to all combat bonuses, lose two melee actions/attacks and reduce speed by 80%! Duration: 2D4 minutes.

51-70%: Fever: The character will become feverish and weak, taking 1D6 M.D. or hit point damage, and suffering a −3 penalty on all combat actions (strike, parry, etc.). Duration: 2D4 minutes.

71-90%: Convulsions of the Dying: The victim will suddenly be racked by stomach cramps and convulsions, taking 1D6 M.D. or hit point damage and unable to do anything for one full melee round. The effects will diminish on the following rounds, but the character is −6 to strike, parry and dodge, and minus one melee attack. Duration: 1D4 minutes.

91-100%: Flesh Rot: The character will be stricken with a disease that's causing his flesh to decay before his eyes! On the first round, the character suffers 1D6 hit point or M.D.C. damage, and his skin turns grey and begins to blister and fall off. Roll to save vs Horror Factor 19! A failed roll means the character spends the next 1D4+1 melee rounds watching in horror as his flesh drops away from the bone! The character can only defend himself against attacks. Duration: 1D4+1 melee rounds. This is really a super hallucination, so when the spell ends the character will suddenly be restored to normal. However, even knowing this disease is a hallucination cannot save the hero from its devastating effects next time. The experience is traumatic, causing a 01-35% chance of the character developing an obsession with cleanliness (must stay clean) or phobia about disease, corpses, worms or animated dead (which is what Nasu looks like).

Special: Touch of Pestilence: Nasu can inflict any of the above by disease effects, as he desires (he usually mixes and matches diseases), by touch as often as once per melee round. However, in this case, environmental body armor and enclosed vehicles will stop/block the pestilence. He can do the same thing to animals.

Vulnerabilities: Fire and holy weapons inflicts triple damage and weapons made from the wood of a Millennium Tree do 10 times damage.

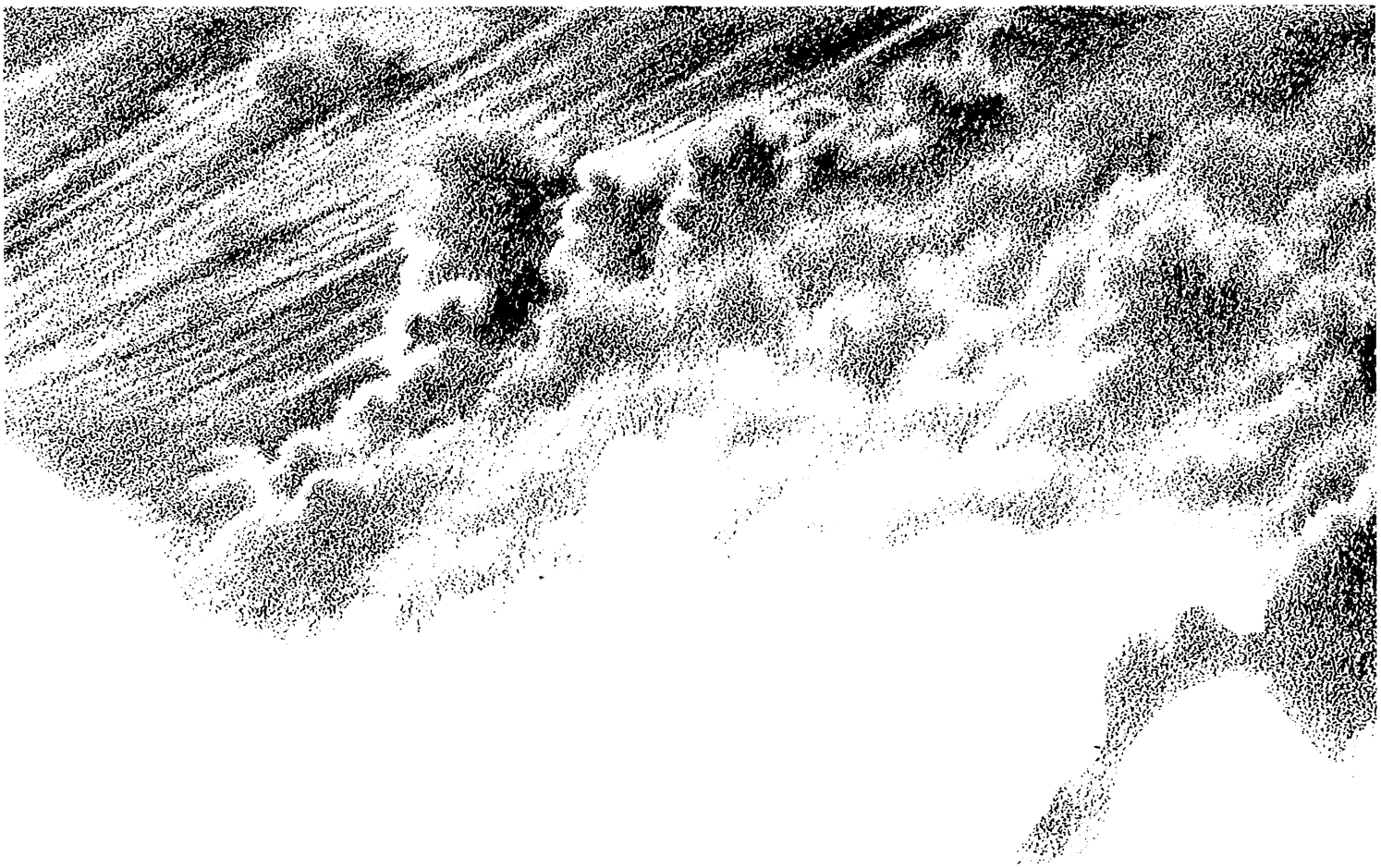
Skills of Note: All medical, lore and language at 98%.

Combat Skills: Hand to Hand: Expert

Number of Attacks: Five hand to hand or two by magic.
Restrained Punch — 5D6+15 S.D.C.
Full Strength Punch — 3D6 M.D.
Power Punch — 6D6 M.D.
Bite — 4D6 M.D.

Bonuses: +1 on initiative, +3 to strike, +5 to parry and dodge, +15 to S.D.C. damage, +2 to roll with impact or fall, +11 to save vs horror factor, +9 to save vs magic, +4 to save vs psionics.

Magic Knowledge: Has all necromantic abilities and spells plus spell magic from levels 1-4 plus horrific illusion, fire ball, constrain being, life drain, minor curse, sickness, spoil, circle of protection: simple, banishment, sanctum and transformation. **P.P.E.:** 4,000.



Psionic Knowledge: None
Allies: Forces of darkness, particularly vampires and necromancers.
Enemies: Champions of Light, human or supernatural.
Minions: Animated dead and zombies. He also associates with the undead.
Weapons and Equipment of Note: None, relies on his powers.
Description: Nasu resembles a gigantic, pale corpse, with most of his face rotted away, leaving a grotesque deathmask. His teeth are sharp and long, much like a vampire's. He is surrounded by the stench of rotten meat.



The Daemonix – Archaic Sub-Demons

By Kevin Siembieda

Inspired by the art of Kent Burles

The Daemonix race (pronounced "day mon icks") are hulking, supernatural monstrosities that were unknown to Rifts Earth until discovered by Tolkeen Shifters in search of allies to help them in their war against the Coalition States. Sometime in 107 P.A. the Tolkeen sorcerers made contact with the damnable creatures and brought them to Earth. Exactly when, where or how the Shifters of Tolkeen found the Daemonix is unknown.

The following are the approximate numbers of Daemonix *known* to have been brought into the service of the doomed kingdom of magic. Tolkeen's sorcerers believed these numbers represent 80-90% of the total population of the Daemonix throughout the Megaverse.

6,900 Feculence (spies)

10,000 Manslayer (soldiers)

8,700 Immolator (shock-troopers/elite battle legion)

6,100 Hangdog (servant/watchdog)

1,300 Basal (Overmaster/leader)

Note: Approximately 33,000 in total.

Three of the (known) Daemonix have a vague humanoid appearance, are bipedal, have two prominent arms and a pair of legs, but any semblance to humans ends there. All Daemonix are hideous, pale skinned, hairless giants with rubbery, smooth flesh. Their skin is a sickly white or pale grey with hints of pink and/or purple around the eyes, mouths, throats and underbellies. Blue veins rippling across their bodies give accentuation to their musculature. When standing still, they can almost be mistaken for marble statues of grotesque creatures. The heads of all Daemonix are misshapened and massively oversized. Some have a rather "fish head" appearance, while others have a distinctly animal or insect aspect to them. Indeed, more than one Daemonix has features reminiscent of aquatic animals and may indicate some connection to the sea in their distant past.

The Daemonix were old when the Earth was young. They are primordial supernatural beings that crawled out of the cosmic slime during one of the Megaverse's periods of total chaos. In that day and age they served the elder gods of Chaos. Beings who no longer exist and whose names are but forgotten memories. When the beings they had served for long and faithfully vanished from the heavens like fading stars, the Daemonix were left to stand alone before the new gods. Supernatural beings who had evolved and perfected their mastery of magic. Beings who found the Daemonix antiquated and undesirable. The Daemonix found wanting, they were brushed aside and mocked as has-beens who didn't have the sense to die with their masters. As ones who had ruled half the Megaverse for countless ages, their drop in status was difficult to accept. A hundred billion Daemonix rose up to smite the upstart gods and their arrogant minions, but as the war raged it was the Daemonix whose blood spilled across a thousand worlds. It was the Daemonix who in their own arrogance would doom their race. In less than an eon, the Daemonix were swept aside and forced into servitude by the more powerful and magical gods and demons for a new age. Beings who had mastered magic and relied on more than brute strength and primal rage. Ever defiant, the Daemonix rose up against their new masters, and each time they were struck down, their numbers dwindling ever smaller until their race was all but annihilated. Where there were once 66 distinct Daemonix races, there are now less than a dozen. Where once the Daemonix race held sway over the Megaverse, they are now barely a footnote. Demonkind mocks them and uses them as slaves or the lowliest of henchmen. Others hunt and kill them for sport, and only the most desperate or foolish gods call upon them for help. Many are surprised any Daemonix still exist at all. Still others have never heard of them.

Thus, when the leaders of Tolkeen called upon them for help and showed the great leviathans the respect they had not known in ten thousand millennia, it made the monsters' hearts soar. The Daemonix accepted the Tolkeenites' plea for help and fought hard on their behalf. When the kingdom of magic fell to the technological might of the Coalition Army in 109 P.A., the Daemonix again found themselves without a master. But this time they walked away with self-respect, for all had been reminded of what it is like to be feared and respected. Many of the Daemonix who fought at Tolkeen search the cosmos for others of their kind, for while most demons and dimensional beings consider them virtually extinct, they still number into the millions, though scattered across the Megaverse as they are, they might as well be extinct. When a brother is found, he is told of a place of chaos and primordial power like the days of old. A place of conflict and war. A place where their kind is appreciated and wanted. A place called Rifts Earth. And so it is that the Daemonix think they have found a new home and new purpose. And though Tolkeen, their Kingdom of liberation, has fallen, there are still Tolkeenites who crave revenge and others, such as the Federation of Magic, who seek grand allies to smite their enemies. It is they to whom the gathering Daemonix go with dreams of reminding their critics that the Daemonix are still a force to be feared.

Ironically, neither the Daemonix or humans realize the creatures have visited Earth before. Once when humans were themselves primordial creatures only recently climbed down from the trees, and again as one of the Demon Plagues during the Great Cataclysm when the forces of chaos drew them to an unnamed planet in the throes of upheaval. That was only three hundred years ago, when they helped to tear down civilization and terrorized millions.

The Daemonix are tortured creatures who are the embodiment of chaos and change. Wherever they go, violence and destruction follows. Ironically, they cannot see their own chaotic natures and hate change even as they help to usher it in. They

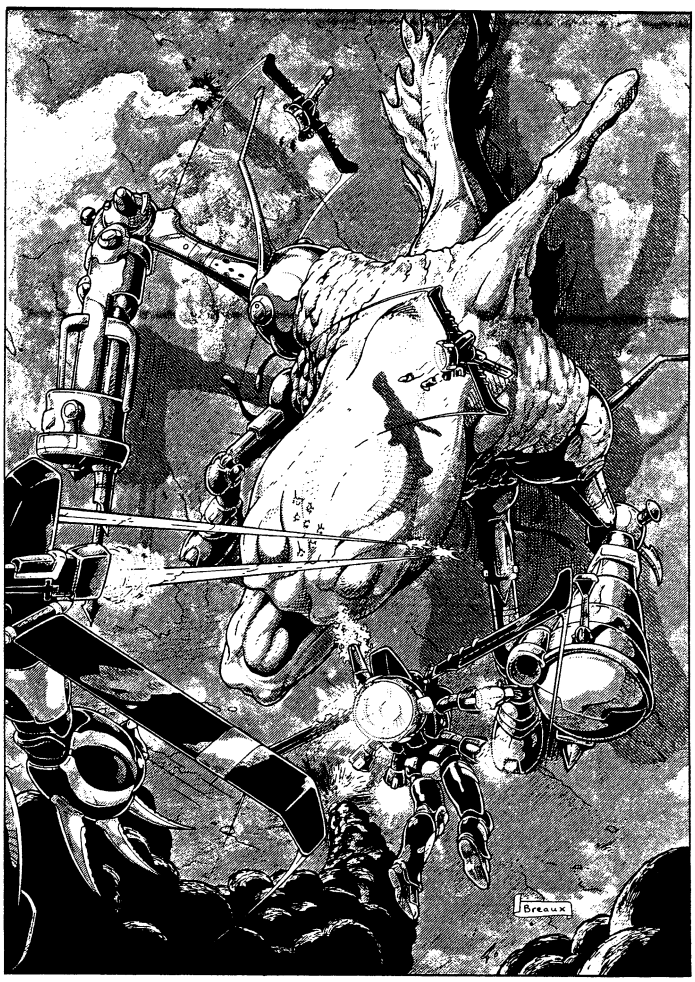
are monsters lost in their own swirling emotions. Their vile tempers, predatory instincts and reliance on brute strength, and tunnel vision are further evidence of their primal natures. Presumably, this is why the Daemonix are a fading race of sub-demons overrun and overwhelmed by more powerful, magic-based supernatural beings such as "true demons," Godlings, Demigods and the so-called ancient gods described earlier in this book.

Daemonix possess innate magic energy (i.e., large P.P.E. reserves) but have no means of tapping that energy reserve to create magical effects. Nor are they smart enough or patient enough to understand and learn the secrets of magic. The monsters do possess a smattering of psionic ability, but nothing compared to Greater Demons, Demon Lords, gods or even humans like the Mind Melter. Like most sub-demons, they cannot grasp the full significance of magic, which puts them at the bottom of the demonic hierarchy as slaves, workhorses and lapdogs for smaller and crueler, but more magically potent, *true demons*. The Daemonix are sick of their station in life and tired of serving others as slaves and underlings. Thus, they were stunned when a cadre of Tolkeen mages rescued them from their dimensional prison and offered them the opportunity to walk the earth. And not as slaves, but as respected allies seen as great and benevolent saviors. The puerile brains of the Daemonix were swam with joy. While one could argue that the Daemonix had only traded one set of masters for another, the sub-demons don't see it that way at all. As far back as any Daemonix could remember, no one had ever "asked" them anything. No previous master had ever given them a choice or the freedom to say no. This, in turn, has created a new sense of worth in at least some small portion of these archaic creatures. Unfortunately for the people of Rifts Earth, this chain of events may lead to new danger from beyond the Rifts, as several thousand Daemonix look to it as a new home. It has been countless eons since anybody has stood humbled or in awe in their presence. Seeing humans and D-Bees cringe or flee in terror is comforting and exhilarating to the Daemonix. They are equally fulfilled and gratified by those mortals who dare to oppose them in hopeless battle, and enjoy more than words can express being unleashed upon other mortal beings.

Like the Brodkil, sub-demons who use bionics and energy weapons, the Daemonix are fascinated by human technology, including bionics, but especially Techno-Wizardry. TW weapons and devices finally give them magical powers without having to learn spell casting. Weapons of magic that are able to tap into the Daemonix's own inner reserves of mystic energy and draw upon it to empower the magical devices. Incapable of understanding any principles of magic, the Daemonix see this as nothing short of a miracle. A miracle that, for the first time ever, elevates them from slaves to a more even keel with the true demons they loathe. Or so the Daemonix like to believe. It has been thousands upon thousands of years since any force allowed the Daemonix race to run free to wreak havoc, and it's an opportunity they plan to seize.

As odd as it may seem, the Daemonix don't see humans as prey or inferiors, but strange, fragile allies, who, like themselves, are treated like garbage by demonkind and tyrants like the Coalition States. This sympathy only extends to humans and D-Bees who embrace or use magic, and who do not try to force them to do anything against their will like Shifters.

Note: Nobody understands why the alien nature of the Daemonix allows them to uses Techno-Wizard weapons or receive bionic-style TW augmentation attached directly to their bodies like bionics. This type of augmentation does not work on humans, D-Bees, Brodkil, Gargoyles or other supernatural beings. Bionics usually has the effect of diminishing and blocking magic energy rather than releasing it in any usable way, but this is not the case with the Daemonix, making them truly unique.



The Trouble with Daemonix

Ironically, Daemonix dislike other sub-demons like the Brodkil and Gargoyles, and hate all true demons, including lesser ones. When put together without a practitioner of magic to referee, the Daemonix will belittle, bully, abuse and mistreat sub-demons in an attempt to prove themselves to be their superior. True demons are attacked sight.

The ill-tempered Daemonix fight at the drop of a hat. The slightest arrogant gesture or condescending word, let alone an outright insult, will send these behemoths into a rage, especially when it comes from a demon. Brawls between Daemonix and other demons are always bloody and quickly escalate into murder by one side or the other. To make matters worse, even lesser (but "true") demons delight in needling the Daemonix and provoking fights. Battles that the barbaric monsters are only too ready to join. Daemonix are indeed brutes, and typically gang up on their demonic rivals, with two or three Daemonix to every one demon antagonist. The Daemonix aren't too thrilled about dragons, either. In fact, they seem threatened by *any* powerful

creature of magic and other supernatural beings, except human practitioners of magic, but show them contempt and displeasure in words and attitude rather than flagrant hostility. Some mages are beginning to think there may be a good reason why these hulking brutes have always been oppressed and kept under the heel of demon society.

This incompatibility with other demons is reason for concern to anybody who allies himself with a Daemonix or solicits the monster to do his bidding. The creatures are even more belligerent when enslaved or forced to serve a master they haven't chosen. However, the Daemonix are excellent fighters and excellent in open warfare, guerilla raids, and acts of destruction to provoke fear or intimidation.

Natural Enemies

Psi-Stalkers, Dog Boys, Demon Quellers, Demon Wranglers and most *dedicated demon hunters* instinctively recognize Daemonix as natural enemies and the enemy of all natural life. This sixth sense about the monsters is so strong that none of them can bring themselves to accept or befriend the horrors for any reason, other than to get an opportunity to destroy it. The revulsion runs so deep that the demon slayer will be compelled to kill the monster whenever he knows one is around. If that is not allowed for whatever reason, the character will leave rather than associate with it even at a distance. Demon slayers want to eradicate all Daemonix from the face of the Earth. And though all Daemonix are marked for death, the heroes are not suicidal and will wait for the right moment to strike. Likewise, they may gather other demon hunters and heroes to join them in tracking down and destroying Daemonix suspected of roaming the countryside.

The feeling is mutual and Daemonix take an instant loathing to Psi-Stalkers, Dog Boys and Demon Quellers. As is their nature, the sub-demons will constantly belittle and provoke their natural adversaries whenever they are forced to work with them or come upon one by accident. The monsters welcome any battle that comes of it and fight to kill. Once a battle is begun, it will end with the death of one or the other. Only powerful magic can successfully pull these two adversaries apart and keep them apart. A battle between a Daemonix and one or more Wild Psi-Stalkers is said to be savage beyond belief. Civilized Psi-Stalkers and Dog Boys feel a similar visceral reaction toward the Daemonix and battle them with vigor and savagery that is frightening to the humans who fight alongside them. One put it this way . . .

> "The loathing and need to destroy these abominations seems to well up from our very souls and radiates through every fiber of our being. We know the face of demonic evil when we see it. And we know when we are called upon to send it back to Hell."

The Daemonix Revealed

There are five *known* types of Daemonix, though it is rumored that two or three others may yet exist. Each serves a particular function in their primitive and war-like society. Each has two names, one is a recognizable human word, the other a phrase they use to describe themselves. Both are descriptive and indicate the creatures' base nature, purpose, and social position.

Feculence – "He most foul and cunning."

Manslayer – "He who battles."

Immolator – "He who destroys."

Hangdog – "He who serves" and "He who is lowest of the low."

Basal – "He who shall be obeyed."

Daemonix Population Note: Approximately, 33,000 Daemonix are *known* to have fought in the war at Tolkeen. At least half were destroyed in combat before the war's end. The rest scattered, some into the world of men, others into the Megaverse to tell others of the opportunity offered by Rifts Earth. The Shifters and mages who summoned and handled the monsters mistakenly believed these numbers represent 80% or 90% of the total population of these sub-demons throughout the Megaverse. They were wrong. How many may come to Rifts Earth, and North America specifically, remains to be seen.

Feculence Daemonix

The word *feculence* means fetid or foul, and that's exactly what this sub-demon is. Aptly called "He who is most foul and cunning," the Feculence function as spies, assassins, bushwhackers, interrogators, and torturers. Work they love and excel at most admirably.

Feculence are the smallest of the Daemonix, standing only 12-15 feet (3.6 to 4.6 m) tall, but are 22 to 25 feet (6.7 to 7.6 m) long. They are also the most obviously aquatic, with an elongated head that ever so vaguely resembles a dolphin or orca. A ridged dorsal fin crowns its back and its hindquarters end in a long fish or eel-like tail. The eyes are small pink orbs and it has a long, gaping but toothless maw. *Normally* it walks on a pair of spindly crab-like legs with four to six short tentacles dangling from its underbelly like the udder of a cow. A pair of arms, thicker and larger than its legs, are found under the dorsal fin roughly mid-way on its body. Its underbelly is lumpy like the hide of a toad or wet, drippy plaster (or milk curd). The tail and top of the creature are a pasty grey color graduating toward the front into a grayish off-white head and fin. The underbelly is a pale, mottled pink and violet with the tentacles being a darker, almost purple color. Its large tongue is a healthy pink and the Feculence's voice is raspy, and when they are excited, reminiscent of a cackling dolphin.

Feculence Daemonix NPC Villain

Also Known as "He who is most foul and cunning."

Race: Archaic Sub-Demon

Alignment: Always Miscreant or Diabolic.

Attributes: I.Q. is slightly higher than the average human but cunning and sadistic: 1D6+9, M.E. 1D6+10, M.A. 1D4+6, P.S. 2D6+16 (increase by 50% when in water), P.P. 1D6+10, P.E. 2D6+16, P.B. 1D4, Spd 2D6+16 (triple speed underwater with a minimum swimming spd of 54 or 37 mph/59 km); supernatural strength and endurance.

M.D.C.: P.E. x10, but increase by 50% at night or when underwater (on S.D.C. worlds a Feculence has 2D6x10 +P.E. number for Hit Points and 2D6x10 S.D.C.; increase both by 50% underwater. A.R. 10 on dry land, increases to A.R. 12 underwater).

Horror Factor: 14

Size: 12-15 feet (3.6 to 4.6 m) tall, 22-25 feet (6.7-7.6 m) long.

Weight: 4-5 tons.

Average Life Span: Uncertain, 1000+ years; may be immortal.

P.P.E.: P.E. attribute number x3 +220.

Disposition: Foul-spirited and malicious, Feculence love to hurt and torture other beings. They are especially fond of hurting great and powerful beings, the more powerful the better, and take delight in seeing the great, good and powerful suffer and fall. Among the Daemonix as a people, the Feculence serve as scouts, spies, assassins, and the living weapons that seek revenge and retribution.

Natural Abilities: Fair speed and can run without pause or exhaustion for 1D4 hours or swim (98%) without fatigue indefinitely. Can breathe in air and underwater, survive depths of up to two miles (3.2 km), prowl (see TW enhancement), track humanoids 76%, has nightvision (one mile/1.6 km), and heals much faster than humans, roughly at a rate of 2D6+2 M.D.C. per 24 hours.

Knows All Languages: Magically understands and speaks all languages 90%, but cannot read.

Articulated Tentacles: The creature has 4-6 tentacles on its underbelly, which it can use like hands. Each is 7-9 feet (2.1 to 2.7 m) long and can be used to strike/punch, use weapons, handle tools, entangle or pin opponents, and similar functions.

Limited Invulnerability (special): Feculence are impervious to cold and disease, and on Rifts Earth they are M.D.C. creatures invulnerable to S.D.C. weapons. Poisons, drugs, electricity and cold/ice based magic do half damage, however, fire and heat based magic does double damage. Vulnerable to psionics, M.D. weapons and magic.

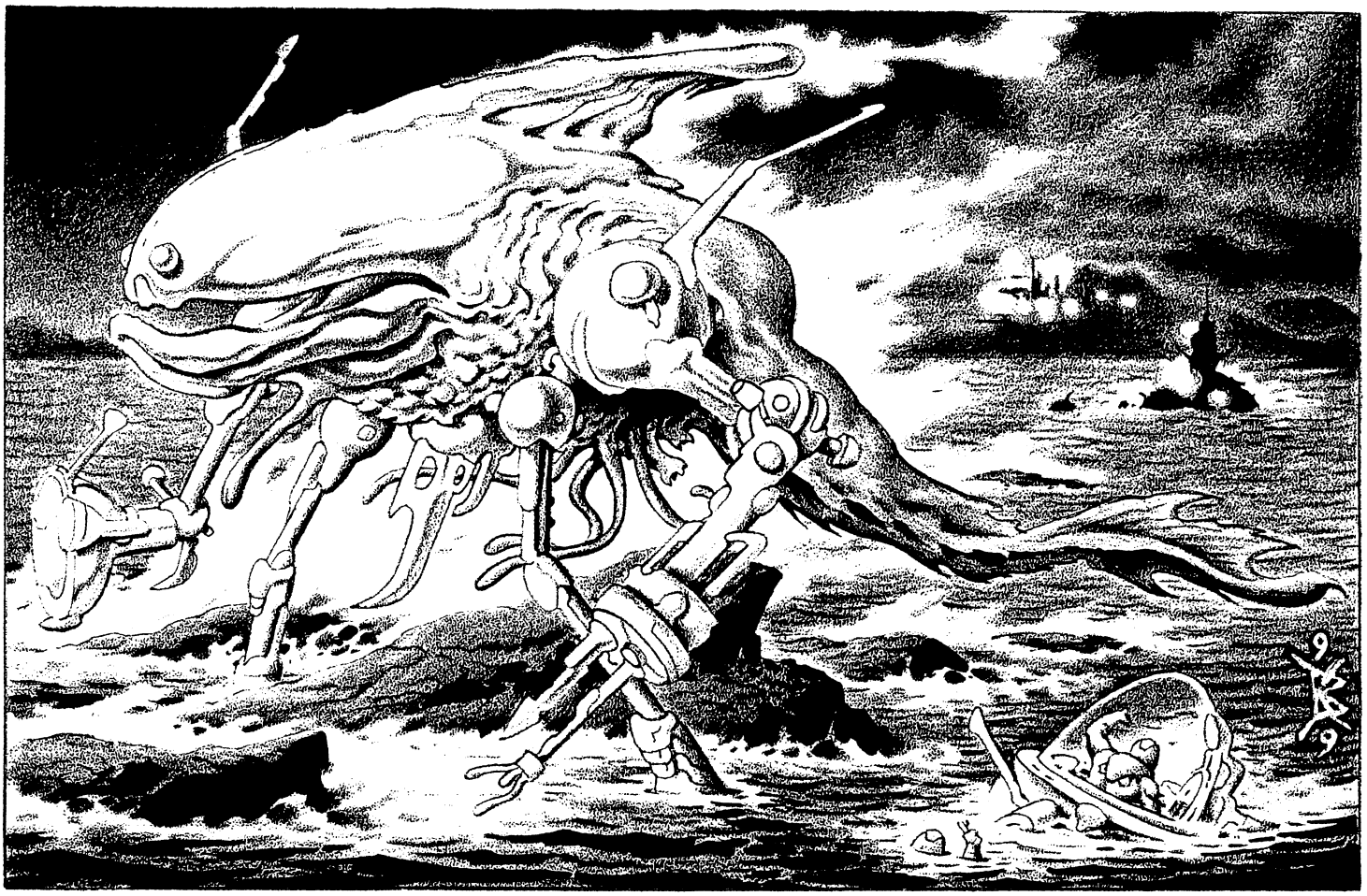
O.C.C.: Not applicable.

R.C.C. Skills: Basic Math 92%, Interrogation 88%, Intelligence 80%, Surveillance (Tailing, only 86%), Streetwise 80%, Land Navigation 80% (+12% underwater), and Wilderness Survival 98%. Also see Natural Abilities, above, and TW powers and Psionics, below.

R.C.C. Combat: Attacks Per Melee: Seven

Damage: Bite 2D6 M.D., head-butt, punch or tail slash M.D. varies with supernatural P.S., or by weapon or magic.

R.C.C. Bonuses: +3 on initiative, +3 to strike, +2 to parry, +2 to dodge, +4 to pull punch, +4 to disarm, +4 to entangle, +2



to roll with impact or fall, +7 to save vs Horror Factor. R.C.C. bonuses are all in addition to any possible attribute bonuses. All, except H.F., are doubled when underwater.

Magic: Normally none, but with TW enhancements that's all changed.

Standard Techno-Wizard Augmentation: Techno-Wizardry has given the Daemonix greater power than the creature has ever known. Like most of its kind, even the TW devices and magic it selects reflects its dark purpose and place among it demonic kin.

TW Legs (2): A pair of mechanical legs replace the original crab-legs. These mechanical contrivances are also thin and stilt-like, but possess mystical properties. They leave no tracks, make no sound (no footprints nor the sound of footsteps), enable the Feculence to *prowl* at 80% and add +10 to running Speed (no affect on swimming speed). Each leg has 150 M.D.C.

TW Weapon Arms (2): Most Feculence insist on having both of their arms replaced with TW multi-weapon systems, using their remaining tentacles for hands.

- The right arm ends in a bulb covered with metal plates. When the metal shield coverings (40 M.D.C.) open, they reveal what looks like a large spotlight (20 M.D.C; attackers must make a called shot to hit and are -4 to strike). When the protective plates slide open the Techno-Wizard device is ready to work its magic, when closed it can be used as a club (1D6 M.D. +P.S. punch damage). It enables the creature to cast the following spells at will (**Note:** Each spell uses up three melee attacks and costs the usual P.P.E. to cast, but has a fixed level of power equal to a 5th level spell caster; standard save): *Globe of Daylight (2), Light Target (6), Dark Light (5)* (a grey beam of light that inflicts *Fear* exactly like the 2nd level spell), and *Light of Truth (15)* (a narrow white light beam that inflicts the 6th level spell, *Words of Truth* on whoever it strikes). M.D.C. of Right Arm: 110.
- The left arm is both a weapon and implement of torture. The weapon is the top, pointed barrel that fires a lightning bolt that does 4D6 M.D. up to 1200 feet (366 m) away, for the cost of 5 P.P.E. points per blast.

  The lower forked appendage need only touch its victim to inflict any of the following as desired by the Feculence to inflict torture (P.P.E. cost is the same as always): *Befuddle (3), Agony (20), Blind (6), Mute (50), Paralysis: Lesser (5), Life Drain (25)* as well as a few spells to bind and control victims: *Trance (10), Domination (10),* and *Forcebonds (25*; see **Federation of Magic™** for those not listed in the RPG). M.D.C. of Arm: 170

  Optional Extra Arm: This is a simple mechanical arm that can either have a mechanical hand or a slashing blade (2D6 M.D.). The arm is powered by the P.P.E. of the Feculence so if all P.P.E. is temporarily expended, it will not function.

Psionics: Major Psionic with M.E.x4 for I.S.P. and the powers of See Aura, See the Invisible, Sense Evil, Sense Magic, Presence Sense, Telepathy and Mind Block.

Enemies: All other demons and gods. Greatly dislike dragons and other creatures of magic of whom they are envious and fearful. Most humans and other mortal beings are regarded as weak, inferior beings to be subjugated and tormented. Historically, Daemonix are enslaved, used and abused by other demons and dark gods.

Allies: The people of Tolkeen with all Techno-Wizards, King Creed and Warlord Scard at the top of the list. And of course, members of their own race.

Value: None

Habitat: Currently the Tolkeen-Minnesota/Wisconsin region.

Manslayer Daemonix

The Manslayer, or "He who battles," is the foot soldier of the Daemonix race. Born warriors whose purpose is to fight, kill and destroy. They are only truly happy when fighting, even if they are losing. Without an enemy to battle they brawl among themselves and get cranky and agitated.

They are towering giants who stand 18 feet (5.5 m) tall. A Manslayer has a humanoid body with a pair of large muscular arms, comparatively short, powerful legs, and a fish or frog-like head, complete with huge round eyes with a dark green (almost black) center. The mouth is a huge frog-like maw with large, widely spaced teeth. Tendril-like spines extend from the top of the head. The skin is the same rubbery texture of all Daemonix with many thin blue veins rippling across their muscles. The skin color is white with a slight grey tint to it that gets a bit darker under the neck on the back.

Manslayer Daemonix NPC Villain

Also Known as "He who battles."

Race: Archaic Sub-Demon

Alignment: Always Miscreant or Diabolic.

Attributes: I.Q. is average: 1D4+8, M.E. 1D4+10, M.A. 1D4+4, P.S. 2D6+30 (increase by 25% when in water), P.P. 1D6+16, P.E. 1D4+20, P.B. 1D4, Spd 2D6+20 (double speed underwater with a minimum swimming speed of 42 or 30 mph/48 km); supernatural strength and endurance.

M.D.C.: P.E. x20, but increase by 25% when underwater (on S.D.C. worlds Manslayers have 3D6x10 +P.E. number for Hit Points and 3D6x10 S.D.C.; increase both by 25% underwater. A.R. 12 on dry land, increases to A.R. 13 underwater).

Horror Factor: 12; increases to 14 when there are eight or more.

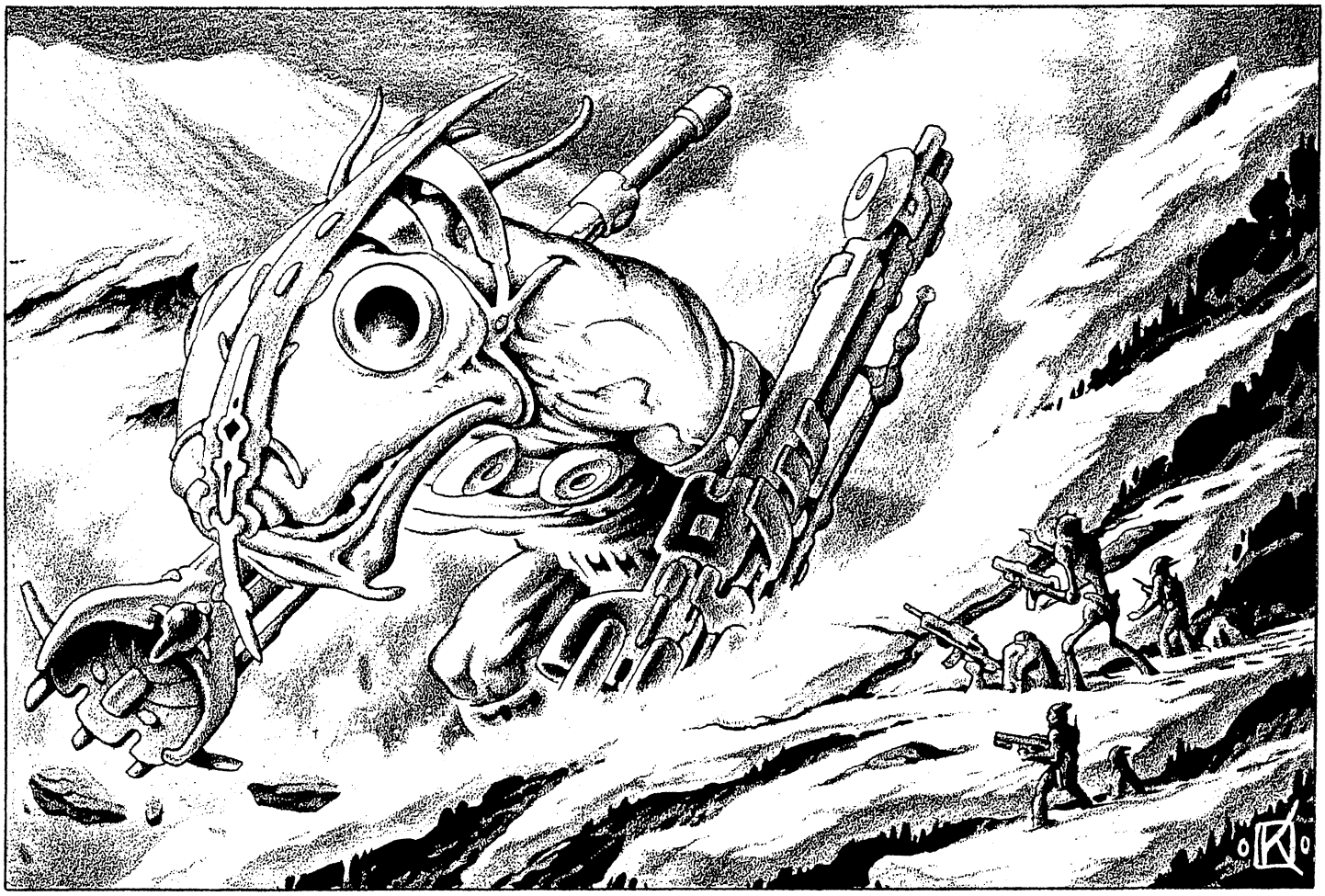
Size: 18 feet (5.5 m) tall.

Weight: 6-7 tons.

Average Life Span: Uncertain, 1000+ years; may be immortal.

P.P.E.: P.E. attribute number x2 +330.

Disposition: Manslayers are natural born killers and destroyers who live for war. Thus, they are very aggressive, quick to answer a challenge and do not hesitate to rush to war when so commanded, even if they are outnumbered. That having been said, Manslayers are not fools or suicidal, so unless there is some obvious strategic need for them to sacrifice their lives, or a powerful master forcing them to suicide, they fight but make a tactical retreat to regroup and fight another time. Among the Daemonix as a people, Manslayers are the capable foot soldiers who fight to defend, protect and avenge.



Natural Abilities: Fair speed and can run without pause or exhaustion for 24 hours or swim (90%) without fatigue for 1D4 days. Can breathe in air and underwater, survive depths of up to two miles (3.2 km), track humanoids 60%, has nightvision (one mile/1.6 km), and heals much faster than humans, roughly at a rate of 3D6+3 M.D.C. per 24 hours.

Knows All Languages: Magically understands and speaks all languages 90%, but cannot read.

Enhanced Vision (special): Polarized filters slide over the eyes in bright light to protect them in a similar way as humans use sunglasses, plus the creature can see the infrared and ultraviolet spectrums of light which means it has the equivalent of natural infrared and ultraviolet sight. Range: 1600 feet (488 m).

Limited Invulnerability (special): Manslayers are impervious to cold and disease (including magic equivalents), and on Rifts Earth they are M.D.C. creatures, invulnerable to S.D.C. weapons. Heat and fire (including magic fire) do half damage, however, these warriors are vulnerable to all other types of M.D. weapons, explosives and magic.

O.C.C.: Not applicable.

R.C.C. Skills: Basic Math 80%, Intelligence 60%, Detect Ambush 60%, Detect Concealment 50%, Camouflage 60%, Climb 90%/80%, Land Navigation 85% (+5% underwater), and Wilderness Survival 98%. Also see Natural Abilities, above, and TW powers and Psionics, below.

R.C.C. Combat: Attacks Per Melee: Eight!

Damage: Bite 5D6 M.D., head-butt, punch or kick Mega-Damage varies with supernatural P.S., or by weapon or magic.

R.C.C. Bonuses: +2 on initiative, +4 to strike, +5 to parry, +3 to dodge, +6 to pull punch, +2 to disarm, +3 to roll with impact or fall, +5 to save vs Horror Factor. R.C.C. bonuses are all in addition to any possible attribute bonuses. All, except H.F., are +1 when underwater.

Magic: Normally none, but with TW enhancements that's all changed.

Standard Techno-Wizard Augmentation: Techno-Wizardry has given the Daemonix greater power than the creature has ever known. Like most of its kind, even the TW devices and magic it selects reflect its dark purpose and place among it demonic kin.

TW Weapon Arms (2 of Choice): Most Manslayers insist on having both of their arms replaced, each with a different TW multi-weapon systems for maximum power and versatility. They use their telekinesis or a mechanical arm for hands. The tiny minority (10%) who opt for only one TW Weapon Arm (unless they get TW legs) are considered fools or cowards. Each arm has 240 M.D.C.

Type One "Wind and Fury" TW Weapon Arm: The forearm is replaced with a long cannon-like appendage that is very narrow, but widens where the hand should be and ends in a catcher's mitt type opening (see the right arm in the illustration). This weapon enables the creature to cast the following spells at will (**Note:** Each spell uses up three melee attacks and costs the usual P.P.E. to cast, but has a fixed level

of power equal to a 5th level spell caster; standard save. Shooting range enables this cannon to fire the magical effect at targets up to 1600 feet/488 m away!): *Thunderclap (4), Energy Disruption (12), Wave of Frost (6), Wind Rush (20), Shockwave (35)* and *Whirlwind (30*; same as the 5th level Air Warlock spell)! The appendage can also be used as a blunt weapon that does 2D6 M.D. +P.S. punch damage.

Type Two "Battle" TW Weapon Arm: The forearm is replaced with a long cannon-like appendage with three different barrels and a spindly, concealed retractable mechanical arm and hand (P.S. 12, P.P. 12, and a 12 foot/3.6 m reach); see the right arm in the illustration.

This weapon can fire any of the following magical energy blasts for the cost of 8 P.P.E. Each blast counts as one melee attack/action and the different types of blasts can be used in any combination.

Fire Bolt: 4D6 M.D. up to 2000 feet (610 m) away.

Lightning Bolt: 6D6 M.D. up to 2000 feet (610 m) away.

Magical Energy Bolt: 5D6 M.D. up to 2000 feet (610 m) away.

In the alternative, a *Frostblade* (15 P.P.E., duration 5 minutes, 4D6 M.D.) can be made to appear at the nose of the weapon to use as a sword in melee combat.

Type Three "Lance" TW Weapon Arm: The forearm is replaced with a long "lance" like appendage. This magical weapon does 2D6 M.D. +Supernatural P.S. punch damage as a clubbing weapon, or 3D6 M.D. +Supernatural P.S. punch damage as a stabbing weapon (can also be used as a power strike to inflict double damage but counts as two melee attacks). The lance has 300 M.D.C.

In addition, the Lance can cast the following magical spells (**Note:** Each spell uses up three melee attacks and costs the usual P.P.E. to cast, but has a fixed level of power equal to a 5th level spell caster; standard save). *Chameleon (6), Repel Animals (7), Invisibility: Simple (6)* and *Fly as the Eagle (25)*.

Optional Crown of Defense TW Device: A metal head band is bolted to the creature's head with an ornate strip running down the middle of its face and two others at the top, back of the head behind the eyes and connecting to the jaw (see illustration). **Note:** Roughly 75% of all Manslayers have this option. The few who do not avoid it because they feel it is a sign of weakness.

This crown makes the Manslayer +3 to save vs psionic attack, impervious to possession, and enables them to cast upon themselves the spells of *Armor of Ithan (10*; lasts for 5 minutes, provides 50 M.D.C. and magic, fire, lightning, and cold attacks do half damage while it is in place), *Impervious to Energy (20*; lasts 10 minutes), and *Repel Animals (7)*. **Note:** The crown has 150 M.D.C.

Optional TW Legs (2): A pair of mechanical legs replace the original ones. These mechanical contrivances magically imbue the creature with a speed of 50 mph (80 km) and the ability to leap 20 feet (6.1 m) high and across (increase by 50% with a running start). Each leg has 200 M.D.C. **Note:** Only half the Manslayers take this option.

Psionics: Major Psychic with M.E.x4 for I.S.P. and the powers of Ectoplasm, Telekinesis, Telekinetic Leap, Telekinetic Punch, Telekinetic Lift, Levitation, Resist Fatigue, and Mind Block.

Enemies: Same as the Feculence.

Allies: Same as the Feculence.

Value: None, other than as slave labor or warriors.

Habitat: Currently the Tolkeen-Minnesota/Wisconsin region.

Immolator Daemonix

"He who destroys" are single-minded monsters bent on pulverizing their opponents and decimating their enemies. When sent to attack a city or stronghold, the Immolator is not satisfied with merely defeating his enemy, but extinguishing all life he finds, demolishing the buildings, and smashing everything that catches his notice (vehicles, statues, etc.). They are truly demonic weapons of destruction. When not destroying, the Immolator becomes quiet and sullen, finds someplace to rest and waits for the next assignment to annihilate again. Unless provoked into action, they tend to ignore everything going on around them waiting for a call to arms (which they hope will come soon).

The Immolator is a humongous creature that towers over 20 feet (6 m) and has shoulders 10 feet (3 m) across. The arms and legs are thickly muscled, the feet webbed. The head is gargantuan and resembles Earth whales, except its massive, grinning maw is filled with hundreds of sharp teeth the size of short swords! The rubbery skin of the monster is light bluish-grey with purple veins networking across the arms and legs. The throat and underbelly are a light pastel pink or violet and its tiny eyes a pale yellow with a brown center. Its normal hands are large, with three thick, webbed fingers ending in black claws (3D6 M.D. +Supernatural P.S. punch damage). However, most Immolators sacrifice their legs and hands for Techno-Wizard weapon arms.

Immolator Daemonix NPC Villain

Also Known as "He who destroys."

Race: Archaic Sub-Demon

Alignment: Always Miscreant or Diabolic.

Attributes: I.Q. is slightly above average: 1D4+10, M.E. 1D6+10, M.A. 1D6+4, P.S. 2D6+40 (increase by 25% when in water), P.P. 1D6+19, P.E. 1D6+22, P.B. 1D4, Spd 1D6+20 (double speed underwater with a minimum swimming speed of 42 or 30 mph/48 km); supernatural strength and endurance.

M.D.C.: P.E. x30, and it increases by 25% when underwater (on S.D.C. worlds Immolators have 4D6x10 +P.E. number for Hit Points and 3D6x10 S.D.C.; increase both by 25% underwater. A.R. 15 on dry land, increases to A.R. 16 underwater).

Horror Factor: 15

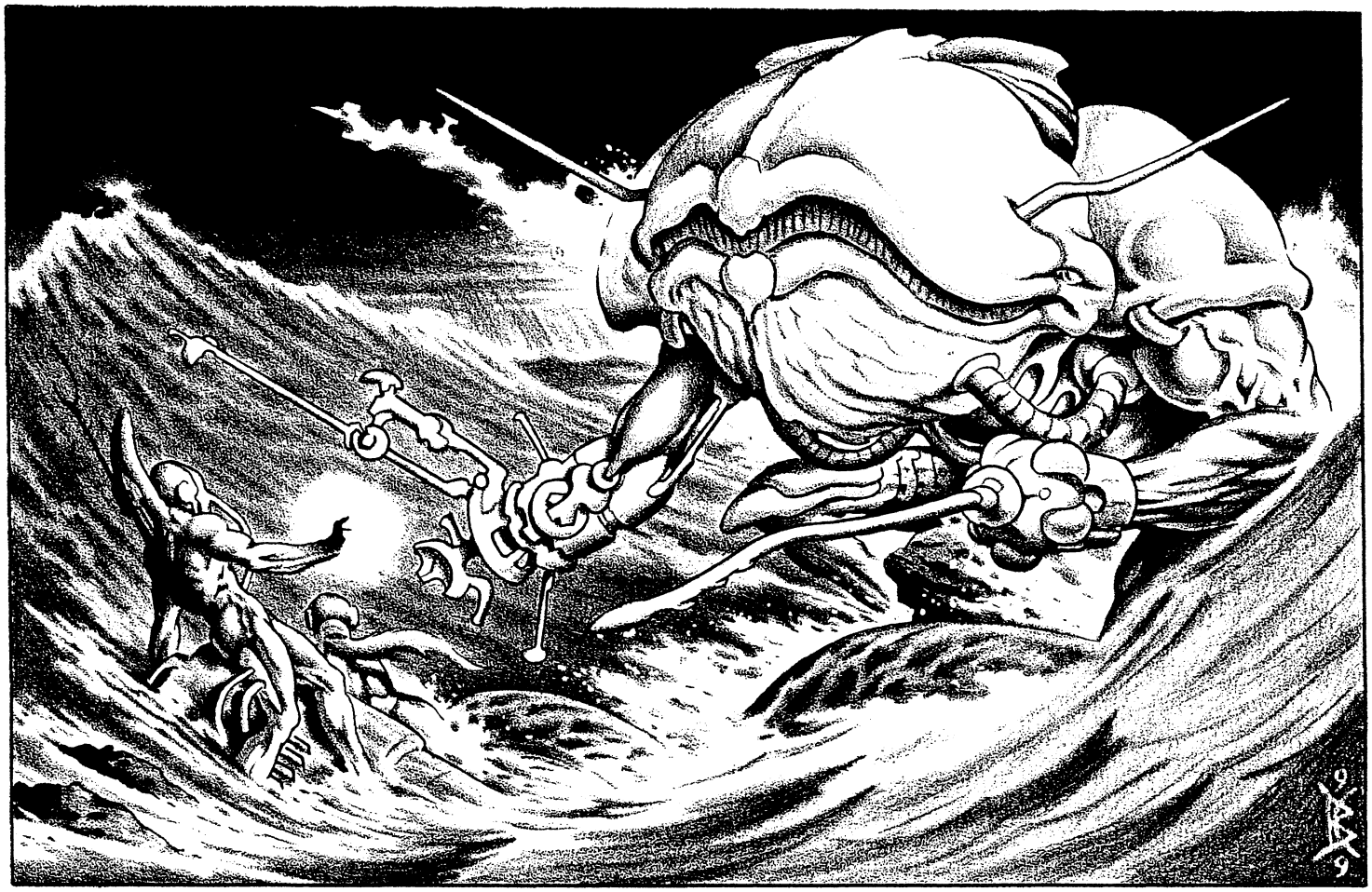
Size: 20-24 feet (6.1 to 7.4 m) tall.

Weight: 14-20 tons.

Average Life Span: Uncertain, 1000+ years; may be immortal.

P.P.E.: P.E. attribute number x6 +440.

Disposition: Immolators are natural born warriors and destroyers who live for war and to obliterate. When they latch onto a cause or mission (as is evident in Tolkeen), they become ob-



sessed with it and will not rest until whatever or whomever they have been sent to immolate has been completely crushed. These behemoths can be amazingly calm and passive when not on some unholy quest, but when provoked they fight without mercy and until their opponent is slain, beaten or brutalized beyond recognition. The only things that can stop "He who destroys" from killing somebody or finishing a mission is for its master (in this case the mages and generals of Tolkeen) or a Basal Daemonix to intervene and stop the carnage or give the monster a new assignment. The only other alternative is to destroy the Immolator itself. Among the Daemonix, Immolators are the shock-troopers and weapons of mass destruction.

Natural Abilities: Fair speed and can run, swim or fight indefinitely without pause or exhaustion. Can breathe in air and underwater, survive depths of up to five miles (8 km), track humanoids 60%, has nightvision (one mile/1.6 km), and heals much faster than humans, roughly at a rate of 4D6+6 M.D.C. per 24 hours.

Knows All Languages: Magically understands and speaks all languages 90%, but cannot read. These giants rare speak, however, except to bellow, scream war-cries and occasionally to taunt their adversaries. They have a deep, booming voice.

Limited Invulnerability (special): Immolators are impervious to cold, disease and possession (including magic equivalents), and on Rifts Earth they are M.D.C. creatures, invulnerable to S.D.C. weapons. Heat and fire (including magic fire) do half damage, however, these destroyers are vulnerable to all other types of M.D. weapons, explosives and magic.

O.C.C.: Not applicable.

R.C.C. Skills: Basic Math 80%, Intelligence 50%, Detect Ambush 70%, Detect Concealment 80%, Camouflage 50%, Climb 70%/60%, Land Navigation 90% (+5% underwater), and Wilderness Survival 98%. Also see Natural Abilities, above, and TW powers and Psionics, below.

R.C.C. Combat: Attacks Per Melee: Ten!

Damage: Bite 1D6x10 M.D.! Head-butt, punch or kick M.D. varies with supernatural P.S., or by weapon or magic.

R.C.C. Bonuses: +4 on initiative, +5 to strike, +3 to parry, +2 to dodge, +1 to pull punch, +1 to disarm, +3 to roll with impact or fall, +8 to save vs Horror Factor. R.C.C. bonuses are all in addition to any possible attribute bonuses. All, except H.F., are +2 when underwater.

Magic: Normally none, but with TW enhancements that's all changed.

Standard Techno-Wizard Augmentation: Techno-Wizardry has given the Daemonix greater power than the creature has ever known. Like most of its kind, even the TW devices and magic it selects reflect its dark purpose and place among it demonic kin.

TW Legs (2): A pair of mechanical legs replace the original ones. These mechanical contrivances magically imbue the creature with a speed of 50 mph (80 km) and the ability to leap 15 feet (4.6 m) high and across (increase by 50% with a running start). Each leg has 300 M.D.C.

TW Weapon Arms (2): Most Immolators insist on having both of their arms replaced with TW multi-weapon systems. **Note:** In all cases, each spell uses up three melee attacks and costs the usual P.P.E. to cast, but has a fixed level of power equal to a 5th level spell caster; standard save.

- The right forearm is a strange looking device that has a small, spinning dish at the end and a long, wand-like contraption above it.

  The "spinning dish" (75 M.D.C.) enables the Immolator to cast the following spells at will: *Wind Rush (20), Wind Blast (40*; 2D4x10+30 M.D., 1000 feet/305 m range; see Air Elemental magic in **Rifts® Conversion Book One**, page 68), *Extinguish Fire (4), Magic Net (7),* and *Float in Air (5).*

  The "wand" can fire a laser-like bolt or a lightning bolt, whichever the user desires (point and shoot, +2 to strike), either of which inflicts 4D6 M.D. and has a range of 2000 feet (610 m); P.P.E. cost: 5 points per blast. The wand has 60 M.D.C. but it is a small and difficult target to hit, so it is -6 to strike even with a called shot.

- The left arm is unique in that it offers a mechanical "hand" with short, stubby fingers to use to pick up and handle objects. A long metal shaft that resembles a poker with a round ball at the end is the detachable weapon for this device. This ball hooks into the palm of the hand while the fingers grasp onto it, securing it completely. Nothing short of blowing off the hand (100 M.D.C.) can sever it from the arm. The long poker-like rod is a magic weapon that can parry other magic weapons, inflicts 4D6 M.D. +Supernatural P.S. punch damage as a blunt weapon, 1D4x10 M.D. +Supernatural P.S. punch damage when used to impale/stab an opponent. Plus it can generate the following magic (as is appropriate) to whatever it is impaled in (i.e. stab or insert poker, pick the desired effect and spend the necessary P.P.E.): *Energy Disruption (12), Paralysis: Lesser (5), Fear (5), Dispel Magic Barriers (20),* and *Negate Magic (30*; when used on shapechangers, stabbing them and using this spell will force them to assume their natural form; when an illusion is pierced and Negation is used, the illusion instantly vanishes). **Note:** The rod and ball have 250 M.D.C. but are difficult to hit; -5 to strike even with a called shot.

  Rods of Power: Large, crooked, M.D.C. metal rods are implanted in the head (with TW implanted devices concealed under the skin). They protrude like great whiskers just above the eyes and imbue the behemoth with the following spell magic. *Aura of Power (4), Armor Bizarre (15*; provides demonic looking armor with 75 M.D.C., lasts for five minutes and adds +2 to the Immolator's H.F.), *Sorcerous Fury (70*; fires energy bolts that do 2D4x10 M.D., 300 foot/91.5 m range, five minute duration), *Wall of Wind (40), Summon Storm (300),* and a personal favorite of most Immolators, *Desiccate the Supernatural (50).* **Note:** See **Federation of Magic™** for the descriptions of most of these spells. Each rod has 90 M.D.C. but attackers are -5 to strike even with a called shot.

Psionics: Major Psychic with M.E.x4 for I.S.P. and the powers of Ectoplasm, Telekinesis, Telekinetic Push, Detect Psionics, Sense Magic, See the Invisible, Presence Sense, and Mind Block.

Enemies: Same as the Feculence.

Allies: Same as the Feculence.

Value: None, other than as a warrior/destroyer and demolitions.

Habitat: Currently the Tolkeen-Minnesota/Wisconsin region.

Hangdog Daemonix

The Hangdog is a hideous, four legged monstrosity that resembles a demonic rhinoceros with Popeye-like bloated and clawed forearms. This downcast beast of burden is "the lowest of the low" and made to serve even the other Daemonix. As such, it is not *allowed* to be "elevated" by receiving magic powers from TW augmentation. However, it is allowed to be used as a "combat riding" and "attack" animal. As the latter, it is like a giant attack dog, only with a large horn to stab and gore its opponents, a huge maw and slashing claws. The Hangdog is always angry and cantankerous, but will obey the humans of Tolkeen and all other Daemonix.

As a combat riding animal, its P.P.E. reserve can be tapped to power a host of Techno-Wizard weapons. The illustration shows what is becoming a standard body mounting with a driver/animal controller who fires one or two forward facing TW rifles or cannons (Starfire, Shard cannon, etc.). Behind him is quite literally a "tail gunner" to cover his back and blast away on a swivel seat that can rotate 90 degrees from side to side, and 120 degrees up and down. The tail gunner typically uses a conventional M.D. or TW rifle. Additional gear, supplies, weapons and equipment are hung from the haunches and behind of the Hangdog.

Hangdog Daemonix NPC Villain

Also Known as "He who serves" and "Lowest of the low."

Race: Archaic Sub-Demon

Alignment: Always Miscreant or Diabolic.

Attributes: I.Q. Is below average: 1D4+5, M.E. 1D4+6, M.A. 1D4, P.S. 2D6+30, P.P. 1D6+14, P.E. 1D4+20, P.B. 1D4, Spd 2D6+48 (with a minimum spd of 50 or 35 mph/56 km; half that speed swimming); supernatural strength and endurance.

M.D.C.: P.E. x20 (on S.D.C. worlds Hangdogs have 3D6x10 +P.E. number for Hit Points and 3D6x10 S.D.C.; A.R. 14).

Horror Factor: 14; increases to 15 when there are eight or more.

Size: 11 feet (3.3 m) tall with the horn adding an additional 3-4 feet (0.9 to 1.2 m) to the overall height. 16-19 feet (4.9 to 5.8 m) long.

Weight: 12-15 tons.

Average Life Span: Uncertain, 1000+ years; may be immortal.

P.P.E.: P.E. attribute number x3 +130.

Disposition: Incessantly angry, grumpy, snorting and grunting. These animal-like Daemonix hate their lot in life and like to let people know it, so they are constantly grousing and complaining about everything. They actually don't mind being used as "war horses" at Tolkeen because it gives them a chance to do something other than dig/mine or haul cargo (not that they don't grumble about it).

Natural Abilities: Good speed and can run and work for days on end without suffering from exhaustion. Ironically, unlike

other Daemonix, the Hangdog hates water and tries to avoid it, but they are fairly good swimmers (70%), can hold their breath for 30 minutes and survive depths of up to one mile (1.6 km), track by scent 50% (+20% if the scent is blood or decay), dig, excavate, nightvision (one mile/1.6 km), and heals much faster than humans, roughly at a rate of 3D6+10 M.D.C. per 24 hours.

Knows All Languages: Magically understands and speaks all languages 90%, but cannot read. Mostly complains and threatens.

Limited Invulnerability (special): Hangdogs are impervious to cold and disease (including magic equivalents), and on Rifts Earth they are M.D.C. creatures, invulnerable to S.D.C. weapons. Heat and fire (including magic fire) do half damage, however, they are vulnerable to all other types of M.D. weapons, explosives and magic.

Superhuman Cargo Capabilities (special): Hangdogs can *pull* their P.S. x1,000 pounds in weight. That means the puniest can pull at least 32,000 pounds (16 tons)!

O.C.C.: Not applicable.

R.C.C. Skills: Basic Math 70%, Detect Ambush 50%, Detect Concealment 50%, Camouflage 70%, Climb 80%/20%, Land Navigation 95%, and Wilderness Survival 98%. Also see Natural Abilities, above, and psionic powers, below.

R.C.C. Combat: Attacks Per Melee: Six

Damage: Bite 6D6 M.D., gore with horn 3D6 M.D. +Supernatural P.S. damage (double damage from a running-ram attack, but counts as three melee actions), claw strike 4D6 +Supernatural P.S. damage head-butt, punch (no claws used) or kick Mega-Damage varies with supernatural P.S.

R.C.C. Bonuses: +1 on initiative, +4 to strike, +1 to parry, +2 to dodge, +2 to pull punch, +4 to roll with impact or fall, +4 to save vs Horror Factor. R.C.C. bonuses are all in addition to any possible attribute bonuses.

Magic: None. Aren't allowed to get TW implants and augmentation.

Psionics: Minor Psychic with M.E.x2 for I.S.P. and the powers of Deaden Senses and Ectoplasm.

Enemies: Same as the Feculence.

Allies: Same as the Feculence.

Value: None, other than as a battle mount and attack dog.

Habitat: Currently the Tolkeen-Minnesota/Wisconsin region.

Basal Daemonix Overmaster

The Basal are the Overmasters, the leaders of the Daemonix — "He who shall be obeyed." They are huge, frightful beings deserving of the title, "demon." Some call the Basal a "torso with eyes." The massive head is nothing more than a mound sunken into the torso. A pair of large, muscular arms extend from the shoulder area and end in strong, thick three fingered hands. Below those arms are a pair of smaller ones, with two long, thin fingers and a stretched thumb, giving these hands the





appearance of a truncated spider. The lower body tapers into a cone giving the Basal the overall appearance of a slug with arms. The mouth is more like the mandibles of some giant insect and its emerald green eyes are piercing and menacing.

Unlike the other Daemonix, the only Techno-Wizard enhancement Basal want are "*legs*." Apparently they have always wanted legs so that they may, "stand tall and look into the eyes of those who think themselves superior, before we slay them." Or so they say. The Overmasters decline all other augmentation because it interferes with and diminishes their formidable psionic powers.

Basal Daemonix NPC Villain

Also Known as "He who shall be obeyed."

Race: Archaic Sub-Demon.

Alignment: Always Aberrant or Diabolic.

Attributes: I.Q. 1D6+16, M.E. 1D6+20, M.A. 1D6+16, P.S. 1D6+40 (increase by 20% when in water), P.P. 1D6+19, P.E. 1D6+20, P.B. 1D4, Spd 1D6+16 (double speed underwater); supernatural strength and endurance.

M.D.C.: P.E. x50, and it increases by 20% when underwater (on S.D.C. worlds Basal have 1D6x100 +P.E. number for Hit Points and 3D6x10 S.D.C.; increase both by 25% underwater. A.R. 15 on dry land, increases to A.R. 16 underwater).

Horror Factor: 16

Size: 20 feet (6.1 m) tall — 26 feet (8 m) tall with TW legs.

Weight: 14-16 tons.

Average Life Span: Uncertain, 2000+ years; may be immortal.

P.P.E.: P.E. attribute number x20 +240.

Disposition: Cold and calculating. No one really knows what a Basal is thinking or what it really wants. When commanding others, whether Daemonix or mortal humanoids, they are very clear, direct, and authoritative. Overmasters are also very demanding, and with the exception of Hangdogs who complain by nature, those who dare to question them, complain or challenge their authority are immediately punished. Overmasters are extremely resourceful, cunning and duplicitous. While they seem to be sincere in helping their "grand and noble liberators," one must wonder what is going through their treacherous minds, and whether they may one day be the Overmasters of Tolkeen.

Natural Abilities: Fair speed and can run, swim or fight indefinitely without pause or exhaustion. Can breathe in air as well as underwater, survive depths of up to three miles (4.8 km), has nightvision (one mile/1.6 km), and heals much faster than humans, roughly at a rate of 4D6+10 M.D.C. per 24 hours.

Knows All Languages: Magically understands and speaks all languages 98%, but cannot read. These giants often communicate via telepathy as often as they speak. They have a deep, firm voice that is both sinister and yet somehow seductive and pleasing.

Limited Invulnerability (special): Basal are impervious to cold, disease and possession (including magic equivalents), and on Rifts Earth they are M.D.C. creatures, invulnerable to S.D.C. weapons. Heat and fire (including magic fire) do half damage, however, they are vulnerable to all other types of M.D. weapons, explosives and magic.

O.C.C.: Not applicable.

R.C.C. Skills: Basic Math 98%, Sing 90%, Lore: Demons & Monsters 90%, Intelligence 90%, Escape Artist 80%, Climb 98%/90%, Prowl 80%, Palming 90%, Concealment 90%, Pick Pockets 80%, Streetwise 90%, Seduction 75%, Ventriloquism 80%, Land Navigation 90% (+5% underwater), and Wilderness Survival 90%. Also see Natural Abilities, above, and TW legs and Psionics, below.

R.C.C. Combat: Attacks Per Melee: Ten!

Damage: Bite 1D4x10 M.D.! Head-butt, punch or kick M.D. varies with supernatural P.S., or by weapon or magic.

R.C.C. Bonuses: +5 on initiative, +4 to strike, +6 to parry, +2 to dodge, +6 to pull punch, +4 to disarm, +2 to roll with impact or fall, +8 to save vs Horror Factor. R.C.C. bonuses are all in addition to any possible attribute bonuses. All, except H.F., are +1 when underwater.

Magic: Normally none, but with TW enhancements that's all changed.

Standard Techno-Wizard Augmentation: The only Techno-Wizard device the Basal desire is a lower body with six spider-like legs — this was an actual, formal request.

TW Legs (6): A mechanical lower body housing with six spider or crab-like legs to replace their old slug-like lower body. These mechanical contrivances magically imbue the creature with a speed of 80 mph (128 km) and the ability to leap 20 feet (6.1 m) high and across (increase by 50% with a running start). Each leg has 200 M.D.C.

The energy sphere between the legs is a mechanism that channels the P.P.E. to the mechanical legs with minimal interference with I.S.P. and psionic powers. It also gives the Overmaster a bonus of *+2 to save vs magic.*

Psionics: Master Psychic with M.E.x10 for I.S.P. and the following powers: All Psionic Healing and Sensitive abilities, plus the following Super-Psionic powers: Bio-Manipulation, Empathic Transmission, Electrokinesis, Hydrokinesis, Psychic Omni-Sight, Psychic Body Field, Psi-Shield, Psi-Sword, Psionic Invisibility, Hypnotic Suggestion, Group Mind Block, Group Trance, and Mind Block Auto-Defense.

Enemies: Same as the Feculence.

Allies: Same as the Feculence, assuming one can trust a Basal.

Value: None, other than as a demonic minion.

Habitat: Currently the Tolkeen-Minnesota/Wisconsin region.

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Alignment: _____
M.D.C.: _____ **Horror Factor:** _____
S.D.C./Hit Points: _____
Level: _____ **Experience:** _____
O.C.C.: _____
Savings: _____

I.Q.: _____ Skill Bonus: +_____%
M.E.: _____ Save vs Psionics/Insanity: +_____
M.A.: _____ Trust/Intimidate: _____%
P.S.: _____ Damage Bonus: +_____
P.P.: _____ Strike/Parry/Dodge Bonus: +_____
P.E.: _____ Coma/Death: +_____% / Poison: +_____
P.B.: _____ Charm/Impress: _____%
Spd (mph/kmph): ____(/) Flying: ____(/)
P.P.E.: _____ I.S.P.: _____
Armor M.D.C./S.D.C.: _____

Age: _____ Sex: _____
Height: _____ Weight: _____
Family Origin/Pantheon: _____
Disposition: _____
Allies: _____
_____
Enemies: _____
_____

Bonuses:

_____

Natural Abilities:

_____

Special Abilities/Powers:

_____

O.C.C./R.C.C. Skills:	**+% / Lvl.**	**%**

O.C.C./R.C.C. Related Skills:	**+% / Lvl.**	**%**

Secondary Skills:	**+% / Lvl.**	**%**

Special/Magic Weapons & Equipment:

_____

RIFTS® Pantheons Demigod/Godling/God Character Sheet

Hand To Hand

Type: _____
Number of Attacks: _____
Damage: +_____
Strike: +_____
Parry: +_____
Dodge: +_____
Roll: +_____
Initiative: +_____

Damages

Punch: _____
Kick: _____
Jump Kick: _____
Flip: _____

Special Attacks

Knock Out: _____
Critical Strike: _____
Death Blow: _____

Other Stats

M.D.C.: _____
S.D.C./H.P.: _____
Body Armor: (_____)
M.D.C.: _____

Ancient Weapons/W.P.s	Strike	Damage	Parry	Throw

W.P. Archery & Targetting	Strike	Damage	Range	Rate of Fire

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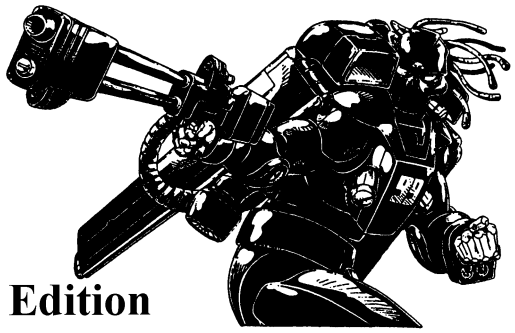
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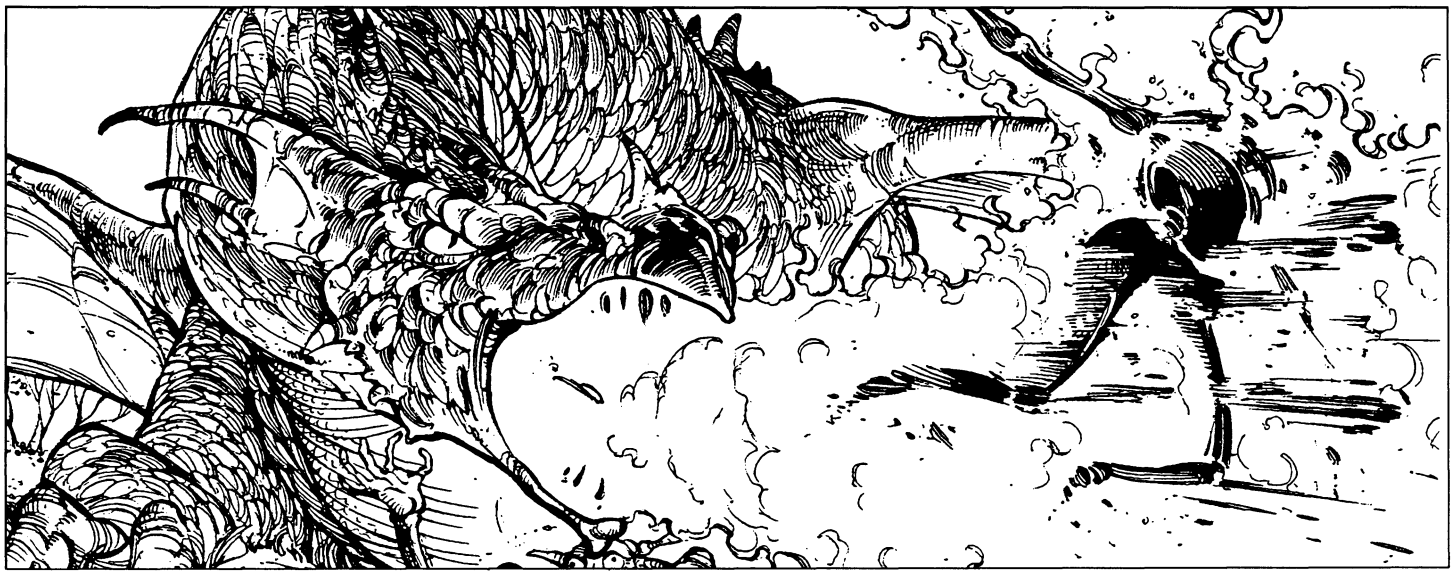
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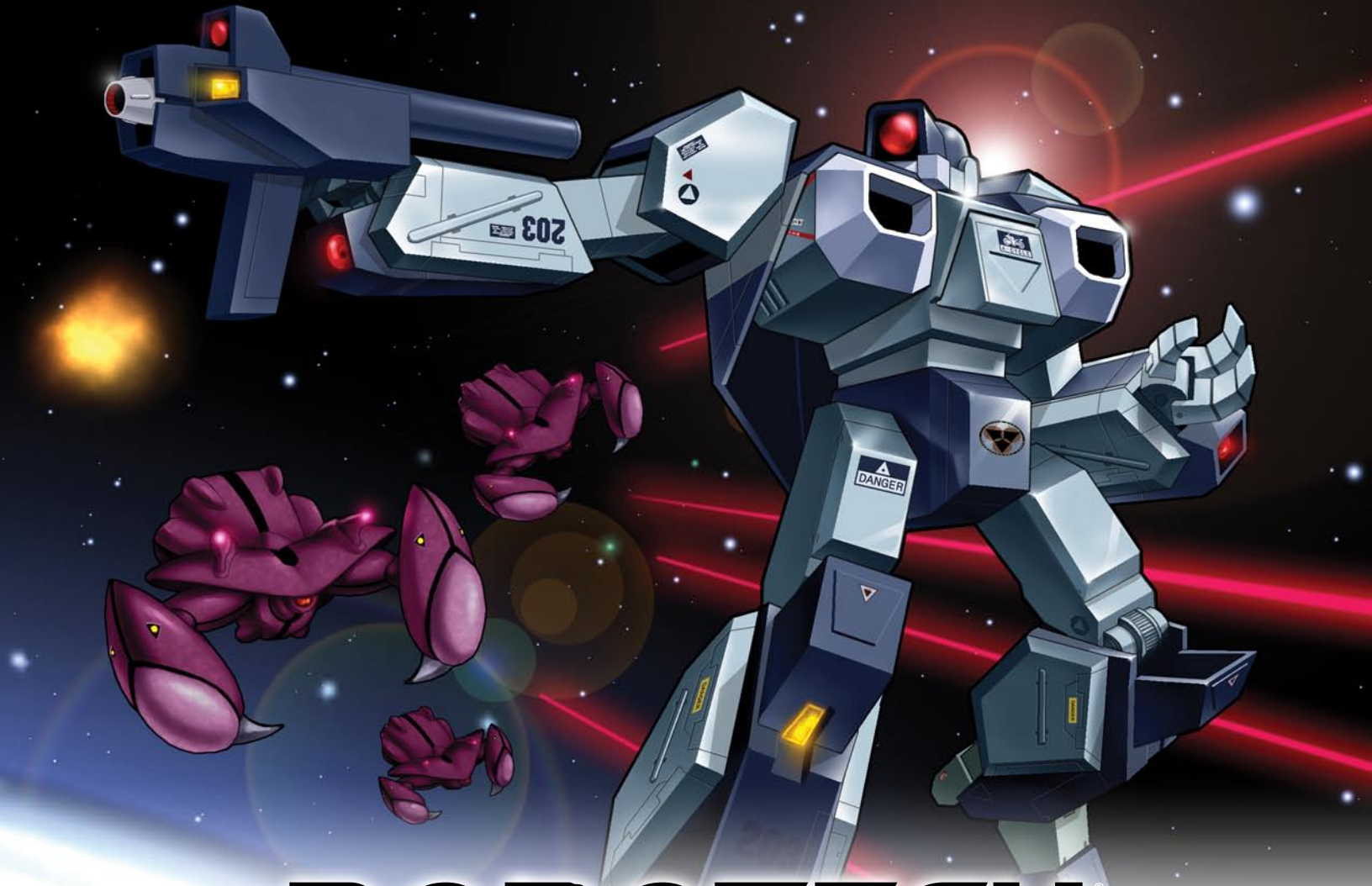
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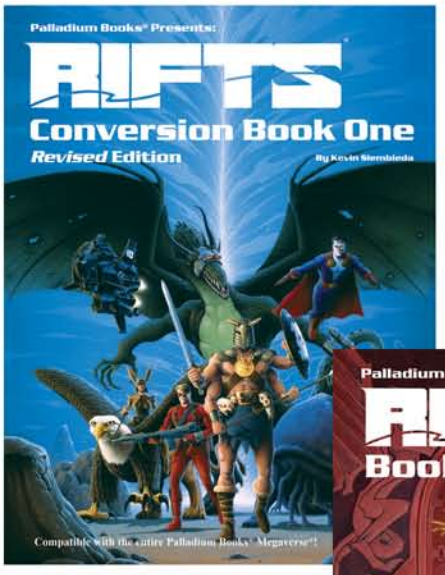


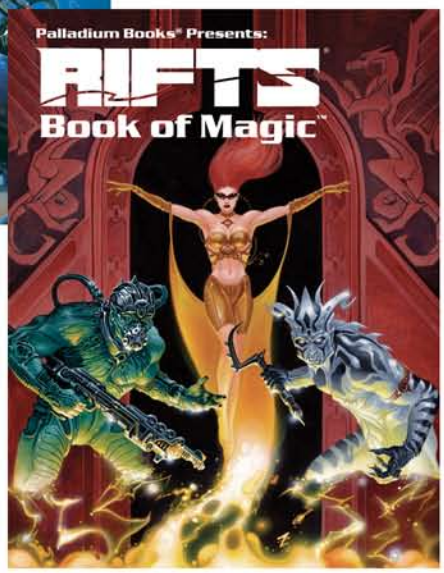
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