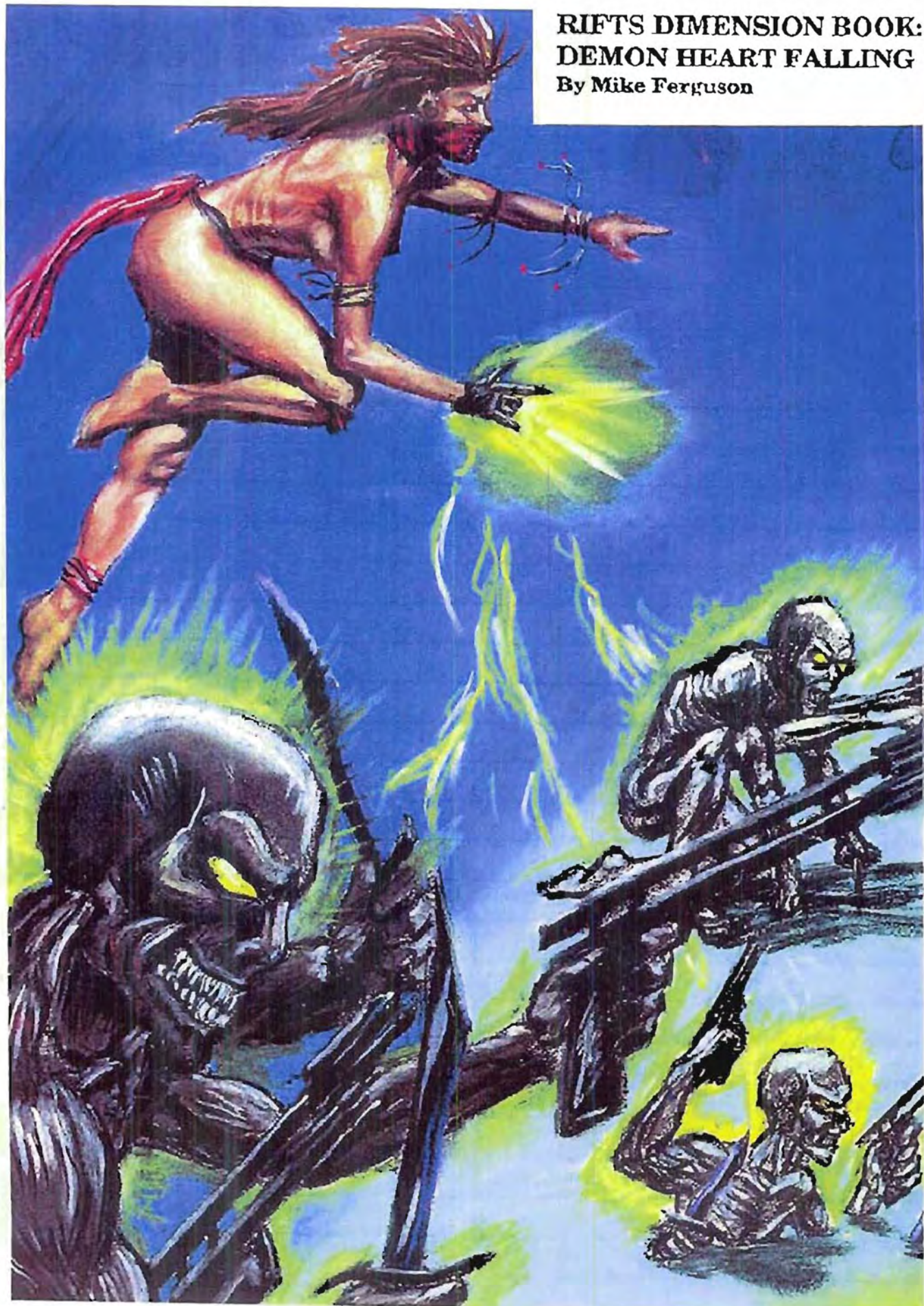


**RIFTS DIMENSION BOOK:
DEMON HEART FALLING**

By Mike Ferguson



NOTES FROM THE TIME MACHINE

I wrote "Demon Heart Falling" in the winter of 1994/1995, when I was a senior at the University of Notre Dame. I'd been running a regular RIFTS campaign for my friends since 1990, and had become obsessed with two things: becoming a writer, and working for Palladium Books. The material in this book (along with the material in its companion, "The Banwok Hunters") reflect a lot of the original material I wrote and used in my ongoing RIFTS campaign during that time.

I submitted both the manuscript for this book and "The Banwok Hunters" to Palladium Books in the spring of 1995. For a while, it looked like Palladium might publish them. Ultimately, they didn't. I learned a lot from that experience, though, and ultimately it helped me to get published, and to become a better writer.

Both "Demon Heart Falling" and "The Banwok Hunters" were put in storage, and were forgotten. I moved on to other games, and other things.

Fast-forward just about fifteen years later, to the fall of 2009.

While looking for some other old games in the attic, I found one of the original copies of "Demon Heart Falling" – probably the only copy still in existence. I'd printed some copies of it for my friends way back in the day, complete with a cover and comb binding. I'd assumed that all copies – including my own – were long-lost to the ravages of time. Wrong. Here was the last copy, staring me in the face.

So I re-read it. And liked it.

It's not the greatest book in the world, I'll be honest. For that matter, it's probably not good. It's *decent*. It's an excellent reflection of the author I was back then – raw, hungry, passionate, and practically exploding with ideas. It lacks a lot of the polish and refinement needed from a more experienced writer, which could've made it into something far better than what it was. But it's not terrible. It's just a glimpse at the author I was, and the author I would become.

So I present it to you, for your enjoyment. If you can use any of this stuff in your own RIFTS game, awesome. Let me know about it. If not ... well, I hope you enjoy what you read, and it at least makes you smile.

Warts, flaws and all, I'm proud of this one. It told me that I could be a writer.

Cheers,



Mike Ferguson

November 5, 2009

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THE JOURNALS OF TAYLOR KAHL

CONDENSED EXCERPTS FROM THE BOOK OF THE
SAME TITLE
CIRCA APRIL, 106 P.A.

After battling the evil menace of the Banwok for so long, it seems as though our efforts have paid off. Banwok attacks in the NorthAm region have tapered off drastically, and the number of innocent humans being slaughtered by these sadistic creatures has also been greatly reduced. Grendel, of course, says that our efforts have all been for naught. He believes that the Banwok are merely biding their time until they can assemble greater attack forces than before. *Damn dragon*. You can always count on these overgrown rattlesnakes to rain on a parade.

Regardless of the Banwok, my friends and I have found another menace threatening the free people of NorthAm. It is only one person, but what a person! From what the computer records of our base indicate, he alone makes the Banwok look like the buzzing of an annoying fly. His name is Tristan Spyre. A mutant villain from the time before the Coming of the Rifts, he represents things both wonderful and dangerous for the present. Always in the recorded histories, Spyre sought nothing less than world domination and total control of all its inhabitants. I doubt the leopard has changed its spots. It is unclear to us all how Spyre came to our time; the dimension rift that brought the superheroes Wonder Guy and Feedback to our world was a freak occurrence, a one-in-a-million occurrence. The *how* of the matter really is quite unimportant now, though. What matters is sending him back to his own time . . . or killing him. Much as I abhor murder, it may be our only option.

Our group fought Spyre nearly a year ago, as we both sought to acquire the rune sword Excalibur in Europe. At the time, we had assumed after our encounter with Spyre that the villain was dead. I personally dumped over six rounds directly into his body using my Glitter Boy's boom gun - I figured that was enough to kill any mortal. Apparently not. Within the past several weeks we have come across transmissions indicating that Spyre was alive and well, leading a terrorist faction against the Coalition called the Church of the Wyrms. While I despise the Coalition and everything they stand for, I know that a world led by Tristan Spyre would be a thousand times more foul.

Our group, the Banwok Hunters, conferred on the matter of Spyre, and what we could do about him. Satan (*what an appropriate name for a liar! Damn dragon!*) suggested complete inaction on our part - by his logic, since Spyre has done nothing to us so far. The Apok Sylvain has sworn to slay Spyre and the evil he represents. The rest of us reluctantly came to what I consider an acceptable compromise - find Spyre, and learn of his true plans. If they threaten the people of NorthAm, then we shall destroy his evil designs - and him as well, if necessary.

By tracking down the Church of the Wyrms, our trail led us to the Coalition State of Lone Star. It was then that we discovered that Spyre - and his new horde of followers - were not on the Earth! They apparently had set up operations on a world called Jarnaka. With the shifter Gateway's help, we were able to locate the rift to Jarnaka by the nation of Tolkeen. And so we entered the strange new world of Jarnaka.

ON SPYRE'S TRAIL

Our "borrowed" Coalition APC hit a slight snag shortly after entering the rift - we appeared in Jarnaka in an expanse of purplish mud. From what our instruments can tell, the mud is slightly acidic, but not harmful. These fields of mud apparently take up much of the planet's surface, and often stretch up to several hundred miles in diameter.

We were also attacked shortly after our arrival! A vicious lizard resembling a dragon, but much larger and with two heads, came out of nowhere in an unprovoked attack and nearly tore our APC to shreds. An eye the size of a man was embedded in the center of its chest, from which came blasts of intense bluish flame. While the fire was enough to drive off the rest of us temporarily, it did not appear to harm my good friend Archimedes, the Atlantean Undead Slayer. Archimedes chose to enter personal combat with the gigantic creature, and only some brutal fighting on his part was able to bring about victory - I believe that he landed the killing blow as he stabbed it in the center eye. Grendel swears that the beast was not, in fact, a dragon; but rather, a *draykonis* - some kind of prehistoric dragon possessing many sorcerous abilities. The flame emitted from the beast's center eye is supposedly called the Fire of St. Antioch - a fire that can be only withstood by those of valor and virtue. The look in Grendel's eyes as he spoke these last words was quite astounding; I saw the dragon view Archimedes with a new respect. Personally, I really don't care too much what the creature was - draykonis, dragon, or Banwok - as long as it doesn't come back any time soon.

Using some of the information that we had picked up around Lone Star, we headed for an expanse of hills just west of the mudlands. There, we found a vast system of caves and subterranean passages - as well as one of Tristan Spyre's bases.

INTO THE PIT

Spyre's base is a veritable labyrinth, going thousands of feet deep into Jarnaka's crust and possibly spanning a hundred square miles in area. Natural fissures and caves blend in seamlessly with manmade tunnels and armored laboratories. The entire complex is a tribute to human scientific achievement, except for the nagging fact that its creator is a madman.

And everywhere we go, endless numbers of Scimitar Warriors. These crimson robots are mechanical harbingers of death that make Coalition skelebots seem positively friendly. Without warning, they appear, guns blazing, attempting to slaughter all they do not find matching their recognition codes. Fortunately, Sylvain discovered a weakness in the robot fairly quickly - a panel in the lower armor plating of the robot seemed relatively weak and gave way quickly under heavy fire, destroying the robot. For the most part, we were able to avoid most of Spyre's automated death patrols, but even with only a few limited skirmishes with the Scimitar Warriors, we knew that our presence inside Spyre's base couldn't be hidden forever.

In one of the main laboratories, we finally discovered what we wanted and a whole lot more of what we didn't want. We were able to hack into one of Spyre's mainframes, and discovered plans for the takeover of Lone Star by Spyre's terrorist faction. Also laid out here were plans for weaponry rivaling that of Triax, implying that Spyre has the power to make good on his plans if he could turn these weapons from ideas into reality. As we downloaded these files, though, guess who showed up. You guessed it - Spyre, a powerful wizard and associate of his called Kirsah, and scores of Scimitar Warriors and Ogre Tattooed Warriors! Where the latter came from, I honestly don't know, but I wasn't in the mood to ask questions either. Fortunately, we were able to shoot our way out of that one (sad as it may seem, that tends to be standard operating procedure for us), but a horrible realization came to us as we escaped Spyre's base. We were on an alien world, with hundred miles of mud and a relentless homicidal maniac between us and our home. We would have to hide here on Jarnaka for some time if we ever wanted to see home again safely.

THE ULITHLOGG

Somehow, we made our way southward to safety in an area of large trees. This forest was impressive, although not nearly as magnificent as the Millennium Trees of Camelot. What became very notable about this forest was the first inhabitants we encountered here. Living amongst the treetops in mud huts connected to one another by vine bridges were creatures called Ulithlogg. They seemed much like humans in some ways, apart from their elongated skulls and the fact they possessed four arms, two on each side instead of just one. These creatures were also very tall - nearly eight feet in height - but barely weighed a hundred and

twenty pounds. For their emaciated appearance, though, they proved to be very strong and tough, perhaps indicating that they are supernatural in origin.

To be honest, when we first arrived in the Ulithlogg village I was extremely skeptical. They seemed to be merely primitives, barely capable of counting to ten. To my surprise, I learned that the language of the Ulithlogg was Dragonese! Even more surprising, when that damned dragon Satan asked the Ulithlogg to repair our armor, they took us to a well-stocked armory in the base of one of the trees and were able to complete all repairs to our equipment in just a few days. Satan explained to me - and to the rest of our group - that the Ulithlogg are a race of idiot savants, capable of accomplishing astonishing feats without understanding what they are doing. The Ulithlogg believe that they are the only "real" species of creatures in the universe - everything else is just a hallucination. This makes their sense of morality and ethics very bizarre, as they feel no moral obligations to illusions. Assisting or helping a non-Ulithlogg is a whim, not a act of charity.

The Ulithlogg also apparently are well-known as assassins throughout many dimensions, capable of phasing through solid matter in order to reach their prey. Satan also hinted at the fact that he has been here several times before, and that the Ulithlogg were the ones responsible for creating his mysterious Enforcer armor. I wonder . . . what other secrets has he held from us?

After a few weeks of recovery among the Ulithlogg, we noticed several Scimitar robots on patrol around the perimeter of the forest. The Hunters were now being hunted, it seemed. It was time to move onward. Since outside this immense forest meant certain attack and possible death, we elected to move deeper into the unknown regions of the forest. These were places even the Ulithlogg did not know about, but we felt that our fortune lay with the unknown rather than with Tristan Spyre.

STRANGE DRUIDS

The sunlight slowly vanished as we headed into the center of the forest. Days passed as we plodded onward, completely unsure of where we were and where we were going. Not a creature did we see - the only sound that we could hear was the warm hum of our own equipment and the whispering breeze. We were a little on edge. Even in my shadow, I could swear that I could see crimson robots and the face of Tristan Spyre.

It is somewhat understandable, then, that we nearly killed the first creatures we met after two weeks of isolation in these woodlands. Without warning, a small group of four ape-like creatures came out in front of us, our sensors giving us no warning time at all. Shots were nearly fired, but cool thinking by Archimedes and his quickly barked orders kept guns from blazing away. They looked like a pack of small blue gorillas, no more than four feet in height, and they held bunches of flowers in their outstretched hands. Suddenly, they fell prostrate in front of Grendel and Satan, mumbling some form of prayer in Dragonese! We were surprised, to say the least, but decided that they were at least allies.

The creatures led us back to their village, a tiny assemblage of thatched cottages located at a nexus of three ley lines. No rifts were open that I could see. In talking with the creatures, we learned that they were called the Kinsitata - "small wanderers" in the dragon tongue. A very superstitious creature, they still seemed fairly smart and possessed much magical ability, particularly in controlling the elements. Sylvain compared their abilities to those of the druids of Camelot, which I found a fairly apt analogy.

Apparently, the Kinsitata first believed the dragons of our group to be something called the Scarred Gods - deities whom they worship but apparently abandoned Jarnaka centuries ago. Ignorant savages. Their respect and willingness to help us, though, was not diminished once they learned of our real identities. They seem quite friendly, also I do not understand the connection dragons possess with this world. Perhaps if I asked . . . never mind.

After living with the creatures for a few days, I finally asked the Kinsitata if they could help us return to Earth. To my continuing astonishment, they knew of Earth and a way to return! After equipping us with some food, they took our group to one of the larger, hollow trees located along one of the ley lines - the Korgata Trees, they call them. Once there, they told us just to step inside the tree and we would be back on Earth. I think that all of us were tempted to laugh at them, but experience has taught us to expect the bizarre and the impossible by now. So, we

went along with it. When Archimedes happened to inquire where on Earth we would be, all the Kinsitata could say was "among their brethren". With our other option being Spyre in a fight we were unprepared for, we said our good-byes and stepped into the Korgata Tree.

A DAY OF RECKONING

With a flash of pinkish light, we found ourselves outside a different Korgata tree somewhere in a high mountain region. The cold air and snow we found there was a complete shock to us, but we quickly adjusted. At nightfall, the sky cleared up, and using the stars and some basic astronomy, we confirmed that we were indeed on Earth. I guessed we were somewhere in the Rocky Mountains of NorthAm - meaning a considerable trek home, but not an impossible journey.

Speed is now of the essence. Spyre has had a few weeks to advance even further in his plans to take over Lone Star. If he ever gains control of a nation of NorthAm and the resources there, who knows what could happen? While the memories of Jarnaka linger in my mind - the place seems like a dream now, and I would love to explore it fully someday, that time must wait. I promised on the grave of my dead father to protect people from evil. I thought the Barwok were unstoppable, but I persevered.

Tristan Spyre must now fall.

Taylor Kahl, Jr.
(AKA Spitshine)

JARNAKA

The world of Jarnaka can be found orbiting the binary star system of Cortius Prime, located on the fringes of the Three Galaxies. In comparison to the Earth, the world is fairly young - barely four hundred million years old. The world's evolution, though, was literally sped up by divine intervention, as will be seen in the histories below. The planet is approximately half the size of Rifts Earth, and has two uninhabited moons orbiting it, Piohereu and Dilhijas. Also like Rifts Earth, ley lines and magical energy abound on the planet. Jarnaka has literally hundreds of ley lines and nexuses crisscrossing the planet's surface. Over seventy percent of Jarnaka's surface is water, with most of the fresh water supply lying at a large sea at the planet's equator. Much of the fresh water supply was destroyed during the Ulithlogg-Blarnogl wars in the past few hundred years. The atmosphere is an even mix of carbon dioxide, oxygen, and nitrogen, making the planet quite accessible to travelers from Rifts Earth. The world is typically warm in climate except at the polar regions, usually ranging at around sixty degrees Fahrenheit.

NATIONS OF JARNAKA

The Kingdom of Chorrdalis is the only formalized country on Jarnaka, and is populated entirely by the Chorrdali. The other creatures of Jarnaka - the Ulithlogg, the Aederond, and the Kinsitata - are all fairly socially primitive and live in small, simple villages. Like the Chorrdali, these species of creatures keep mostly to themselves. Chorrdalis is located in southern Jarnaka.

Chorrdalis is a fairly large nation, about the size of Atlantis. Its border is a nearly circular mountain range, called the Mogotu Peaks. This makes Chorrdalis a difficult place to attack, at the steep peaks form fortress-like walls and vicious demons known as the Mogor exclusively inhabit these mountains. Within the Mogotu Peaks, there are mostly grasslands and farmlands, with six major cities containing most of the population of the Chorrdali. The largest city - the capital, Nehfarris - only has a population of about forty thousand individuals, though. The buildings here and in the other cities (Wherther, Behdilna, Oligatis, Mogoril, and Zatgar) are all made of stone. The technology level of Chorrdalis is about that of fifteenth-century Earth. In terms of society, Chorrdalis is much like feudal society. A small elite aristocracy rules over the

nation, while the majority of the Chorrdali population can be divided into one of four categories - soldiers, stone workers, farmers, or slaves. Each city is ruled by a Vernalik (equivalent to a Duke or Lord), while the ruler of Nehfarris is essentially an Overlord, or Grand Vernalik. Rule is hereditary and the social structure of Chorrdalis is fairly rigid. The only exceptions to this caste systems are small groups of Chorrdali barbarians, who keep to themselves and are considered enemies of the state. They have been historically difficult to find or capture, though, as they hide amidst the Caves of Gethsalij, known as sacred ground to all Chorrdali and a place where violence is forbidden by divine decree.

The remaining major intelligent races of Jarnaka - the Ulithlogg, the Kinsitata, and the Aederond - are very similar in the structure of their primitive societies. All of these creatures dwell in villages, with populations ranging from fifty to five hundred, and all these villages are led by chieftains or priests of some kind. None of these creatures belongs to a "proper" nation and none of these races has a central leader. All keep predominantly to themselves, albeit for different reasons. The Ulithlogg, for example, believe that all creatures apart from themselves are either hallucinations or dreams, and do not believe in seeking contact with illusions. The Kinsitata believe the other races of Jarnaka to be religious heretics, and want nothing to do with unbelievers. And the Aederond, quite frankly, just have nasty dispositions and aren't very friendly. The Ulithlogg and the Kinsitata live mostly in the northern forests of Jarnaka, close to the Mogotu Peaks - the Ulithlogg villages lying along the perimeter of these varying forest regions while the Kinsitata live deep in the heart of these woodlands, amongst the Korgata trees where sunlight rarely meets the ground of the forest land. The Aederond live around the equator of Jarnaka, usually on the grasslands near swamps and jungles. Unlike the other creatures of Jarnaka, the Aederond are nomadic in nature, constantly moving in search of game or better shelter.

The Blarnogl (see *Rifts Dimension Book: The Banwok Hunters*), while originally from Jarnaka, have almost universally left the planet for the world of Hrogyrthlor. The few Blarnogl still on Jarnaka are slaves of the Chorrdali, forced to do menial labor for their masters. If any of these Blarnogl are encountered by player characters, they will beg for their freedom and ask for help. However, Blarnogl slaves are extremely rare and almost never seen in public.

The unifying language of Jarnaka is Dragonese. As can be seen below, the reason for this is the influence of dragon gods early in the planet's history. While the dragons did not stay long upon Jarnaka, they exerted enough of a significant influence on the other creatures there for them to adopt the dragon language as their own. Dragons visiting Jarnaka can understand the creatures of Jarnaka remarkably well, with a 93% proficiency. The few words and phrases that dragons do not understand usually related to things native to Jarnaka, which the creatures there had to develop words for on their own.

A HISTORY OF THE PLANET

Thousands of years ago, the infant world of Jarnaka was visited by a powerful and curious explorer. A dragon god, to be exact. The dragon's name was Corgarith, and was a creature possessed with an insatiable wanderlust that had led it throughout different dimensions and different worlds for many millennia. Upon reaching Jarnaka, though, Corgarith fell in love with the small world and the beautiful things it possessed. Never before had the dragon god encountered a place where everything was so new. Corgarith impulsively decided that Jarnaka was his new home, and he would direct its future. All life on Jarnaka would come by the hand of Corgarith.

To aid him in his mission, Corgarith decided to create godlings for Jarnaka. These godlings would help to shape and mold the world, and the sentient life forms he could envision creating for the planet as well. There would be Ulith, god of the wind; Blarna, god of fire; Kinsita, goddess of magic; Aeda, goddess of water; and Korrd, god of the earth. Shaping wet mud from the shores of the young planet into figurines of small dragons, Corgarith took his figurines and used his sorcerous abilities to bring them to life. These were to be the new gods of Jarnaka, his servants, his children. They were to be Jarnaka's future.

However, Corgarith did not quite have the power he dreamed he had. To be sure, the figurines were brought to life, and they did have the power of godlings. These godlings, though,

were horribly disfigured, a cracked and distorted image of what their creator had envisioned. Instead of perfect dragons, Corgarith had created mutated monstrosities which were mere shadows of what they were supposed to be. Ashamed of his failure, Corgarith fled Jarnaka, never to be seen again. He thought he had destroyed his perfect world.

The new godlings, though, remained, and while they looked physically horrible, they were exactly as smart and their souls were exactly as gentle as their creator had intended. Like small children left alone, they were unsure of who they were and what they were to do. The godlings squabbled and fought for a time, but soon realized that they were the caretakers of an empty world that they were supposed to fill with life. Working together, they each created a race of creatures for the planet: the Ulithlogg, the Blarnogl, the Kinsitata, the Aederond, and the Chorrdali. These mortal beings lived at first in harmony with one another and with their gods, the Scarred Gods, as they came to be known. All was well with Jarnaka for many centuries.

As time passed, the Scarred Gods became less interested in the development of their charges and became more withdrawn from world affairs. After all, their creations seemed to be handling their own affairs quite nicely. The different races of Jarnaka, meanwhile, also became more withdrawn, each preferring to deal with their own kind instead of the other races of Jarnaka. In particular, the Ulithlogg, a species which had heavily adopted recreational drugs into its culture, became extremely reclusive. They had adopted the belief that they were, in fact, the only "real" creatures of Jarnaka. All other creatures and events were either hallucinations or drug-induced dreams.

About six hundred years ago, many Ulithlogg discovered a black gemstone the size of a human fist in their forest homeland that seemed very powerful and magical in nature. One of the Ulithlogg cut the gemstone into the shape of a heart, and called it Corgarith's Heart, believing that an object of such magnificence and power could only come from the father of the Scarred Gods. The jewel had many strange properties, but amongst the most fantastic was its ability to give those using it the ability to see into the future. The Ulithlogg viewed this ability as the ultimate enhancement of their hallucinogenic society, and coveted it above all things as a holy object. Corgarith's Heart represented ultimate transcendence to the Ulithlogg.

However, the Chorrdali and the Blarnogl had learned of Corgarith's Heart, and were jealous of the Ulithlogg. They desired the ability to see into the future, and be able to look into the source of a seemingly omniscient power. Secretly, they agreed to work together to steal the jewel from the Ulithlogg, and to use Corgarith's Heart for their own purposes. For about a year, the two races amassed their forces in seclusion, merely biding their time. Then, in unison, the Chorrdali and the Blarnogl attacked the Ulithlogg.

Initially, the Ulithlogg were stunned by the surprise assault. They had never imagined that their dreams could hurt them. However, they were hurt quite badly, and the Blarnogl were able to swiftly seize Corgarith's Heart and take it into their own possession. The Blarnogl quickly backstabbed the Chorrdali, telling their former allies that Corgarith's Heart was only meant for Blarnogl eyes and hands. Enraged, the Chorrdali attacked the Blarnogl, now seeking the powerful jewel for their own. The Ulithlogg also began to attack the Blarnogl, developing deadly weapons at a frightening pace that outmatched anything the Blarnogl or the Chorrdali could produce. An ugly three-way war ensued that lasted for many years.

Throughout the years of war, all the races of Jarnaka constantly prayed for some form of divine intervention, some way for the situation to be resolved peaceably (the Ulithlogg, Chorrdali, and Blarnogl all prayed that they would be the sole possessors of Corgarith's Heart, of course). However, the Scarred Gods never responded. The mortal inhabitants of Jarnaka, for the most part, believed that the Scarred Gods never answered because they no longer cared. In fact, the Scarred Gods never answered because they were so absolutely disgusted by the greedy, childish antics of their mortal charges. Thousands of lives had been lost all for the sake of a material object, and the Scarred Gods were disappointed in the actions of the creatures of Jarnaka. As a result, most creatures of Jarnaka chose to believe that their gods had abandoned them. Only the Kinsitata still believed that the Scarred Gods existed, and still do to this day.

The war turned when the Blarnogl, still in possession of Corgarith's Heart, decided to take care of their problems with help from another world. Using the rifts and ley lines of Jarnaka, the Blarnogl had managed to find their way to Phase World. Contacting the ruthless weapons dealers there known as Naruni Enterprises, the Blarnogl managed to obtain advanced weapons

called neutrino warheads that they believed would completely destroy both the races of the Ulithlogg and the Chorrdali, leaving them as the sole owners of Corgarith's Heart. However, before they were able to use the weapons against their enemies, the main cities of the Blarnogl were simultaneously attacked by both Chorrdali and Ulithlogg forces. In the ensuing battle, the source of the whole war - Corgarith's Heart - was lost and presumed destroyed. The Blarnogl's neutrino weapons were accidentally detonated, and while they did not kill too many of the Blarnogl's enemies, they did do significant environmental damage to Jarnaka itself, turning thousands upon thousands of square miles of grassland into festering areas of slick, toxic, purplish mud. Ultimately, the Blarnogl were defeated.

Upon learning of the Blarnogl's genocidal intentions, the races of Jarnaka held a trial for the entire Blarnogl race, horrified by the sick crime of which they had all learned. The Kinsitata, considered fair and impartial by all sides involved, presided over the trial. It was concluded after many months of deliberation that the Blarnogl were guilty of terrible crimes against Jarnaka itself, and the race as a whole was sentenced to permanent exile from Jarnaka. Rounded up and branded as criminals, the Blarnogl were sent off to the world of Hrogrythlor. Secretly, the Chorrdali kept several Blarnogl as slaves, and in later times the Ulithlogg began covertly trading with some of the Blarnogl from Hrogrythlor, but for the most part, the Blarnogl were never seen again on Jarnaka.

The remaining races of Jarnaka all concluded that the source of the war and the evil actions surrounding the war was Corgarith's Heart. Rather than hold themselves accountable for their actions, the creatures of Jarnaka decided instead that Corgarith's Heart had, in fact, been cursed. Renaming the missing magical jewel the Demon Heart, the Ulithlogg declared that the gemstone was evil and should be destroyed if ever found again. The other creatures of Jarnaka promised to do likewise, and also renounced the Demon Heart as an object of darkness. The matter was considered to be water under the bridge.

The Kinsitata made a genuine attempt to heal the surface of Jarnaka. Along with the Chorrdali, the Kinsitata wove many complex spells designed to restore their world to its former health. To some extent, this worked - the Scarlet Waters were created by these spells, healing waters which began to run freely in many areas over the lands of Jarnaka. The spells, however, also served to open new rifts to different worlds, particularly that of Rifts Earth. Through these rifts came the creatures known as the Mogor and the Juggernauts, mindless creatures of rage destroying anything in their sight. The Kinsitata viewed the coming of these creatures as punishment by the Scarred Gods. The Chorrdali viewed the coming of these creatures as faulty spell-work by the Kinsitata.

At any rate, the perception of the Demon Heart being lost forever did not change until about five years ago. That was when the human called Tristan Spyre arrived from Rifts Earth in Jarnaka. Spyre was a supervillain genius from early twenty-first century Earth infamous for his misdeeds and crimes in that time. Perhaps his most nefarious crime was to attempt to blackmail the city of Old Chicago with a nuclear warhead, demanding a billion dollars in ransom in exchange for the city's continued existence. His plans were foiled by the superheroes Feedback and Wonder Guy, although apparently at the cost of the heroes' lives. With the murders of these two champions on his hands, Spyre became a hunted man by every superhero on the planet. Spyre chose to escape, stealing an experimental time machine and heading into the future of Rifts Earth.

Spyre, seeing the potential for world domination with the previously unknown concept of magic, began once more his plans to become supreme leader of Earth. He rebuilt the ruins of his old hidden laboratories, and created a genetic construct, a mutant Tyrannosaurus Rex named Jencho (see **Rifts Dimension Book: The Banwok Hunters**), to aid him in his scientific developments. However, the work was painstakingly slow, and the pace of his plans began to drive Spyre mad. He knew that he would have to look elsewhere in order to boost the speed of his plans.

Entering a rift, Spyre traveled to the dimension of Jarnaka. He found himself in one of the plains of thick purple mud that had once been a battlefield. Using his own unique scanning equipment, Spyre discovered two magical anomalies that conventional scanners would not have been able to pick up hundreds of meters below Jarnaka's surface. Excavating the area, Spyre discovered two items. The first was the Demon Heart. The second was a sentient object known

as the Runestaff of Judas. Intrigued by his findings, Spyre learned from Judas that both items possessed immense power, and that he could fully gain the powers of both if he bonded his soul with that of Judas. Spyre, not believing in souls anyway, agreed to Judas' bargain. Spyre found that his mutant powers increased nearly tenfold through the bonding, and between Judas and the Demon Heart he now possessed a wealth of information almost unattainable anywhere in the known multiverse.

Spyre proceeded to discreetly contact some of the more dissident Ulithlogg, informing them that the Demon Heart had returned to Jarnaka and could once more become the source of their enlightenment. All that would be required to achieve the wisdom of the ages would be to help destroy the humans in a place called Lone Star, who were somehow restraining the full power of the Demon Heart. A clever lie by Tristan Spyre, to be sure, but the greedy, renegade Ulithlogg bought into it completely. Production of the Ulithlogg war machines, which had tapered off for the most part and had mostly become custom jobs for creatures from other worlds and dimensions, began rolling along at a quick pace once more. Spyre now controlled an army of Ulithlogg and war machines.

With the return of the Demon Heart, the potential for war once more looms in the air. Spyre has discovered that his former servant Jericho has gone rogue, and his megalomania has almost led him to attack Jericho and his forces first, as punishment for his treachery. However, he also knows that his attack on the Coalition State of Lone Star must be a complete surprise, and an attack on Jericho might give away all his potential advantages of surprise. Meanwhile, the Chorrdali have learned that some of the Ulithlogg have regained possession of the Demon Heart (they are unaware of the existence of Tristan Spyre), and have begun plans to destroy the Demon Heart and the Ulithlogg once and for all. Likewise, the Kinsitata have also learned of the return of the Demon Heart, and have informed the main Ulithlogg councils of this fact. The Ulithlogg have not completely believed the Kinsitata, but have begun investigating the situation for themselves. The situation on Jarnaka at the current moment is very volatile and dangerous. The source of this evil can be completely attributed to the Demon Heart and its owner, Tristan Spyre.

DIMENSIONAL DOORWAYS

Jarnaka is connected to Rifts Earth through three main dimensional gateways. The most commonly used rift between the two worlds can be found on Earth right outside the free city of Tolkeen, near the Coalition State of Lone Star. The other end of the rifts opens up right near an Ulithlogg village in the northern most inhabited forest of Jarnaka, in the center of one of the Blarnogl mud pits. This rift is used frequently by human traders and by the Kittani, who occasionally make a discreet visit to Jarnaka through this rift. The other rift opening up on the North American continent of Rifts Earth appears high amidst the Rocky Mountains, close to where the border of the United States and Canada used to be. The Jarnaka entrance to this rift can be found amidst a forest of Korgata trees, right nearby and to the east of Chorrdalis and the Mogotu Peaks. This arrangement suits the Kinsitata living nearby just fine, as very few creatures from Rifts Earth live in this area and bother to travel to Jarnaka through the rift. The final main rift leading from Jarnaka to Rifts Earth can be found in the New German Republic, near the ruins of the old city of Munich. This rift enters Jarnaka amongst the Mogotu Peaks, well within the boundaries of Chorrdalis. At times, gargoyles and explorers from the New German Republic travel to Jarnaka through this rift, but have to face the distinct possibility of being harassed and attacked by Chorrdali warriors, who are mistrustful of foreigners.

Only one rift exists between Phase World and Jarnaka. This dimensional gateway opens up on the sixth level of Phase City on Phase World, right in the heart of one of the worst slums of the city. The rift opens up on Jarnaka relatively close to the Chorrdali city of Oligatis, the southernmost city of that country, near a heavily guarded gate leading out of the Mogotu Peaks. Chorrdali patrols travel nearby this rift frequently, and usually attack all D-Bees and non-natives of Jarnaka found near this rift without provocation. This is understandable, as many things seeking to leave this hellish region of Phase City are quite dangerous.

As usual, the rifts from Jarnaka to Wormwood lead to the same place most dimensional gateways appear on that world - Worldgate. Only two rifts connect the two worlds. The most frequently used portal between Jarnaka and Wormwood opens up on Jarnaka in one of the Blarnogl mud plains in the southern regions of the planet, less than a hundred miles from an Ulithlogg village. This dimensional doorway is a commonly traveled trade route for creatures between both worlds. The other rift opens up on Jarnaka near the Chorrdali city of Behdilna. This is much less frequently used by the people of Wormwood, as mistrustful patrols of Chorrdali warriors regularly patrol this area looking to attack intruders and foreigners as well.

Between the Banwok planet of Hrogrythlor and Jarnaka, there are three connecting rifts. None are used very often, as the inhabitants of Jarnaka generally want very little to do with the new Blarnogl homeland. One main gateway between the two worlds enters Hrogrythlor in Smiorx, the new central Blarnogl city. It was through this dimensional portal that the Blarnogl were originally banished to Hrogrythlor. This particular rift enters Jarnaka close to a Kinsitata village in a grove of Korgata trees, about ten miles from the rift leading to the Rocky Mountains on Earth. An extremely large rift opens up on Hrogrythlor from Jarnaka nearby the Banwok City of Gaaaj, which connects to a dimensional portal lying amidst the southernmost regions of the Mogotu Peaks. Due to the treacherous nature of the Mogotu Peaks and the homicidally paranoid military patrols of Banwok on Hrogrythlor, this rift is almost never used by creatures at either end of the rift. The final rift between the two alien worlds can be found on Hrogrythlor just south of Smiorx, well outside the mountains and the city, in the middle of uninhabited grasslands. The Jarnaka end of the dimensional doorway is located just inside a forest and an Ulithlogg village near Chorrdalis and the Mogotu Peaks. This is the dimensional road by which certain Ulithlogg and the Blarnogl have begun trading once more. No artificial Banwok rifts exist yet between the two worlds. This is mostly due to the fact that the Banwok only know of Jarnaka as the original homeland of the Blarnogl. If anything ever happens to their perception of Jarnaka that makes them perceive that world as a threat, however, then artificial rifts will probably be created and exploratory parties sent to Jarnaka.

REACTIONS FROM EARTH POWERS

Due to Jarnaka's relative lack of interaction with other creatures and other worlds, not too many creatures are aware of the world's existence. However, certain creatures and individuals from Jarnaka have made their presence known on Rifts Earth. The Coalition is well aware of Jarnaka's existence, and has been for some time. This is because the Coalition State of Lone Star has been in contact with the Ulithlogg for a few years. Wandering Ulithlogg coming through the Tolkeen rift were originally considered to be dangerous, lethal monsters, due to the firepower that the Ulithlogg invariably brought with them from Rifts Earth. However, by chance, a Coalition convoy managed to capture a Ulithlogg assassin wearing Kubita Power Armor, and learned through interrogation that the Ulithlogg were relatively peaceful beings. Coalition intelligence was shocked and amused to learn that their Ulithlogg captive did not consider the Coalition, or the rest of the human race for that matter, to be real. The Ulithlogg considered his whole experience to be a strange but interesting hallucination. The Coalition also learned at this time that many of the Ulithlogg were deadly and professional assassins, but would only kill for a price. Using this information, Lone Star has been contracting Ulithlogg assassins for about a year or so, using them to eliminate Coalition resistance leaders and dissidents without the killings being traced back to Lone Star. Lone Star's information has been given to the other Coalition states as well, and Chi-Town and Iron Heart have begun negotiations with certain Ulithlogg assassins to perform similar tasks for their governments.

The New German Republic has also learned of Jarnaka - specifically, of the Ulithlogg - and have also begun to contract the aliens for their deadly abilities of stealth. Their missions for the Ulithlogg are different from those of the Coalition, however. The New German Republic, upon learning of the Ulithlogg and their mercenary nature, have used the Ulithlogg to two main purposes. The first service the Ulithlogg provided for the NGR was to be a new supplier of mega-damage armor for the NGR military. The Ulithlogg have modified their power armor suits to work for human pilots and have begun selling them to the NGR at a high price. The second Ulithlogg service provided to the New German Republic was to serve as spies to gather

information about the Gargoyle Empire. While cyborgs and robots have done a decent job for the New German Republic in gaining information about their gargoyle enemies, the Ulithlogg's ability to phase through solid matter and to fight like some of the best mercenaries in the known universe have made their services invaluable to the NGR. Unfortunately, the New German Republic considers the Ulithlogg to be reliable allies. The Gargoyle Empire originally considered the Ulithlogg to be enemies of the state, but learned from captured Ulithlogg that the aliens will work for the highest bidder. Hence, many Ulithlogg double agents are now being contracted by the New German Republic intelligence agencies, and much misinformation is flowing freely between both sides.

Jarnaka has become something of a myth and legend in the nation of New Dragcona in South America, and is something that country's leader, Melastirrh, wants to learn desperately about. Dragon legends sometimes talk of a distant world named Jarnaka created by the dragon god Corgarith, a veritable paradise for dragonkind. This matches Melastirrh's vision of a world ruled and completely controlled by dragons. Most dragons who have heard of the legend of Jarnaka consider the story to be nothing but complete fiction. Melastirrh, on the other hand, has begun hearing of dimensional travelers who have been to the world of Jarnaka, and believes the legend to be true. He has sent out explorers and mercenaries in earnest, offering much gold to any being who can prove the existence of Jarnaka and a dimensional portal to the planet. While most of Melastirrh's lieutenants consider their commander's actions to be an act of folly, they say nothing, knowing that the actual world of Jarnaka, if not necessarily the legend, probably exists for real.

REACTIONS FROM WORMWOOD

The Kingdom of Light comprises the only individuals on Wormwood who have actually been in contact with creatures from Jarnaka. The Knights of the Order of the Hospital and the Apoks of Wormwood have taken to dealing with and trading with the Ulithlogg on a regular basis, and Chorrdali barbarians from time to time. Both the Chorrdali and the Ulithlogg believe the Unholy and the Forces of Light to be nothing but abominations, worthy only of death. The Ulithlogg call the Unholy by the name "The Wakened" - one who can never dream. To the Ulithlogg, that is a fate worse than death. Both Chorrdali barbarians and the Ulithlogg trade weapons to the Hospitallers, usually only in exchange for food and trinkets catching the aliens' fancy. The Knights of the Order of the Temple consider both the Ulithlogg and the Chorrdali to be filthy foreigners, and want nothing to do with the Jarnaka natives. This suits the Ulithlogg and the Chorrdali just fine, as they consider the Templars to be arrogant fools to stupid to acknowledge help.

The Unholy and the Forces of Darkness do not really know much about Jarnaka, and do not really wish to learn about the creatures of Jarnaka, either. The Forces of Darkness do know that certain Chorrdali and Ulithlogg are helping the Kingdom of Light in their battles, and that is all that matters. Under orders from Lord Krikton, all Ulithlogg, Chorrdali, and any other creatures which acknowledge their origin in Jarnaka are to be put to death instantly. This has disturbed the Goblin Queen Salome to some extent, as she believes the abilities of the Ulithlogg could be turned to work against the Kingdom of Light, but the Unholy has upheld and confirmed Lord Krikton's orders. Creatures of Jarnaka are unwanted by the Forces of Darkness in Wormwood.

REACTIONS FROM PHASE WORLD

Naruni Enterprises is the only group of intelligent beings from Phase World to have had extensive dealings with the inhabitants of Jarnaka. During the war for the Demon Heart, Naruni Enterprise had many business dealings with the Blarnogl, selling them advanced weapons that nearly allowed the Blarnogl to emerge victorious in this armed conflict. However, Naruni Enterprises also attempted to engage in possible business dealings with the Ulithlogg and the Chorrdali. It was only when the corporation realized that the Ulithlogg and the Chorrdali had very little valuable items to trade for possible weaponry (except for their land - and neither race was prepared to give that up) that their business agents gave up their sales plans. As time passed, though, Naruni Enterprises began to hear of the Ulithlogg's prowess as power armor builders and

as assassins. Intrigued by this news, the company reopened contact with the Ulithlogg. A new deal formed between the Ulithlogg and Naruni Enterprises. The galactic syndicate became the Ulithlogg's exclusive distribution center in the Three Galaxies for their custom suits of power armor. Naruni Enterprises also began to act as agents for Ulithlogg assassins, providing their services of death to many different worlds. Apart from this, there is very little interaction between Phase World and Jarnaka.

REACTIONS FROM HROGRYTHLOR

The Banwok, the dominant creatures of Hrogrythlor, only know that the Blarnogl once came from Jarnaka. Nothing else about the planet interests them, and they generally have just ignored the world of Jarnaka entirely. However, the Banwok erroneously believe that there are still many more Blarnogl still living on Jarnaka. Contingency plans have been made by the Banwok to investigate Jarnaka thoroughly and then eradicate the planet of all life forms if the Blarnogl suddenly act in a hostile manner against the Banwok.

The Grynnyak, the wandering hunter-philosophers of Hrogrythlor, have encountered a race of creatures that they have become good friends and allies with on Jarnaka. These new allies are the Kinsitata. Like the Kinsitata, the Grynnyak believe in the sacred nature of nature and the wild. Both kinds of creatures have traveled between worlds to meet with each other, and have talked extensively about restoring Jarnaka back to health, making it a peaceful world which could possibly become a new home for the Grynnyak away from the Banwok. For the moment, though, amiable talks all that have been done.

CREATURES OF JARNAKA

The four intelligent native races of Jarnaka still remaining on the planet are the Ulithlogg, the Chorrdali, the Aederond, and the Kinsitata. All of these creatures, except for the Kinsitata, are supernatural in origin and are mega-damage creatures. Through the creation of the mystical Scarlet Waters, though, the Kinsitata also have gained the capability of becoming mega-damage beings. All these creatures retain their mega-damage capacity on other worlds such as Rifts Earth. Apart from these intelligent beings, there are a few forms of strange supernatural life on Jarnaka as well. Perhaps the most bizarre of these beasts is known as the Juggernaut. Juggernauts are beings of living P.P.E., resembling giant balls of energy that roam the lands and seas of Jarnaka in search of living beings from which to suck P.P.E. energy. They are considered the most dangerous beings on Jarnaka simply because they are almost impossible to defeat in combat or run away from. The Kunisat is possibly a cousin of the Kinsitata, not very intelligent but resembling a far larger and more physically powerful version of the small Kinsitata. It is thought that Kunisat wandering through rifts to the Rocky Mountains of Rifts Earth are responsible for the "Bigfoot" legend. The Draykonis is a form of ancient dragon that roams the mountains of the Mogotu Peaks. Draykonis dragons are related to dragons in the same way that humans were once related to Cro-Magnon man. The Draykonis are mentally stunted in comparison to normal dragons, but their innate magical abilities and physical size make them a more brutal opponent than a normal dragon, if not necessarily a more dangerous opponent. Also living amongst the Mogotu Peaks are the Mogor - supernatural lizard-like demons with razor-sharp tails capable of cutting an armored man in half. They are malevolent and spiteful, torturing and killing any creature that they meet. No one is sure exactly where the Mogor came from, but no one has really cared enough yet to find out.

The other, more normal creatures of Jarnaka are very similar, if not identical, to those found on Rifts Earth. The two most abundant species, which are commonly hunted as game by the more intelligent beings of Jarnaka, are the Jhakotay and the Torbitak. Jhakotay are similar to deer, except they are about twice as large, possess shaggier fur and have six powerful legs, allowing them to reach blinding speeds in a relatively short time. Their main predators are the Torbitak, two-headed wolves with venomous fangs. Natives of Rifts Earth encountering the Torbitak have dubbed them the Cerebus Wolves, due to their resemblance to the mythical

creatures. Both these creatures can be usually found roaming the grasslands of Jarnaka, near the shores of the oceans or on the outskirts of the forests.

Most of the intelligent lifeforms on Jarnaka tend to keep to themselves, avoiding contact with the other races of the planet unless necessary. This is done for different reasons, though. The Chorrdali are avoided because of their aggressive, warlike nature. The Ulithlogg are shunned because every other intelligent creature considers the Ulithlogg to be highly unstable, if not insane. The small, gentle Kinsitata and Aederond avoid other creatures because they do not wish to be attacked and killed. The planet has remained relatively peaceful due to these policies of relative isolation, but could change should the Ulithlogg or Chorrdali ever decide to become militant once more.

THE ULITHLOGG

The Ulithlogg are a race of tall, gray-skinned humanoids vaguely resembling the human race, save for the fact they have four arms and are extremely tall and emaciated. Most Ulithlogg are between eight to nine feet in height, but weigh only one hundred to one hundred and fifty pounds. Their supernatural origins, however, give them exception strength and quickness which is not apparent in their appearance. The Ulithlogg have long, pointed fangs capable of doing mega-damage. They typically wear nothing but a loincloth, and wear their hair in long dreadlock-like braids that stretch down to their waist. The lifespan of an Ulithlogg is only about thirty years, but Ulithlogg are physically and mentally mature by the age of six. Ulithlogg also possess the innate ability to phase through solid matter, also they can only do this for limited periods of time.

The normal Ulithlogg cannot be considered to be intelligent by normal standards. Rather, they are instead a race comprised mostly of idiot savants. The Ulithlogg Tinkers are the best examples of this. Ulithlogg Tinkers are capable of creating incredibly sophisticated weaponry and suits of power armor, but are completely incapable of explaining the theories and mechanics behind their amazing inventions. They do not understand how they do things; rather, they just do them without comprehending what they are doing. Ulithlogg are notoriously rotten in giving explanations for their actions, because they often do not understand what they are doing, either. Subconsciously, the Ulithlogg can be considered geniuses, but on an interactive, conscious level they often look and act like morons.

Ulithlogg villages generally have no social structure at all, which suits the Ulithlogg just fine. They do not steal from each other or kill one another, because they do not see a point to those actions. Their society is communal, which everyone working to support themselves first and everyone else who needs help next. All their needs are found in the forests - namely, food and shelter - and all other needs and wants can usually be found with relative ease. The only difficulty the Ulithlogg had acquiring in the past was metal ore for building power armor and equipment. However, with their new contracts with Naruni Enterprises, this need has been easily fulfilled. A chieftain, or Draygok, technically rules each Ulithlogg during a time of crisis and will be obeyed unhesitatingly during such situations, but generally never exercises power otherwise. The position of Draygok is hereditary. Most Ulithlogg are farmers, cultivating small fields of crops outside their forest villages. A select few Ulithlogg have become armorers, known to the Ulithlogg and other creatures as the Tinkers. Ever fewer Ulithlogg have become assassins. They maintain an organization similar to an Assassin's Guild that is fairly secretive, but has many contacts both on Jarnaka and other worlds.

The most unique aspect of the Ulithlogg is their drug culture. Many strange herbs and weeds infest the forests of Jarnaka, which all creatures of Jarnaka avoid but the Ulithlogg. The Ulithlogg distill these strange plants into liquids, which they drink on a regular basis. The result of this is that the Ulithlogg tend to have many hallucinatory experiences. These experiences normally do not interfere with the rest of their lives, as they will never take drugs during times of working or during a crisis. However, constant drug use over the centuries has blended their sense of reality with their world of hallucinations. They believe that they are the only real race of creatures in existence. Nothing else - humans, Chorrdali, Kinsitata, et cetera - are real. They are all just hallucinations manifested by the mind. The Ulithlogg call such creatures the Wakened, or those not of their dream-like world of existence. Hence, the dealing of the Ulithlogg

with other intelligent creatures tends to be a bit bizarre. Since the Ulithlogg do not believe such creatures are real anyway, they treat their relations with other creatures on impulses and whims. They have little concept of danger, either - an attack by other creatures upon an Ulithlogg is considered to be the equivalent of a bad drug experience. (Note: the drugs of Jarnaka are highly toxic and almost always lethal to non-natives of Jarnaka. Use of Ulithlogg drugs by humans or other foreigners in Jarnaka requires a standard saving throw against poisons and toxins, with failure resulting in instant death. A successful save means the user is violently ill for 24-72 hours, and receives none of the hallucinatory effects of the drugs.)

THE ASSASSIN'S GUILD

The Ulithlogg Assassins are organized in a formal group known as Psoddiahk - the Hands of the Many. All Ulithlogg Assassins belong to the Hands of the Many. The Hands are led by one of the most infamous Ulithlogg killers of all time, Blacklist Torbitak. He originally organized the Hands when he recognized that the few Ulithlogg assassins were often working at cross purposes, and Ulithlogg society was beginning to suffer due to these freelance artists. With the formation of the Hands of the Many, the numbers of the Ulithlogg Assassins began to grow steadily, and their contracting with other worlds became larger and more consistent. Ulithlogg Assassins no longer found themselves accidentally battling against each other. Although Blacklist did not intend this, the Hands of the Many also has wound up being one of the most profitable businesses on Jarnaka.

The Hands of the Many serves several purposes. The primary purpose is to be a central contracting agency for Ulithlogg Assassins. The Ulithlogg no longer bother to flaunt their services of death, as their reputation now has already generated more business than they can handle. Most potential clients contract the Ulithlogg through established contacts, such as Naruni Enterprises or the Coalition. If not, they must contact the Hands of the Many on their own, as the network of killers remains secretive, and most Ulithlogg feign ignorance if asked about the assassin's guild. Even if the Ulithlogg Assassins are contacted, some jobs are summarily turned down anyway. The Ulithlogg like to be sure that a potential mission does not interfere with an already contracted mission unless there is extremely good reason or profit involved. Once contracted, though, the Ulithlogg Assassins are readily accessible and willing to deal with their new allies. The Hands of the Many never accepts cash payments for their contracts, preferring instead to barter for equipment. Depending on a mission, the price for an assassination or spy mission usually ranges somewhere between the equivalent of two to twenty Coalition credits.

The other main purpose of the Hands of the Many is to provide a source of supplies and information for Ulithlogg Assassins. Most of the information about other worlds and alien species of creatures is held by the Hands of the Many. These databanks hold much intelligence about the New German Republic and the Coalition, as well as data about the enemies of these factions. This information allows the Ulithlogg to learn about potential targets, as well as their strengths and weaknesses. Ulithlogg Assassins returning from a assignment are required to place mission logs in the central databank, so that the information learned can potentially be used by other Ulithlogg Assassins at a later time. The Hands of the Many also acquired armor and weapons for assassins that otherwise might prove difficult to obtain on short notice. Besides obtaining priority orders from the Ulithlogg Tinkers of the Fortunado Armories, the Hands of the Many usually is able to acquire nearly any form of necessary equipment imaginable from Naruni Enterprises. The price of this equipment is normally a mission for Naruni Enterprises, executed by the top Ulithlogg Assassins of the Hands of the Many.

Blacklist Torbitak is the undisputed leader of the Hands of the Many. While most decisions are made by majority vote of all present Ulithlogg Assassins present when a judgment about a potential assignment is to be made, Blacklist's word is always final. Should one of the members of the Hands of the Many betray the trust of the assassin's guild or attempt to go freelance, Blacklist's standing orders are that such assassins have joined the Wakened and are to be hunted and terminated with extreme prejudice. The Hands of the Many represents to the Ulithlogg an ordered way in which to conduct their arts of surveillance and murder, and betrayal is equivalent to desecrating their art.

PHASING

All Ulithlogg possess the innate ability to phase through solid matter. To put it simply, they are able to place their molecular structure out of sync with the rest of the normal material world. Moving through solid matter for the Ulithlogg becomes as simple as floating through air. They also gain the ability to move on a vertical plane, either through air or through matter, floating much like a balloon. However, this primitive mode of flight is very slow, as Ulithlogg can only move up or down twenty feet per round in a phased state. Phasing is also fairly costly in terms of P.P.E. to the Ulithlogg. An Ulithlogg needs to spend 5 P.P.E. per round in order to maintain a phased state. If the Ulithlogg runs out of P.P.E. while still phased within solid matter, the Ulithlogg materializes, and is killed instantly (no saving throw).

Phasing is what makes the Ulithlogg Assassins so deadly. In a phased state, the Ulithlogg are invisible to normal sight, and cannot be detected by conventional sight. In fact, the only way to learn of a phased Ulithlogg's whereabouts is to use scrying magic or psionics. This allows Ulithlogg Assassins to infiltrate and locate targets in a normally well-defended location with little difficulty. Both the New German Republic and the Coalition States, realizing this problem, have begun research into new ways of possibly detecting Ulithlogg Assassins. To date, the research of both nations has yielded no results.

The Ulithlogg, however, are extremely vulnerable to certain attacks in their phased state. Psionic or magical attacks directed against a phased Ulithlogg do double normal damage. In addition, electrical attacks do double damage to a phased Ulithlogg. This makes phasing Ulithlogg extremely wary of phasing through buildings, vehicles, and power armor, as they do not wish to move through power lines by accident. Regular power lines conducting electricity through mechanical equipment does 1D6 M.D. per round to an Ulithlogg phasing through the line. Multiple power lines equate to multiple damage, each consecutive line adding another D6 of mega-damage.

Most Ulithlogg do not treat their ability to phase lightly. They reserve their supernatural power for times of emergency or when stealth is necessary. Even Ulithlogg Assassins phase only when they absolutely have to, preferring instead to use conventional methods of covert movement to infiltrate a place. Ulithlogg Assassins also like to use the Fortunado Armories' Chianes Power Armor, which can augment their ability to phase and allows non-Ulithlogg the ability to phase. Non-Ulithlogg using this particular suit of armor follow the same hazards involved in phasing listed above that the Ulithlogg do, however. The Ulithlogg are fully aware of the advantages that phasing allows them, and treat their unique abilities with a sense of awe and respect.

THE ULITHLOGG ASSASSIN R.C.C.

(Optional Player Character)

Alignment: Any selfish or evil alignment. Usually aberrant.

Attributes: I.Q. 2D6, M.E. 4D6, M.A. 2D6, P.S. 5D6 (supernatural), P.P. 6D6, P.E. 3D6, P.B. 2D6, Spd 4D10+20

Hit Points: None

M.D.C.: 1D10*10+50, with an additional D6 per level.

I.S.P.: 4D6, with an additional D6 per level.

Horror Factor: 10

P.P.E.: D6*10, with an additional D6 per level.

Weight: 100 to 150 lbs

Height: 8 to 9 feet

Average Experience Level: 1D4 for NPCs.

Natural Abilities: Can see in the infrared spectrum.

Combat: Typically hand to hand: assassin. The number of attacks varies with the level of experience and combat skills.

Damage: Restrained punch 6D6 S.D., full strength punch or kick 4D6 M.D., power punch 7D6 M.D. (counts as two attacks), bite 1D4 M.D.

Bonuses: +2 on initiative, +6 to strike/parry, +4 to dodge, +2 to roll/fall with punch/impact, +8 to save versus horror factor, +1 to save versus magic/psionics/poison.

Magic: None.

Psionics: None.

R.C.C. Skills:

Basic Math (+5%)

Land Navigation (+10%)

Interrogation (+10%)

Radio: Basic (+10%)

Radio: Scramblers (+10%)

Surveillance Systems (+15%)

Pick Locks (+15%)

Computer Operations

Computer Programming

Computer Hacking (+5%)

Prowl (+20%)

Wilderness Survival (+10%)

Track Animals (+10%)

Language: Dragonese

Hand to Hand: Assassin

W.P. Knife

W.P. Sword

W.P. Energy Pistol

W.P. Energy Rifle

W.P. Heavy Energy Weapons

R.C.C. Related Skills:

Select seven other skills, plus one other skill at levels three, six, nine, and twelve. All new skills start at level one proficiency.

Communications: Any

Domestic: Any

Electrical: Basic electronics only

Espionage: Any (+10%)

Mechanical: Any

Medical: First aid and holistic only

Military: Any (+10%)

Physical: Any (+10%)

Pilot: Any

Pilot Related: Any

Rogue: Any (+5%)

Science: Advanced math only

Technical: Any

W.P.: Any

Wilderness: Any (+5%)

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

Weapons: Can pretty much use anything. Typically prefers to use Ulithlogg weaponry, and normally carries two knives and two energy pistols at all times: the Ulithlogg Skullknives and the Ulithlogg Shatterguns.

Vehicles: None, except for Ulithlogg Power Armor.

Money: None. Starts with preferred weapons as listed above.

Cybernetics/Bionics: None. Will refuse to ever acquire such equipment.

Additional Notes: Ulithlogg Assassins are dedicated killers, always obeying their contracts of death to their fullest extent, even if it means their own destruction. For the most part, they are honorable, considering assassination to be a game performed with panache and style. Most never stoop to unnecessary cruelty towards their victims, preferring the thrill of a clean, quick kill instead. All sanctioned Ulithlogg Assassins belong to a guild on Jarnaka known as the Hands of the Many. Rogue assassins are despised as criminals and hunted down. Ulithlogg Assassins are curious by nature, and love to learn about the new worlds in which they travel.

THE ULITHLOGG TINKER R.C.C.

(Optional Player Character)

Alignment: Any. Usually unprincipled or anarchist.

Attributes: I.Q. 4D6, M.E. 4D6, M.A. 2D6, P.S. 3D6 (supernatural), P.P. 4D6, P.E. 3D6, P.B. 2D6, Spd 2D10+20

Hit Points: None

M.D.C.: 1D10*10+20, with an additional D4 per level.

Horror Factor: 10

P.P.E.: D6*10, with an additional D4 per level.

I.S.P.: 6D6, with an additional D6 per level.

Weight: 100 to 150 lbs

Height: 8 to 9 feet

Average Experience Level: 1D8 for NPCs.

Natural Abilities: Can see in the infrared spectrum.

Combat: Typically hand to hand: expert. The number of attacks varies with the level of experience and combat skills.

Damage: Restrained punch 3D6 S.D., full strength punch or kick 2D6 M.D., power punch 3D6 M.D. (counts as two attacks), bite 1D4 M.D.

Bonuses: +1 on initiative, +4 to strike/parry, +2 to dodge, +1 to roll/fall with punch/impact, +8 to save versus horror factor.

Magic: None.

Psionics: None.

R.C.C. Skills:

Basic and Advanced Math (+10%)

Basic Electronics (+10%)

Radio: Basic (+5%)

Electrical Engineer (+5%)

Robot Electronics (+10%)

Mechanical Engineer (+5%)

Robot Mechanics (+5%)

Weapons Engineer (+10%)

Computer Operations

Computer Programming

Language: Dragonese

Hand to Hand: Expert

W.P. Knife

W.P. Energy Pistol

W.P. Energy Rifle

(Hand to Hand: Expert can be changed to Hand to Hand: Martial Arts at the cost of one "other" skill, or assassin, if of an evil alignment, for the cost of two "other" skills.)

R.C.C. Related Skills:

Select eight other skills, plus one other skill at levels three, six, nine, and twelve. All new skills start at level one proficiency.

Communications: Any
Domestic: Any
Electrical: Any (+10%)
Espionage: None
Mechanical: Any (+10%)
Medical: First aid and holistic only (+5%)
Military: Any
Physical: Any
Pilot: Any
Pilot Related: Any
Rogue: None
Science: Any (+5%)
Technical: Any (+5%)
W.P.: Any
Wilderness: Any

Secondary Skills: The character gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not receive any of the possible bonuses listed in parentheses (). All secondary skills start at their base level. Also, skill availability is limited as previously indicated in that list (any, only, none).

Weapons: Can pretty much use anything. Typically prefers to use Ulithlogg weaponry, and normally carries two knives and two energy pistols at all times: the Ulithlogg Skullknives and the Ulithlogg Shatterguns.

Vehicles: None, except for Ulithlogg Power Armor.

Money: None. Starts with preferred weapons as listed above.

Cybernetics/Bionics: None. Will refuse to ever acquire such equipment.

Additional Notes: Ulithlogg Tinkers are true idiot savants. Their technical skill abilities refer to their abilities to perform tasks, not explain theory and facts to other people. Ulithlogg Tinkers can never explain why or how they are able to do things, they just know they have certain gifts of invention. Ulithlogg Tinkers usually work together in armories known as the Fortunado Armories far below Jamaka's surface, far below their villages, so as not to disturb the other Ulithlogg. They are often like children, pouting when things do not work as they planned and inventing things out of whim rather than practicality. Many of their inventions are completely useless. If given the opportunity to examine new machines, vehicles, and weapons, Ulithlogg Tinkers go crazy, trying to figure out how and why they work and how they can incorporate new ideas into their own inventions. Many Ulithlogg Tinkers will wander through the dimensions in search of new ideas which they can use back at the Fortunado Armories.

ULITHLOGG POWER ARMOR

The Ulithlogg did not develop power armor until the war for the Demon Heart had begun. Ulithlogg Tinkers had developed some sophisticated equipment prior to this, equivalent to twenty-first century Earth technology, but had never seen the need to develop weapons. They were able to make do with knives, sword, spears, and the like. The need for advanced weaponry came when the Ulithlogg were attacked by the Chorrdali and the Blarnogl. Both these foes had armaments that completely outmatched anything the Ulithlogg had. Quickly, the Ulithlogg Tinkers set about to develop suits of armor like the Blarnogl had. The first of these, the Kubita Armor, was soon developed. It was basically nothing more than a well-equipped exo-skeleton for an Ulithlogg, but it served its purpose. The technology edge that the enemies of the Ulithlogg once possessed was now gone.

After the war, the Ulithlogg Tinkers became curious about the possibilities for robot armor. They experimented around for a while, and developed the Chianes Armor, a slightly more power suit of armor that could also allow a non-Ulithlogg to phase. They also developed at this time the Zethkonor Armor, an even more powerful suit loaded up with extremely heavy firepower, and the Breythanok Armor, which would be more accurately described as a robot

vehicle than as power armor. Similar in appearance to the Coalition Spider Skull-Walker, the Breythanok has a eight-legged base with a large pilot's compartment/turret resting atop the legs which looks like a python's head. This was developed as a tactical weapon rather than a weapon to be used in personal combat.

For the most part, these weapons were nothing but curiosities for the Ulithlogg, used infrequently by Ulithlogg Assassins who were just given these suits of armor on loan by the Ulithlogg Tinkers. It was not until Naruni Enterprises came to attempt business negotiations once more with the Ulithlogg that the Ulithlogg Power Armor series became well-known throughout many dimensions. Naruni Enterprises signed a deal with the Ulithlogg Tinkers that made Naruni the exclusive galactic dealer of the armor. They would purchase the armor from the Ulithlogg, and then be able to sell the armor on Phase World or to any other planet they chose. The market prices listed under each armor listing reflects the price being offered by Naruni Enterprises. While better deals can probably be had from the Ulithlogg Tinkers themselves (they have very little concept as to the value of their creations), they are also more difficult to find. Player characters seeking Ulithlogg Power Armor are usually better off, in terms of acquiring such armor, dealing with Naruni Enterprises instead.

The Ulithlogg are capable of building custom suits of armor. If given the schematics for any existing suit of armor, the Ulithlogg Tinkers can build and modify it to the specs of a customer. The cost of building such armor is 150% of the market value of the copied armor, so usually the armor is intended to be customized for the wearer. Ulithlogg Tinkers also can build original weapons for their customers, giving characters with no skills in building sophisticated weaponry an outlet for their ideas. The Ulithlogg, for example, have built scores of Scimitar Warrior robots for the villain Tristan Spyre, allowing him to build up an automated army. Ulithlogg Tinkers are generally fair in their dealings with alien customers, offering new ideas constantly to them about how to better improve and modify their armor. After all, Ulithlogg Tinkers take pride in their work.

KUBITA POWER ARMOR

Model Type: Ulith001

Class: Military Assault Armor

Crew: One

M.D.C. by Location:

Forearm Mini-Missile Launchers (4) -50 each

Left Upper Forearm Rail Cannon - 100

Head - 35

Lower Arm Blades (2) - 50 each

Legs (2) - 90 each

Arms (4) - 75 each

*Main Body - 240

*Depleting the M.D.C. of the main body will shut down the armor, rendering it completely useless and unusable.

Speed:

Running: 50 mph maximum

Leaping: The powerful robot legs can allow the armor to leap up to 20 feet high or across. Add an additional twenty feet with a running start.

Statistical Data:

Height: 14 feet

Width: 5 feet

Length: 3 feet

Weight: 0.8 tons fully loaded.

Physical Strength: Equal to a P.S. 30.

Cargo: Minimal cargo space; enough room is available for a hand-held weapon and personal gear.

Power System: Either nuclear or technowizard; average energy life is 10 years.

Black Market Cost: The price of the Kubita Power Armor on Phase World is 30 million credits.
Availability is good there. Cost from the Ulithlogg is variable.

Weapon Systems:

1. **Ulith100 Forearm Rail Cannon:** A high powered railgun is slung over the left shoulder of the upper arm of the power armor, allowing the pilot to grab and use the gun when necessary. When not in use, the gun can be slung back behind the shoulder of the robot armor.

Primary Purpose: Assault

Secondary Purpose: Anti-Armor

Mega-Damage: 1D10*10 M.D. for a burst of forty rounds.

Rate of Fire: Equal to the number of the hand to hand attacks of the pilot.

Maximum Effective Range: 3000 feet

Payload: Four hundred rounds of ammunition, allowing ten bursts from the gun before being reloaded.

2. **Ulith756 Mini-Missile Launchers:** A mini-missile launcher is located right over each of the robot armor's four wrists, each with a payload of four mini-missiles.

Primary Purpose: Anti-Personnel

Secondary Purpose: Defense

Missile Type: Any type of mini-missile can be used.

Mega-Damage: Varies per missile.

Range: Varies per missile.

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

Payload: Sixteen, four per launcher.

3. **Ulith469 Assault Stilettos:** Located underneath the wrist of the robot's two lower arms are titanium blades, normally hidden in a compartment in the lower arm. These blades can be popped out and used in hand to hand combat.

Primary Purpose: Defense

Secondary Purpose: Assault

Mega-Damage: 1D4*10 M.D. per blade, 1D6*10 when used together (counts as two attacks.)

4. **Phasing:** The Kubita Power Armor can augment an Ulithlogg's ability to phase. The armor allows both the Ulithlogg pilot and the armor to remain in a phased state for twice the normal duration that the Ulithlogg piloting the armor normally can phase. While in a phased state, none of the Kubita Power Armor's other weapons systems are functional and the armor is equally vulnerable to certain attacks as a normal phased Ulithlogg is. See the Phasing section for more details. **Note:** only an Ulithlogg can utilize this feature of the armor.

5. **Hand to Hand Combat:** Either by using its blades or more conventional means, the power armor can be used in hand to hand combat. Because the armor is so unique, the user must have the Robot Power Armor: Elite skill to use the combat bonuses available.

Combat Bonuses: +1 to initiative, +4 to parry/dodge, +5 to roll with punch or fall/impact.

Damage: Restrained punch/kick 1D6 M.D., full strength punch 2D6 M.D., power punch 4D6 M.D. (counts as two attacks), judo flip/throw 1D4 M.D.

6. **Sensor Systems:** The Kubita Power Armor also has important sensory features:

1. **Thermoimager:** A special optical sensor allows the infrared radiation of warm objects to be converted into visual images. Enables the pilot to see in the dark, through smoke, and in shadows. Range: 1800 feet.

2. Infrared/Ultraviolet Optics: This optical system projects beams of ultraviolet and infrared light, allowing the pilot to see in those particular spectrums. Note: Others with these detection systems will see these beams, allowing them to trace the source.

3. Ion Beam Targeting: Applies to the mini-missile launchers and the rail cannon. Adds +3 to strike.

ZETHKONOR POWER ARMOR

Model Type: Ulith1201

Class: Military Assault Armor

Crew: One pilot and one co-pilot; can hold an additional three passengers if necessary.

M.D.C. by Location:

Forearm Mini-Missile Launchers (4) - 100 each	Chest Cannon - 230
Left Upper Forearm Rail Cannon - 220	Legs (2) - 200 each
Head - 100	Arms (4) - 160 each
Lower Arm Blades (2) - 110 each	*Main Body - 570
Lower Leg Missile Launchers (2) - 140 each	

*Depleting the M.D.C. of the main body will shut down the armor, rendering it completely useless and unusable.

Speed:

Running: 130 mph maximum

Leaping: The powerful robot legs can allow the armor to leap up to 90 feet high or across. Add an additional one hundred feet with a running start.

Statistical Data:

Height: 31 feet 4 inches

Width: 13 feet 6 inches

Length: 12 feet

Weight: 2.3 tons fully loaded.

Physical Strength: Equal to a P.S. 50.

Cargo: Minimal cargo space: enough room is available for a hand-held weapon and personal gear.

Power System: Either nuclear or technowizard; average energy life is 10 years.

Black Market Cost: The price of the Zethkonor Power Armor on Phase World is 96 million credits. Availability is poor there. Cost from the Ulithlogg is variable.

Weapon Systems:

1. **Ulith2010 Forearm Rail Cannon:** A high powered railgun is slung over the left shoulder of the upper arm of the power armor, allowing the pilot to grab and use the gun when necessary. When not in use, the gun can be slung back behind the shoulder of the robot armor.

Primary Purpose: Assault

Secondary Purpose: Anti-Armor

Mega-Damage: 2D10*10+60 M.D. for a burst of two hundred rounds.

Rate of Fire: Equal to the number of the hand to hand attacks of the pilot.

Maximum Effective Range: 3000 feet

Payload: Four thousand rounds of ammunition, allowing twenty bursts from the gun before being reloaded.

2. **Ulith956 Mini-Missile Launchers:** A mini-missile launcher is located right over each of the robot armor's four wrists, each with a payload of ten mini-missiles.

Primary Purpose: Anti-Personnel
Secondary Purpose: Defense
Missile Type: Any type of mini-missile can be used.
Mega-Damage: Varies per missile.
Range: Varies per missile.
Rate of Fire: One at a time or in volleys of two, six, twelve, sixteen, or twenty.
Payload: Forty, ten per launcher.

3. **Ulith958 Short-Range Missile Launchers:** Located on each hip of the Zethkonor Power Armor is a short-range missile launcher, each with a payload of eight short-range missiles.

Primary Purpose: Anti-Aircraft
Secondary Purpose: Anti-Personnel
Missile Type: Any type of short-range missile can be used.
Mega-Damage: Varies per missile.
Range: Varies per missile.
Rate of Fire: One at a time or in volleys of two, four, or eight.
Payload: Sixteen, eight per launcher.

4. **Ulith969 Assault Stilettos:** Located underneath the wrist of the robot's two lower arms are titanium blades, normally hidden in a compartment in the lower arm. These blades can be popped out and used in hand to hand combat.

Primary Purpose: Defense
Secondary Purpose: Assault
Mega-Damage: 1D8*10 M.D. per blade, 1D12*10 when used together (counts as two attacks.)

5. **Ulith2020 Chest Ion Cannon:** A intensely powerful ion cannon is mounted directly into the center of the chest unit of the power armor. The cannon is mounted in a stationary manner, meaning the chest of the armor has to be directly pointing at its intended target. The cannon cannot be swiveled or rotated in any other manner.

Primary Purpose: Assault
Secondary Purpose: Anti-Armor
Mega-Damage: 2D6*10+10 M.D.
Rate of Fire: Equal to the number of the hand to hand attacks of the pilot.
Maximum Effective Range: 5000 feet
Payload: Effectively unlimited.

6. **Phasing:** The Zethkonor Power Armor can augment an Ulithlogg's ability to phase. The armor allows both the Ulithlogg pilot and the armor to remain in a phased state for twice the normal duration that the Ulithlogg piloting the armor normally can phase. While in a phased state, none of the Zethkonor Power Armor's other weapons systems are functional and the armor is equally vulnerable to certain attacks as a normal phased Ulithlogg is. See the **Phasing** section for more details. **Note:** only an Ulithlogg can utilize this feature of the armor. Non-Ulithlogg passengers will literally fall right out of the armor when it enters a phased state.

7. **Hand to Hand Combat:** Either by using its blades or more conventional means, the power armor can be used in hand to hand combat. Because the armor is so unique, the user must have the Robot Power Armor: Elite skill to use the combat bonuses available.

Combat Bonuses: +2 to initiative, +4 to parry/dodge, +6 to roll with punch or fall/impact.
Damage: Restrained punch/kick 4D6 M.D., full strength punch 6D6 M.D., power punch 1D10*10 M.D. (counts as two attacks), judo flip/throw 2D6 M.D.

8. **Sensor Systems:** The Zethkonor Power Armor also has important sensory features:

1. Thermoimager: A special optical sensor allows the infrared radiation of warm objects to be converted into visual images. Enables the pilot to see in the dark, through smoke, and in shadows. Range: 4000 feet.

2. Infrared/Ultraviolet Optics: This optical system projects beams of ultraviolet and infrared light, allowing the pilot to see in those particular spectrums. Note: Others with these detection systems will see these beams, allowing them to trace the source.

3. Ion Beam Targeting: Applies to the mini-missile launchers and the rail cannon. Adds +4 to strike.

CHIANES POWER ARMOR

Model Type: Ulith010

Class: Military Assault Armor

Crew: One pilot; can hold an additional passenger if necessary

M.D.C. by Location:

Forearm Mini-Missile Launchers (4) -80 each

Left Upper Forearm Rail Cannon - 120

Head - 70

Lower Arm Blades (2) - 90 each

Legs (2) - 150 each

Arms (4) - 135 each

*Main Body - 350

Depleting the M.D.C. of the main body will shut down the armor, rendering it completely useless and unusable.

Speed:

Running: 90 mph maximum

Leaping: The powerful robot legs can allow the armor to leap up to 70 feet high or across. Add an additional fifty feet with a running start.

Statistical Data:

Height: 22 feet 6 inches

Width: 8 feet

Length: 6 feet 4 inches

Weight: 1.4 tons fully loaded.

Physical Strength: Equal to a P.S. 40.

Cargo: Minimal cargo space; enough room is available for a hand-held weapon and personal gear

Power System: Either nuclear or technowizard; average energy life is 10 years.

Black Market Cost: The price of the Chianes Power Armor on Phase World is 55 million credits.

Availability ranges from fair to poor there. The cost from the Ulithiogg Tinkers is variable.

Weapon Systems:

1. Ulith110 Forearm Rail Cannon: A high powered railgun is slung over each shoulder of the upper arms of the power armor, allowing the pilot to grab and use both guns when necessary. When not in use, the guns can be slung back behind the shoulders of the robot armor. The guns can be used simultaneously, but such an action counts as two attacks.

Primary Purpose: Assault

Secondary Purpose: Anti-Armor

Mega-Damage: 1D10*10+40 M.D. for a burst of fifty rounds; 3D10*10 M.D. for a synchronized attack.

Rate of Fire: Equal to the number of the hand to hand attacks of the pilot.

Maximum Effective Range: 3600 feet

Payload: One thousand rounds of ammunition, allowing ten bursts from each gun before being reloaded.

2. **Ulith759 Mini-Missile Launchers:** A mini-missile launcher is located right over each of the robot armor's four wrists, each with a payload of six mini-missiles.

Primary Purpose: Anti-Personnel

Secondary Purpose: Defense

Missile Type: Any type of mini-missile can be used.

Mega-Damage: Varies per missile.

Range: Varies per missile.

Rate of Fire: One at a time or in volleys of two, six, eight, or twelve.

Payload: Twenty-four, six per launcher.

3. **Ulith869 Assault Stilettoes:** Located underneath the wrist of the robot's two lower arms are titanium blades, normally hidden in a compartment in the lower arm. These blades can be popped out and used in hand to hand combat.

Primary Purpose: Defense

Secondary Purpose: Assault

Mega-Damage: 1D6*10 M.D. per blade, 1D10*10 when used together (counts as two attacks.)

4. **Phasing:** The Chianes Power Armor can augment an Ulithlogg's ability to phase, and also allow a non-Ulithlogg the ability to phase. The armor allows both the Ulithlogg pilot and the armor to remain in a phased state for four times the normal duration that the Ulithlogg piloting the armor normally can phase. A non-Ulithlogg can also phase while using the armor, but only as if he or she were a normal Ulithlogg. The phasing rate of a human or other character is equivalent to a normal unarmored Ulithlogg. While in a phased state, none of the Kubita Power Armor's other weapons systems are functional and the armor is equally vulnerable to certain attacks as a normal phased Ulithlogg is. See the Phasing section for more details.

5. **Hand to Hand Combat:** Either by using its blades or more conventional means, the power armor can be used in hand to hand combat. Because the armor is so unique, the user must have the Robot Power Armor: Elite skill to use the combat bonuses available.

Combat Bonuses: +2 to initiative, +6 to parry/dodge, +7 to roll with punch or fall/impact.

Damage: Restrained punch/kick 2D6 M.D., full strength punch 4D6 M.D., power punch 6D6 M.D. (counts as two attacks), judo flip/throw 1D6 M.D.

6. **Sensor Systems:** The Chianes Power Armor also has important sensory features:

1. Thermoimager: A special optical sensor allows the infrared radiation of warm objects to be converted into visual images. Enables the pilot to see in the dark, through smoke, and in shadows. Range: 2800 feet.

2. Infrared/Ultraviolet Optics: This optical system projects beams of ultraviolet and infrared light, allowing the pilot to see in those particular spectrums. **Note:** Others with these detection systems will see these beams, allowing them to trace the source.

3. Ion Beam Targeting: Applies to the mini-missile launchers and the rail cannon. Adds +4 to strike.

BREYTHANOK POWER ARMOR

The Breythanok Power Armor resembles a snake's head sitting atop the body of a tarantula. It is extremely adept at moving over rough terrain. The vehicle has become a favorite of Naruni Enterprises, as it is adaptable to combat on many worlds.

Model Type: Ulith9295

Class: Multi-purpose All-Terrain Assault Vehicle

Crew: One pilot, one co-pilot, and one gunner; can hold an additional eight passengers if necessary.

M.D.C. by Location:

Rail Cannons (2) - 180 each	Laser Cannons (4) - 140 each
Lower Medium-Range Missile Launcher - 260	Searchlights (3) - 60 each
Short-Range Missile Launchers (2) - 210 each	*Main Body - 680
Reinforced Crew Compartment - 190	Legs (8) - 300 each

*Depleting the M.D.C. of the main body will shut down the Breythanok entirely, rendering it completely useless and unusable.

Speed:

Running: 160 mph maximum

Leaping: Not possible.

Statistical Data:

Height: 24 feet

Width: "Snake's head" is 17 feet wide, the legs extend to about 31 feet wide.

Length: "Snake's head" is 20 feet long.

Weight: 31.7 tons fully loaded.

Physical Strength: Not applicable.

Cargo: Storage space of about two hundred cubic feet, to be used for additional clothing, weapons, supplies, and specimens.

Power System: Either nuclear or technowizard; average energy life is 20 years.

Black Market Cost: The price of the Breythanok on Phase World is 108 million credits. Availability is poor there. Cost from the Ulithogg is variable.

Weapon Systems:

1. Ulith2049 Recoilless Rail Cannons: Two high powered railguns are mounted on each side of the "snake's head" turret of the Breythanok Power Armor. They can be rotated up and down 90 degrees and from side to side 90 degrees. The railguns can be synchronized to aim simultaneously at a singular target or at different targets.

Primary Purpose: Assault

Secondary Purpose: Anti-Armor

Mega-Damage: 2D6*10 M.D. for a burst of one hundred rounds.

Rate of Fire: Equal to the number of the hand to hand attacks of the pilot.

Maximum Effective Range: 7400 feet

Payload: Six thousand rounds of ammunition, allowing thirty bursts from each gun before being reloaded.

2. Ulith2069 Laser Assault Cannons: Two variable frequency laser cannons are mounted underneath each rail cannon, with four cannons being mounted on the Breythanok overall. Like the rail cannons, all the laser cannons can be rotated up and down 90 degrees. However, they can only be moved from side to side 45 degrees. The laser cannons can be synchronized to aim simultaneously at a singular target or at different targets.

Primary Purpose: Anti-Personnel

Secondary Purpose: Defense

Mega-Damage: 1D8*10 M.D. for a burst of one hundred rounds.

Rate of Fire: Equal to the number of the hand to hand attacks of the pilot.

Maximum Effective Range: 1600 feet

Payload: Effectively unlimited.

3. **Ulith996 Medium Range Missile Launcher:** A medium range missile launcher is located beneath the main body of the Breythanok. The launcher has a payload of twenty-four missiles.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Anti-Armor

Missile Type: Any type of medium range missile can be used.

Mega-Damage: Varies per missile.

Range: Varies per missile.

Rate of Fire: One at a time or in volleys of two, four, eight, or twelve.

Payload: Twenty-four.

4. **Ulith958 Short-Range Missile Launchers:** Located directly above each rail cannon of the Breythanok is a short-range missile launcher, each with a payload of eight short-range missiles.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Anti-Personnel

Missile Type: Any type of short-range missile can be used.

Mega-Damage: Varies per missile.

Range: Varies per missile.

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

Payload: Sixteen, eight per launcher.

5. **Phasing:** The Breythanok Power Armor can augment an Ulithlogg's ability to phase. The armor allows both the Ulithlogg pilot and the armor to remain in a phased state for twice the normal duration that the Ulithlogg piloting the armor normally can phase. While in a phased state, none of the Breythanok Power Armor's other weapons systems are functional and the armor is equally vulnerable to certain attacks as a normal phased Ulithlogg is. See the **Phasing** section for more details. **Note:** only an Ulithlogg can utilize this feature of the armor. Non-Ulithlogg passengers will literally fall right out of the armor when it enters a phased state.

6. **Hand to Hand Combat:** The Breythanok is a robot vehicle not designed for direct hand to hand combat. Its only two attack modes are *Body Block/Ram*, with inflicts 2D4 M.D. for every twenty miles per hour of speed, and *Stomp*, with inflict 3D6 M.D. against any object 12 feet or smaller in height.

7. **Sensor Systems:** The Breythanok Power Armor also has important sensory features:

1. Thermoimager: A special optical sensor allows the infrared radiation of warm objects to be converted into visual images. Enables the pilot to see in the dark, through smoke, and in shadows. Range: 4000 feet.

2. Infrared/Ultraviolet Optics: This optical system projects beams of ultraviolet and infrared light, allowing the pilot to see in those particular spectrums. **Note:** Others with these detection systems will see these beams, allowing them to trace the source.

3. Ion Beam Targeting: Applies to the mini-missile launchers and the rail cannon. Adds +2 to strike.

4. Infrared Searchlights: Apparently built into the "snake's head" turrets of the Breythanok Power Armor are three eyes. These "eyes" are actually infrared searchlights. These can be used to scan areas in such a way as to avoid detection. Only something capable on scanning infrared light sources will be able to detect the searchlights. Range: 700 feet.

SCIMITAR WARRIORS

(Not available as a player character)

The Scimitar Warriors are combat androids designed by Tristan Spyre and built by the Ulithlogg Tinkers. The Scimitar Warrior comprise the bulk of Spyre's military forces. The robot design was originally used by Spyre during his years in twenty-first century Earth, but proved to be a

failure, due to the poor construction materials of the time. However, with a new mega-damage capacity and Ulithlogg technology, the robot has proven to be a deadly fighter.

Scimitar Warriors resemble demonic skeletons, with bony horns and a tail which can lash out at opponents like a whip. They are dark red in color, making them difficult to see in dark conditions. While most Scimitar Warriors are built exclusively for Spyre, the Ulithlogg have been granted permission from Spyre to build the robots for clients as long as these buyers are not from Rifts Earth.

The robot is fairly mindless, having only a few programming parameters. When activated, the robot is told not to attack certain people and certain objects emitting a high frequency. Spyre's robots are programmed not to kill or harm himself, his lieutenants, and the Ulithlogg. This makes the robot extremely limited in its functions, either suited for guard duty or direct combat. Hence, the Scimitar Warrior is unavailable as a player character.

The design of the Scimitar Warriors has one fundamental flaw. Right below the chest unit is a large ball link holding together the upper and lower body of the android. This area is very poorly constructed, and if destroyed renders the entire robot inert. The ball link is fairly small, though, making it a difficult shot to hit. Even a called shot at the link must be made with a penalty (-4 to hit). Many of Spyre's foes have discovered this weakness, and have utilized this knowledge to their advantage.

Model Type: Spyre4

Class: Infantry/Assassin Android

Crew: Not applicable.

M.D.C. by Location:

Arms (2) - 90 each

Whip Tail - 80

**Chest Link - 35

Scimitar Blade - 75

Legs (2) - 100 each

**Head - 90

*Main Body - 310

*Depleting the M.D.C. of the main body will completely destroy a Scimitar Warrior.

**Depleting the M.D.C. of the head or chest link will render a Scimitar Warrior completely useless.

Speed:

Running: 90 mph maximum

Leaping: The powerful robot legs can allow the armor to leap up to 90 feet high or across. Add an additional one hundred feet with a running start.

Statistical Data:

Height: 9 feet 6 inches

Width: 5 feet 4 inches.

Length: 4 feet 9 inches

Weight: 0.7 tons

Physical Strength: Equivalent to a P.S. 25

Cargo: Not applicable.

Power System: Either nuclear or technowizard; average energy life is 6 years.

Black Market Cost: The price of a Scimitar Warrior on Phase World is 15 million credits. Availability is poor there. Cost from the Ulithlogg is variable.

Weapon Systems:

1. Scimitar Power Sword: Built into the right hand of the android is a large curved blade. When in use, the blade emits a low-level plasma field, making the blade even more deadly.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 2D4*10 M.D.

2. **Other Weapons:** The Scimitar Warrior is capable of using a variety of other rifles and energy weapons. Generally, it is equipped with a Coalition Firebreather (see the **Rifts Main Rulebook**), the Ulithlogg Shattergun, or a Spyre Headhunter Rifle. The Scimitar Warrior is easily capable of using these weapons with its one free hand.

OTHER WEAPONS

Below are listed the standard weapons created and used by the Ulithlogg. Almost any Ulithlogg can easily acquire these weapons. As with other Ulithlogg devices, foreigners to Jarnaka can only acquire these weapons directly from the Ulithlogg or from the weapons markets on Phase World. They can be easily modified to accept any form of E-Clip, although the Ulithlogg provide their own for the weapons.

Ulithlogg weapons, for the most part, resemble standard Rifts Earth weapons. One major difference, though, is that the trigger mechanisms of the weapons are designed to be depressed with all the fingers of one hand. Unless a creature has supernatural strength or a P.S. of over 30, two hands are required to use the weapons properly. Energy weapons, meaning laser and plasma guns, which are made by the Ulithlogg also have two barrels. These weapons have a conventional barrel and another barrel slung about six inches below the normal one. When used in combat, two beams are discharged, converging on the aimed target. If one of the barrels is somehow damaged or destroyed, the weapon is still functional, but only does half damage.

Ulith324 Shattergun (Laser Pistol)

Weight: 3 lbs

Mega-Damage: 1D6+6 M.D.

Rate of Fire: Standard

Effective Range: 1500 feet

Payload: Twenty-two shots

Market Cost: 32,000 credits

Ulith327 Shatterstar (Laser Rifle)

Weight: 8 lbs

Mega-Damage: 3D6+10 M.D.

Rate of Fire: Standard

Effective Range: 3600 feet

Payload: Thirty shots

Market Cost: 49,000 credits

Ulith427 Shatterblaster (Heavy Laser Rifle)

Weight: 12 lbs

Mega-Damage: 5D10+10 M.D.

Rate of Fire: Standard

Effective Range: 2700 feet

Payload: Twenty shots

Market Cost: 84,000 credits

Ulith824 Starflare (Plasma Ejection Pistol)

Weight: 5 lbs

Mega-Damage: 3D6 M.D.

Rate of Fire: Standard

Effective Range: 900 feet

Payload: Ten blasts

Market Cost: 53,000 credits

Ulith825 Starfire (Plasma Ejection Rifle)

Weight: 9 lbs

Mega-Damage: 6D6 M.D.

Rate of Fire: Standard

Effective Range: 1200 feet

Payload: Sixteen blasts

Market Cost: 71,000 credits

Ulith911 Steelfist (Standard Railgun)

Weight: 22 lbs

Mega-Damage: 1D6*10+10 M.D.

Rate of Fire: Standard

Effective Range: 2000 feet

Payload: Thirty bursts

Market Cost: 62,000 credits

Ulith944 Dragonfire (Rocket Launcher)

Weight: 25 lbs for the launcher; each mini-missile typically weighs 2 lbs each.

Mega-Damage: As per mini-missile type.

Rate of Fire: Only three mini-missiles maximum can be fired each melee round.

Effective Range: As per mini-missile type; typical range is approximately 2 miles.

Payload: A stand carrying case (15 M.D.C.) holds eight missiles in all.

Market Cost: 59,000 credits

Ulith55 Skullknife (Vibroknife)

Weight: 2.5 lbs

Mega-Damage: 1D6 M.D. The blade is also coated with a highly lethal venom. If a critical hit is made against an unarmored opponent, the opponent must make a standard saving throw against poison. Failure to save means instant, painful death. A successful save means that the blade inflicts an additional 4D6 M.D. Protection by armor or magical means (i.e., Armor of Ithan) means the toxic will have no effect on the wearer or user of such things.

Effective Range: Melee

Market Cost: 78,000 credits

THE FORTUNADO ARMORIES

Located far beneath two Ulithlogg villages, one near the Kingdom of Chorrdalis and one in the northern reaches of Jarnaka, are the centers of Ulithlogg technology. These are the Fortunado Armories. These are the places where Ulithlogg Tinkers have banded together to make the images in their minds into reality. The Armories are little more than a labyrinth-like series of cave systems, each cave hewn out into a gigantic combination of a laboratory, workshop, and warehouse all in one. Each Ulithlogg Tinker is assigned his own lab, and possesses any piece of machining equipment needed to create his inventions. If the Ulithlogg Tinker needs something, he usually can build it himself. Ulithlogg Tinkers either mostly build armor and weapons for Naruni Enterprises and other customers or are completely independent, building whatever whim suits them. The two types of Ulithlogg Tinkers rarely coincide and do both, although the more maverick Tinkers are more than willing to help out those build more conventional items.

In a sense, the Armories are not well-defended just because few warriors inhabit them. The Ulithlogg do not see a pressing need to defend against possible attack. Both Armories, though, contain scores upon scores of advanced weaponry, much of it never tested, and most of the Ulithlogg Tinkers know how to use it. Apart from the weapons being built and stored there, though, the place has no defense systems. They are not armored, and no form of internal security exists.

Custom orders for armor and other items can be built by the Ulithlogg, but the Tinkers have to be reached directly at the Fortunado Armories. They will not accept Naruni Enterprises

or anyone else to act as intermediaries. Specific schematics usually have to be laid out for the Ulithlogg Tinkers as well, unless it uses things they already understand like conventional power systems, phasing, and standard armor. Explaining new and complicated ideas to an Ulithlogg Tinker is usually like explaining quantum physics to a two year old. They will not understand such concepts until they build it. Once reached and contracted, orders for armor typically takes six months to a year, and the labor is not cheap. The Ulithlogg Tinkers normally charge bizarre prices for their services. One Ulithlogg Tinker is known to demand six adult dragon skulls for every suit of armor he produces. Another has demanded a suit of Kittani Equestrian Armor in exchange for every suit of armor produced. A few Ulithlogg Tinkers just ask for money, but not many. Paying off Ulithlogg Tinkers can be incredibly dangerous.

The Fortunado Armories, unlike the Hands of the Many, does not function as a guild. There are no leaders of the Armories, and they do not set prices or sanction the more rebellious Ulithlogg Tinkers. Rather, the place is commune, a haven for new ideas and concepts where the Ulithlogg Tinkers can pool their resources and create many wondrous items of beauty and many instruments of destruction at the same time.

THE CHORRDALI

The Chorrdali are a race of humanoids that are nearly identical in appearance to humans. The only difference is that they have no hair upon their bodies. Instead, bluish-green patches of scales cover the top of their heads, their forearms, and their chests. They also have bright red reptilian eyes. Otherwise, they are exactly like humans in terms of their internal physiology, their lifespans, and their appearance. Chorrdali custom dictates that all Chorrdali wear long robes similar to togas, with the color indicating social rank. All Chorrdali women are considered to be part of the ruling class, and wear scarlet robes. Women are considered to be the more powerful sex, and are treated as such. Chorrdali male leaders and soldiers wear azure robes, the farmers and the merchants wear emerald robes, and the slave class wears coarse brown robes. Armor is rarely worn in public unless it is deemed absolutely necessary.

Chorrdali are extremely passionate and aggressive by nature. They are quick to anger, and rarely forget insults or threats made against them. Fighting is a commonplace pastime amongst the Chorrdali, particularly over women. They usually speak their mind, and are not afraid to question authority. The entire social structure is based upon the strong surviving and the weak perishing. The rulers of the cities, the Vernalik, acquire their position through a trial by combat. If a Chorrdali feels that he or she would be a better ruler than the current Vernalik, that Chorrdali can challenge the Vernalik to a death match, to be held in the center of the city. The challenge can never be turned down. No armor may be used in the trial; only stone weapons. If the Chorrdali kills the Vernalik and wins the death match, then that Chorrdali becomes the new Vernalik. The Vernalik's word is absolute law - to disobey the words of the Vernalik means either to become a slave or be killed by slow torture if already a slave. The Grand Vernalik, who leads the entire country of Chorrdalis, is chosen through a less rigorous process. When a Grand Vernalik dies, the other Vernaliks elect one of their own to become the new Grand Vernalik. The vacated position of Vernalik is filled through new challengers in the death matches.

The Chorrdali live in stone buildings, made from mud but turned into M.D.C. structures through the use of the Scarlet Waters (see below). Their towns resemble those of Rifts Earth in the Old West - a few street of buildings and many farms lying just outside the main city. About four thousand Chorrdali live in each city, with ten thousand Chorrdali living in the capital city of Nehfarris. Much of the military is transient population, constantly moving from one city to another, patrolling the country and defending against intruders. A large portion of Chorrdalis' population is also comprised of slaves - as much as 15% are owned by other Chorrdali and used in menial labor. Not all of these slaves are Chorrdali, though. Captured Blarnogl, humans, and other weaker races captured by Chorrdali patrols are enslaved to perform the will of the ruling Chorrdali. Custom dictates that slaves are treated kindly and not mistreated. However, slaves have no rights in Chorrdalis whatsoever, and have no chance at freedom except for escape.

The Chorrdali are very loyal to their friends. However, their friends usually are only Chorrdali. They distrust all the other races of Jarnaka, with the exception of perhaps the

Kinsitata. They particularly hate the Ulithlogg, whom they consider to be drugged-out half-wits. They are even more paranoid regarding creatures from other worlds. Their general experience is that aliens are out for themselves first and the Chorrdali second, if at all. Once a Chorrdali has found a reason to trust someone, Chorrdali or alien, that person is a friend for life whom the Chorrdali will completely trust and defend to the death.

CAVES OF GETHSALIJ

A small minority of the Chorrdali, those who believe in freedom and equality for all creatures and who reject the Chorrdali caste system, have fled to an area known as the Caves of Gethsalij. These Chorrdali are called "barbarians" by the rest of Chorrdali society, and are hunted as criminals of the state. However, very little can be done to the Chorrdali Barbarians. Mogor roam the mountainside outside the Caves, leaving regular Chorrdali military patrols with little desire to attack the Caves. Their position is almost impossible to attack within the Caves, and they have little need to ever step foot outside.

Within the Caves are literally tons of edible, good-tasting lichens called *dertal*. Dertal contains most of the nutrients that the Chorrdali need to survive. The lichen is like a naturally organic version of military food paste. Combined with the catches of infrequent hunting parties bringing back game from the outside world, food and shelter are easily provided for. Also running beneath the Caves of Gethsalij are the Scarlet Waters (see below for further details). The Waters allow the Chorrdali Barbarians to stay healthy and to become powerful like their Chorrdali soldier brethren. With these resources on their side, the Chorrdali Barbarians have become powerful in their own right, allowing them to remain independent of the Kingdom of Chorrdalis.

The Chorrdali Barbarians in the Caves of Gethsalij are ruled by an infamous former Chorrdali slave named Vardiba D'Exile, who killed his master and eventually made his way to the Caves. Vardiba is a fair and free-minded individual, although he has a vicious temper. Vardiba laid down the few laws that exist among the Chorrdali Barbarians, which essentially are accepting all persecuted individuals seeking refuge and helping one another whenever possible. Vardiba insists that all disputes which cannot be resolved peacefully be resolved by death match combat, so most Barbarians try to work out their differences through dialogue. Vardiba has also begun talks with a man on Wormwood about trade and forming an alliance - Dorsey Pentecost. Dorsey sympathizes with the Chorrdali Barbarians, but the rest of the Kingdom of Light is distrustful of Vardiba D'Exile and his followers. Only words exist between the two for now.

The Chorrdali Barbarians rarely travel outside the Caves, but when they do, they always wear stone armor (see below) and are armed. They will attack and kill any regular Chorrdali militia that they encounter on their journeys, and are almost always successful. The form-fitting stone armor has led many offworlders to believe that Chorrdali Barbarians and regular Chorrdali are distinct and separate creatures. The Barbarians encourage this belief, as it help them to hide their goings-on from the rest of the Chorrdali population. The Chorrdali could care less if some alien told them about strange hulking stone creatures, but would care if such aliens told them about odd Chorrdali roaming the countryside. While the Chorrdali Barbarians would dearly love to rejoin their brethren, they know that they cannot do so at the price of their freedom.

THE SCARLET WATERS

In the aftermath of the war for the Demon Heart, the Chorrdali and the Kinsitata together formed an alliance designed to restore Jarnaka back to its original self. The Kinsitata knew of a alien dimension known only as Lidzalle (see the forthcoming *Rifts Dimension Book: The Crimson Maelstrom* for details), which possessed red healing waters that could supposedly restore or heal anything. The Kinsitata joined forces with the few Chorrdali wizards in existence, and opened a rift to Lidzalle, trying to draw these healing waters to their own worlds. The effort was partially successful. In the northern reaches of Jarnaka (essentially, all bodies of water, excluding the oceans, north of the equator), regular bodies of water began to run red, restoring much of the northern parts of Jarnaka to its original form. However, the rift also brought through the alien creatures known as the Mogor and the Juggernauts, which sought to destroy all they

could find on Jarnaka. The Chorrdali blamed the Kinsitata for this unfortunate error, and have since broken off all contact with the Kinsitata.

The Scarlet Waters, as the healing liquid has become known, have many unique properties. The obvious one is the ability to heal. Any wounded, poisoned, or otherwise injured creature drinking from one of the sources of the Scarlet Waters is cured of all physical ailments instantaneously. Conditions such as possession or mind-altering effects, though, are not cured at all. Regeneration is also not possible with the magical liquid. For some unknown reason, the Scarlet Waters are not nearly as effective when removed from their source and placed in jars or other containers. If the Scarlet Waters are used after being removed from the source, they will only heal 4D6 S.D.C. or 4D6 M.D.C. after draining about a gallon's worth of the liquid, depending on what kind of creature drinks the Scarlet Waters. Additional doses of the Scarlet Waters will not have any effect until twenty-four hours have passed.

The Scarlet Waters are also capable of turning a S.D.C. creature, such as a regular human, into a mega-damage creature! Again, this is only possible to do at the sources of the Scarlet Waters on Jarnaka and Lidzaille - water drained from these sources and placed in containers cannot be used in this conversion. If a fully healthy S.D.C. creature completely immerses himself in the Scarlet Waters for over a minute, then all hit points and S.D.C. are converted into M.D.C. Injured S.D.C. creatures immersed in the Scarlet Waters, no matter how slight the wound, are only cured of their ailments and are not converted. After injuries are cured, another twenty-four hours must pass before the creature can enter the Scarlet Waters and become a mega-damage creature; going into the waters before then has no effect at all. Likewise, mega-damage creatures gain absolutely nothing from immersion in the waters. For the most part, the Chorrdali have kept this particular power of the Scarlet Waters a secret. As S.D.C. creatures, they have been able to gain an advantage in combat that few people are aware of and have used it for their own gain. All Chorrdali military and nobles have immersed themselves in the Scarlet Waters, and many of the middle to lower class citizens have done so as well. Chorrdali slaves are forbidden from immersion in the magic waters.

The Chorrdali have also discovered that ordinary rocks lying in the Scarlet Waters have become mega-damage items, and can inflict mega-damage on other creatures. This has led to the creation of their powerful stone weapons (see below). Regular weapons cannot be dipped into the Scarlet Waters and suddenly have mega-damage capacity. Only the stones, which are somewhat limited in supply and have been immersed in the waters for decades have these properties. Unbeknownst to the majority of the Chorrdali, however, the Chorrdali Barbarians in the Caves of Gethsalij have perfected a way into making these rocks into a makeshift chainmail armor (see below). The armor makes the Chorrdali Barbarians look like shambling plies of rocks and mud, and also gives them a lightweight additional form of armor.

Regular Chorrdali guard the secrets of the Scarlet Waters very carefully, and will never give the creations of the Scarlet Waters, such as stone weapons, to anyone. Chorrdali Barbarians, on the other hand, have given this information to friends and allies, and have often given stone weapons and armor to the Kingdom of Light on Wormwood. However, the number of people not on Jarnaka who know of the properties of the Scarlet Waters is a very small number indeed.

STONE WEAPONS

The stone weapons of the Chorrdali have been created from simple mega-damage rocks found in the Scarlet Waters of Jarnaka. Typically, these weapons reflect Chorrdali philosophies of combat. The Chorrdali believe honor in battle only lies in the personal victory over an opponent. Hence, most weapons are hand to hand weapons, where the Chorrdali can fight his opponent man to man. Arrowheads have been made as missile weapons, but these are extremely rare.

In making a stone weapons, large numbers of rocks and stones from the Scarlet Waters are magically grafted to bars of iron or similar metals by Chorrdali Mages. If the weapon is to be refined into something besides a simple club, such as a mace or sword, other stone weapons are used to sharpen and refine the shape of these weapons. In the case of the Chorrdali Barbarian stone armor, the stone are magically grafted to a rough skeleton of chain link armor, and then

mystically coated with silt from the bottom of the scarlet waters. Only the Chorrdali Barbarians know how to make stone armor.

All Stone weapons, save arrowheads, possess 20 M.D.C. Arrowheads possess 5 M.D.C. Regular Chorrdali hoard these weapons jealously, and almost never give them away. They will never sell such weapons. Chorrdali Barbarians are less protective of their weapons, and will sell or give them away. The market prices listed below are for the Chorrdali Barbarians of the Caves of Gethsalij.

Stone Arrows

Weight: 0.4 lbs

Mega-Damage: 3D4 per arrow

Rate of Fire: As per user's attacks

Effective Range: Depends on bow used; Chorrdali Barbarian bows have a range of 600 feet.

Market Cost: 300 credits per arrow

Stone Club

Weight: 8.1 lbs

Mega-Damage: 5D6 M.D.

Effective Range: Melee. Can be used to parry attacks.

Market Cost: 4000 credits

Stone Mace

Weight: 10.4 lbs

Mega-Damage: 6D6 M.D. On a critical hit, also has a 20% chance of knocking an opponent unconscious for 1D4 rounds. The opponent has no saving throw against this type of hit.

Effective Range: Melee. Cannot be used to parry attacks.

Market Cost: 7000 credits

Stone Sword

Weight: 9.5 lbs

Mega-Damage: 6D6 M.D.

Effective Range: Melee. Can be used to parry attacks and disarm an opponent.

Market Cost: 7900 credits

Stone Halberd

Weight: 20.2 lbs

Mega-Damage: 5D6+20 M.D.

Effective Range: Melee: -1 to initiative. Can be used to parry attacks and disarm an opponent.

Market Cost: 9600 credits

Stone Flail

Weight: 8.9 lbs

Mega-Damage: 4D6 M.D. On a critical hit, also has a 60% chance of knocking an opponent unconscious for 1D8 rounds. The opponent has no saving throw against this type of hit.

Effective Range: Melee. Cannot be used to parry attacks.

Market Cost: 8000 credits

Stone Armor

Stone armor is much like medieval armor except for the fact that it has mega-damage capacity. It cannot be environmentally sealed in any way. Due to the disgusting appearance of the armor, it has a horror factor of 10. The armor is of a brownish-green color, giving it some slight camouflage in the wilderness.

M.D.C.: 110

Weight: 27 lbs

Mobility: -5% prowl penalty

Market Cost: 66.000 credits

THE CHORRDALI SOLDIER R.C.C.

(Optional Player Character)

Alignment: Any. Usually of selfish alignment.

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 3D6, P.S. 4D6, P.P. 4D6, P.E. 6D6, P.B. 4D6, Spd 6D6

Hit Points: P.E. plus 1D10 per level

S.D.C. (base): 6D6 plus any additional bonuses from skills.

M.D.C.: Possible with immersion in the Scarlet Waters.

Horror Factor: 8

P.P.E.: 3D6, with an additional D6 per level.

I.S.P.: 2D6, with an additional D6 per level.

Weight: 150 to 240 lbs

Height: 6 to 7 feet

Average Experience Level: 1D4 for NPCs.

Natural Abilities: None.

Combat: Typically hand to hand: expert. The number of attacks varies with the level of experience and combat skills.

Damage: As per combat abilities.

Bonuses: +4 to strike/parry, +3 to dodge, +1 to roll/fall with punch/impact, +3 to save versus magic/psionics/poison.

Magic: None, save for Chorrдали Mages (not available as player characters).

Psionics: Minor psionic; can select a total of six psychic powers from either the sensitive, physical, or healing categories. Super is not available. Select an additional two at fourth level and another two at ninth level.

R.C.C. Skills:

Radio: Basic (+10%)

Body Building

Climbing (+10%)

Running

Prowl (+5%)

Wilderness Survival (+10%)

Language: Dragonese

Hand to Hand: Expert

W.P. Archery

W.P. Sword

W.P. Blunt

W.P. of choice

(Hand to Hand: Expert can be changed to Hand to Hand: Martial Arts at the cost of one "other" skill, or assassin, if of an evil alignment, for the cost of two "other" skills.)

R.C.C. Related Skills:

Select eight other skills, plus two other skills at levels three and six, and one other skill at levels nine and twelve. All new skills start at level one proficiency.

Communications: Any

Domestic: Any

Electrical: Basic electronics only

Espionage: Wilderness survival only (+5%)

Mechanical: Automotive only

Medical: Holistic and first aid only

Military: Any (+5%)

Physical: Any

Pilot: Any

Pilot Related: Any

Rogue: Streetwise only (+5%)

Science: Math only

Technical: Any

W.P.: Any

Wilderness: Any (+5%)

Secondary Skills: The character gets to select seven secondary skills from the previous list. These are additional areas of knowledge that do not receive any of the possible bonuses listed in parentheses (). All secondary skills start at their base level. Also, skill availability is limited as previously indicated in that list (any, only, none).

Weapons: Can pretty much use anything. Typically prefers to use Chorrdali weaponry. Standard issue for all Chorrdali soldiers are a bow, a score of stone arrows, and a stone club.

Vehicles: None.

Money: None. Starts with preferred weapons as listed above.

Cybernetics/Bionics: None. Will refuse to ever acquire such equipment.

Additional Notes: Chorrdali Soldiers are very fierce and loyal fighters. They will always obey the orders of their commanding Vernalik without question, and fight for the honor and glory of the Chorrdali race. Chorrdali Soldiers tend to distrust aliens, although they are willing to listen and give them a chance to prove their worth. They are very direct and open, and do not like anything involving subterfuge or stealth. They prefer direct confrontations to sneak attacks. They despise the Chorrdali Barbarians, and will hunt them down at any given opportunity. While somewhat coarse by nature, the Chorrdali are basically good creatures. Their absolute lack of tact, though, has gotten them frequently into large amounts of trouble, and they generally stay away from negotiations or other diplomatic situations so as not to unintentionally cause trouble. Chorrdali Soldiers try to defend their country and their people from evil at all times.

THE CHORRDALI BARBARIAN R.C.C.

(Optional Player Character)

Alignment: Any good or selfish alignment.

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

Hit Points: P.E. plus 1D8 per level

S.D.C. (base): 6D6 plus any additional bonuses from skills.

M.D.C.: Possible with immersion in the Scarlet Waters.

Horror Factor: 8, 10 with stone armor

P.P.E.: 3D6, with an additional D6 per level.

I.S.P.: 2D6, with an additional D6 per level.

Weight: 150 to 240 lbs

Height: 6 to 7 feet

Average Experience Level: 1D6 for NPCs.

Natural Abilities: None.

Combat: Typically hand to hand: expert. The number of attacks varies with the level of experience and combat skills.

Damage: As per combat abilities.

Bonuses: +6 to strike/parry, +1 to dodge, +1 to roll/fall with punch/impact, +4 to save versus magic/psionics/poison.

Magic: None. save for Chorrdali Mages (not available as player characters).

Psionics: Minor psionic; can select a total of six psychic powers from either the sensitive, physical, or healing categories. Super is not available. Select an additional two at fourth level and another two at ninth level.

R.C.C. Skills:

Math: Basic (+10%)

Wilderness Survival (+10%)

Land Navigation (+5%)

Holistic Medicine (+5%)

Body Building

Climbing (+10%)

Running

Prowl (+10%)

Preserve Food (+15%)

Faerie Lore (+10%)

Demon Lore (+5%)

Language: Dragonese

Hand to Hand: Expert

W.P. Archery

W.P. Sword

W.P. Blunt

W.P. of choice

(Hand to Hand: Expert can be changed to Hand to Hand: Martial Arts at the cost of one "other" skill.)

R.C.C. Related Skills:

Select nine other skills, plus two other skills at levels three and six, and one other skill at levels nine and twelve. All new skills start at level one proficiency.

Communications: Any

Domestic: Any (+10%)

Electrical: Basic electronics only

Espionage: Any (+5%)

Mechanical: None

Medical: First aid only (+5%)

Military: Any (+10%)

Physical: Any

Pilot: Any, except spacecraft and robots

Pilot Related: None

Rogue: Any (+5%)

Science: Biology and botany only

Technical: Any

W.P.: Any

Wilderness: Any (+10%)

Secondary Skills: The character gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not receive any of the possible bonuses listed in parentheses (). All secondary skills start at their base level. Also, skill availability is limited as previously indicated in that list (any, only, none).

Weapons: Can pretty much use anything. Typically prefers to use Chorrdali weaponry. Standard weapons for most Chorrdali barbarians usually include a bow, a score of stone arrows, and a stone club or sword.

Vehicles: None.

Money: None. Starts with preferred weapons as listed above.

Cybernetics/Bionics: None. Will refuse to ever acquire such equipment.

Additional Notes: Chorrdali Barbarians, while being tenacious fighters, are less headstrong than their Chorrdali Soldier counterparts. Their primary goal is to protect the rest of the Barbarians living amidst the Caves of Gethsalij. However, they are also given to wanderlust, and travel extensively through the wilderness of Jarnaka, as well as other dimensions accessible through the rifts of the planet. Chorrdali Barbarians also tend to distrust aliens and other creatures, but will almost ally instantly with anyone claiming to oppose the Kingdom of Chorrdalis and its ruling class. They are very open, blunt individuals, and are prone to speaking their mind

at any given opportunity. They despise the Chorrdali Soldiers and other citizens of Chorrdalis, and seek to hinder them at every possible turn, if not outright attack them.

THE KINSITATA

The members of the Kinsitata race physically resemble the gorillas of Rifts Earth, with large, powerful forearms, a sloping brow on the face, and furry bodies. The Kinsitata, though, are much smaller than gorillas, usually ranging somewhere between three and a half to four feet in height, and they have bluish tufts of fur instead of gray or black hair. All Kinsitata (both male and female) can grow beards, and like to grow out and braid these tufts of facial hair. Apart from this, they wear no clothing, as it is not necessary in the humid jungles of Jarnaka. The Kinsitata are also much more intelligent than the gorillas of Rifts Earth, and are comparable in this area to humans. They are capable of speech, using the Jarnakan tongue of Dragonese.

The Kinsitata are a very gentle, peaceful race of creatures. They keep mostly to themselves, partly out of fear, partly out of shyness. They rarely fight, not even amongst themselves. The Kinsitata live in small villages located deep in the hearts of the forests of Jarnaka, where sunlight rarely makes it past the dense foliage to their villages and homes. They have no leaders or formal tribes, but live together in a loosely organized commune. Only the Kinsitata Druids are considered to be the heads of communities, but their function in Kinsitata society is more that of an advisor and shaman than a leader. The Druids also serve as the historians for each village. Nothing is ever written down; instead, the histories are comprised of songs, passed down from generation to generation. It is the duty of a novice Kinsitata Druid to learn the songs from his elders, adding on to them during his or her lifetime. Individual Kinsitata are free to come and go between villages as they please, but most tend to stay with their families in a single village all of their lives. They live in the trees themselves, making simple huts out of mud and dead branches from other trees. Their complete respect for life makes them vegetarians, and they will never kill unless provoked or attacked first. The Kinsitata do not even believe in eliminating something or someone capable of annihilating them first - they instead just hope that their enemies realize the folly of their ways.

Kinsitata villages are centered around the Korgata trees, which are the sources of power for a Kinsitata Druid. These trees, which are somewhat intelligent, provide the Kinsitata with food, shelter, and certain magical forms of protection from evil. Should a Korgata tree die or otherwise be destroyed, the Kinsitata village around that tree will immediately disband, going in search of another existing village to join or a new Korgata tree. The Kinsitata fervently worship the Korgata Trees, considering them to be their protectors and friends. They will defend the trees to the death, if need be. The Kinsitata are also the only race on Jarnaka that still devoutly believes in the Scarred Gods, although the influence of the Scarred Gods has begun to dwindle over time.

The Kinsitata are very distrustful of the other native races of Jarnaka, and shy away from them in any encounter. They will not believe these creatures unless absolute proof of their word can be easily obtained. However, when it comes to other creatures, the Kinsitata are very curious and inquiring. They are very trustful of strange looking creatures that they do not recognize. This naive trust comes from the fact that the Kinsitata believe such odd creatures to be messengers of the Scarred Gods, and may represent the return of the gods to Jarnaka. Dragons, in particular, are worshipped like deities, and many Kinsitata have been exploited shamelessly in recent times by certain cunning dragons. Their simple trusting of others has also proven dangerous, if not lethal, to many Kinsitata. An entire Kinsitata village was completely destroyed by a Banwok exploration party (see *Rifts Dimension Book: The Banwok Hunters* for details on the Banwok). The Kinsitata, greeting the Banwok with open arms, were completely decimated by a hail of plasma fire. No survivors were left to tell the tale of the destructive Banwok. Upon encountering strange adventurers from other worlds, though, the Kinsitata stubbornly still treat all newcomers as their honored guests, offering presents, food, and shelter to all travelers. All they ever ask for in return are stories of strange places, which they weave into their own histories.

THE SCARRED GODS

Corgarith's creations, the Scarred Gods, still exist and are alive in the present time. They have since moved on from their original homeworld of Jarnaka, and now reside and rule over the dimension of Qem'Chomudu with an iron fist. (Note: the actual stats for the Scarred Gods are not included in this section. They will instead be incorporated into the forthcoming Rifts Dimension Book: Four Keys of Telos.) While they still love the inhabitants of Jarnaka dearly and consider them their children, they also realize that the creatures of Jarnaka have abandoned them. Hence, they have moved onward.

The Scarred Gods - five in number - resemble physically the draconids of Phase World, save for the fact that they are hideously disfigured. The five godlings: Aeda, Blarna, Kinsita, Korrd, and Ulith - normally remain enshrouded in heavy robes, unwilling to show themselves and their true appearance to others. They all share a devout hatred for dragons and dragonkind, save their own creations on Jarnaka and Qem'Chomudu. They especially despise Corgarith, their creator. They feel that he wrongfully abandoned them on Jarnaka, spurning them in their hour of need. They have not encountered any dragon deities since their creator left them to rot on Jarnaka, but should they encounter a dragon god in the future, it remains likely that they would unhesitatingly attack that creature in a passionate rage.

After being left alone on Jarnaka millennia ago, the Scarred Gods, out of loneliness, decided that their creator's original plan of creating the races of Jarnaka would at least give them something to do. They each attempted to create a race of draconids like themselves, but fell far short of their intended goals. The current races of Jarnaka - none even slightly resembling a dragon or dragon-like being - was the result. Despite this setback, the Scarred Gods were fiercely proud of their creations. They decide to guide their children through the generations, intending to turn Jarnaka into one of the cultural centers of the universe.

The problem was, the Scarred Gods were about as mature as their creations. They squabbled and fought amongst themselves as well as their mortal creations. The creatures of Jarnaka began to loathe and despise the constant interference of the meddling godlings in their lives. The worship and respect that the Scarred Gods had once enjoyed began to slowly dissipate. Eventually, the Scarred Gods began to realize that their constant presence amidst the mortal societies was extremely unwelcome. Taken aback by this realization, the Scarred Gods removed themselves to a remote mountain in the Mogotu Peaks, deciding only to keep in contact with their creations in times of great need. They realized that their mortal charges had "grown up", so to speak. Their one legacy left directly in contact with the mortals of Jarnaka was created by the godling Ulith. He infused a piece of obsidian with the ability to let the bearer see ever so slightly into the future, hopefully allowing that creature and the other inhabitants of Jarnaka to avoid trouble.

This piece of obsidian, of course, was the stone now known as the Demon Heart, the stone which banished the entire race of the Blarnogl to the world of Hrogrythlor and began a decades-long planetary war. Intended to help the creatures of Jarnaka, the stone only served to indirectly slaughter thousands and breed hatred and discord instead. The godlings, who had noticed the seeds of warfare being sown, had foolishly chosen not to interfere and try to prevent the slaughter, thinking that their promise to not interfere in the mortal world was more important than anything else. However, in the aftermath of the bloodshed, the Scarred Gods realized that they had made yet another mistake. They returned to the mortal world, seeking to amend the havoc they had inadvertently brought about.

The Scarred Gods found nothing but hateful races and mistrust, with most of the rage being directed their way. The people of Jarnaka wanted answers to the now-seemingly senseless slaughter, but there were no answers to be found. The banished Blarnogl soaked up a lot of the blame, but the Scarred Gods were also blamed for failing to do anything to stop the fighting. They were also blamed for creating the Demon Heart in the first place. Realizing that they had finally lost the love of most of their children, the Scarred Gods decided to start over again. They helped those mortals of Jarnaka who still believed in them repair the battered surface of Jarnaka as best they could, and then left the planet entirely. Traveling aimlessly for a long period of time through the cosmos, the Scarred Gods found the dimension of Qem'Chomudu, where they still reside today.

The Kinsitata are the only reason that the Scarred Gods still infrequently visit the world of Jarnaka. The little, gentle creatures still fervently worship and believe in the Scarred Gods, and devoutly believe that their deities will one day walk amongst them once more. The Kinsitata believe that the dimension of Qem'Chomudu is really some sort of heaven, and that their souls will join the Scarred Gods after death. The Scarred Gods, while somewhat touched and amused by the devout loyalty of the Kinsitata, have no intentions of ever permanently returning to Jarnaka. They have, though, made efforts to help the Kinsitata. Before leaving Jarnaka, they infused the Korgata Trees (see below) with special powers to aid the Kinsitata Druids. The Druids believe that the Scarred Gods still grant them their powers, but this is a false belief. Their powers really come from the Korgata Trees. The Scarred Gods also have infrequently returned to Jarnaka to directly aid the Kinsitata, although only in times of great danger when the Kinsitata possibly faced extinction. This is proof of their love for the little blue apes, as they could care less now if the other creatures of Jarnaka lived or died. The Kinsitata are the one connection the Scarred Gods possess and are proud of between themselves and the world of Jarnaka.

KORGATA TREES

The Korgata Trees, in some ways, are similar to the Millennium Trees of Rifts Earth. However, while they are magical in nature and possess some intelligence, they are not nearly as large or as powerful as the mighty trees found in the vicinity of New Camelot.

Unlike the Millennium Trees, the Korgata Trees are telepathic and can directly communicate with creatures possessing that psionic power. Korgata Trees, though, usually do not have that much to say. Their concerns lie in protecting their Kinsitata charges and themselves, for the most part. They have very little concerns for other matters. If a non-telepathic creature comes within the vicinity of a Korgata Tree, the tree has empathic powers which can determine the general thought and feeling of that character. If the being is evil by nature, the Korgata Tree will do its best to telepathically warn the Kinsitata in the area of the creature's nature and do everything within its power to hinder that being. An especially good and friendly being, on the other hand, might prompt the Korgata Tree to give that creature a gift, such as a bark wand or ring (see below for details), and to tell its Kinsitata friends to help the being. The Korgata Tree, unlike the Millennium Tree, has no means of self-defense. If attack, it must rely on its allies to defend it.

The Korgata Tree resembles a large palm tree with many branches in its upper regions, usually about fifty feet tall. They live for thousands of years; the oldest known Korgata Tree is thought to be nearly ninety thousand years old, and was ancient before Corgarith ever stepped foot on the surface of Jarnaka. It has mega-damage capacity. The tree usually serves as the center of a Kinsitata village, its large branches and palm leaves generously extending out over the small huts of the Kinsitata. Occasionally, the Korgata tree will donate one of its leaves to a friend, drooping it off of one of its branches. The leaves can be cut, using lasers or other M.D.C. capacity tools, into shields or primitive armor. These leaves have 45 M.D.C. and virtually no weight at all (2 lbs). The trees also all possess hollow trunks. If an individual steps into the hollow center of the tree, that creature is usually in for a big surprise. If seeds from a Korgata tree are planted on another world besides Jarnaka, the seedlings will grow into normal, non-magical, unintelligent trees, but will serve as a dimensional doorway between the new world and the parent tree on Jarnaka. If a Korgata Tree has its seedlings spread out through many worlds, the doorway within the Korgata Tree has no control over where it can send travelers; creatures entering the trunk of the Korgata Tree are literally spit out randomly on different worlds.

Korgata Trees can also bestow a portion of their own personal stores of P.P.E. upon the Kinsitata Druids, allowing the druids more magical power than normally possible. This creates a symbiotic link between tree and druid; only one tree and one druid may be linked at any given time. The tree, which normally has no need for its own P.P.E. anyway, will normally give the druid as much as possible, but the tree must maintain a minimum base of 50 P.P.E. in order to stay healthy. If more P.P.E. than that is taken, then the tree begins to also lose 100 M.D.C. per day until the tree dies. If the tree gives all of its P.P.E. to a druid, it will die, and the druid can only keep the P.P.E. bestowed upon it by the tree for twenty-four hours. The link is also physical in some respects. If the tree takes over 100 M.D.C. of damage, for any reason, the linked druid

suffers 10 M.D.C. of damage. Damage to the druid has a reciprocal effect on the tree. Finally, death for one end of the link means death on the opposite end. The link can be severed at any time by either party, with both returning to their original status, but the two must be in physical contact to either consummate or terminate the relationship. The link, when established, has an infinite range. It lasts over thousands of miles and through dimensions.

Korgata trees also can give their seeds, which are like coconuts, to the Kinsitata or other creatures considered friends as gifts. If eaten instead of planted, the seeds have a twofold effect. First of all, they have healing properties: 1D4 M.D.C. or 6D6 S.D.C./hit points can be restored to an injured creature, depending on what sort of being eats the seed. Eating additional seeds, if made available, will have a cumulative healing effect. Secondly, if a healthy individual eats a Korgata seed, a one-shot bonus of +1 to the IQ statistic is permanently gained by that creature. Eating additional seeds will not add to that being's IQ. Seeds forcibly taken from a Korgata tree will die instantly and give no benefits whatsoever to the person stealing the seeds.

Branches and twigs can also be given to a friend of the tree. On their own, these bits of the Korgata Tree have no power at all. If taken by a Kinsitata Druid, though, the small branches can be infused with certain powers, and be formed into magical rings and staffs with limited powers. Twigs are formed into rings, while small branches are formed into staffs; they retain their original M.D.C. even after transformation. Typically, a Korgata Tree will only give twigs and branches to the druids alone for this very reason.

The Kinsitata are very protective of the Korgata trees. They consider the trees to be the living embodiments of the Scarred Gods, as well as friends to the villages. If a tree is threatened in any manner, the Kinsitata will attempt to defend it as best they can, even at the cost of their own lives. They will also never allow anyone to take anything from the Korgata Tree. To them, if a person needs something from a Korgata Tree and is a good person, the tree will know and will simply give that person what is needed.

THE AVERAGE KORGATA TREE

Statistical Data

Typical Tree Size: 50 feet plus an additional 1D10*10 feet tall.

Alignment: Always principled or scrupulous good alignment. The alignment can be detected using spells/psionic powers such as see aura, sense good/evil, and object read (an object read will only detect the alignment when used on the Korgata Tree itself.)

P.P.E.: 100+2D4*10 **I.S.P.:** 60 - only possesses the telepathic ability.

Average M.D.C. by Location:

Leaf Stem - 4 each

Leaf - 50 each

Twig (Ring) - 60 each

Small Branch (Staff) - 100 each

Medium Branch - 230 each

Large Branch - 400 each

Seed - 5 S.D.C. (note it has no mega-damage capacity)

Main Body/Trunk - 1300 (and can regenerate at a rate of 2D6*10 per hour)

Note: Korgata Trees also have special properties as follows:

- ◆ Mega-damage structure: Impervious to normal weapons, fire, heat, and cold.
- ◆ Impervious to disease and to chemical attacks - does not need water or clean air to live.
- ◆ Vulnerable to most mega-damage attacks, including rail guns, explosives, most high-tech weapons, and sheer brute strength.
- ◆ Magic energy attacks, including fire and dragon's breath, inflicts NO damage at all.
- ◆ Blows from rune weapons and enchanted weapons, though, inflict double damage. The reasons for this are quite unclear.
- ◆ Psionic attacks also inflict double damage.
- ◆ Protected by the Kinsitata and other friends.

Locations of Known Korgata Trees: Korgata Trees are spread throughout the northern and southern regions of Jarnaka. In addition to their native world, Korgata trees can also be found in a few other dimensions. On Rifts Earth, three Korgata Trees exist - one in the Rocky Mountains of North America, one in Botswana, and one right outside of New Dragcona in South America. A Korgata Tree also stands right outside the Banwok city of Rythar in the dimension of Hrogrythlor. In the dimension of Wormwood, two Korgata trees are present near Worldgate. Additional trees *may* exist nearly anywhere else in the cosmos.

THE KINSITATA WANDERER R.C.C.

(Optional Player Character)

Alignment: Any good alignment.

Attributes: I.Q. 2D6, M.E. 3D6, M.A. 4D6, P.S. 3D6, P.P. 4D6, P.E. 3D6, P.B. 3D4, Spd 4D6

Hit Points: None.

M.D.C.: 2D8*10

Horror Factor: 8

P.P.E.: 6D6+10, with an additional D6 per level.

I.S.P.: 3D6, with an additional D6 per level.

Weight: 60 to 90 lbs

Height: 3 to 4 feet

Average Experience Level: 1D8 for NPCs.

Natural Abilities: Night vision and acute hearing.

Combat: Typically hand to hand: basic. The number of attacks varies with the level of experience and combat skills.

Damage: As per combat abilities.

Bonuses: +2 to strike/parry/dodge, +1 to roll/fall with punch/impact, +6 to save versus magic/psionics/poison.

Magic: None. Only Kinsitata Druids can have spells.

Psionics: Minor psionic; can select a total of four psychic powers from either the sensitive, physical, or healing categories. Super is not available. Select an additional two at third level and another three at seventh level.

R.C.C. Skills:

Math: Basic

Wilderness Survival (+20%)

Land Navigation (+10%)

Holistic Medicine (+5%)

Identify Plants & Fruits (+15%)

Prowl

Track Animals (+10%)

Climbing (+10%)

Running

Preserve Food (+15%)

Faerie Lore (+10%)

Sing (+15%)

Language: Dragonese

Hand to Hand: Basic

W.P. Archery

W.P. Blunt

W.P. of choice

(Hand to Hand: Basic can be changed to Hand to Hand: Expert at the cost of one "other" skill.)

R.C.C. Related Skills:

Select eight other skills, plus two other skills at level three, and one other skill at levels six, nine, and twelve. All new skills start at level one proficiency.

Communications: Any
Domestic: Any (+5%)
Electrical: None
Espionage: Any
Mechanical: None
Medical: First aid only
Military: Any
Physical: Any (+5%)
Pilot: Any, except spacecraft and robots
Pilot Related: None
Rogue: Any (+10%)
Science: Math only
Technical: Any
W.P.: Any
Wilderness: Any (+10%)

Secondary Skills: The character gets to select seven secondary skills from the previous list. These are additional areas of knowledge that do not receive any of the possible bonuses listed in parentheses (). All secondary skills start at their base level. Also, skill availability is limited as previously indicated in that list (any, only, none).

Weapons: Limited mostly to Chorrdali weapons, which are usually traded in exchange for Korgata seeds with the Chorrdali. Typically armed with a Chorrdali bow or club.

Vehicles: None.

Money: None. Starts with preferred weapons as listed above.

Cybernetics/Bionics: None. Will refuse to ever acquire such equipment.

Additional Notes: Kinsitata Wanderers are a rare breed who are filled with an insatiable wanderlust. They have no desire to remain in the forest. Instead, they want to see everything, do everything, know everything. The problem with this is that they are a little naive and trust to trust their first impressions of everything. If encountering other adventurers, they will almost instantaneously latch on to a new group, pestering them like a small child, always demanding to hear about stories and experiences. Wanderers also have a tendency to stick their nose into places where it doesn't belong. Trouble invariably follows the Kinsitata like a magnet, and while the trouble is never usually life-threatening, it can present trouble for a Wanderer and its traveling companions.

THE KINSITATA DRUID R.C.C.

(Optional Player Character)

Alignment: Any good alignment.

Attributes: I.Q. 3D6, M.E. 4D6, M.A. 4D6, P.S. 3D6, P.P. 3D6, P.E. 4D6, P.B. 3D4, Spd 4D6

Hit Points: None.

M.D.C.: 3D8*10

Horror Factor: 8

P.P.E.: 6D6+10, with an additional D6 per level. May also link with a Korgata tree for additional P.P.E. energy

I.S.P.: 3D6, with an additional D6 per level.

Weight: 60 to 90 lbs

Height: 3 to 4 feet

Average Experience Level: 1D4 for NPCs.

Natural Abilities: Night vision and acute hearing.

Combat: Typically hand to hand: basic. The number of attacks varies with the level of experience and combat skills.

Damage: As per combat abilities.

Bonuses: +1 to strike/parry/dodge, +2 to roll/fall with punch/impact, +7 to save versus magic/psionics/poison.

Magic: Kinsitata Druids can have access to the druidical spells listed in the next section.

Psionics: Minor psionic; can select a total of five psychic powers from either the sensitive, physical, or healing categories. Super is not available. Select an additional two at third level and another three at ninth level.

R.C.C. Skills:

Math: Basic

Wilderness Survival (+15%)

Land Navigation (+5%)

Holistic Medicine (+10%)

Identify Plants & Fruits (+15%)

Prowl

Track Animals (+5%)

Climbing (+10%)

Running

Preserve Food (+15%)

Faerie Lore (+15%)

Demon Lore (+5%)

Sing (+15%)

Language: Dragonese

Hand to Hand: Basic

W.P. Archery

W.P. Blunt

(Hand to Hand: Basic can be changed to Hand to Hand: Expert at the cost of one "other" skill.)

R.C.C. Related Skills:

Select nine other skills, plus two other skills at level three, and one other skill at levels six, nine, and twelve. All new skills start at level one proficiency.

Communications: Any

Domestic: Any (+5%)

Electrical: None

Espionage: Any

Mechanical: None

Medical: First aid only

Military: Any

Physical: Any (+5%)

Pilot: Any, except spacecraft and robots

Pilot Related: None

Rogue: Any (+10%)

Science: Math only

Technical: Any

W.P.: Any

Wilderness: Any (+10%)

Secondary Skills: The character gets to select eight secondary skills from the previous list. These are additional areas of knowledge that do not receive any of the possible bonuses listed in parentheses (). All secondary skills start at their base level. Also, skill availability is limited as previously indicated in that list (any, only, none).

Weapons: Limited mostly to Chorrdali weapons, which are usually traded in exchange for Korgata seeds with the Chorrdali. Typically armed with a Chorrdali bow or club.

Vehicles: None.

Money: None. Starts with preferred weapons as listed above.

Cybernetics/Blonics: None. Will refuse to ever acquire such equipment.

Additional Notes: Most Kinsitata Druids remain solely in their own village for their entire lifetime, never leaving the side of their Kinsitata followers and their Korgata trees. They seek to

gain wisdom and to perpetuate the beauty of the world of Jarnaka. Generally, their purpose in life is to serve as teachers to the other Kinsitata of their villages. A few Kinsitata Druids, however, have made it a personal quest to find the Scarred Gods and the dimension of Qem'Chomudu, which they believe is heaven. This quest for personal enlightenment consumes these druids wholly, and they will not rest until their journeys are completed. They feel that if the Scarred Gods are found, their determination will prove to their deities that it is time for them to return back to Jarnaka.

DRUIDICAL SPELLS

The druidical spells of the Kinsitata are a unique type of magic which the Kinsitata draw from the Korgata trees. These spells are only able to be cast by the Kinsitata Druids; other practitioners of magic are completely unable to cast these specific spells. Certain gods, godlings, demon lords, and powerful supernatural beings are also able to cast these druidical spells.

Airwater

Range: Touch

Duration: Two rounds per level of experience of the caster

Saving Throw: Not applicable

P.P.E.: 10

Level: Considered a second level spell.

This spell allows the caster to let someone breath underwater without any sort of breathing apparatus. The spell allows the person affected to moved underwater normally, as if the person was still on the surface and unhindered in motion by the water. The spell can be dispelled before the allotted duration by the spellcaster at any time, merely by touching the recipient of the spell once more.

Drown

Range: 100 feet radius of caster (directed at only one individual)

Duration: One round per level of experience of the caster

Saving Throw: Standard

P.P.E.: 170

Level: Considered a tenth level spell.

This offensive spell condenses all the water vapor in a person's body into their lungs, effectively filling them completely with water. A failed saving throw means that the victim loses all actions and attacks for the round, as well as one temporary point of P.E. Should the spell continue past one round, all further actions are lost and P.E. continues to drop at the rate of one point per round until the spell wears off or the victim dies. In addition, even after the spell wears off, it takes a full round for the victim to recover from the effects of the spell. A successful saving throw means that the spell lasts only for one round, and the victim is fully recovered by the next round.

Flamebarrier

Range: 20 feet radius around caster

Duration: One round per level of experience of the caster

Saving Throw: None applicable

P.P.E.: 45

Level: Considered a sixth level spell.

This spell creates a barrier of magical flame around the caster in the shape of a dome. The barrier is opaque and cannot be seen through from the outside, but is transparent from the inside. Individuals attempting to attack creatures within the flaming dome are at -7 to hit their

targets. All creatures attempting to pass through the barrier automatically suffer 6D6 M.D. by passing through the flames, and an additional 2D6 M.D. per round for 104 round after going through the fire. The fire has no effect on the caster, and by spending an additional 5 P.P.E. per individual, the caster can make other invulnerable to the flames as well.

Flamefriend

Range: Not applicable

Duration: Two rounds per level of experience of the caster

Saving Throw: Not applicable

P.P.E.: 95

Level: Considered a fifth level spell.

By using this spell, the caster is able to temporarily summon and command a fire elemental (see the *Rifts Conversion Book* for details). The fire elemental is bound to the druid's commands, as long as the commands do not dictate that the elemental come to serious harm or possible death. At the end of the spell's duration, the elemental returns back to its original dimension, and the caster cannot summon another elemental until the next day.

Furfriend

Range: 10 miles per level of experience of the caster

Duration: Four rounds per level of experience of the caster

Saving Throw: Not applicable

P.P.E.: 50

Level: Considered a fourth level spell.

By using this spell, the caster is able to temporarily summon and command one of the wild creatures of Jamaka. The creature summoned is dependent upon what is within the summoning range: there is a 20% chance of summoning a Draykonis, a 10% chance of summoning a Mogor, and a 70% chance of summoning a Kunisat. When summoned, the creature in question will instantly appear before the druid casting the spell, and will have to obey all commands of the druid unless they place the life of the creature in grave danger. Normally, the creature that is summoned returns to its place of origin at the end of the spell's duration; however, if a Draykonis or Mogor is summoned, there is a 5% chance that the creature will remain, and will not be able to be controlled by the druid. These creatures, once free, will normally attack the summoner immediately. Once the spell is finished, the druid cannot cast the same spell again until the following day.

Grabgrass

Range: 100 foot radius of the caster

Duration: One rounds per level of experience of the caster

Saving Throw: Standard

P.P.E.: 10

Level: Considered a second level spell.

This spell allows the caster to cause the grass and the foliage immediately surrounding him to grab at all creatures in the area, hindering all their movements. The caster remains unaffected. Attacks and movement rates are halved for all creatures failing the saving throw in the affected area; a successful save means that the spell had no effect. For every round that the spell lasts, all creatures in the affected area must make a saving throw to determine if they are entangled or not for that particular round. By expending an additional 2 P.P.E. per individual, the caster can let other individual remain unhindered by the spell's effects. However, if that individual leaves the spell area and then returns to it, the immunities given to that person by the caster are lost and can only be regained by spending another 2 P.P.E.

Groundstrength

Range: Caster

Duration: One round per level of experience of the caster

Saving Throw: Not applicable

P.P.E.: 16

Level: Considered a third level spell.

This particular spell temporarily gives the caster the equivalent of a P.S. 50 supernatural strength. In this state, caster is able to inflict 2D6 M.D. with a restrained punch or kick, 4D6 M.D. with a normal punch, and 1D6*10 M.D. with a power punch/kick (which would count as two attacks). The power gained here comes from the ground itself; the caster must somehow be touching natural ground to gain the powers from the spell. Standing on an artificial floor or other surface instantly dispells the powers gained from the spell, and the spell must be recast.

Plantfriend

Range: Touch

Duration: Four rounds per level of experience of the caster

Saving Throw: Not applicable

P.P.E.: 6

Level: Considered a first level spell.

This spell, unlike flamefriend and fufriend, is not a summoning spell. Instead, it allows the caster to communicate with plants. Simple questions can be asked of plants which are under the effects of this spell, usually requiring simple "yes" or "no" answers. Typical questions to be asked are something like if someone has passed by, or if something has happened in the immediate area. Up to three questions may be asked by the caster per round.

Rain Call

Range: 10 miles per level of experience of the caster

Duration: Two rounds per level of experience of the caster

Saving Throw: Not applicable

P.P.E.: 14

Level: Considered a third level spell.

The caster is able to create a torrential rainstorm through the use of this spell. The storm obscures all vision within the range of the spell with blinding sheets of rain. All targets in the area are -5 to strike unless aided by external means such as power armor, magic, or psionics. In addition, the lightning generated by this spell has a 10% chance of shorting out any form of electrical equipment in the area, with no chance for a saving throw. The spellcaster has no control over what the lightning will strike. Apart from the effects mentioned above, the spell has no significant purpose except to create a brief and powerful rainstorm. The storm can be dissipated instantly by the spellcaster at any time before the duration of the spell is over.

Ride the Wind

Range: Caster

Duration: Six rounds

Saving Throw: Not applicable

P.P.E.: 23

Level: Considered a fourth level spell.

The caster is able to create large gusts of wind that allow the caster to fly with this spell. The caster can travel at speeds up to forty miles per hour and heights up to three hundred feet above the surface under the magically created winds. No heavy objects or other creatures may

be carried by the caster while this spell remains in effect. Because the caster must remain constantly in motion while in flight, the caster is -5 to hit while in the air, but the caster also suffers a -3 to hit on personal attack rolls.

Scarthunder

Range: Three hundred feet

Duration: Instantaneous

Saving Throw: Standard

P.P.E.: 28

Level: Considered a fifth level spell.

This spell allows the caster to generate a concentrated sonic blast at an opponent. If the saving throw is failed by the recipient of the spell, that individual loses half his attacks for the combat round and suffers 1D10*10 M.D. A successful save means that the victim only takes 4D6 M.D. Furthermore, regardless of the result of the saving throw, the victim of the spell suffers a -9 on initiative for an additional 2D6 combat rounds, unless sufficiently protected against sonic attacks. This is because the recipient of the spell is caught in the equivalent of a concentrated blast from a Glitter Boy Boom Gun.

Shadowswarm

Range: Four hundred foot radius around caster per level of experience

Duration: One round per level of experience of the caster

Saving Throw: Not applicable

P.P.E.: 41

Level: Considered a sixth level spell.

Using this spell, the caster is able to completely disrupt any sort of electrical or mechanical equipment. Sensors will read false information, targeting systems will be completely inaccurate, and data retrieval systems or computer will provide false data. All systems within this range are affected; the spellcaster cannot control the effect of the spell to specific systems. The spellcaster also is unable to control what sort of false information the spell will provide for the electrical equipment and computers caught in the spell.

Thornthrow

Range: Fifty foot radius around caster per level of experience

Duration: One round

Saving Throw: Not applicable

P.P.E.: 13

Level: Considered a third level spell.

With this spell, the caster can cause all available vegetation in the area to throw bark, dead branches, and the like at a single opponent. Because the debris is enchanted, the flying vegetation causes 3D6 mega-damage to the creature selected to be hit by the caster. The caster, however, can opt to have the spell cause standard damage instead, for 5D6 S.D. instead. The recipient of the spell cannot dodge or parry this attack in any manner.

Treewalk

Range: Special

Duration: Instantaneous

Saving Throw: Not applicable

P.P.E.: 44

Level: Considered a seventh level spell.

This spell serves as a form of teleportation. By casting this spell, the caster and up to two other man-sized creatures can enter a Korgata Tree and emerge out of any other Korgata Tree in existence, no matter where it is. The spell works over any distance and through dimensions. The caster must physically go through the dimensional gateway opened by the spell; the spellcaster cannot send others through the magical rift without going himself.

Waterhollow

Range: Ten foot radius around caster per level of experience

Duration: One round per level of experience

Saving Throw: Not applicable

P.P.E.: 24

Level: Considered a fourth level spell.

With this spell, the druid can go underwater and create a large pocket of breathable air. If at the bottom of a body of water, all available land touched by the spell is instantly made dry. The pocket contains enough breathable air per ten feet of radius for two man-sized creatures to breathe for four rounds. After that, the creatures running out of air begin to lose one point of P.E. per round until oxygen is had once more. The spell can be dissipated at any time by the casting druid.

DRUIDICAL RINGS AND STAVES

These magical rings and staves are created by the Kinsitata Druids, out of the twigs and branches given to them by Korgata Trees. The process of creating these items costs approximately 100 P.P.E. and are made in a ritual lasting for two days by the druid. Anything interrupting the ritual will completely destroy the item before it is completed. Rings have 60 M.D.C. and staves possess 1000 M.D.C.; if more damage than that is inflicted on either of these items, they are rendered into dust. All rings and staves are revered by the Kinsitata as holy relics, and are guarded closely. Non-Kinsitata who own these items are either revered heroes or extremely good friends of the Kinsitata.

Ring of the Fox

The ring allows the wearer to completely change his or her physical appearance. Magical, mechanical, or psionic means will not be able to detect the illusion. The ring cannot generate illusory clothing or garb, though - the wearer has to provide that on his or her own. The ring also does not mask thoughts. Telepathic probes or aura reading spells will still reveal the true nature of the person wearing the ring.

Ring of the Serpent

This ring provides two services for its wearer. First of all, it makes the wearer immune to all forms of poisons and toxins while the wearer possesses the ring. Secondly, it allows the wearer to spit forth a venomous attack once per day. A successful standard saving throw against the spit attack means nothing happens; however, if the victim fails the save, instant death results. The range on the spit attack is ten feet. The person attacked by the spit attack must have the poison hit exposed skin for the attack to have any effect at all.

Ring of the Tree

This ring acts as a P.P.E. battery for the wearer. Up to 200 additional P.P.E. may be stored in this item. The ring is unable to replenish its own P.P.E., but may be restored by another mage, a Korgata Tree, or at a ley line or a dimensional nexus. The wearer can draw upon this source of P.P.E. at will.

Ring of the Weasel

This particular ring gives the wearer one additional attack per melee round and +4 to initiative for as long as the ring is worn. Once the ring is removed, the wearer immediately loses these benefits.

Staff of the Dragon

This wooden staff is generally carved at one end to loosely resemble a dragon's head. By the wielder of the staff expending 5 P.P.E., a blast of flame reaching 200 feet long emerges from the head, inflicting 6D6 M.D. The flame automatically hits a single target which the wielder selects.

Staff of the Harvest

By spending 3 P.P.E., the wielder of this magical staff can create a bountiful meal of fruits, meats, and wine. This meal is capable of feeding over twenty people with extremely large appetites. Whatever food is not consumed can be made to vanish at the wielder's command.

Staff of the Hawk

This magical staff allows the wielder to gain the equivalent of the psionic power of clairvoyance by expending 10 P.P.E. The duration and range of this clairvoyance are as per the psionic power listed in the *Rifts Main Rulebook*. Generally, the head of this staff is carved to resemble a hawk in flight.

Staff of the Sleeping Bear

By touching this staff to another creature's bare skin and expending 6 P.P.E., the wielder can make another creature fall asleep for 2D6 rounds. Nothing except for extreme pain or the wielder's command can awaken the creature touched by the staff. The being touched is allowed a standard saving throw; a successful save means that the staff had no effect at all on its intended victim.

Staff of the Torbitak

By expending 7 P.P.E., this staff give the wielder an additional two attacks per round, +3 on initiative, and +5 to strike parry for 2D4 combat rounds. In addition, the wielder temporarily grows mystical claws and fangs for this same duration; the bite attack inflicts 1D4 M.D. and the claws inflict 1D6 M.D. The staff may be wielded as a weapon during this time also, inflicting 3D6 M.D. on those it strikes.

THE BLARNOGL

The specific details about the Blarnogl race and the Blarnogl R.C.C.s are fully detailed elsewhere, in the *Rifts Dimension Book: The Banwok Hunters*. However, in this section, the information about the Blarnogl's attitudes/opinions towards the dimension of Jarnaka and the few Blarnogl still residing in Jarnaka are given.

The Blarnogl of Jarnaka, which number less than ten thousand, are primarily slaves in the Kingdom of Chorrdali. Here, they are treated by their Chorrdali masters as the lowest form of life imaginable. Cruelty and sadism are the norms in how these Blarnogl are treated. The dirtiest, most demeaning tasks possible are always given to the Blarnogl slaves. The Chorrdali do not even consider the Blarnogl to be real living beings; they are instead thought to be like toys which can be played with, abused, and broken on a whim. Strangely enough, these Blarnogl slaves still are as proud and arrogant as their ancestors first placed in slavery before them were. The Blarnogl believe themselves to be far better than the Chorrdali, whom they regard as brutish idiots. They still are the primary troublemakers in the Kingdom of Chorrdali, inciting slave riots, unleashing terrorist-style attacks at the Chorrdali nobility, and just creating mayhem whenever

possible. Of course, these actions only serve to anger the Chorrdali even more against the Blarnogl, and these insolent actions are judged to require harsh retribution. From an objective viewpoint, it would seem that one of the best things the Chorrdali could do would be to free the Blarnogl slaves and force them to leave Chorrdalis. The Blarnogl might develop a sense of respect for the Chorrdali in this situation, and the Chorrdali would rid themselves of the biggest source of crime present in their kingdom. However, since most Chorrdali and Blarnogl are too proud and too stubborn to forgive one another for the sins of the past, such a situation would probably never happen without outside intervention.

The few Blarnogl who live in the Caves of Gethsalij easily live among the other Chorrdali and other assorted beings which are found there. This is because almost all those who rank among the forces of Vardiba D'Exile hate everything that the Kingdom of Chorrdalis stands for. These free Blarnogl respect the Chorrdali Barbarians, as they believe in the same freespirited values that they personally believe in as well. These Blarnogl also realize that the Chorrdali Barbarians represent their best hope for freeing their enslaved brethren. The other residents of the Caves of Gethsalij believe the Blarnogl warriors amidst their own ranks to be loyal and courageous fighters, if not also highly emotional and just a little unstable.

The Blarnogl which have migrated to the dimension of Hrogrythlor could care less about what happens on Jarnaka. They are aware that the Chorrdali have enslaved other of their own kind, and they do not really care. Those Blarnogl just happened to be unlucky. This does not, however, mean that they hate the Chorrdali any less than any other Blarnogl to be found on Jarnaka. It is just that between their operations of mining sormantine and running the interdimensional markets of Smiorx, they really do not have the time or the interest in exacting revenge on the Chorrdali. The idea of wiping out the Chorrdali and reclaiming their interests on Jarnaka is a prevalent one amongst the Blarnogl, but it is one by necessity that has been shelved for future considerations.

The races of the Aederond and the Kinsitata are considered by the Blarnogl of Hrogrythlor to be ignorant savages, and they consistently ignore them whenever possible. The only species of creatures on Jarnaka for which the Blarnogl still have any interest are the Ulithlogg. While many Ulithlogg on Jarnaka still have not forgiven the Blarnogl for their role in the war for the Demon Heart, a small group of Ulithlogg, mostly armorers, believe that the policy of forgive and forget means high profits. Several enterprising Blarnogl have begun secretly trading with some of the Ulithlogg armorers, obtaining Ulithlogg power armor in exchange for raw materials and rare items such as sormantine for the Ulithlogg to experiment with. By necessity, these dealing have remained covert, but already movements among the Ulithlogg have begun to "officially" pardon the Blarnogl. The Ulithlogg, who have begun to regard the war for the Demon Heart to be just a bad collective dream anyway, have realized the benefits they have realized by dealing with the Blarnogl. Of course, if the Chorrdali found out about such a relationship, they would probably be compelled to attack both the Ulithlogg and the Blarnogl on Hrogrythlor just on principle alone. The Blarnogl, even banished from Jarnaka, still remain a catalyst for trouble on that world. Only time will tell what future mischief and mayhem their actions will bring about to Jarnaka.

THE AEDEROND

The Aederond are physically similar to a cross between frogs and humankind. They are amphibian, but they stand erect and resembled humanoids in stature. They typically stand about five feet tall, and have bright orange mottled skin. Males usually have darker, more reddish skin, while females have brighter, yellowish skin tones. They possess long, webbed, slender hands, with cruel talons located on the end of their fingers. They also possess sets of gill as well as lungs, and are equally comfortable living underwater as living on dry surface. The Aederond also have extremely large black eyes located directly apart from each other on the sides of their heads, giving them a 360 degree field of view around them. They usually wear little apart from rags and tall grasses sewn to loosely resemble tattered togas.

Aederond are highly emotional and aggressive creatures. They are quick to fight first and think secondly in a combative situation. They are extremely impatient, wanting to see the

results of their actions without having to wait. Aederond are notoriously horrible at planning or at understanding difficult concepts, as they do not like to expend the energy required to think about a given situation. Their explosive temper also does not help their patience. Aederond are slow to make friends and very quick to make bitter enemies, especially since insults are an art form among the Aederond people. However, a friend of an Aederond is a friend for life, whether the other person in question likes it or not.

Aederond do not get along well with each other, let alone the remaining races of Jarnaka. Aederond are nomadic by nature, either traveling alone or with a mate and possibly a child. They intensely dislike having to work with others; an Aederond who travels with a group is a rare individual indeed. The only other race that the Aederond can be said to respect on Jarnaka are the Kinsitata, whom they believe to love their home planet and the beauty of the nature as much as they do themselves. The Ulithlogg, Chorrdali, and Blarnogl are considered to be plotting, plodding filth by the Aederond, and they will have absolutely nothing to do with the creatures of those races unless given no alternative. In general, the Aederond are fairly private and secretive, and live like hermits, avoiding all others whenever possible.

The Aederond philosophy of life is to experience everything possible. They have a burning desire to see everything, to create everything to do everything possible within their lifetimes. As such, most Aederond have turned out to be jacks-of-all-trade but masters of nothing. In some ways, they are like children, demanding to do the impossible, especially when the action is forbidden to them. They are fearless questers of the truth and new things, and anyone attempting to stand in their way will probably be in for big trouble. Their curiosity is not only limited to Jarnaka, either; Aederond have been known to travel to Wormwood, Phase World, Rifts Earth, Hrogrythlor, Qem'Chomudu, and many other assorted worlds and dimensions as well. The desire to learn and see everything is the guiding instinct which rules the lives of most Aederond. This, above anything else imaginable, is the most important dimension of their lives.

THE SWAMPLANDS

The Aederond like to live and travel along the swampy shorelines on the continents of Jarnaka, known collectively as the Swamplands. These marshes are comprised mostly of saltwater with a slight sulfuric content, which does not particularly bother the Aederond but can make other creatures traveling through the area nauseous. Without proper ventilating gear, creatures caught in this area are -2 on any initiative roll and -3 on all rolls to strike, parry, and dodge. The Aederond are equally comfortable living on the land or beneath the boggy waters.

In the past few years, two other groups of creatures have begun to make their homes amidst the Swamplands as well. The first such group are the Draykonis, the ancestral offshoots of the dragons. Until recently, most draykonis had lived comfortably within the mountains and caves of the Mogotu Peaks. With the introduction of the demonic Mogor into these mountains, though, a pitched battle began for the right to claim the mountains. This is a battle that in recent years has turned in favor of the Mogor. Being driven out of the Mogotu Peaks, the draykonis have sought to find a new home in which to establish themselves. The relatively uninhabited regions of the Swamplands, so far, have served their needs adequately. Unfortunately for the other creatures of Jarnaka, this means that one of the deadliest creatures imaginable now predominately inhabits the region of the Swamplands as well.

The Rifts supervillain known as Tristan Spyre has also set up many military outposts among the Swamplands. While he has maintained his scientific laboratories in more secluded regions scattered around Jarnaka, his mercenary military bases has been primarily located in these areas of marshlands. Part of the reason for using the Swamplands as a home base is because the presence of the draykonis and the noxious fumes serves as a natural deterrent against unwanted intruders. Also, the harshness of the region helps to toughen up the training of his mercenary soldiers. Finally, the bases are strategically located near several key strategic ley line nexuses of Jarnaka. From these locations, Spyre could field a small army at several locations on Rifts Earth or other dimensions at a moment's notice. The Aederond, so far, have been the only sentient beings in recent times to traverse the Swamplands with little difficulty. All other beings have faced some nasty encounters when going through the Swamplands.

AEDEROND GLIDERS

The Aederond Gliders are not actually inventions of the Aederond. Instead, they are parasitic creatures living in the Swamplands which the Aederond discovered. The Gliders are large, canvas-like amoebas which try to latch onto the skin of any creature passing by them. They cannot move on their own; in order to go anywhere, they are either directed by water currents or have to attach themselves to something moving. Under normal conditions, they lie dormant beneath sand or just below the water's surface, snagging with lightning speed any being that happens to step on them. Removing a Glider from the skin, once it has firmly latched itself onto the body, is exceedingly difficult. The Glider possesses thousands of microscopic hooks all over its body, which tightly imbed themselves into the flesh upon initial contact. Only fire directly applied to the skin of both the parasite and the host can effectively cause the Glider to detach. This poses no problem for mega-damage creatures who have Gliders attached to them, as standard flame can deter the parasites, but normal creatures unfortunately have to suffer in order to have the Gliders removed. Physically removing the Glider from a person is an extremely bad idea. The Gliders have been known to rip the limbs off of their hosts rather than let go, included those of mega-damage beings. Their hooks are mystic in nature and virtually indestructible. Fire is the only relatively safe way to remove a Glider from its host.

The Aederond learned, though, that by placing the Aederond Gliders along the lengths of their arms and partially running down the torso, the Gliders could form viable wings for a humanoid. This property, in reality, owes more to magic than to physics. By expending a single point of P.P.E. for each Glider attached to the body, the Glider can allow the host nearly a full day's worth of flight capability. The Gliders do not tire; they can function as wings for the entire duration of the day. During this time, the host can fly like a bird, going nearly four miles into the sky before the Gliders no longer have the necessary oxygen to maintain flight and will force the host downward to a more breathable height. The Gliders can also allow their host to reach speeds of 90 miles per hour, and up to one hundred fifty miles an hour in a downward power dive. The Aederond, using the Gliders, have learned to travel great distances in little time using these parasites.

Another useful function of the Gliders is that they can be used as shields. Each Glider possesses 75 M.D.C. They may be used to parry attacks in hand to hand combat. The Gliders also provided their hosts a +1 bonus to parry in combat, as they have a vested interest in keeping their hosts and food supplies alive. Many Aederond have found it useful to attach Gliders to their arms for no other reason but to help defend themselves in case of attack.

The main problem with the Gliders is that they are parasites. In addition to the P.P.E. they consume by allowing the host to fly, they also will drain 1D4 additional P.P.E. per day from their hosts. If the P.P.E. of the host is completely drained, then they will begin to suck out blood from the host instead, causing the host to lose a point of P.E. instead for the day. If supplemented later with P.P.E. or if the Gliders is forcibly removed, the lost P.E. will return in 1D6 days. The Gliders will continue draining P.E. in the meantime until their host reaches zero, when the host will die. The Gliders also have a voracious appetite for spellcasting costs. If a Glider attaches itself to a spellcaster, the magician in question will lose four times the normal amount of P.P.E. that a regular person would lose. The Gliders are mindless parasites which care only about feeding on the P.P.E. of other creatures.

THE AEDEROND R.C.C.

(Optional Player Character)

Alignment: Any.

Attributes: I.Q. 2D6, M.E. 4D6, M.A. 2D6, P.S. 2D6, P.P. 5D6, P.E. 4D6, P.B. 3D6, Spd 7D6

Hit Points: None.

M.D.C.: 4D4*10

Horror Factor: 10

P.P.E.: 4D6+6

I.S.P: 3D6

Weight: 100 to 150 lbs

Height: 4 to 5 feet

Average Experience Level: 1D6 for NPCs.

Natural Abilities: Night vision, acute hearing, and see the invisible.

Combat: Typically hand to hand: expert. The number of attacks varies with the level of experience and combat skills.

Damage: As per combat abilities.

Bonuses: +7 to strike, +5 to parry/dodge, +4 to roll/fall with punch/impact, +3 to save versus magic/psionics/poison, +9 to save versus horror factor, +2 on initiative.

Magic: None.

Psionics: None.

R.C.C. Skills:

Math: Basic

Wilderness Survival (+5%)

Land Navigation (+5%)

Identify Plants & Fruits (+10%)

Preserve Food (+10%)

Track Animals

Running

Demon Lore (+15%)

Faerie Lore (+15%)

Prowl (+5%)

Anthropology (+5%)

Language: Dragonese

Hand to Hand: Expert

W.P. Blunt

W.P. of choice

(Hand to Hand: Expert can be changed to Hand to Hand: Martial Arts or Hand to Hand: Assassin at the cost of one "other" skill.)

R.C.C. Related Skills:

Select six other skills, plus two other skills at levels three, six, nine, and twelve. All new skills start at level one proficiency.

Communications: Any

Domestic: Any

Electrical: Any

Espionage: Any (+5%)

Mechanical: Any

Medical: First aid only

Military: Any

Physical: Any (+5%)

Pilot: Any, except spacecraft and robots

Pilot Related: Any

Rogue: Any (+10%)

Science: Any (+5%)

Technical: Any

W.P.: Any

Wilderness: Any (+5%)

Secondary Skills: The character gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not receive any of the possible bonuses listed in parentheses (). All secondary skills start at their base level. Also, skill availability is limited as previously indicated in that list (any, only, none).

Weapons: Can pretty much use anything. Normally armed with S.D.C. clubs, spears, or other hunting weapons when traveling through Jarnaka.

Vehicles: None.

Money: None. Starts with preferred weapons as listed above.

Cybernetics/Bionics: None. Will refuse to ever acquire such equipment.

Additional Notes: Like the Kinsitata Wanderers, the Aederond are consumed by a desire to experience everything possible within their lifetime. This means that their lives are often placed in jeopardy due to their curiosity, and that they also usually do not realize that they are often in trouble. The Aederond tend to be a little selfish, trying to uphold their interest above everyone else's, even their friends. The Aederond are usually the first to volunteer to undertake something that sounds extraordinarily brave and daring (not to mention stupid). Their apparent lack of fear is controlled by their desire to be the best at everything and to learn all about the universe that they live in.

THE JUGGERNAUT

(Not Available as a Player Character)

The Juggernaut is a living, thinking, mass of P.P.E. energy. It floats slowly over the surface of Jarnaka a blue, glowing, ominous sphere, moving along at a plodding pace while arcs of magical energy spark from its surface towards the ground and its tendrils burn everything in sight. The Juggernaut has no known point of origin or known purpose. All that is known about their race is that they first appeared on the surface of Jarnaka when the Chorrdali and the Kinsitata strove to bring the Scarlet Waters to Jarnaka. Twelve Juggernauts in all are known to swarm over the surface of the planet; it is unknown if these creatures can reproduce.

The Juggernaut has been known to randomly annihilate random villages of creatures. The mystical being will slowly hover over an inhabited area, and proceeded to bombard the entire area with bolts of magical energy until everything once living below the Juggernaut has died. Much like a magical sacrifice, the Juggernaut is capable of absorbing twice the normal amount of P.P.E. available to a person at the moment of death. The Juggernaut has been known to kill hundreds of individuals at once, absorbing thousands of P.P.E. in mere minutes as the slaughter continues.

What makes the Juggernaut one of the deadly creatures known in the multiverse is that it is virtually impossible to kill. It is immune to nearly every form of attack. Railguns, hand to hand weapons capable of inflicting mega-damage, and their like have some effect on the creature, but conventional energy weapons and plasma weapons have no effect on the Juggernaut. Worse, magical attacks (even summoned creatures) and psionic effects add to the strength of the Juggernaut. The appropriate P.P.E. and I.S.P. values of these forms of attacks are merely added into the P.P.E. total for the Juggernaut. A well-meaning magical attack on a Juggernaut can actually do more harm than good. However, if the Juggernaut is somehow drained of all its own P.P.E., it would be slain instantly. Juggernauts also have no known methods of communication, and cannot be reasoned with. They are simply enigmatic machines of total destruction.

Class: Juggernaut

Alignment: Aberrant

M.D.C. by Location:

Tendrils (12) - 1300 each

*Main Body - 10,400

*Depleting the main body will completely destroy the Juggernaut creature.

Statistical Data:

Height: The Juggernaut is a spheroid creature 700 feet in diameter. Its tendrils are approximately 200 feet in length.

Width: As per height above.

Weight: Unknown

Speed: The Juggernaut hovers at a height of about 100 feet and constantly moves along at a speed of 10 miles per hour. It has never been recorded as moving faster than this.

Supernatural Physical Strength: 40

Mega-Damage:

Restrained Slap (Tendrils) - 6D6 S.D.

Full Slap (Tendrils) - 5D6 M.D.

Power Slap (Tendrils) - 1D6*10 M.D.

Power Blast (Sphere) - 2D6*10 M.D. This blast, which emerges from the main sphere of the Juggernaut much like a bolt of lightning, will also drain double the amount of all

P.P.E. present in a creature if the blast kills the creature in question and adds the P.P.E. to the Juggernaut's total P.P.E.

Number of Attacks per Melee Round: Six by slap or power blast.

Bonuses: +2 on initiative, +4 to strike, +1 to parry and dodge.

Horror Factor: 18

Attributes of Note: I.Q., M.E., M.A., and P.E.: not applicable; P.P.: 4D6, P.B.: 1D10

Abilities of Note: Absorbs the P.P.E. and I.S.P. of magic and psionic attacks into its own source of P.P.E.; immune to cold, fire, illusions, poison, mind control, drugs, gases, horror factor, and energy attacks; takes half damage from physical attacks.

Magic Powers of Note: None known. P.P.E.: 4000+10D10

Psionic Powers of Note: None known. I.S.P.: 200+10D6

Note: Normally travels alone.

THE DRAYKONIS

(Not Available as a Player Character)

The race of the draykonis are genetic offshoots of ancient dragons. While the race of dragonkind became more intelligent and more cultured, the draykonis became more savage, powerful, and violent. Modern dragons consider the draykonis to be little more than primates, if they do believe in them at all. The draykonis is thought of as more a creature found in fairy tales than in life.

However, the draykonis are quite real, and inhabit the world of Jarnaka. They had inhabited the Mogotu Peaks peaceably for many centuries, but with the intrusion of the Mogor in these mountains, the draykonis have slowly begun migrating to the Swamplands of Jarnaka. The draykonis are more powerful than the Mogor, but are less in number. Only fifty or so draykonis inhabit the entire world of Jarnaka. A new draykonis is perhaps born every other century, to the draykonis population is not going to grow substantially any time soon.

The draykonis physically resembles a normal dragon in many ways. The closest breed of dragon that they resemble in appearance is the fire dragon. However, the draykonis has two heads, each sprouting from two slender necks stemming in the upper body. The draykonis also has a large eye imbedded in its chest, about thirty feet in diameter. The eye, according to folklore, is called the Eye of St. Antioch. Saint Antioch was supposedly a knight from the medieval times of the history of Rifts Earth who slew a draykonis in single combat by destroying the eye with his lance. However, in reality, destroying the Eye on a real draykonis would have little effect except to enrage the draykonis. The Eye possesses no power of sight. Instead, it is capable of unleashing a massive bolt of energy capable of paralyzing as well as hurting its enemies. Draykonis are also not capable of teleporting by natural means or changing their form.

While the draykonis are crafty fighters, they are greedy and sneaky by nature. They never attack anything outright when they can first steal from it and slit its throat in the dark of night. Draykonis love to hoard stolen treasure and other ill-gotten booty in their cavernous lairs. They regularly lie, cheat, and cheat to get whatever they want. A draykonis is never to be trusted. Draykonis are also fairly dumb. Foes of the draykonis have often found it more beneficial to negotiate with the evil creatures rather than fight with them, as the draykonis are easily duped. Once tricked, though, a draykonis will do all in its power to hunt down and kill those who it believes deceived it.

While not very bright, the draykonis have an instinctual grasp of temporal magic (as per the book *Rifts England*). As such, they are capable of casting and utilizing any temporal spell they wish at the 14th level of ability. They are not capable of teaching this magic to anyone else, although they might try to trick somebody into believing otherwise. Between their spells, their physical brawn, and their despicable nature, the draykonis are dangerous opponents who should never be trusted or ignored.

Class: Draykonis

Alignment: Diabolic or Miscreant

M.D.C. by Location:

Forearms (2) - 360 each

Eye of St. Antioch - 700

Tail - 380

Wings (2) - 640 each

Hind Legs (2) - 490 each

*Heads (2) - 460 each

**Main Body - 1280

*Depleting both heads will kill the Draykonis creature.

**Depleting the main body will completely destroy the Draykonis creature.

Statistical Data:

Height: Approximately two hundred feet high and three hundred feet long (including tail).

Width: One hundred twenty feet.

Weight: Ninety tons

Speed: The Draykonis can move along the ground at speeds reaching sixty miles per hour. Once airborne, the Draykonis can fly at speeds of two hundred miles per hour, reaching three hundred miles per hour if engaged in a power dive.

Supernatural Physical Strength: 40

Mega-Damage:

Restrained Claw - 6D6 S.D.

Full Claw - 4D6 M.D.

Power Claw - 1D6*10+10 M.D. (counts as two attacks)

Tail Slap - 6D6 M.D.

Bite - 3D6 M.D.

Flame Blast (Heads) - 8D10 M.D.

Combined Blast (heads) - 10D20 M.D. (counts as two attacks)

Power Blast (Eye of St. Antioch) - 5D10 M.D. Also required attacked individual to make a standard saving throw; failure indicates that the attacked individual's remaining attacks for the round are halved.

Number of Attacks per Melee Round: Seven.

Bonuses: +3 on initiative, +7 to strike, +4 to parry and dodge, +5 to save versus drugs, poisons, and toxins, +8 to save versus horror factor.

Horror Factor: 17

Attributes of Note: I.Q. 2D6, M.E. 6D6, M.A. 3D6, P.E. 10D6, P.P. 4D6, P.B.: 4D6

Abilities of Note: Immune to cold, fire (including plasma), and illusions; takes half damage from magical attacks and energy weapons.

Magic Powers of Note: As 14th level Temporal Wizard (see Rifts England).

P.P.E.: 1200

Psionic Powers of Note: None known. I.S.P.: 200

Note: Normally travels alone or in pairs.

THE MOGOR

Not Available as a Player Character)

The history of the race of the Mogor is completely unknown. It is commonly thought that they are demons from some sort of hellish dimension, but no person known has been able to concretely prove anything thus far. What is known is that the Mogor now live in Jarnaka, and bring death and mindless destruction wherever they roam on the small planet.

The Mogor were originally brought to Jarnaka quite by accident. In the attempt to heal their world, the Chorrdali and the Kinsitata brought over a few alien creatures to Jarnaka as well as bringing the cleansing Scarlet Waters through a rift. One kind of these creatures was the Mogor. At first, the Mogor did nothing, unsure of where they were or for what reason they were brought to Jarnaka. When no answers were immediately forthcoming, they decided that they did not care about the answers to their questions. They began to make their home in the Mogotu Peaks, driving out the draykonis living there through trickery and through brute force.

Mogor are close to twenty feet tall, and resemble the descriptions of demons and devils from ancient lore. They have goat's heads, dark reddish scaly skin, large bat wings which allow them to fly at incredible speeds, and spiked tails which can fatally poison their foes. The Mogor do what they can to encourage the belief that they are indeed demons from hell, as it helps to intimidate others in battle.

In general, the Mogor are brutish, nasty, and just plain vicious. They delight in torturing innocents and taking advantage of those weaker than themselves. They have no sense of compassion or decency, and simply take what they want from others without considering the consequences of their actions. They also are extremely tough-minded, and love to fight. They refuse to back down from fights, even ones that will probably mean their own destruction. Because of their bloodthirsty, vicious disposition, the Mogor are extremely dangerous opponents to any adventurer.

Class: Mogor

Alignment: Diabolic or Miscreant

M.D.C. by Location:

Arms (2) - 310 each

Tail - 210

Wings (2) - 330 each

Legs (2) - 400 each

*Head - 240 each

**Main Body - 810

*Depleting the head will kill the Mogor creature.

**Depleting the main body will completely destroy the Mogor creature.

Statistical Data:

Height: Eighteen feet.

Width: Nine feet.

Weight: Four tons

Speed: The Mogor can move along the ground running at speeds reaching one hundred miles per hour. Once airborne, the Mogor can fly at speeds of three hundred miles per hour, reaching four hundred fifty miles per hour if engaged in a power dive.

Supernatural Physical Strength: 40

Mega-Damage:

Restrained Punch/Kick - 6D6 S.D.

Full Punch/Kick - 5D6 M.D.

Power Punch/Kick - 1D6*10 M.D. (counts as two attacks)

Bite - 2D6 M.D.

Head Butt - 2D6 M.D.

Tail Slap - 6D6+10 M.D. Also, if the spikes on the tail touch the bare skin of the opponent, that creature must make a standard saving throw. Failure to save means instantaneous death. A successful save means the opponent takes an additional D6 of mega-damage.

Number of Attacks per Melee Round: Six.

Bonuses: +5 on initiative, +10 to strike and parry, +12 to dodge, +8 to save versus drugs, poisons, and toxins, immune to horror factor.

Horror Factor: 16

Attributes of Note: I.Q. 2D4, M.E. 5D6, M.A. 2D4, P.E. 8D12, P.P. 10D6, P.B.: 1D6.

Abilities of Note: Immune to cold and fire (including plasma); takes half damage from energy weapons.

Magic Powers of Note: None. P.P.E.: 6D6+20

Psionic Powers of Note: None. L.S.P.: 3D6+10

Note: Normally travels in groups ranging in size from two to four.

THE KUNISAT

Not Available as a Player Character)

The Kunisat are simian cousins of the Kinsitata. Actually, the Kunisat are probably more closely related to the African gorillas of Rifts Earth than to the Kinsitata. The Kunisat are typically close to ten feet tall, and also resemble regular in every way except for the fact that they have dark blue fur. They live mostly in the deepest parts of the jungles of Jarnaka, in even more secluded areas than the Kinsitata. They live in packs ranging from four to eight individuals, and rarely travel more than five miles beyond the areas which they call their home territory.

Unlike the Kinsitata, the Kunisat cannot talk and are not very culturally sophisticated. However, they are still fairly intelligent, and occasionally display intuitive flashes of brilliance. If they encounter sentient beings whom they judge to be friendly, the Kunisat will attempt to communicate with these individuals by drawing pictures in the dirt or through hand gestures. The Kunisat still have not developed the use of tools, and still perform all functions of their daily lives either through the use of their hands or not at all.

Kunisat can be brutal creatures in provoked, but in general are very gentle and shy. They will approach no other creature at any time, except for other Kunisat, unless they are given a good reason to believe that strangers will be friendly for some reason. Once they feel they have befriended a creature, the Kunisat will attempt to help out that being in its own limited form of understanding. However, once that being leaves the Kunisat's territory, the Kunisat will rarely follow its new friend beyond those borders. If the Kunisat is betrayed or is attacked, though, the Kunisat will usually run unless others of its kind, particularly young Kunisat, are endangered. Then, it will defend its friends to the death. The Kunisat is a simple but powerful being which is one of the brighter aspects of the world of Jarnaka.

Class: Kunisat

Alignment: Unprincipled or Anarchist

M.D.C. by Location:

Arms (2) - 100 each
*Head - 90

Legs (2) - 120 each
**Main Body - 420

*Depleting the head will kill the Kunisat creature.

**Depleting the main body will completely destroy the Kunisat creature.

Statistical Data:

Height: Eight feet.

Width: Six feet.

Weight: Two tons.

Speed: The Mogor can move along the ground or swinging from tree branch to tree branch remarkably fast. In either mode of motion, the Kunisat can reach speeds of up to thirty miles per hour.

Supernatural Physical Strength: 40

Mega-Damage:

Restrained Punch/Kick - 6D6 S.D.

Full Punch/Kick - 5D6 M.D.

Power Punch/Kick - 1D6*10 M.D. (counts as two attacks)

Bite - 1D4 M.D.

Head Butt - 3D6+6 M.D.

Number of Attacks per Melee Round: Seven.

Bonuses: +1 on initiative, +4 to strike, +6 to parry and dodge, +2 to save versus drugs, poisons, and toxins, +1 to save versus horror factor.

Horror Factor: 12

Attributes of Note: I.Q. 1D6, M.E. 3D6, M.A. 4D6, P.E. 6D16, P.P. 6D6, P.B.: 3D4.

Abilities of Note: Take half damage from cold and fire (including plasma); can see the invisible.

Magic Powers of Note: None. P.P.E.: 4D6

Psionic Powers of Note: None. I.S.P.: 4D6

Note: Normally travels in groups ranging in size from four to eight.

HEROES AND VILLAINS OF JARNAKA

"Once, long ago, all beings of Jarnaka were one. We were the children of the Scarred Gods, and all things were good. It seems to me that as we grew older, as so-called wisdom replaced innocence, our races drifted apart and became bridged only by common hatred of one another. One beating heart, a demon heart, drove cold iron spikes through our own souls, making our world a place of strife instead of happiness.

"Now, as the sands of the hourglass fall, grain by grain, we begin not only to hate other kinds, but our own kind as well. The Grand Vernaliks of Chorrdalis once claimed that slavery was a sad necessity of all societies. If that is indeed the case, then where are the slaves of the Ulithlogg? Of the Aederond? Fortunately, I do not have to answer these questions, as the most recent Grand Vernaliks, such as that blackhearted bastard Chorrdahsi, do not even pretend to place such pretentious claims as excuses for their sadistic cruelty. They understand the benefits of being born into power, and that to give the natural right of freedom to all beings would be to sacrifice the power. Were I in Chorrdahsi's position, I cannot honestly say that I would necessarily give up such power, either.

"But I am not. I am a rebel and a former slave.

"Others like me have joined me - Ulithlogg, Chorrdali, Kinsitata, Blarnogl, Aederond, and even creatures from other dimensions. They all believe in the common bond of freedom that unites the souls of all thinking beings. They understand that the ways of the Kingdom of Chorrdalis are dead, but that the people have not realized this yet. A war, hopefully the final war of this world of ours, must be fought in the name of freedom. For while tyranny reigns on Jarnaka, I cannot be satisfied to know that not all creatures have the same autonomy that I personally have at this very moment.

"The storm of revolution is in the air. It is only a matter of time before the first bolt of lightning strikes the ground."

- From the journals of Vardiba D'Exile

The main conflict on Jarnaka as the current moment exists between the Chorrdali government and the Chorrdali Barbarians. Some form of revolution is going to be inevitable between the two factions. Also getting involved in this conflict, in one form or another, are the Blarnogl and the Ulithlogg. This presents several ideas for possible adventures besides the other hints and concepts presented elsewhere in this book. Some possible adventure topics, whether the player characters are from Jarnaka or not:

- ♦ The player characters are mistaken by Chorrdali officials as part of Vardiba D'Exile's group and are arrested. They must either prove their innocence or escape from prison.
- ♦ The player characters are contracted by the Ulithlogg to deliver suits of their power armor to Phase World as a military escort.
- ♦ While investigating other things in the Kingdom of Chorrdalis, the player characters learn of a plot to kill one of the Vernaliks.
- ♦ The player characters come across a draykonis, which is determined to annihilate a Kinsitata village for mysterious reasons.
- ♦ Encountering a small military force of Blarnogl, the player characters learn that the Blarnogl have decided to re-establish a claim to territory on Jarnaka.
- ♦ The player characters are mistakenly ambushed by Chorrdali Barbarians, who believe the characters to be spies for the government of Chorrdalis.
- ♦ The player characters discover that an Ulithlogg Assassin has been contracted to kill somebody important in the Kingdom of Chorrdalis, but the person's identity is unknown. The characters must learn who is to be murdered and stop the assassination from taking place.

These concepts can be further fleshed out and modified by the GM to better fit into an individual campaign. Below now are listed some of the more important NPC residents of Jarnaka.

BLACKFIST TORBITAK

Torbitak Wehjaivalgn, Ulithlogg Assassin

Alignment: Anarchist

Attributes: I.Q. 10, M.E. 20, M.A. 9, P.S. 31, P.P. 32, P.E. 15, P.B. 9, Spd 32.

Hit Points/M.D.C.: 140

P.P.E.: 145

I.S.P.: 39

Horror Factor: 10

O.C.C.: Ulithlogg Assassin

Level of Experience: 11th

Natural Abilities: Phasing, and can see in the infrared spectrum. Blackfist is also a cunning and resourceful opponent, and is never afraid to take risks.

Psionic Powers: None.

Magical Knowledge: None.

Combat Abilities: Assassin

Attacks per Melee Round: Six (includes boxing skill)

Bonuses: +2 on initiative, +10 to strike/parry, +9 to dodge, +6 to roll/fall with punch/impact, +8 to save versus horror factor, +2 to save versus magic/psionics/poison.

Skills of Note: Basic Math (98%), Advanced Math (93%), Land Navigation (98%), Interrogation (98%), Radio: Basic (98%), Radio: Scramblers (98%), Basic Electronics (93%), Surveillance Systems (98%), Pick Locks (98%), Forgery (94%), Escape Artist (94%), Intelligence (98%), Computer Operations (98%), Computer Programming (98%), Computer Hacking (98%), Weapons Systems (74%), Prowl (98%), Boxing, Running, Streetwise (93%), Wilderness Survival (98%), Track Animals (98%), Horsemanship (47%), Demon Lore (93%), Faerie Lore (93%), Body Building, Language: Dragonese (98%), Language: American (74%), Language: Euro (74%), Robot Armor Elite: Chianes Power Armor, Robot Armor Basic, Hand to Hand: Assassin, W.P. Knife, W.P. Sword, W.P. Blunt, W.P. Submachinegun, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons.

Standard Equipment: Radio transceiver, infrared binoculars, sleeping bag, blanket, traveling clothes, and a week's worth of food rations.

Weapons: Wears Chianes Power Armor in battle. Also usually carries a Shatterstar gun and a Skullknife at all times.

Transportation: As per armor worn

Money: Very little; usually no more than 200 Coalition credits at any given time.

Cybernetics & Bionics: None.

Torbitak Wehjaivain, better known on Jarnaka and in several other dimensions as Blackfist Torbitak, is one of the deadliest assassins known in the multiverse. His unconventional methods of infiltration and attack, combined with his ability to phase, make trying to stop him nearly impossible. He is also the founder and leader of the Hands of the Many, the Ulithlogg Assassin's Guild, making him one of the covert intelligence experts of the known universe. Very little goes on politically in any world or dimension that Blackfist Torbitak is not aware of.

Like most Ulithlogg, Blackfist Torbitak is slightly insane. He currently believes that he is a big puppet being controlled by some invisible cosmic god, and that soon the god will cut his strings and kill him. Hence, he has a very morbid outlook on life that is tempered with an extremely wicked black sense of humor. He is not really afraid of anything or anyone, and cheerfully attempts to accomplish the impossible on a regular basis because he only has a tenuous grasp on reality anyway. The only thing that Torbitak treats seriously is the Hands of the Many. This organization he rules with an iron hand and is constantly striving to make better, as he believes this is the one legacy he can leave to other Ulithlogg that can make a difference.

Blackfist Torbitak is slightly vain and conceited, but a seemingly friendly individual. However, he is also very sly and deceitful. He will shamelessly use and exploit people to get what he wants. He is very gregarious and outgoing, if not a little macabre in his behavior and is always trying to get people's attention. Torbitak always likes to know what is going on around him, and will rarely leap into a situation without fully understanding the circumstances first. However, he can be impulsive if challenged, and always will try to prove, if otherwise disputed, that he is the best assassin in the multiverse.

GRAND VERNALIK CHORRDAHSI

Chorrdahsi von Ruleghbist, Chorrdali Soldier

Alignment: Aberrant

Attributes: I.Q. 15, M.E. 12, M.A. 19, P.S. 20, P.P. 17, P.E. 30, P.B. 13, Spd 30.

Hit Points/M.D.C.: 78 M.D.C. (has bathed in the Scarlet Waters)

P.P.E.: 37

I.S.P.: 25

Horror Factor: Not applicable.

O.C.C.: Chorrdali Soldier

Level of Experience: 9th

Natural Abilities: Chorrdahsi is a resourceful opponent who relies on treachery to obtain his goals.

Psionic Powers: Minor psionic. Powers include: empathy, telepathy, clairvoyance, see aura, astral projection, detect psionic, total recall, psychic diagnosis, and hypnotic suggestion.

Magical Knowledge: None.

Combat Abilities: Expert

Attacks per Melee Round: Five (includes boxing skill)

Bonuses: +7 to strike/parry, +6 to dodge, +4 to roll/fall with punch/impact, +3 to save versus magic/psionics/poison.

Skills of Note: Basic Math (98%), Radio: Basic (98%), Radio: Scramblers (82%), Computer Operation (91%), Gymnastics (93%), Body Building, Boxing, Interrogation (82%), Streetwise (98%), Climbing (98%), Running, Intelligence (87%), Prowl (98%), Track Animals (93%), Wilderness Survival (98%), Pilot: Hovercraft (71%), Weapons Systems (82%), Language: Dragonese (98%), Language: American (71%), Language: Spanish (71%), Hand to Hand: Expert, W.P. Archery, W.P. Sword, W.P. Blunt, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Chain, W.P. Heavy Energy Weapons.

Standard Equipment: Radio transceiver, traveling clothes, formal dress clothing, and two weeks' worth of food rations.

Weapons: Normally only wields a Stone Sword or Stone Club at any given time.

Transportation: Has access to several hovercraft, all of Triax manufacture.

Money: Has much gold, the equivalent of 60,000 Coalition credits.

Cybernetics & Bionics: None.

Chorrdahsi von Ruleghbist is the current ruler of the Kingdom of Chorrdalis. He is not really a despotic leader, but firmly believes that the traditions and the old customs of Chorrdalis must be upheld. He is a powerful speaker who has electrified the noble populace with his speeches about the greatness of Chorrdalis and the dominance of the nobility throughout the ages. Chorrdahsi is currently married to two noble women and has four small children.

Chorrdahsi was born into a minor noble family nearly forty years ago. He served for a long time as leader of a Chorrdali military patrol group, constantly in search of escaped slaves and the Chorrdali Barbarians. It was during this tenure that he developed a strong contempt for the Barbarians and for all slaves, and a passionate hatred for the Blarnogl. After his tenure with the military was over, he decided that it was time to do something in the political arena. A daring and skilled fighter, he challenged the Vernalik of the city of Behdilna and slew him in one of the infamous death matches. Successfully defending his position over fifty times in the next ten years, Chorrdahsi gained a reputation for getting things done, for being outspoken, and for being fearless. This notoriety eventually gained Chorrdahsi the position of Grand Vernalik four years ago, when the last Grand Vernalik died and the position was vacated. Chorrdahsi was unanimously chosen by the other Vernaliks.

In his tenure as leader of the Kingdom of Chorrdalis, Chorrdahsi has tightened the laws regarding slavery and increased the military power of the kingdom greatly. Some say that Chorrdahsi eventually plans on warfare, perhaps with the Ulithlogg, but Chorrdahsi simply believes in maintaining and displaying the power of the Chorrdali for the rest of Jamaka to see. He believes firmly that the Chorrdali Barbarians must be destroyed, as they threaten the Chorrdali way of life. Chorrdahsi is a person that is either loved or hated by his subjects, and he serves as a center of controversy that even now is bringing about change in one form or another in the Kingdom of Chorrdalis.

VARDIBA D'EXILE

Vardiba Uberduervar, Chorrdali Barbarian

Alignment: Unprincipled

Attributes: I.Q. 11, M.E. 15, M.A. 20, P.S. 29, P.P. 20, P.E. 24, P.B. 12, Spd 33.

Hit Points/M.D.C.: 91 M.D.C. (has bathed in the Scarlet Waters)

P.P.E.: 41

I.S.P.: 29

Horror Factor: Not applicable.

O.C.C.: Chorrdali Barbarian

Level of Experience: 9th

Natural Abilities: Chorrdahsi is a courageous and daring fighter.

Psionic Powers: Minor psionic. Powers include: empathy, telepathy, clairvoyance, see aura, astral projection, detect psionic, total recall, psychic diagnosis, and hypnotic suggestion.

Magical Knowledge: None.

Combat Abilities: Martial Arts

Attacks per Melee Round: Five (includes boxing skill)

Bonuses: +8 to strike/parry, +9 to dodge, +5 to roll/fall with punch/impact, +3 to save versus magic/psionics/poison.

Skills of Note: Basic Math (98%), Advanced Math (91%), Wilderness Survival (98%), Land Navigation (98%), Holistic Medicine (98%), First Aid (91%), Body Building, Boxing, Climbing (98%), Gymnastics (93%), Running, Prowl (98%), Streetwise (93%), Interrogation (91%), Intelligence (91%), Preserve Food (98%), Faerie Lore (98%), Demon Lore (93%), Language: Dragonese (98%), Language: American (76%), Language: Euro (71%), Language: Spanish (71%), Hand to Hand: Martial Arts, W.P. Archery, W.P. Sword, W.P. Blunt, W.P. Energy Pistol, W.P. Energy Rifle.

Standard Equipment: Radio transceiver, traveling clothes, stone armor, and two to four weeks' worth of food rations.

Weapons: Normally only wields a Stone Sword or Stone Club at any given time.

Transportation: None

Money: Has access to gold, the equivalent of 4000 Coalition credits.

Cybernetics & Bionics: None.

Vardiba Uberduervar, a former slave in the Chorrdali city of Oligatis, has become the most hunted criminal in the history of the Kingdom of Chorrdalis. Now known as Vardiba D'Exile, he has organized the Chorrdali Barbarians and other runaway slaves into a military faction capable of challenging the Kingdom's own military forces.

Vardiba was born a slave thirty-three years ago. His master was a cruel and sadistic man, and often beat young Vardiba and his fellow slaves for no reason at all. The friends of Vardiba's master were also violent and unnecessarily brutal, and as far as the slave could see, all slaves were treated as cheap and worthless property. Vardiba learned about pain and suffering at an early age, and the young Chorrdali came to believe steadfastly that no sentient being should ever suffer in this manner.

At the age of twenty, Vardiba decided that he could no longer allow his master to keep inflicting his cruelties upon others. One night, Vardiba crept up to his master's bed while the arrogant noble slept, and slit his throat with a stone knife. Vardiba and three other slaves made a break for freedom and the city walls, but only Vardiba successfully eluded the Chorrdali soldiers. The other were caught and hung.

Once outside the city, Vardiba wandered aimlessly for several months, always careful to escape the notice of wandering Chorrdali patrol. Eventually, Vardiba discovered the Chorrdali Barbarians, who welcomed him and allowed him to join their ranks. Vardiba quickly became one of the outspoken leaders of the Barbarians, and it was his passionate beliefs in freedom and equality for all that first allowed escaped Blarnogl slaves and other aliens amidst their ranks. It

was during this time that one of the Barbarians, a cyborg from Rifts Earth named Lazarus, gave Vardiba the name "Vardiba D'Exile". It was meant as a joke, but the name stuck.

Vardiba is a tenacious fighter who would gladly sacrifice his life in the name of freedom. However, he is not reckless enough to throw his life away in some meaningless attack. He currently plots to overthrow the government of Chorrdalis and the Grand Vernalik, biding his time and building his forces until the time is right. He is a humorous and talkative person among his followers, and has won their unwavering loyalty and confidence.

PREACHER FINDAYLE

Findayle Makinika, Kinsitata Druid

Alignment: Scrupulous

Attributes: I.Q. 18, M.E. 20, M.A. 15, P.S. 14, P.P. 12, P.E. 14, P.B. 9, Spd 20.

Hit Points/M.D.C.: 91 M.D.C. (has bathed in the Scarlet Waters)

P.P.E.: 163

I.S.P.: 31

Horror Factor: 8

O.C.C.: Kinsitata Druid

Level of Experience: 8th

Natural Abilities: Night vision and acute hearing.

Psionic Powers: Minor psionic. Powers include: empathy, telepathy, clairvoyance, see aura, astral projection, detect psionic, and psychic diagnosis.

Magical Knowledge: Can cast all Kinsitata druidical spells. Is also linked to a Korgata Tree.

Combat Abilities: Expert

Attacks per Melee Round: Four

Bonuses: +4 to strike, +5 to parry/dodge, +3 to roll/fall with punch/impact, +7 to save versus magic/psionics/poison.

Skills of Note: Basic Math (98%), Advanced Math (91%), Wilderness Survival (98%), Land Navigation (95%), Holistic Medicine (98%), First Aid (79%), Identify Plants & Fruits (98%), Prowl (95%), Track Animals (98%), Climbing (98%), Gymnastics (98%), Running, Preserve Food (98%), Anthropology (79%), Faerie Lore (98%), Demon Lore (98%), Sing (98%), Play Flute (98%), Play Drums (98%), Language: Dragonese, Hand to Hand: Expert, W.P. Archery, W.P. Blunt, W.P. Sword, W.P. Energy Pistol.

Standard Equipment: Traveling clothes, a Ring of the Weasel, a Staff of the Dragon, and two to four weeks' worth of food rations.

Weapons: Normally only wields a Stone Club at any given time.

Transportation: None.

Money: None.

Cybernetics & Bionics: None.

Findayle Makinika is a member of the Chorrdali Barbarians. While he is a pacifist who only fights when he absolutely has to do so, he also believes that the Chorrdali Barbarians and Vardiba D'Exile are the best chances to reunite the world of Jarnaka. He is often referred to as counsel for Vardiba and the other leaders of the Barbarians, as he is a very pragmatic and logical person. Preacher Findayle, as he is affectionately called, has a knack for making sense out of difficult situations.

Preacher Findayle was the druid for a small Kinsitata village for many years. One day, his village was approached by aliens - representative of Naruni Enterprises. These creatures promised the amazed Kinsitata the chance to see many astonishing and exciting things. Findayle warned his village not to listen to the aliens, but his words were ignored. All of the village, save for Findayle, followed the Naruni representatives, and they were promptly sold into a life of harsh slavery on Phase World.

Alone, Findayle, began to move onward, traveling aimlessly over Jarnaka. He eventually came across some Chorrdali Barbarians, who asked the sad, lonely druid if he would join their ranks. Intrigued by the offer, Findayle traveled to the Caves of Gethsalij, where he met Vardiba and the rest of the Barbarians. Seeing their hot tempers and tendencies towards rash and violent actions, he stayed on with them, serving as the word of caution among their group. His advice is well-respected and admired by nearly all the members of the Chorrdali Barbarians.

OFFWORLDERS ON JARNAKA

"I can respect the concepts of freedom and democracy in theory, if not in reality. The idea that all men are created equal would be nice. To think that all people are the same, are all rational, are all intelligent, would mean that this world of ours could be a utopian society. It would mean that a perfect world could be established.

"These concepts, though, are the dreams of liberal idealist who refuse to recognize the world for what it truly is. We do not live in a world dominated by intellect and reason, but by savage instinct. Only the strong can survive and rule, and the weak must follow or perish. Mankind, for all its achievements, is still nothing but a race of primal animals. Five thousand years of hatred, strife, and warfare have preached this obvious lesson. To think otherwise is to be a naive fool.

"Alexander the Great understood the lessons of power. So did Napoleon, and Stalin, and Hitler. They strove to unite the weak minds of the world under an iron grip of power to better direct and control humanity. Some may call these men despots, dictators, madmen. I disagree. I call them visionaries.

"The time has come once more for humanity to be guided by a firm hand. I see the cancer eating away at the foundations of society - drugs, racism, gang warfare, and the like. The governments of the world merely compromise and falter when they address these matters, for they want to please everyone. That is the nature of democracy. In order to try to benefit the majority, power must be diluted until it is virtually useless. Once more, one man must lead. One man must dominate everything, and be trusted to act for the good of the world.

"Who would be better than myself?

"I possess the raw power and the intellect to maintain order. I will not falter where others have fallen before me. Some may call it fascism, but I know beyond a shadow of a doubt that I am the only man alive capable of guiding the world as its leader. Only I can save the world from itself.

"And if I cannot rule the world, then I shall certainly destroy it instead."

*- from the book I'm Your God Now,
an early twenty-first century
autobiography of Tristan Spyre*

Most beings currently residing on Jarnaka originally from Rifts Earth have some connection with the villain Tristan Spyre. Spyre has developed a small military force, utilizing Ulithlogg technology, that is most likely capable of taking over the Coalition State of Lone Star. However, this is far from the end of Spyre's dreams. The time that he lives in may have changed, but his plans have not. He still wants to take over the world known as Earth. In fact, he believes that his task will be even simpler now, as the forces controlling the nations of Rifts Earth are less powerful and less centralized than in the twenty-first century. He is a man hell-bent on conquest, and so are his followers. Nothing can change Tristan Spyre's dream for complete conquest of Rifts Earth. This presents several ideas for possible adventures besides

the other hints and concepts presented elsewhere in this book. Some possible adventure topics, whether the player characters are from Jarnaka or not:

- ♦ The player characters, traveling through the nation of Tolkeen, learn that followers of a man called Cardinal Cray have been disappearing. Their investigation takes them to Jarnaka.
- ♦ The player characters encounter a group of homicidal crimson robots while exploring Jarnaka.
- ♦ The Coalition government of Lone Star secretly hires the player characters to locate Spyre's main base on Jarnaka.
- ♦ The player characters encounter a group of superheroes from twenty-first century Rifts Earth, who want to capture Spyre with the characters' help.
- ♦ The player characters discover an apocalyptic cult on either Jarnaka or Rifts Earth, who have been committing terrorist attacks against Tolkeen for the wizard Damizhon.
- ♦ The player characters are hired by a mercenary group to hunt down and capture the cyberknight Ryoga Dan, who is wanted by the Coalition government.
- ♦ The player characters come across a computer disk partially detailing Spyre's plans to invade the Coalition State of Lone Star.

These concepts can be further fleshed out and modified by the GM to better fit into an individual campaign. Below now are listed some of the more important NPC offworlders residing on Jarnaka.

CARDINAL CRAY

Cray Donovan, Human Mind Melter

Alignment: Aberrant

Attributes: I.Q. 19, M.E. 21, M.A. 12, P.S. 9, P.P. 12, P.E. 15, P.B. 15, Spd 25.

Hit Points/S.D.C.: 36/32

P.P.E.: 7

I.S.P.: 240

Horror Factor: Not applicable.

O.C.C.: Mind Melter

Level of Experience: 7th

Natural Abilities: None.

Psionic Powers: Master psionic. Powers include: empathy, telepathy, clairvoyance, see aura, astral projection, sixth sense, alter aura, mind block, detect psionic, total recall, psychic diagnosis, mind wipe, psi-sword, possess others, object read, telemechanics, empathic transmission, ectoplasm, resist fatigue, impervious to poison/toxin, bio-manipulation, and hypnotic suggestion.

Magical Knowledge: None.

Combat Abilities: Expert

Attacks per Melee Round: Four (includes boxing skill)

Bonuses: +2 to strike, +3 to parry/dodge, +2 to roll/fall with punch/impact, critical strike on roll of 18, 19, or 20.

Skills of Note: Basic Math (94%), Advanced Math (94%), Wilderness Survival (98%), Body Building, Boxing, Climbing (79%), Running, Prowl (64%), Streetwise (62%), Concealment (62%), Palming (69%), Pick Locks (84%), Intelligence (74%), Faerie Lore (74%), Demon Lore (74%), Literacy: American (98%), Language: American (98%), Language: Euro (98%), Language: Spanish (98%), Pilot Motorcycle (98%), Pilot Hovercraft (95%), Hand to Hand: Expert, W.P. Energy Pistol, W.P. Energy Rifle.

Standard Equipment: Radio transceiver, traveling clothes, heavy modified Dead Boy armor (80 M.D.C.), Wilk's 447 Laser Rifle, and two to four weeks' worth of food rations.

Weapons: Wilk's 447 Laser Rifle.

Transportation: Wastelander Motorcycle
Money: Has access to 2000 Coalition credits.
Cybernetics & Bionics: None.

Cray Donovan was a petty con artist for a long time before he met up with the villain Tristan Spyre. He is still wanted in nearly all the Coalition States, Northern Gun, and the Free State of Lazlo on hundreds of charges of extortion, fraud, and theft. He was on the run from Coalition soldiers just outside Lone Star when he happened to come across a man called Spyre. The two, after talking with one another for a while, realized that together they could make a formidable team. It was Spyre's idea to have Cray begin operating as a religious leader, so as to convince people utilizing his psychic powers that the Coalition government was evil. Cray currently spends his time shuttling between various bases on Jarnaka and his home base in Tolkeen, a place known to the majority of the populace as the Church of the Wyrms. Allegedly a church promoting the words of freedom, Cray instead brainwashes people into committing terrorist attacks against the government within the Church.

Cardinal Cray, as he is popularly known, is a vain and cowardly man. He would cheerfully sell out all his friends and allies to save his own hide from danger. He is a bully, and enjoys the respect and popularity he has gained through his false church. He is a short man with long black hair pulled into a ponytail, and always wears the finest clothing he can buy. Cray avoids fighting whenever possible, preferring instead to manipulate others with his psychic abilities.

KIRSAH THE DAMNED

Lo Kang Sinn, Chiang-Ku Dragon

Alignment: Miscreant

Attributes: I.Q. 24, M.E. 20, M.A. 28, P.S. 25, P.P. 17, P.E. 19, P.B. 20, Spd 25.

Hit Points/M.D.C.: 1400 human form / 2400 dragon form

P.P.E.: 700

I.S.P.: 80

Horror Factor: 13

O.C.C.: Chiang-Ku Dragon

Level of Experience: 8th

Natural Abilities: Impervious to poisons/toxins/drugs, nightvision, see the invisible, fire and cold resistant (half damage), bio-regenerate 1D4*10 M.D. every five minutes, and metamorphosis.

Psionic Powers: Major psionic. Powers include: telepathy, clairvoyance, see aura, sixth sense, alter aura, mind block, detect psionic, total recall, object read, resist fatigue, and telekinesis.

Magical Knowledge: Instinctive ability to use techno-wizardry. Also a master tattoo magician.

Magical Tattoos: Eye of Knowledge, Flaming Sword, Heart Encircled by Chains, Silver Cross, Heart Impaled by a Stake, Cloud in Chains, Three Eyes, Lightning Bolt, Eye with Dagger, Rose of Healing, Phoenix Rising from the Flames, Skull Encircled by Chains, Animal: Horse, Simple Weapon: Broadsword, Simple Weapon: Short Sword, Magic Weapon: Flaming Shield, and Magic Weapon: Flaming Broadsword with Wings (inflicts 2D6 M.D., 4D6 M.D. to other dragons),

Combat Abilities: Martial Arts

Attacks per Melee Round: Four (includes boxing skill)

Bonuses: +4 to strike, +6 to parry/dodge, +4 to roll/fall with punch/impact, critical strike on roll of 18, 19, or 20, +1 to save versus psionics, +4 to save versus horror factor, +3 to save versus magic.

Skills of Note: Cook (85%), Dance (80%), Fishing (90%), Play Flute (85%), Sewing 90%), Sing 85%), Basic Math (98%), Land Navigation (78%), Wilderness Survival (80%), Art (95%),

Disguise (80%), Streetwise (62%), Climbing (90%), Faerie Lore (90%), Holistic Medicine (75%), Demon Lore (80%), Literacy: Dragonese (98%), Language: Dragonese (98%), Language: American (98%), Pilot Motorcycle (98%), Pilot Hovercraft (95%), Horsemanship (72%), Hand to Hand: Martial Arts, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons, W.P. Chain, W.P. Sword, W.P. Blunt.

Standard Equipment: Radio transceiver, traveling clothes, Coalition Firebreather, and two to four weeks' worth of food rations.

Weapons: Coalition Firebreather.

Transportation: Typically rides on horseback, whenever possible.

Money: Has access to 500 Coalition credits.

Cybernetics & Bionics: None.

Lo Kang Sinn is a megalomaniac Chiang-Ku dragon who has sought to dominate others for many millennia. He believes that he should rule over all humans and other lesser creatures by divine right. The Chiang-Ku dragon, though, always seems to have fate working against him. In his last attempt to rule over and subjugate humans, in fourth-century Jerusalem, Lo Kang Sinn was badly injured by a mysterious and powerful wizard. It was during this time that the dragon developed the name of Kirsah the Damned. Fearing death, the dragon put himself into a magical slumber, sleeping through the centuries as his body slowly healed.

The dragon was discovered two years ago by Tristan Spyre, who accidentally awoke the beast while exploring some caves. The two, realizing that they were kindred spirits, decided to team up. Kirsah became Spyre's right-hand man (or dragon) in his operations, assuming all command responsibility when Spyre is absent from Jarnaka. However, both are highly suspicious of one another, and each plots to betray the other, once power is grasped. In the meantime, though, the two act as friends.

Kirsah is prone to explosive fits of temper, and is not a very stable person. He often acts before he thinks. He prefers to remain in human form whenever possible, and many of Spyre's other henchmen do not realize the true nature of Kirsah. The Chiang-Ku dragon is an extremely violent creature who treats those he considers to be inferior as insignificant and highly expendable. Kirsah the Damned delights in cruelty and trouble, and is a dangerous foe for any being.

DARNIZHON

Darnizhon Vatek, Human Mystic

Alignment: Diabolic

Attributes: I.Q. 25, M.E. 22, M.A. 19, P.S. 10, P.P. 9, P.E. 13, P.B. 7, Spd 16.

Hit Points/S.D.C.: 51/20

P.P.E.: 193

I.S.P.: 104

Horror Factor: Not applicable

O.C.C.: Mystic

Level of Experience: 12th

Natural Abilities: Sense supernatural evil, open oneself to the supernatural.

Psionic Powers: Major psionic. Powers include: exorcism, clairvoyance, sixth sense, see the invisible, presence sense, object read, resist fatigue, psychic surgery, and bio-manipulation.

Magical Knowledge: Able to cast and use many mystic spells.

Magical Spells: Cloud of Smoke, Death Trance, See Aura, Concealment, Fear, Turn Dead, Armor of Ithan, Energy Bolt, Paralysis: Lesser, Ignite Fire, Shadow Meld, Trance, Magic Net, Domination, Horrific Illusion, Compulsion, Apparition, Constrain Being, Second Sight, Metamorphosis: Human, Wisps of Confusion, Protection Circle: Simple, Summon & Control Canines, Control/Enslave Entity, Mystic Portal, Create Mummy, Create Magic Scroll, Summon & Control Entity, Create Zombie.

Combat Abilities: Expert

Attacks per Melee Round: Four

Bonuses: +2 to strike, +3 to parry/dodge, +2 to roll/fall with punch/impact, critical strike on roll of 18, 19, or 20, +4 to save versus psionics, +2 to save versus horror factor, +4 to save versus magic.

Skills of Note: Dance (98%), Play Guitar (98%), Radio: Basic (98%), Wilderness Survival (98%), Athletics (General), Disguise (98%), Escape Artist (98%), Climbing (98%), Faerie Lore (98%), Anthropology (98%), Archaeology (98%), Holistic Medicine (98%) Demon Lore (98%), Literacy: Dragonese (98%), Literacy: American (98%), Language: Dragonese (98%), Language: American (98%), Language: Euro (98%), Language: Gobbely (98%), Pilot Motorcycle (98%), Horsemanship (98%), Hand to Hand: Expert, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Sword.

Standard Equipment: Radio transceiver, walking staff, normal longsword, and two to four weeks' worth of food rations.

Weapons: Usually just a sword or wooden staff..

Transportation: Typically rides on horseback, whenever possible.

Money: None.

Cybernetics & Bionics: None.

Very little is known about the past of the wizard Darnizhon. If asked, he claims to be over three thousand years old, and based on his detailed claims of being significantly involved in the French and American revolutions, his word may indeed be true. Darnizhon is a born troublemaker. He delights in creating anarchy and chaos. At the current moment, he is indirectly helping Spyre on Rifts Earth by forming apocalypse cults, which believe that the end of the world is near. However, he has actually never met Spyre or any of his lieutenants.

Darnizhon serves a demonic entity with god-like powers called the Voordinaz. In exchange for being granted certain magical abilities and power at various times, Darnizhon creates mayhem on many different worlds and ritually sacrifices human beings in the name of the Voordinaz. Darnizhon is a flippant, sarcastic individual with little regard for his own life or the lives of others. He is more interested in making dire trouble than anything else, and will do incredibly stupid or dangerous things in the name of creating chaos. He is a tall human, six and a half feet tall, and only wears simple black hooded robes. Darnizhon is easily distinguished by his bald head, bright red goatee, and a purple tattoo (non-magical) of a dragon inscribed on the right side of his head.

RYOGA DAN

Ryoga Dan, Human Cyberknight
(Original Concept by Eric Mee)

Alignment: Scrupulous

Attributes: I.Q. 14, M.E. 17, M.A. 10, P.S. 17, P.P. 21, P.E. 14, P.B. 15, Spd 30.

Hit Points/S.D.C.: 44/70

P.P.E.: 7

I.S.P.: 44

Horror Factor: Not applicable

O.C.C.: Cyberknight

Level of Experience: 6th

Natural Abilities: Able to create psi-sword (3D6 M.D.)

Psionic Powers: Minor psionic. Powers include: mind block, psi-sword, sixth sense, and object read.

Magical Knowledge: None.

Combat Abilities: Martial Arts

Attacks per Melee Round: Four

Bonuses: +1 to initiative, +5 to strike, +6 to parry/dodge, +2 to roll/fall with punch/impact, critical strike on roll of 18, 19, or 20, +4 to save versus psionics, +2 to save versus horror factor, +4 to save versus magic.

Skills of Note: Basic Math (75%), Advanced Math (75%), Computer Operation (70%), Computer Programming (60%), Radio: Basic (75%), Radio: Scramblers (65%), Swimming (80%), Wilderness Survival (98%), Athletics (General), Paramedic (80%), Land Navigation (72%), Escape Artist (60%), Climbing (70%), Faerie Lore (60%), Anthropology (65%), Demon Lore (70%), Literacy: American (80%), Language: Dragonese (96%), Language: American (96%), Language: Euro (90%), Robots and Power Armor (74%), Robot Power Armor: Basic, Pilot Motorcycle (84%), Horsemanship (79%), Hand to Hand: Martial Arts, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Sword, W.P. Chain, W.P. Blunt, W.P. Submachinegun, W.P. Rifle, W.P. Heavy Energy Weapons.

Standard Equipment: Radio transceiver, gas mask, tinted goggles, tent, knapsack, and two to four weeks' worth of food rations.

Weapons: A normal katana and NG-L5 Laser Rifle are his usual weapons, in addition to the psi-sword.

Transportation: Typically rides on horseback or a Highwayman motorcycle, whenever possible.

Money: Has about 400 Coalition credits.

Cybernetics & Bionics: Cyber-Armor (50 M.D.C.), amplified hearing, multi-optic eyes.

Ryoga Dan is a troubled man with a troubled past. He originally was born in the area formerly known as China, where he used his cyberknight abilities to help out and defend the other people in his village. Ryoga Dan was a local hero.

However, one day his village was attacked without warning by four adult dragons. For reasons that he cannot explain, he alone survived. He awoke after the battle with a tattoo of a dragon's tooth imbedded on his left arm. Somehow, he believed that this was a symbol of his ultimate destiny.

After traveling through many dimensions and worlds for several years, Ryoga Dan found himself in the NorthAm region of Rifts Earth. He met the mercenary group called the Banwok Hunters at this time (see **Rifts Dimension Book: The Banwok Hunters** for details), and joined their ranks. He became good friends with the Undead Slayer Archimedes, and became almost maniacally obsessed with destroying the Banwok, whom he believed to be evil incarnate. At last, Ryoga Dan thought he had found his purpose in life.

A year ago, the cyberknight was thought slain by his comrades. Fighting several Banwok on the world of Hrogythlor, Ryoga Dan was mortally wounded by Banwok laser fire in a surprise attack, and the Banwok Hunters were forced to retreat without the body of their friend. Watching the battle unbeknownst to all, though, was Tristan Spyre. He had heard of the Banwok Hunters - in fact, he had fought them once before - and wanted to see what their capabilities in combat amounted to. He also wanted to learn about the Banwok. As both sides left the battlefield, Spyre took Ryoga Dan's body, and returned to one of his bases on Jarnaka. There, he was able to return Ryoga Dan back to life.

With the help of Cardinal Cray, Spyre reprogrammed parts of Ryoga Dan's mind. Ryoga Dan remembers very little regarding the truth of his past, and believes that Spyre is a good man attempting to free the people of Rifts Earth from evil factions such as the Coalition, Tolkeen, and the Banwok Hunters. Spyre plans to use the young cyberknight someday against his former allies, although he has not yet developed a detailed plan for doing so. However, while Ryoga Dan has been purposely denied access to much information regarding Spyre's true plans, certain actions of Spyre and his cohorts have led Ryoga Dan to believe that Spyre is not the benevolent protector of humanity that he claims to be. The only person that Ryoga Dan has confided his doubts to is another of Spyre's inner circle, a woman called Cheshire, whom the cyberknight has fallen in love with. Both believe that Spyre might be up to something quite sinister, and are both quietly trying to find concrete proof of these actions.

Ryoga Dan, off the battlefield, is a cold and calculating person, who tries to look at all situations quite logically and analytically. In a fight, he falls in a berserking rage, fighting with such a passion that he often scares his allies as well as his enemies. He is a short man, though

powerfully built, with Oriental features and long, jet-black hair. He prefers to use his psi-sword in battle, and despite being a part of Spyre's forces at the moment, is an honorable and good man.

CHESHIRE

Monica Gamble, Mutant Superhero
(Original Concept by Rick Schmidt)

Alignment: Unprincipled

Attributes: I.Q. 19, M.E. 19, M.A. 11, P.S. 30 (supernatural), P.P. 29, P.E. 34, P.B. 19, Spd 71.

Hit Points/M.D.C.: 800 M.D.C.

P.P.E.: 5

I.S.P.: 6

Horror Factor: Not applicable

O.C.C.: Mutant Superhero (from *Rifts Conversion Book*)

Level of Experience: 7th

Natural Abilities: Cheshire has several super-powers, all listed in the *Rifts Conversion Book*.

Among these powers are: flight, invulnerability, super-strength, and claws (capable of inflicting 4D6 M.D.C.)

Psionic Powers: None.

Magical Knowledge: None.

Combat Abilities: Martial Arts

Attacks per Melee Round: Four

Bonuses: +8 to strike, +9 to parry/dodge, +2 to roll/fall with punch/impact, critical strike on roll of 18, 19, or 20.

Skills of Note: Basic Math (85%), Advanced Math (85%), Computer Operation (75%), Computer Programming (65%), Computer Repair (65%), Computer Hacking (50%), Chemistry (65%), Chemistry: Analytical (60%), Cryptography (70%), Radio: Basic (80%), Radio: Scramblers (75%), Acrobatics, Gymnastics, Swimming (80%), Prowl (65%), Wilderness Survival (65%), Athletics (General), Paramedic (75%), Land Navigation (65%), Intelligence (66%), Detect Concealment (65%), Escape Artist (60%), Climbing (70%), Literacy: American (96%), Literacy: Euro (65%), Language: American (96%), Language: Euro (85%), Pilot Motorcycle (88%), Pilot Helicopter (80%), Pilot Automobile (84%), Horsemanship (78%), Hand to Hand: Martial Arts, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Sword, W.P. Revolver, W.P. Submachinegun, W.P. Rifle.

Standard Equipment: Radio transceiver, gas mask, tinted goggles, infrared binoculars, jumpsuit, knapsack, and two to four weeks' worth of food rations.

Weapons: Claws, and a NG-Super Laser Pistol/Grenade Launcher

Transportation: Uses her powers of flight.

Money: Has about 1500 Coalition credits.

Cybernetics & Bionics: None.

Monica Gamble was born in Great Britain in one of the many parallel dimensions of Rifts Earth. A bright young woman, she graduated from Cambridge at a fairly young age and worked as a chemical engineers for a few years. It was at this time that her inborn mutant powers began to manifest themselves. Seeing a potential to make the world better, Monica abandoned her normal life and joined the United Nations-sponsored team of superheroes called U.N.I.STAR. Adopting the name of Cheshire, she quickly became one of the most popular heroes of U.N.I.STAR Europe, based in Munich. With a flair for the dramatic as well as being beautiful and stubborn, Cheshire found herself suddenly to be one of the most popular women on the planet. She fell in love with the leader of U.N.I.STAR Europe at this time, a daredevil super-speedster called Feedback. Her life seemed like some sort of perfect fairy-tale.

The man who shattered this dream existence was the most notorious villain known in that particular dimension of Rifts Earth: Tristan Spyre. In one of his most infamous plots of the

twenty-first century, he placed a nuclear device beneath the city of Chicago, attempting to blackmail the city for three billion dollars. U.N.I.STAR Europe was called in to aid U.N.I.STAR America in finding and disarming the device before it could go off. The heroes Wonder Guy and Feedback managed to find the device, but while attempting to disarm the bomb, they accidentally opened up a temporary rift, which brought them to the current Rifts Earth. However, to the public back at home, they were thought to be dead.

Wanting vengeance, Cheshire volunteered to hunt down Spyre, who had fled from the forces of U.N.I.STAR into the future, using an experimental time machine. Unfortunately, when the time machine brought her to Rifts Earth, she landed unconscious in one of Spyre's bases. Spyre seized his opportunity, and used Cardinal Cray to alter her memories. She currently believes that she and Spyre were formerly superheroes from Earth's distant past, and were accidentally brought to Rifts Earth in a freak accident. She believes that Spyre is trying to work for the good of humanity, and is completely unaware that both Wonder Guy and Feedback are present on Rifts Earth. However, while Cheshire has been purposely denied access to much information regarding Spyre's true plans, certain actions of Spyre and his cohorts have led Cheshire to believe that Spyre is not the benevolent protector of humanity that he claims to be. The only person that Cheshire has confided her doubts to is another of Spyre's inner circle, a cyberknight called Ryoga Dan, whom the heroine has fallen in love with. Both believe that Spyre might be up to something quite sinister, and are both quietly trying to find concrete proof of these actions.

Cheshire was one of the tactical leaders of U.N.I.STAR Europe, and still fights quite intelligently and shrewdly. She is a stunningly beautiful woman, with tresses of long, curly red hair. She normally is quite mischievous and has a biting sense of humor with her friends, but her recent time spent with Spyre has made her a more somber individual. She is a thoughtful and caring young woman who believes in protecting the good of humanity, and almost always acts in the best interests of others, despite being affiliated with Spyre at the present time.

TRISTAN SPYRE

Tristan Spyre, Mutant Supervillain

(Original Concept by John Geoghegan)

Alignment: Aberrant

Attributes: I.Q. 45, M.E. 24, M.A. 17, P.S. 40 (supernatural), P.P. 30, P.E. 36, P.B. 12, Spd 55.

Hit Points/M.D.C.: 800 M.D.C. (normal), 3200 (with the Demon Heart and Runestaff of Judas)

P.P.E.: 550 (with the Runestaff of Judas)

I.S.P.: 6

Horror Factor: Not applicable

O.C.C.: Mutant Supervillain (from *Rifts Conversion Book*)

Level of Experience: 14th

Natural Abilities: Spyre has several super-powers, all listed in the *Rifts Conversion Book*.

Among these powers are: flight, invulnerability, magnetism, electrical manipulation, telepathy, super-strength, and emotion control.

Psionic Powers: None.

Magical Knowledge: Only what is available to him using the Demon Heart and the Runestaff of Judas.

Combat Abilities: Martial Arts

Attacks per Melee Round: Eight (including boxing, and the Runestaff of Judas)

Bonuses: +2 to initiative, +8 to strike, +9 to parry/dodge, +2 to roll/fall with punch/impact, critical strike on roll of 18, 19, or 20.

Skills of Note: Basic Math (98%), Advanced Math (98%), Computer Operation (98%), Computer Programming (98%), Computer Repair (98%), Computer Hacking (98%), Chemistry (98%), Chemistry: Analytical (98%), Anthropology (98%), Astronomy (98%), Biology (98%), Botany (98%), Cryptography (98%), Surveillance Systems (98%), Radio: Basic

(98%), Radio: Scramblers (98%), Play Violin (98%), Basic Electronics (98%), Electrical Engineer (98%), Robot Electronics (98%), Aircraft Mechanics (98%), Mechanical Engineer (98%), Robot Mechanics (98%), Weapons Engineer (98%), Forensics (98%), Medical Doctor (98%), M.D. Cybernetics (98%), Demolitions (98%), Acrobatics, Gymnastics, Boxing, Swimming (98%), Prowl (98%), Wilderness Survival (98%), Athletics (General), Land Navigation (98%), Intelligence (98%), Detect Concealment (98%), Navigation (98%), Read Sensory Equipment (98%), Weapon Systems (98%), Escape Artist (98%), Climbing (98%), Literacy: American (98%), Literacy: Euro (98%), Literacy: Spanish (98%), Literacy: Dragonese (98%), Language: American (98%), Language: Euro (98%), Language: Spanish (98%), Language: Dragonese (98%), Pilot Motorcycle (98%), Pilot Robots and Power Armor (98%), Pilot Airplane (98%), Pilot Hovercraft (98%), Pilot Helicopter (98%), Pilot Automobile (98%), Horsemanship (98%), Hand to Hand: Martial Arts, Robot Combat: Basic, W.P. Heavy Energy Weapons, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Sword, W.P. Revolver, W.P. Submachinegun, W.P. Rifle.

Standard Equipment: Radio transceiver, gas mask, tinted goggles, infrared binoculars, jumpsuit, knapsack, and two to four weeks' worth of food rations.

Weapons: The Runestaff of Judas, and special forearm blasters (normally inflicts 6D6 M.D.; if used in conjunction with magnetic powers, inflicts 3D10*10 M.D.)

Transportation: Uses his powers of flight.

Money: Has access to over forty million Coalition credits.

Cybernetics & Bionics: None.

Tristan Spyre was born in the late twentieth century in a parallel dimension of Earth. His parents were Antonio and Claudia Spyre, two world-renowned psychologists who taught at Yale University. At an early age, Tristan's parents noticed how frighteningly bright their child was. They also noticed that young Tristan seemed to have no instinctual concept of morals. They tried to give him a good, sound, moral basis to draw upon, but somehow it was always flawed. Tristan Spyre regarded everyone around him as his intellectual inferior, including his parents.

The child quickly passed through school, and gained some notoriety as a child genius. By the age of eleven, he had graduated from M.I.T. with a triple doctorate in genetics, computers, and chemistry with perfect grades. He taught at Yale for a few years after this, but quickly grew bored with the monotony of his existence. Already, he had secretly noticed his mutant powers, and had kept their existence quiet. As soon as he was old enough, he joined the military, becoming part of the Airborne Rangers. He stayed in the military for about five years, and was honorably discharged as a Captain in the Air Force.

Spyre, at this time, realized that he was far physically and intellectually superior to nearly everyone else living on the Earth. He decided that it was his destiny in life to either rule or destroy the rest of the world. He formed a group of like-minded supervillains called MAYHEM, which strove for world domination. However, this group was almost always thwarted by the superhero group called U.N.I.STAR, and Spyre served several sentences in jail because of this group (Spyre, though, invariably broke out of prison a few months after being incarcerated). He became known as the world's most dangerous criminal.

After a failed attempt to destroy the city of Chicago using nuclear weapons, though, Spyre found that he was being hunted and persecuted to an extreme extent. He was thought to be guilty of the presumed murders of the heroes Wonder Guy and Feedback. This made it nearly impossible to exist in his own world. Spyre, who had been secretly developing an experimental time machine for several governments in the Middle East, decided to escape into the future. Using one of the machines, Spyre fled hundreds of years into the future. When he awoke after a long sleep in his time machine, he discovered that he was in the New German Republic in Rifts Earth.

At first, Spyre attempted to take over the government of the NGR. He augmented a Tyrannosaurus Rex into genius levels, which became his assistant, Jericho (see **Rifts Dimension Book: The Banwok Hunters**) for details. However, he never developed the forces necessary to become successful, and was almost killed in a fight with the mercenary group

called the Banwok Hunters. Regrouping his efforts, Spyre began exploring different dimensions, trying to find a way to gain more power. In Jarnaka, he found his way. In an ancient Chorrdali tomb, he found the Demon Heart and the Runestaff of Judas. With these items, he began to build his forces once more, plotting to take of the Coalition State of Lone Star, which he believes to be a more reasonable first target than the New German Republic.

Spyre is not a unnecessarily cruel villain, but will usually do whatever is necessary to accomplish his goals. He is a tall, powerfully built man, with long blond hair and a goatee. He normally wears a simple black jumpsuit. He is a fearsome fighter, but not overly aggressive or stupid, which makes him extremely dangerous.

ARTIFACTS OF JARNAKA

Most of the strange and wonderful artifacts found on Jarnaka did not originally come from that world. However, their presence on Jarnaka is now known, and these items have the potential to make a significant impact on Jarnaka's present and future.

BLOODSORROW

Magical Power Armor

Model Type: Wolfen3302

Class: Military Assault Armor

Crew: One

M.D.C. by Location:

Forearm Short-Range Missile Launchers (2) - 140 each

Shoulder Medium-Range Missile Launchers (2) - 230 each

Right Forearm Rail Cannon - 100

Head - 100

Chest Ion Cannons (3) - 130 each

*Main Body - 980

Legs (2) - 190 each

Arms (2) - 160 each

Chest Laser Cannon - 270

*Depleting the M.D.C. of the main body will shut down the armor, rendering it completely useless and unusable.

Speed:

Running: 50 mph maximum

Leaping: The powerful robot legs can allow the armor to leap up to 20 feet high or across. Add an additional twenty feet with a running start.

Statistical Data:

Height: 29 feet

Width: 15 feet

Length: 7 feet

Weight: 2.7 tons fully loaded.

Physical Strength: Equal to a P.S. 30.

Cargo: Minimal cargo space; enough room is available for a hand-held weapon and personal gear.

Power System: Technowizard; the energy life is thought to be well over 200 years.

Black Market Cost: The Bloodsorrow armor is unique; the price, if offered for sale, would most likely be well over one hundred million credits.

Weapon Systems:

1. **Wolfen Forearm Rail Cannon:** A high powered railgun is mounted over the right forearm of the power armor. When not in use, the gun can be contracted back inside the armor plating.

Primary Purpose: Assault

Secondary Purpose: Anti-Armor

Mega-Damage: 1D8*10 M.D. for a burst of thirty rounds.

Rate of Fire: Equal to the number of the hand to hand attacks of the pilot.

Maximum Effective Range: 3000 feet

Payload: Three hundred rounds of ammunition, allowing ten bursts from the gun before being reloaded.

2. **Wolfen Chest Ion Cannons:** Three small but powerful ion cannons are mounted into the chest unit of the power armor. These cannons cannot be rotated: the armor must directly face the intended target to use these weapons against an opponent.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 2D4*10 M.D. per cannon

Rate of Fire: Equal to the number of the hand to hand attacks of the pilot.

Maximum Effective Range: 1600 feet

Payload: Effectively unlimited.

3. **Wolfen Chest Laser Cannon:** A large and powerful variable-frequency laser cannon is mounted into the chest unit of the power armor. This cannon cannot be rotated: the armor must directly face the intended target to use this weapon against an opponent.

Primary Purpose: Assault

Secondary Purpose: Anti-Aircraft

Mega-Damage: 4D6*10 M.D. per cannon

Rate of Fire: Equal to the number of the hand to hand attacks of the pilot.

Maximum Effective Range: 2400 feet

Payload: Effectively unlimited.

4. **Wolfen Short-Range Missile Launchers:** A short-range missile launcher is located right over each of the robot armor's wrists, each with a payload of two short-range missiles.

Primary Purpose: Anti-Personnel

Secondary Purpose: Defense

Missile Type: Any type of short-range missile can be used.

Mega-Damage: Varies per missile.

Range: Varies per missile.

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

Payload: Four, two per launcher.

5. **Wolfen Medium-Range Missile Launchers:** Two large medium-range missile launchers are located right over each of the robot armor's shoulders, each with a payload of twelve medium-range missiles.

Primary Purpose: Assault

Secondary Purpose: Anti-Aircraft

Missile Type: Any type of medium-range missile can be used.

Mega-Damage: Varies per missile.

Range: Varies per missile.

Rate of Fire: One at a time, or in volleys of two, four, eight, or twelve.

Payload: Twenty-four, twelve per launcher.

6. **Hand to Hand Combat:** Either by using its blades or more conventional means, the power armor can be used in hand to hand combat. Because the armor is so unique, the user must have the Robot Power Armor: Elite skill to use the combat bonuses available.

Combat Bonuses: +2 to initiative, +7 to strike/parry/dodge, +6 to roll with punch or fall/impact.

Damage: Restrained punch/kick 1D6 M.D., full strength punch 2D6 M.D., power punch 4D6 M.D. (counts as two attacks), judo flip/throw 1D4 M.D.

7. **Sensor Systems:** The Bloodsorrow Power Armor also has important sensory features:

1. **Thermoimager:** A special optical sensor allows the infrared radiation of warm objects to be converted into visual images. Enables the pilot to see in the dark, through smoke, and in shadows. Range: 3000 feet.

2. **Infrared/Ultraviolet Optics:** This optical system projects beams of ultraviolet and infrared light, allowing the pilot to see in those particular spectrums. **Note:** Others with these detection systems will see these beams, allowing them to trace the source.

3. **Ion Beam Targeting:** Applies to all the missile launchers, the ion cannons, the rail cannon, and the laser cannon. Adds +5 to strike.

The armor called Bloodsorrow was originally created by the runesword Solomon (see **Rifts Dimension Book: The Banwok Hunters**) for its former master Orcas about thirty years ago. Orcas, a vampire lord, wished to have two suits of power armor, one meant for brutal power, one meant for more covert operations. Bloodsorrow represents sheer force. After Orcas was slain, the armor lay abandoned until it was discovered by several traveling Chorrdali Barbarians, who brought it back with them to Jarnaka. While none of the Chorrdali Barbarians are quite sure how to properly use the armor, they do eventually plan to use the armor in an attack against the Kingdom of Chorrdalis.

THE RUNESTAFF OF JUDAS

(Also known as the Damnation Rod; Dark Betrayal)

Iscaras Freisson, Cursed Rune Staff

Alignment: Miscreant

Known Powers: Gives the wielder the following abilities: 500 P.P.E., 600 M.D.C., the ability to cast three mystic spells of *any* level once per day, +2 attacks, +2 to initiative. Causes 2D6 M.D. and kills an unarmored opponent instantly on a roll of a natural twenty. Can communicate telepathically with its wielder.

Iscaras Freisson was born on the medieval world of Maelstrom - now known as Lidzalle (see the forthcoming **Rifts Dimension Book: The Crimson Maelstrom** for more details). An elven noble in a militaristic society, he was ridiculed for his intellect and his weak physical nature. Iscaras grew bitter and twisted as he grew older, eventually killing his older brother Vanir, the leader of the elven kingdoms. For his crimes, Iscaras was banished from Maelstrom to a world called Palladium.

Obsessed with gaining power, Iscaras joined two other powerful wizards - Yeoman von Heilich, a wolven wizard later to be known as Solomon; and Spartacus Zechiara, a demented human magician later to be known as Zechariah. This small group referred to itself as the Storm. In order to gain control of this world called Palladium, the three wizards learned that they could gain much power by killing the alien intelligence known as Merlin on Earth. The Storm journeyed to Earth, and fought together against Merlin.

They lost. Merlin trapped the souls of the three in rune weapons as punishment for their insolence. For reasons still unknown, Merlin renamed the three - Iscaras was renamed Judas - and placed a deadly curse on the three weapons, should they be reunited. The weapons were then scattered to the far corners of the Earth. Judas was found, used, and discarded by many petty and greedy men for thousands of years, eventually making his way to a tomb in Jarnaka. There, he was found by Tristan Spyre. Judas bargained with Spyre, granting him his powers in exchange for a chance to help dominate the world. Spyre, intent on commanding the multiverse anyway, agreed.

Judas regards most living beings as disposable and useless. Thousands of years of hate have made Judas incredibly smart, knowledgeable, and prejudiced. The only living being that Judas probably has ever respected is Spyre, who is fulfilling Judas' dreams of long ago. He cares little for Spyre's lieutenants, though, and probably would not aid them if they got into trouble.

The Runestaff of Judas is carved from mahogany, and is indestructible to any known means of attack. The walking end of the Staff is capped with gold, and the head of the staff is carved into a unicorn's head. Along the length of the Staff, carved in Celtic runes, is one word, repeated over and over again - doom.

THE DEMON HEART

Known Powers: Gives the wielder the following abilities: 1800 M.D.C., bio-regeneration at the rate of 1D10*10 per round, immunity to spells and psionics, and the ability to *see into the future* once per day. (GM's note: obviously, the exact future of the campaign can never readily be told. What the Demon Heart show are not fact, but logical possibilities that the future hold. The farther into the future that the bearer of the Demon Heart looks, the more possibilities that can occur will be shown until the future is nothing but a jumbled mess. Make it perfectly clear to the players, should they ever use the Demon Heart, that the futures they see are the most probable outcomes of expected actions. Also, be deliberately vague in describing the future; use phrases like "a lot" or "a few" instead of specific numbers, et cetera. Use your best judgment in trying to predict the future of the player characters, and try not to give any too much information.)

The Demon Heart was created by the godling called Ulith, who wanted to help his followers guide their future. Instead, the Demon Heart became a catalyst for years of war and of bloodshed, as all who learned of its powers desired to know the future. The stone was thought lost at the end of the war for the Demon Heart, but in fact, it was stolen by a young Chorrdali soldier named Irewarg. Badly wounded in battle, he hid with his prize alone in an ancient Chorrdali tomb. He died in that tomb next to the Runestaff of Judas, never realizing how much power had been so close to his grasp.

Both the Runestaff and the Demon Heart were discovered by Tristan Spyre during his preliminary explorations of Jarnaka. The Runestaff told Spyre of the Demon Heart's powers, and Spyre immediately seized the stone. He currently wears it on a titanium chain around his neck. He has never told anyone that he actually has discovered the Demon Heart, but has hinted to the Ulithlogg that he knows where the stone is located in order to gain their help.

The Demon Heart, for all its power, is not sentient. It has no idea of the heartbreak and sorrow that it is responsible for. The stone itself is black and heart-shaped, about the size of a human fist and is indestructible to any known means of attack.. Two purple flaws, thin lines, run and criss-cross over the surface of the Demon Heart. The magical stone is the most coveted and holy item known on Jarnaka; thousands would gladly kill in order to possess it.

GOBLINTHORNE

Magical Power Armor

Model Type: Wolfen 0502

Class: Military Assault Armor

Crew: One

M.D.C. by Location:

Upper Leg Short-Range Missile Launchers (2) - 140 each

Shoulder Mini-Missile Launchers (2) - 100 each

Forearm Rail Laser Cannons (2) - 110 each

Head - 80

Chest Ion Cannons (2) - 130 each

Legs (2) - 150 each

Arms (2) - 130 each

*Main Body - 490

*Depleting the M.D.C. of the main body will shut down the armor, rendering it completely useless and unusable.

Speed:

Running: 50 mph maximum

Leaping: The powerful robot legs can allow the armor to leap up to 20 feet high or across. Add an additional twenty feet with a running start.

Statistical Data:

Height: 18 feet

Width: 8 feet

Length: 5 feet

Weight: 1.5 tons fully loaded.

Physical Strength: Equal to a P.S. 30.

Cargo: Minimal cargo space; enough room is available for a hand-held weapon and personal gear.

Power System: Technowizard; the energy life is thought to be well over 200 years.

Black Market Cost: The Goblinthorne armor is unique; the price, if offered for sale, would most likely be well over one hundred million credits.

Weapon Systems:

1. Wolfen Chest Ion Cannons: Two small but powerful ion cannons are mounted into the chest unit of the power armor. These cannons cannot be rotated; the armor must directly face the intended target to use these weapons against an opponent.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 2D4*10 M.D. per cannon

Rate of Fire: Equal to the number of the hand to hand attacks of the pilot.

Maximum Effective Range: 1600 feet

Payload: Effectively unlimited.

2. Wolfen Chest Laser Cannons: Two large and powerful variable-frequency laser cannon are mounted into the forearms of the power armor. When not in use, the guns can be contracted back inside the armor plating.

Primary Purpose: Assault

Secondary Purpose: Anti-Aircraft

Mega-Damage: 2D6*10 M.D. per cannon

Rate of Fire: Equal to the number of the hand to hand attacks of the pilot.

Maximum Effective Range: 2000 feet

Payload: Effectively unlimited.

4. Wolfen Short-Range Missile Launchers: A pair of short-range missile launchers are located on each upper thigh of the power armor, each with a payload of six short-range missiles.

Primary Purpose: Anti-Personnel

Secondary Purpose: Defense

Missile Type: Any type of short-range missile can be used.

Mega-Damage: Varies per missile.

Range: Varies per missile.

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

Payload: Twelve, six per launcher.

5. Wolfen Mini-Missile Launchers: Two small retractable mini-missile launchers are located right over each of the robot armor's shoulders, each with a payload of eighteen mini-missiles.

Primary Purpose: Assault

Secondary Purpose: Anti-Aircraft

Missile Type: Any type of medium-range missile can be used.

Mega-Damage: Varies per missile.

Range: Varies per missile.

Rate of Fire: One at a time, or in volleys of two, four, eight, or twelve.

Payload: Thirty-six, eighteen per launcher.

6. **Hand to Hand Combat:** Either by using its blades or more conventional means, the power armor can be used in hand to hand combat. Because the armor is so unique, the user must have the Robot Power Armor: Elite skill to use the combat bonuses available.

Combat Bonuses: +4 to initiative, +9 to strike/parry/dodge, +13 to roll with punch or fall/impact.

Damage: Restrained punch/kick 1D6 M.D., full strength punch 2D6 M.D., power punch 4D6 M.D. (counts as two attacks), judo flip/throw 1D4 M.D.

7. **Sensor Systems:** The Goblinthorne Power Armor also has important sensory features:

1. Thermoimager: A special optical sensor allows the infrared radiation of warm objects to be converted into visual images. Enables the pilot to see in the dark, through smoke, and in shadows. Range: 6000 feet.

2. Infrared/Ultraviolet Optics: This optical system projects beams of ultraviolet and infrared light, allowing the pilot to see in those particular spectrums. **Note:** Others with these detection systems will see these beams, allowing them to trace the source.

3. Ion Beam Targeting: Applies to all the missile launchers, the ion cannons, the rail cannon, and the laser cannon. Adds +9 to strike.

The armor called Goblinthorne was originally created by the runesword Solomon (see **Rifts Dimension Book: The Banwok Hunters**) for its former master Orcas about thirty years ago. Orcas, a vampire lord, wished to have two suits of power armor, one meant for brutal power, one meant for more covert operations. Bloodsorrow represents a more subtle approach to combat. After Orcas was slain, the armor lay abandoned until it was discovered by several traveling Chorrdali Barbarians, who brought it back with them to Jarnaka. While none of the Chorrdali Barbarians are quite sure how to properly use the armor, they do eventually plan to use the armor in an attack against the Kingdom of Chorrdalis.

THE ARMOR OF CHARLEMAGNE

Known Powers: Grants the wielder the following abilities: an additional 350 M.D.C., +1 on initiative, +2 attacks, and immunity to spells. If the 350 M.D.C. is depleted, the armor is completely destroyed.

The Armor of Charlemagne was thought to be a mythical suit of armor used thousands of years ago by the warrior Roland. In fact, it is quite real. The armor was recently discovered on Rifts Earth by the Undead Slayer Archimedes (see **Rifts Dimension Book: The Banwok Hunters**), but Archimedes was forced to abandon the armor on Jarnaka. The armor was found again by chance, by a patrol of Chorrdali soldiers. They gave this armor to the Grand Vernalik Chorrdahsi as tribute. Chorrdahsi takes great pride in this armor, and now wears it into battle. The armor may only be worn by a honorable man, and while Chorrdahsi is an extremely prejudiced individual, he does have honor. The armor is an enchanted suit of medieval plate mail armor, and weighs virtually nothing at all. On the chest of the armor is a faded, painted crest of a German eagle.

WRAITH

(Also known as the Axe of Vampires)

Josiah Wraith, Cursed Battle Axe

Alignment: Diabolic

Known Powers: Gives the wielder the following abilities: able to teleport as per the teleport: lesser spell once per day, inflicts triple damage on a critical hit, and can automatically parry *any* attack, be it sword, railgun, or missile. This does not apply to magical and psionic attacks. Causes 1D10*10+50 M.D. Can communicate telepathically with its wielder. The axe possesses 600 M.D.C.

Josiah Wraith was a sadistic warrior from the world of Palladium who happened to have the misfortune of meeting the wizard named Yeoman von Heilich - now the runesword Solomon - thousands of years ago. As was his custom, von Heilich imprisoned Wraith's soul in a rune weapon after defeating the powerful fighter in battle, placing it within a rune axe. von Heilich then gave the axe to some nameless minion as a prize, but also to humiliate the trapped warrior.

For millennia, the magic axe was passed on from owner to owner, each more fiendish than the last. Eventually, the axe made its way to the world of Jarnaka, where it was used by several of the Grand Vernaliks of Chorrдали. Even the most despotic of rulers, though, realized Wraith's inherently evil nature, and eventually the axe went from the battlefield to the throne room, hung up as a reminder of warfare. If war should ever come to the Kingdom of Chorrдали again, though, it is the duty of the Grand Vernalik to take up Wraith once more and slay the foes of the nation.

Wraith demands death and destruction wherever he goes. He will not grant his powers to his wielder unless he can kill at least once per day, preferably innocents. Wraith loves to deceive his wielders into entering massive combat, which allows him the opportunity to kill. All Wraith cares about is killing others, and will do anything possible in the name of mindless murder. The axe appears to be a plain battle-axe, with worn notches in its wooden handle and a sharp-looking steel axe head stained crimson with the blood of thousands of victims.

- finis -

previously published:

riffs dimension book: the banwok hunters (hrogrythlor)

forthcoming:

riffs dimension book: four keys of telos (qem'chomudu)

riffs dimension book: the crimson maelstrom (lidzalle)



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