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RIFTS® DIMENSION BOOK™ 12:

DIMENSIONAL OUTBREAK™

By CARL GLEBA



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Your next step into the Minion War™

Dedication: This book is dedicated to my wife, *Lisa Gleba*, who has long been a gaming widow on Saturdays, but of late has become a writer's widow too. Honey, thanks for poking your head in once in a while to visit and for your continued support.

Love always, Carl

Special Thanks goes to Jacob Groben for his meticulous editing of this manuscript. I also want to thank Leslie Furness for his inspirational drawings of the Naruni Conquistador, Espandon, and the main Deevil base, Naruni Space Station NE108-0272. Those were the boost I needed to finish up this book, thanks! As far as the initial inspiration, I also want to thank Apollo Okamura for his drawing of the Demon Fury and the concept sketches of the Harbinger and Demon Fighters. Finally, there's the crew of the Skip Chaser, who hope to survive through the Minion War.

– Carl Gleba, 2009

The cover, by *John Zeleznik*, depicts a scene from the *Battle for Center* as demons and Deevil forces face off, and innocent mortals are caught in the crossfire of their hatred and bloodthirsty ambition.

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Special Thanks to *Carl Gleba* for coming up with the idea for the epic Minion War™ series, to *all my artists* whose artwork and imagination continue to amaze people across the Megaverse, and my heroic staff without whom I'd be lost: Alex, Wayne, Julius, and Kathy.

– *Kevin Siembieda, 2010*

Table of Contents

Map of the Three Galaxies	8	Center Spaceport & Shipyard District	33
From the Author	9	Level Two: Sector B North	33
Phase World: Center	9	Universal Phase Technologies (UPT)	33
Center's Rooftop & Exterior	9	Map of Sector B North	34
A Phase Weapon Note	10	UPT Phase Transceivers	34
Planetary Defense Phase Cannons	10	The Center Spaceport	35
Heavy Anti-Matter Phase Missile Launchers	11	The Gauntlet	36
Point Defense Turrets	11	Gaining Access to the Spaceport	36
Skyline Spaceport	12	Center's Landing Berths	37
Skyline Landing Pads	14	Internal Landing Pads	38
No Weapons Allowed	14	Deluxe Internal Hangars	38
Sublease of Landing Pads	14	Subletting Hangars & Berths	39
Phase Teleporter	15	Dock Masters	39
Center	15	The Merchants' Concourse	39
Center Level One	15	Some Notable Businesses on the Concourse	40
Notable People and Locations	16	Aurora Ballistics & Armaments	40
Manor Park	16	Begal's Smoke Shop	41
1. The Thraxus Estate	16	Central Landing Express	41
2. The Embassies	17	Collin Darrins	41
3. Vanderneut Estate	18	Helmut Security Services	42
Gloria Vanderneut	18	Hover-Buy, Stellar Ship Repairs	43
4. The Nova Estate	19	The Magic Lantern (Club)	43
Rick Nova	19	Naruni Enterprises	43
5. The Kenichi Estate	20	The Rabbit Hole (Tavern)	43
Akimoto Kenichi	20	Shining Light Pawn Shop	43
6. The Modarie Estate	21	Solar Salvage Pawn Shop	44
Londo Modarie	21	Space Trekkers (Tavern)	44
Center Level Two	22	Tranq's (Drug Den)	44
Gateland – Sector A South	22	Level Two Shipyards	44
Customs Inspection	22	Notable Businesses in the Shipyards	44
Entering Center (from Gateland)	22	Naruni Enterprises Shipyard	44
Weapon Restrictions	23	Stargazer Corporation	44
Expedited Inspection and Processing	24	The Repo-Yard	45
Center Identification Card (CIC)	24	Bigger Guns for Bigger Runs	45
Promethean Storage at Gateland	25	3G Smiths	45
Map of Level Two: Sector A South	25	Galactic Ship Corporation	46
Gateland Central Control	26	Spacetown	46
Gateland Security	26	Information Terminals	46
The Detention Center	27	Fine and Not So Fine Dining	48
Security Command Center	27	Tri-Galactic Mega-Buffer	48
Unseen Security	28	Carmen's Fine Dining	48
Center's Financial District	28	C&C's Cakes and Coffees	49
Map of Level Two: Sector A North	28	Bars and Taverns	49
Universal Trade Credits (UTC)	29	Central Fantasies	49
Center's Command and Control	29	FTL Express	49
C.A.I.N. Center Artificial Intelligence Network	29	The Jovian Arena	49
CC&C Spaceport	29	The Rock & Keg	49
Elder's Sanctuary	30	Level Two Warehouse District	50
The Singing One	30	Map of Level 2, Sector B South	50
Central Station	31	Center Level Three	51
A Few Notable Shops at Central Station	32	Splugorth Trading Post, Section A	51
Center's Transportation Network	32	Notable Dealers at the Trading Post	53
Monorail Bullet Trains	33	Vicarious-D's Exotic Components	53
		Custom Body Sculptors	54
		Safari Inc.	54

The Megaverse at Large	54	Cosmo-Knights	96
The Blood Dome	55	Center, the Key to it All	96
The Labyrinth	56	The Fate of the Three Galaxies	97
The Grand Pyramid	56	One Final Note	97
Klynncryth Residence	57	Demonic Forces	98
Wonder World	57	Demons in Space	98
The Open Market Plaza	57	Space Travel and Combat	98
Wonder Zoo & Safari Ride	58	Secrets of the Demon Fleet	99
Educational Theme Parks	59	Demon Bases of Operation	100
The Alien Sector	60	Fecklar's Star Base	100
Center Level Four	60	Hades Vortex Base	102
Map of Center Level Four	61	Cormal, Destroyer of Worlds	103
Free Trade Zone	62	Castle Halthhag	108
NE Demo Rooms	62	Unique Demon Forces in the Three Galaxies	110
NE Security	62	Demon Knights	110
NE Robot Combat Arena	62	The Powers of the Demon Knights	112
Naruni Enterprises Business District	63	Star Slayer Demon	114
Bushido Industries	63	Phase Demon	116
The Warlock Market	64	Plasma Demon	118
Lord Andros	65	Demonic Mortals	120
Schools of Magic	66	Greater Demonic Mortals	122
Low Rent District	67	The Demon Fleet	124
Industrial District	67	Bone Scout	124
Center Levels 5-7	67	Demon Fighter	126
Center Levels 8-10	67	Hell Bringer, Shuttle/Dropship	128
Levels 11 & 12	68	Soul Barge	130
The Rift Levels	68	Demon Fury Frigate	132
Levels 13-20	68	Bone Maw Carrier	134
The Criminal Underworld	69	Demon Stars	136
The Modern History of Center	70	New Techno-Wizard Armaments	136
The Forge War	75	Hell Fury Missiles	136
Kotus Point	76	Elemental Fury Missiles	137
Harkon Nebula	77	Blood Rifle	138
Minion War Has Started	77	Ripper Vibro-Axe	138
The Present	80	Blood Bane Power Armor	139
Kotus Point	80	Deevil Forces	141
The Roots of Chaos	80	The Deevils' Response	141
The Demon Invasion	81	Corbin Decker	142
The Battle for Center	83	Free World Council (FWC)	144
The Wild Cards	85	Deevil Bases of Operation	145
The Deevils	85	The Devil's Eye	145
Lord Klynncryth	87	NE 108-0271 Asteroid Station	146
Lord Thraxus	88	The Avalon System	148
You, the Player Characters	88	Star Fire Drones	150
The People of Center	89	Def-Com Nova Drones	151
The Prometheans	89	Avalon Defense Stations	152
Star General Halthhag	89	The Deevil Fleet	155
Zanith Ving	92	Corrupted Power Armor	156
What's Next	93	Rapier-Class Stealth Fighter (NE)	158
The Lasting Effects of the Forge War	93	Espandon Gun Frigate (NE)	160
The unpredictability of mortals and rivals	94	Conquistador Naruni Assault Cruiser	162
Possible Story Hooks	94	Minions of the Three Galaxies	164
CCW & The Georgia Protectorate	94	New Alien Beings	166
United Worlds of Warlock	95	Mercurials, Minions of Hades	166
Cormal, the Destroyer of Worlds	95	Sparklits, Minions of Hades	169

Star Hunters, Minions of Dyval	172
Zangerines, Minions of Dyval	175
Space Magic Alphabetical List	177
Demon Magic	177

Quick Find Table

ABA (see Aurora Ballistics & Armaments)	40
Arrival to Center is free	25
Basement, The	68
Book of Heroes	73 & 104
Bushido Industries	63
C.A.I.N. (Center Artificial Intelligence Network)	29
CC&C (Center Command and Control)	29
CC&C Spaceport	29
C&C's Cakes and Coffees (chain store)	49
CDT (see Information Terminals)	46
Center's Artificial Intelligence Network (C.A.I.N.)	29
Center's Command and Control	29
Center's Criminal Underworld	69
Center's Defenses (general description)	9
Center's Defenses: Phase Cannons	10
Center's Defenses: Heavy A.M. Phase Missile Launchers	11
Center's Defenses: Point Defense Turrets	11
Center's Transportation Network	32
Center Level One: The Manors	15
Center Level Two: Starts (Gateland)	22
Center Level Two: Central Station	31
Center Level Two: Spaceport	33 & 35
Center Level Three: Splugorth Trading Post	51
Center Level Four: Naruni Enterprises	60
Center Level Four: Warlock Market	64
Center Levels 5-7: The Residentials	67
Center Levels 8-10: Common Residential Levels	67
Center Levels 11-12: The Rift Levels	68
Center Levels 13-20: The Basement	68
Center: Battle of	83
Center: Identification Card (CIC)	24
Center: Information Terminals	46
Center: Ley Lines & Rifts (Levels 11-12)	68
Center: Rooftop Spaceport (Skyline)	12
Center: Spaceport (Main, Level 2)	12 & 35
Center: Spaceport, Deluxe Hangars	38
Center: Spaceport, Gauntlet	36
Center: Spaceport, Landing Berths	37
Center: Spaceport, Merchant's Concourse	39
Center: Storage Lockers	25
Center: Storage Locker Fees	26
Center: Story Hook (The Key to it All)	96
Center: Visitor Inspection & Authorization	24
Center: Weapon Restrictions	23
Central Station	32
Central Station: Shops	32
Central Station: Transportation Network	32
CLE (see Central Landing Express)	41
Cormal, Book of	77 & 104

Cormal, Description of	103
Cormal, first appearance	80
Cormal, Story Hook	95
Curious Goods (magic shop)	65
Curious Goods: Lord Andros, Alchemist	65
Deevil Bases	145
Deevil Battle for Center	85
Deevil Battle Plan (see Response)	141
Deevil Fleet Starts	155
Deevil Mastermind: Corbin Decker	142
Deevil Pawn: Free World Council (FWC)	144
Deevil Power Armor (see Blood Bane)	139
Demon Bases	100
Demon Battle Plan	81
Demon Drop Ship (see Hell Bringer)	128
Demon Fleet, The	124
Demon Forces	98
Demon General Halthhag	89
Demon Knight	110
Demon, Phase	116
Demon, Plasma	118
Demon Planet (see Cormal)	103 & 136
Demon Stars	73 & 136
Demon Star Slayer	114
Demonic Mortal	120
Demonic Mortal, Greater	122
Dysasha Demon(see Star General Halthhag)	90
Forge War, begins	76
Forge War, The Present	80
Forge War, The Lasting Effects	93
Gateland	22
Gateland Central Control	26
Gateland Security	26
Gateland Security Command Center (and troops)	27
Gauntlet, The	36
Georgia Protectorate	78 & 94
Gloria "Cookie" Vanderneut	18
Great War (the First One)	73
Halthhag, Demon Star General	89
Hover-Buy	43
HSS (see Helmut Security Services)	42
Information Terminals	46
Kotus Point	76 & 80
Klynncryth, Lord	87
Manors, The	15
Map of Three Galaxies	8
Map of Center Level 2: Gateland	25
Map of Center Level 2: Financial District	28
Map of Center Level 2: Space Town	34
Map of Center Level 2: Warehouse District	50
Map of Center Level 3	52
Map of Center Level 4	61
Merchant's Concourse, The	39
Modarie Crime Syndicate	21 & 50
Modarie Estate	21

Modarie, Londo (founder)	21
Modarie, Spacer Guild	21
Naruni Enterprises (see Free Trade Zone)	62
Naruni Enterprises: Asteroid Station	146
Nova, Rick	19
Phase Missiles	11
Phase Shunt	24
Phase Technology (see UPT)	33
Phase Teleporter	15
Phase Transceiver	34
Promethean: Elder's Sanctuary	30
Promethean: Initiation Temple	30
Promethean: The Singing One	30
Promethean: The Voice (see Singing One)	30
Promethean: Traitor, Zanith Ving	92
Promethean: Tribunal	28
Repo-Yard	45
Skyline Spaceport	12
Skyline Spaceport: Control Tower	14
Skyline Spaceport: Landing Pads	14
Skyline Spaceport: Sublease of Landing Pads	14
Skyline Spaceport: Total Privacy	14
Spacer Guild	21 & 50
Spacetown	46
Splugorth: Grand Pyramid	52 & 56
Splugorth: Klynncryth	57 & 87
Splugorth: Trading Post	53
Stargazer Corporation	44
Sunhammer Consolidated Freightways	40
Thraxus, Lord	88
Three Galaxies, Map of	8
Universal Phase Technologies (UPT)	33
Universal Trade Credits (UTC)	24 & 29
United Worlds of Warlock: Story Hook	95
UWW Orbital Weapon Systems (see The Avalon System)	148
Warlock Market, The	64
Warlock Market: Curious Goods Magic Shop	65
Warlock Market: Schools of Magic	66
Weapons, Start	136
Wonder World	57
Zanith Ving (Promethean traitor)	92

Alphabetical List of Demon Magic

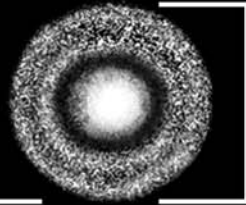
Acid Blood Sphere (10)	181
Acid Blood Spit (5)	179
Baal-Rog's Fire Whip (13 or 30)	181
Battlefield Blood Beast (88)	188
Beyond Redemption (21)	186
Blood Armor (7 or 21)	181
Blood Bath (13+)	184
Blood Blade (6+)	182
Blood Bolt (30)	185
Blood Lust (80)	188
Blood Mist (8 or 36)	185
Blood Splatter (8)	180

Cloak of Fire (11)	185
Cloak of Hate (11)	185
Consume Soul (60)	189
Curse: Corrupted Blood (90)	189
Curse: Hell Binding (160)	189
Dark Yearning (10)	183
Death by 1,000 Cuts (500)	190
Death Trance (1)	179
Demon Blade (40)	187
Demon Claws of Hate (20)	185
Demon Claws of Vengeance (7 or 21)	180
Demon Fire Hide (4)	180
Demon Rebirth (200)	190
Demon Roar (3)	179
Demon Skin: Lesser (25)	187
Demon Skin: Greater (45)	187
Demon Talons (8 or 24)	182
Envy (9)	183
Eyes of the Magot (8)	182
Fire and Brimstone (700; Legend)	191
Friend of the Serpent (3)	179
Friend of the Worm (9)	182
Gluttony (9)	183
Heart of Darkness (500)	190
Hellfire Bolt (10 or 30)	185
Impervious to Poison (5)	180
Lava Walk (13)	184
Lust (9)	183
Power of the Magot (16)	184
Pride (7)	182
See the Invisible (4)	179
Sense Good (5)	179
Sloth (9)	184
Soul Fire (25 or 75)	186
Spew (9)	184
Spew Blood (4)	179
Spew Lava (7)	182
Streaming Energy Snakes (20)	186
Summon Bat Out of Hades (50)	187
Summon Bat's Disgrace (40)	187
Summon Bat's Fool (43)	187
Summon Demon Planet (42,000+; Legend)	191
Summon Greater Demon (200)	190
Summon Spawn of Pestilence (50)	188
Temptation (6)	180
Tormented Soul (100)	189
Track by Scent (6 or 18)	180
Vanity (7)	183
Wings of the Demon Locust (35 or 105)	188
Wings of the Gargoyle (8)	184

The Three Galaxies

170,000 light years

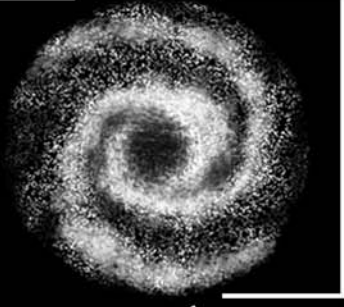
Anvil



20,000
light
years

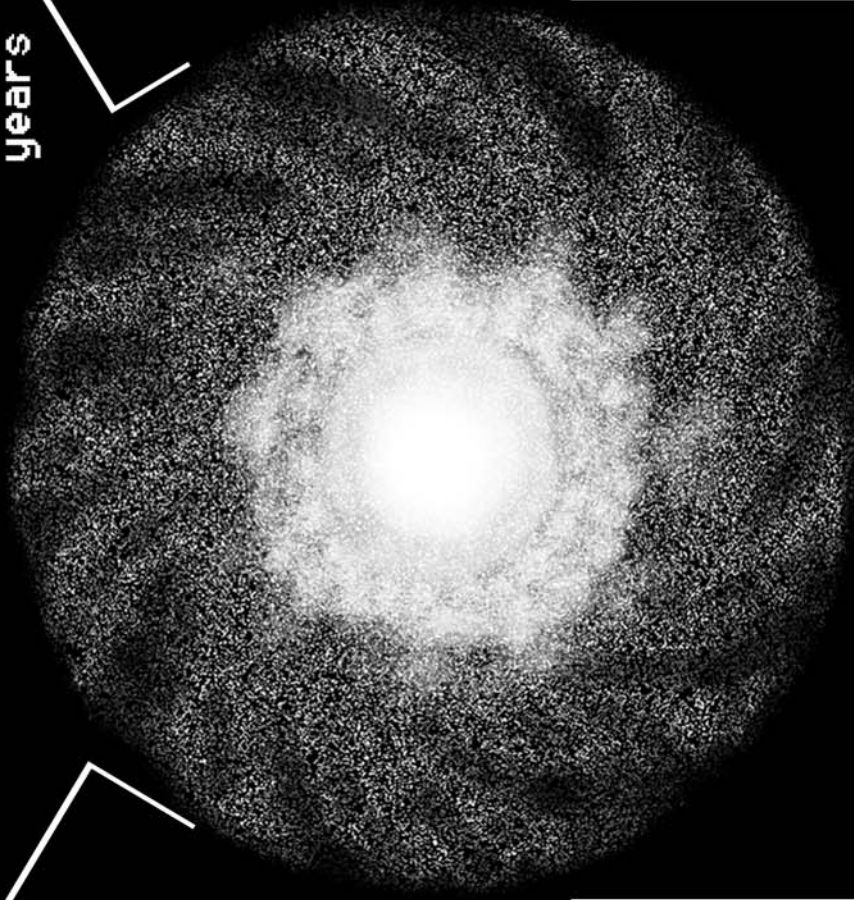
30,000
light
years

Thundercloud



30,000
light
years

20,000
light
years



Corkscrew

90,000 light years

From the Author

Some books, despite your original vision, elaborate plans and research, have a way of taking on a life of their own and writing themselves. I was already quite familiar with the **Phase World®** setting when I started working on **Dimensional Outbreak**, but wanting to be sure I was up to date, I read through all of the books again, taking several pages of notes in the process. Well when I sat down to write I started writing all about the battle in *Center* and was quite a ways in when I realized that, “gee, if I’m going to talk about Center to this degree, I had better write something up about many of the locations I want to use in this piece.”

So I put that part aside and started to detail the first four levels of Center. Well, before I knew it that one section had grown to be the largest, and at the rate I was going this installment of the *Minion War™* was going to be all about Center. Well, I thought, that can’t be too bad, after all, we just get a glimpse of Center from the original Phase World® Dimension Book, and besides, I was having too much fun to stop.

It was like I was there exploring Center and I couldn’t type fast enough. I love it when the creative juices are flowing like that. I had originally intended the book to be more like *Three Galaxies™*, where I would describe numerous locations in the region where the demons and Deevils were hashing it out. So while I still did manage to cover all I wanted to in this book, it was not the book I had originally sat down to write. Hey, let’s face it, without *Center*, the Three Galaxies would be just another space opera. *Center* is what helps define the Three Galaxies and connects it to the rest of the Megaverse. So without further delay, let’s explore Center and see what’s next in the escalating *Minion War™*.

– Carl J. Gleba, 2009

Phase World: Center

Center. It is many things to many people.

The Center of commerce and trade in the Three Galaxies. The Center of Culture. The Center of knowledge and advanced sciences. The Center of decadence and wealth. The Center of Promethean power. The Center of diplomacy. The Center of conspiracy and treachery. The Center of religion and Mecca for believers in the First Race. And for some, it is the Center of the Megaverse, with gateways to thousands of worlds, and so much more.

Center has been one of the main attractions of Phase World for millennia. It is not only a dimensional hub, it is the *center* of the **Three Galaxies** (and some say, the Megaverse). It is a place where the movers and shakers of thousands of worlds come to do business. No matter where you are in the Three Galaxies, someone, somewhere has been to Center and has a tale to tell.

The reasons someone might visit Center are many. It is a nexus to the Megaverse – a *gateway* to thousands of worlds via Rift portals and spacegates – making it a bustling center of trans-galactic travel. For many, it is a center of commerce, a place to cut life-changing deals, sell products to entire worlds, or acquire rare and exotic items, from magic and alien technology to drugs and illicit wares. Others visit to see the incredible sights that abound everywhere in the sprawling galactic trading port. Still others come for religious purposes, as the city of 600 million is said to have been founded by the *First Race*. Many others are curious, and come from all across the Megaverse just to catch a glimpse at the exotic wonders and other visitors of the legendary city. Regardless of the reason, few leave without being impressed by something they have seen, heard or experienced.

Even the mundane can seem amazing at Center. Garbage receptacles, for example, teleport garbage to parts unknown – trash and waste just vanish in a twinkle of energy. The monorail mass transit system that transports hundreds of thousands of people to countless locations all over the city is silent and as fast as lightning. Just standing on a street corner or city plaza provide a spectacle as beings from hundreds of distant and alien worlds across the Three Galaxies and beyond walk by. A visitor might even see dragons and demons. The city is so varied and has so much to offer, that even the most jaded and worldly individuals find something to catch their interest.

Center’s Rooftop and Exterior

Center’s External Weapon Defense

Most of Center’s formidable defenses are hidden from sight. The logic being that naive and innocent visitors should not be frightened by such displays of power, and the prying eyes of enemies have no business knowing anything about them. Thus, the vast majority of Center’s ground-based defenses are concealed in bunkers or recessed within the indestructible walls of the city.

On the roof of Center, large *Phase Cannons* are spaced every 1,000 feet (305 m) across its surface and around the rim, but even they are concealed until needed. Should the city fall under attack, these weapons rise out of their concealed ports to engage the threat. The Phase Cannons draw power from deep within Center and have, over the millennia, protected the city from numerous ill-fated invasion attempts. They are controlled from the main *Command and Control Center* headquartered just north of the **Central Station** on Level Two. Each cannon is an ultra-heavy *Phase Beamer* and releases so much Phase Energy that they are limited to only a single shot per minute. However, that is enough, because the cannons fire in alternating sequences so there is never a pause in weapon-fire.

In addition to the cannons, there are also a battery of missile launchers concealed on Center’s rooftop among the many layers of landing pads operated by the *Skyline Spaceport*. Several of the landing pads are actually massive, concealed missile platforms that rise up from the floor of the roof to tower above the real spaceport landing stations. When the missile platforms are

at their apex, they open up like a blooming flower to unleash a barrage of up to 25 heavy cruise missiles per volley. However, these are not conventional cruise missiles, but deadly **Phase Missiles**. A *Phase Field* keeps the missile “cloaked” until it is upon its target, giving little to no warning before it appears and hits. This also makes Phase Missiles almost impossible to shoot down or defend against. **Note:** Most gunners and artificial intelligences are at -5 to strike when trying to hit a Phase Missile.

In addition to their cloaking ability, Phase Missiles are in a state of *phase flux*, so for ships with no force fields, a Phase Missile can literally enter the ship and detonate inside of it, bypassing the armor and obliterate the inner workings and crew. This often makes for “one hit, one kill.” Phase Missiles are one of the few secret weapons that the *Prometheans* who rule Center have not actually sold on the open market. And it is likely these weapons will remain a secret and exclusive to Center for a long time coming.

Point Defense System (PDS). By galactic standards, these weapon platforms would be considered multi-weapon *starship* cannons, but the Prometheans just consider them to be their point defense system. These point defense weapon platforms, like all the rest of their weapons, are concealed until they emerge from the walls. They appear as good-sized ball turrets that quickly track fast-moving targets, from fighters and robots to cruisers, and shoot them down with deadly accuracy. Once the small, fast attack ships are dealt with, the PDS turns toward addressing larger targets. The ball turrets are a combined weapon system of *Phase Cannons, conventional HI-Lasers, rail guns, and medium-range missile turrets*. The heaviest concentration is on the side where the *spaceport* is located, as this is where the most trouble is expected, and the Prometheans are ready to deal with anything that comes their way. The ball turrets are concealed within the exterior walls of Center, with most located between many of the external docking berths. When needed, they extend out beyond the berths and lock into place, ready to defend the ancient city.

As one might expect, Center has numerous other technologies at their disposal to aid in the defense of the massive city. *Phase Fields* and *force shields* can be erected just about anywhere in Center. The Prometheans also have access to a *Phase Transporter System* that works along the same lines as Center’s transporter pads. The concept is the same, but the Phase Transporter is not limited to specific pads or locations. Rather, Prometheans can be transported anywhere around Phase World as needed. It is also used in emergencies such as when a ship is in trouble and the crew doesn’t have time to evacuate. The whole crew can be “Phase ‘ported” to safety and, if necessary, the ship can also be moved by such means. Phase Transporting can be managed from either the *Skyline Control Tower* or *Center’s Command and Control Center*. The range on Phase World is unlimited thanks to the signal being boosted and relayed by the many space stations that ring the planet.

These are just some of Center’s known defenses. Phase World has a slew of spacecraft from the infamous *Star Ghosts* to star cruisers that rival the Consortium’s Proctor Class Battleship, not to mention the heavily armed space stations and Spacegates in constant orbit. This has led many to insist that

Phase World’s defenses are impregnable and Center indestructible.

A Phase Weapon Note

Phase World has some of the most powerful weapons in the Megaverse, and as one might expect, they use those weapons to protect Center.

The beauty of Phase Weapons is they are excellent at destroying force fields and other types of energy field defenses. However, they are most famous for wiping out the entire crew and troop detachment of spacecraft to entire populations of space stations without damaging the vessel itself. Phase Energy harmlessly passes through walls and body armor, including the hulls of spaceships and space stations, to obliterate the living beings behind them without damage to the physical space vessel. Killing only living beings, a Phase Cannon leveled at a space cruiser will kill every living thing inside, from crew and power armored soldiers to pets and lab animals, without scratching the paint of the ship itself. This leaves the enemy vessel and its cargo completely intact for reclamation and use, or resale. Entire ships can be resold or stripped down for component parts, while any cargo contained within the belly of the spacecraft can be seized and done with as one may please. Power armor, manned robot vehicles, weapons, combat gear, electronics, bedding, clothing and even personal effects can all be gathered up and re-used or resold. Of even greater potential strategic value, the technology and onboard data files of the spacecraft whose crew has been exterminated, can be studied and plumbed for information.

Phase technology is one of the reasons the *Altess* have gone to using space vessels partially to entirely crewed by *robots*. Of course, Phase World and Center have defensive measures in place to deal with robots and any potential threat, including spacecraft manned by artificial intelligences.

Planetary Defense Phase Cannons

Planetary Defense Phase Cannons (PDPC) are the size of a two-story house and capable of immobilizing fighter craft, power armor, and small to medium space vessels with a single blast. The cannons swell with Phase Energy that expands exponentially in the weapon’s housing. Once critical mass has been achieved, the weapon fires a single continuous beam for 30 seconds, inundating a target with Phase Energy. Light spaceships see their force shields depleted within 1-4 melee rounds (15 to 60 seconds), and a moment later, the crew begins to wither and die from the onslaught of life-destroying Phase Energy. The cannons of Center are generally pointed straight up, but have a 45 degree arc of fire.

M.D.C. by Location:

Power Conduits (6) – 1,000 each

Turret Base – 5,500

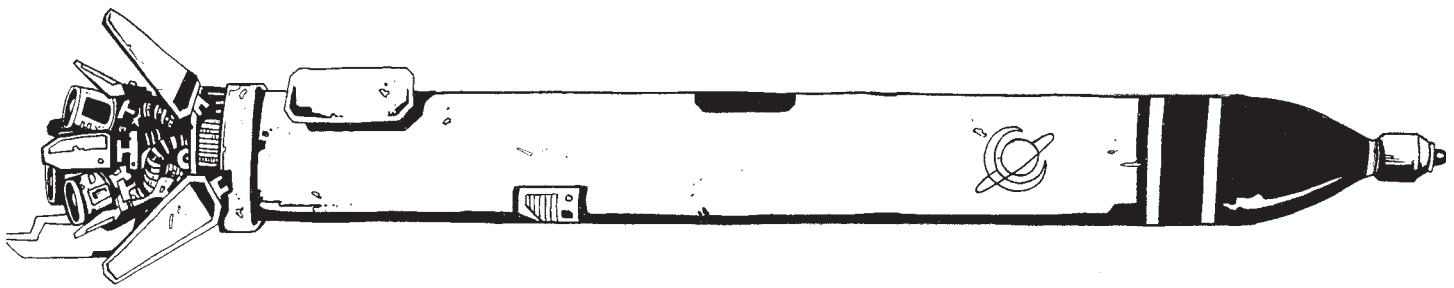
Main Body – 6,500

Primary Purpose: Defense.

Secondary Purpose: Anti-Personnel and Assault.

Range: 5,000 miles (8,000 km).

Mega-Damage: 3D6x1000 M.D. to force field defense systems. Once the shields are destroyed, the cannons inflict 3D6x100



S.D.C. to all living beings in a 250 foot (76.2 m) radius (4D6x100 M.D. to Mega-Damage beings!), but do no damage to non-living physical structures.

Rate of Fire: One shot every minute (four melee rounds).

Duration: Each beam attack lasts 30 seconds (two melee rounds).

Payload: Effectively unlimited.

Vulnerability: The power conduits are the deadly cannon's only weakness. The massive power drawn upon by these weapons requires massive power lines that cannot fit inside the cannon turret itself. As a result, the six power cables that feed the Phase Cannons are located at the base of the turret and are revealed when the cannons rise from their place of concealment to fire. They are easy to identify from their girth and the fact that they glow blue when powered up.

Attacking these conduits from a distance greater than 5,000 feet (152.4 m) is impossible, however, space fighters, combat shuttles and similar small, mobile attackers (Cosmo-Knights, super beings, robots, power armor, small spaceships, etc.) may be able to get in close enough and find the right angle to hit the power conduits nestled at the base of the turret. Even then the power conduits are a difficult target to hit, and moving attackers are -4 to strike. **Note:** No strike penalty when within 200 feet (61 m) of the power cables. However, the close proximity means exposure to Phase Energy. The energy radiating from the power conduits does 2D6 damage direct to Hit Points (or 3D6 M.D. to Mega-Damage beings) every melee round of exposure to the life-destroying ambient energy. When one of the conduits is destroyed (M.D.C. is reduced to zero), a burst of Phase Energy flares from the conduit, delivering 1D6x100 S.D.C. damage (or 2D6x100 M.D. to Mega-Damage creatures) to any living beings within a 1000 foot (305 m) radius of the ruptured conduit. A failsafe system kicks in a few seconds later to stop the flow of destructive energy.

Destroying one power conduit reduces range by 20%.

Destroy two power conduits, reduce the range and firepower (damage) by half.

Destroy three power conduits and range and firepower are reduced by two-thirds.

Destroy four conduits and the cannon is disabled and unable to fire.

Note: When not in a firing position, the cannon is recessed, concealed and stored within the rooftop of Center. The turrets take two minutes to rise into position and power up to fire. This technology is not for sale nor shared with anyone, not even the Prometheans' closest allies. No one has come close to duplicating Phase Weapons.

Heavy Anti-Matter Phase Missile Launchers

If there's any weapon in the Three Galaxies that most generals dream of having, it's Heavy Anti-Matter Phase Missiles. The Prometheans mastery of Phase Technology has allowed them to pack far more anti-matter, making for a larger yield weapon. Phase Technology is also integrated into each missile, and conceals the weapon from most sensors. It acts as a crude cloaking device as the weapon phases in and out. On most sensors the missiles appear and disappear, making tracking them very difficult. Since the missiles are in a phased state, they detonate when they hit a force field, inflicting considerable damage first to the force field and then to the M.D.C. of the vessel. If a spaceship does not have a force shield, the HAM Phase Missiles pass through the outer hull and detonate within the ship with devastating results. Most small spacecraft are destroyed and big ships are crippled by only one or two missiles. **Note:** This technology is not for sale nor shared with anyone, not even the Prometheans' closest allies. No one else has come close to duplicating Phase Weapons.

M.D.C. by Location:

Turret Base/Landing Pad – 10,000

Main Body of the Launcher – 5,000

Primary Purpose: Planetary Defense.

Secondary Purpose: Anti-Starship.

Mega-Damage: 2D6x1000 M.D. to a 250 foot (76.2 m) radius; half damage and radius to force fields.

Rate of Fire: One at a time, or in volleys of 5, 10, 15 or 25.

Range: 10,000 miles (16,000 km).

Payload: Each launcher on Center holds 50 HAM Phase Missiles. The launchers must be retracted to be reloaded from within Center, which takes 4 minutes from the time the launcher descends until it rises back in place. When not in a firing position the entire unit is stored under a landing pad.

Bonus: HAM Phase Missiles are +5 to dodge (or phase out from harm) incoming attacks leveled at them and are +3 to strike.

Point Defense Turrets (PDTs)

Concealed all over Center's exterior walls are at least one thousand (possibly more) Point Defense Turrets (PDTs). Time and experience has taught the Prometheans to have a variety of defenses on hand. The turrets are concealed until they are needed, making assessing Center's full defense capabilities very difficult.

PDTs are *multi-weapon platforms* that the Prometheans think of as "conventional" secondary defense systems and point de-

fense measures. They are used on Center to target threatening or incoming enemy power armor, robot vehicles, space fighters and small to medium spacecraft as well as dragons, demons and other inhuman or superhuman threats. They may also be used to fire warning shots and to *disable* threatening spacecraft of any size and type, rather than obliterate the vessel or its crew. However, these so-called “Point Defense Turrets” are capable of inflicting grievous damage to even the largest and most powerful classifications of combat spacecraft, including destroyers and dreadnaughts.

It has been so long since Center has fallen under attack and the Point Defense Turrets used, that many people, including most of Center’s own inhabitants, don’t know they even exist, or think their existence in large numbers (more than a hundred) is a myth. However, they would be wrong and there are enough turrets to defend the city from an armada of invading space-ships.

M.D.C. by Location:

Phase Cannon – 1000

HI-Laser Cannon – 700

Rail Gun turret – 850

Missile Turret – 1200

Reinforced Control Compartment – 400

Primary Purpose: Anti-Space Fighter and Cruisers, but suitable against all sizes and classes of spacecraft.

Secondary Purpose: Planet-Side Defense and Assault.

Range: *Phase Cannon:* 25 miles (40 km).

HI-Laser and Rail Gun each have a range of 10 miles (16 km).

Long-Range Missiles: Typically 1000 miles (1,600 km); medium-range missiles may be substituted (100-600 miles/160 to 960 km).

Mega-Damage:

Phase Cannon: 1D4x100 M.D. to force fields and other types of energy shields; 4D6x10 S.D.C. to living S.D.C. beings (5D6 M.D. to Mega-Damage beings).

High-Intensity Laser: 4D6x10 M.D. per single blast.

Rail Gun: 4D10x10 M.D. per 20 shot burst.

Missiles: Damage varies with type, but typically long-range multi-warhead (2D6x100 M.D. or 3D6x100 M.D.) or cruise missiles (4D6x100 M.D. per missile). Medium-range missiles may be substituted as necessary or desired.

Rate of Fire: *The Phase Cannon* and *Rail Gun* can be fired twice per melee round, or roughly every 7 seconds. *The HI-Laser* can be fired four times per melee round. *The missile launcher* can be fired twice per melee round and fire one missile at a time or a volley of 2, 4, 6, 8, 10 or 12 missiles.

Payload: *The Phase Cannon* and the *HI-Laser* are effectively unlimited as they are divided into batches and tied into several different reactors deep within Center.

The Rail Gun is limited to 250 bursts before needing 1D6x10+60 seconds (4.6-8 melee rounds) to reload via an automated system.

The missile launcher holds 48 long-range missiles and requires one minute to reload via an automated system (takes three times longer to load by hand).

The Skyline Spaceport

– The Roof of Center

As one approaches Center from outside, it appears as a white mountain with a squared off top covered in lights. Some of those lights seem to be moving across its polished surface and coming and going from outer space. Such lights are those of ships that dock at the **Skyline Spaceport** located on the roof of Center.

Skyline is a privately owned and operated space port where the rich and powerful lease private landing pads. Commercial spacecraft and the average traveler must use the cramped and limited *Center Spaceport* on Level Two or one of the hundreds of space stations in orbit around Phase World and take a shuttle to Center or use a teleportation system.

The Skyline rooftop spaceport is one of the premier space transit operations in the Thee Galaxies. By far it is one of the largest and able to handle roughly 10,000 ships at any given moment. The Skyline Spaceport is a staggered maze of ever shifting landing pads that can be configured and reconfigured as necessary. Even the most experienced spaceship pilots find it challenging to navigate the Skyline Spaceport the first several visits.

Using the congested Center Spaceport, located on Level Two, requires incoming and outgoing spacecraft to wait for hours on end and deal with a pile of red tape and a litany of proper procedures before one gets clearance to land or take off. Failing to go through proper channels and follow procedure is extremely dangerous, may result in a mishap (causing more delays), and can cost a pilot his privileges to dock at the Center Spaceport; a fate that can end careers. Of course, those willing to “grease the right wheels” with extra cash or favors get preferential treatment and can reduce the usual 4D4 hour wait by half, which is still a painfully long time. Center outgrew its main spaceport millenia ago, but physical design and structural limitations prevent drastic modifications and improvement. As a result, the Center Spaceport is busy and congested around the clock.

All of this makes the landing pads of the **Skyline Spaceport** the premiere destination of the rich and famous. If an individual or business can afford the steep price tag of leasing one or more landing pads from the Skyline Spaceport, they can circumvent the long wait and hustle and bustle of the Center Spaceport. Instead of waiting 4-16 hours to land, incoming vessels to Skyline seldom wait more than ten minutes to land, and can usually take off in less than two. Furthermore, there is virtually no red tape, nor invasion of one’s privacy. Those who lease a Skyline landing pad can pretty much come and go as they please without interference from the authorities, which means they can transport almost anything, legal or illegal.

GODEYE-CAMERA 5...
CENTER: SPACEPORT MAIN ENTRY

STATUS: **NORMAL**



MAJESTIC
2008
vulnepro

The cost of leasing a standard Skyline landing pad is confidential, but rumor has it that the annual fee is in the neighborhood of 24-30 billion credits plus a 4 billion credit “spaceport luxury tax” paid directly to the Prometheans for the privilege. All fees to be paid, in full, upon signing the lease. Installment payments are not allowed. Despite the high cost, many interstellar corporations and planets lease 1-6 landing pads, as do the super-rich, including a large number of residents of **the Manors**. The Manors is home to some of the wealthiest and powerful beings in the Three Galaxies and beyond. An entire section of Skyline landing pads are reserved for *Thraxus’s* exclusive *Luxor Club*, a hotel and nightclub located in the Manors where the super-rich, super-famous and notorious come to find diversion or a little rest and relaxation.

Skyline landing pads are raised several hundred feet from the true “roof” of Center. They are arranged in a staggered pattern to accommodate incoming and outgoing traffic. Each landing pad is modular in design, and can be raised, lowered and repositioned to make a given landing zone bigger by aligning two or more together. There is no limit to the number of landing pads that can be aligned, provided one has proper authorization and enough money to use them. However, the Prometheans can, and do, limit the number of landing pads Skyline can rent.

No weapons are allowed to be mounted or built into any of the landing pads. However, some owners circumvent this by placing their own private “security team,” complete with mobile artillery, robots and/or power armor troops, on the pads. Technically, as long as weapons are not “mounted” or permanently “built into” the pad, an owner can have any kind of mobile unit he might desire for his “personal protection.” So long as said mobile weapon unit is not used against the spaceport, Center or anyone else in the Skyline Spaceport, and as long as the user does not violate any of the laws of Center, mobile weapon systems and “armed guards” are allowed on the pads. Likewise, cargo composed of armaments and weapon systems may be brought in and out of Center via a Skyline landing pad, and temporarily stored on the pad while a spacecraft is waiting to be loaded. Violating this rule is breach of contract and means immediate forfeiture of the landing pad without refund. Minor “disagreements” (and even gunplay) are tolerated provided the skirmish is brief, no bodies are found, and any damage to a landing pad or other spaceship is minimal. Serious conflicts and damage are grounds for forfeiture of one’s private landing pad and the possibility of being blacklisted for years. In all of Center’s history there have only been a few incidents where weapon systems were used in an unprovoked and aggressive manner against another spaceship or crew while docked at the Skyline Spaceport.

The residents of **the Manors** can lease as many landing pads as they want, for a year at a time. Typically, it’s an on again, off again proposition, depending on a particular resident’s needs. **Thraxus** is one of the few residents who opts for the year-long lease, and he owns twenty percent of the Skyline pads. In all, there are 5000 private landing pads. Each pad is 500 feet by 500 feet (152 m by 152 m). As noted above, the landing pads are modular, so they can be moved, raised and lowered to join with other pads to make one larger or smaller as necessary. The changing size and arrangement of private landing pads is managed by the **Skyline Control Tower**. The Skyline Control

Tower also directs spacecraft to hangars and garages as well as aircraft that shuttle crews and visitors to and from the private landing stations.

Despite the number of wealthy businesses and individuals in Center, not all of the private Skyline landing pads are always leased. That’s good for big businesses and wealthy individuals because there is always available space (4D4x1%) for yearly lease. Under the terms of its agreement with Center, the Skyline Spaceport, as a company, can only lease landing pads for *one year* at a time. Thus, clients who might want to lease a landing pad for a shorter period of time cannot “officially” do so, at least not directly from the people who run Skyline. However, Skyline has found a loophole: A company or individual who has a one year lease can *sublet* to another individual or business for any amount of time (under a year), that the parties negotiate. Skyline representatives often function as the go-between and negotiate “short time” subleases on behalf of the long term lessees. It’s rather like subletting a condo at a vacation resort. You can’t afford to rent for a year? You only need a landing pad for a month? Here, let me introduce you to someone who already holds a year lease but does not need it for the full period, and maybe you two can make an arrangement.

A “short time” sublease may be a month, a week, a day, or even a few hours. For an appropriate payment, favor, or trade of the right goods or services, a landing pad can be *rented/sublet* on an “as needed” basis via the sublease clause in the contract; provided one can find a lessee to agree. In so doing, an idle landing pad can earn its owner/lessee extra money. Of course, Skyline gets a 12% broker’s fee, and the cost for such temporary use is high, often the equivalent of a week’s rent (500 million) for a single day or two’s use. The main advantage is the *sub-lessee* gets to circumvent “official” channels and can transport cargo or people in and out of Center unseen, because they have all the privileges of the regular one-year lessee.

The Prometheans are very accommodating of their rich residents and business people operating in Center. Manor residents and other rich customers receive priority treatment, but anyone can rent a landing pad at Skyline, if they have enough money. In fact, there are usually 4D6x10 landing pads unleased and available at any given period. These too can may be rented by the day, week or month, but not by the hour, and there is a considerable amount of red tape and official scrutiny that cutting a rental deal with a private business or individual avoids. However, if public transparency is not an issue, and if one has the right connections, such unleased landing pads can rent out for half the normal rate (50 million a day).

Skyline Landing Pads are the lap of luxury and many who get to use one, even for a few hours, love to impress others with tales of how they had docked at a Skyline Landing Pad on Center. Skyline landing stations offer perks not available at the main Center Spaceport or most spaceports anywhere.

First is total privacy. Other than recording the times of arrival and departure, there are no other details. Thus, those with access to a Skyline landing pad come and go with absolute impunity without having to worry about customs, declaration of goods, or identification of their travel companions. This would be a smuggler’s paradise except that most cannot afford the use of the Skyline Spaceport even for a day.

Second, each Skyline landing pad has a **Phase Teleporter**. The Teleportation Pad is 50 feet by 50 feet (15.2 m x 15.2 m), large enough to *teleport* several skids of cargo or a large number of people to any other Phase Teleport Pad in Center. Many of the Manor residents have their own private Phase Teleporter at home for instant transportation from their ship to their residence, and vice versa, in a matter of seconds. Those who have a Skyline landing pad can come and go at a moment's notice.

Third, a section of airspace is reserved just for those who come and go via **Skyline Landing Pads**. This is something most ship captains would love to have, but which is not possible because of the volume of traffic that comes and goes through Center's main spaceport (Level Two). This means no waiting, and those with access to the Skyline Spaceport can get approval to land or depart in a matter of minutes, versus hours at the other spaceport.

Fourth, Center's commercial spaceport can only accommodate small to medium-sized spacecraft. Skyline can accommodate vessels of any size, including the largest.

Fifth, while there are rarely any security problems on the roof of Center, those who lease a Skyline Landing Pad can have their ships or cargo teleported to a *secured storage bay* at an undisclosed location on Phase World. The location is ultra secure and only the Prometheans in the Skyline Control Tower know where the ship or cargo is stored. Furthermore, the location is different every time, so there is no obvious pattern or set storage location every time for the same client. There is no limit to the size of the ship the Prometheans can store, and rumors say that Thraxus has his own personal *fleet* of ships stored via this means.

For the rich, the *Skyline Spaceport* is just one of the many marvels at their disposal at Center.

Center

Level One:

The Manors

The Manors is home to not just the rich and famous, but the super-rich and powerful. They come from other worlds across the Three Galaxies and beyond. As a result, access to the Manors is restricted, with checkpoints into this level of Center staffed by a contingent of *Naruni Enterprises*' best "operatives."

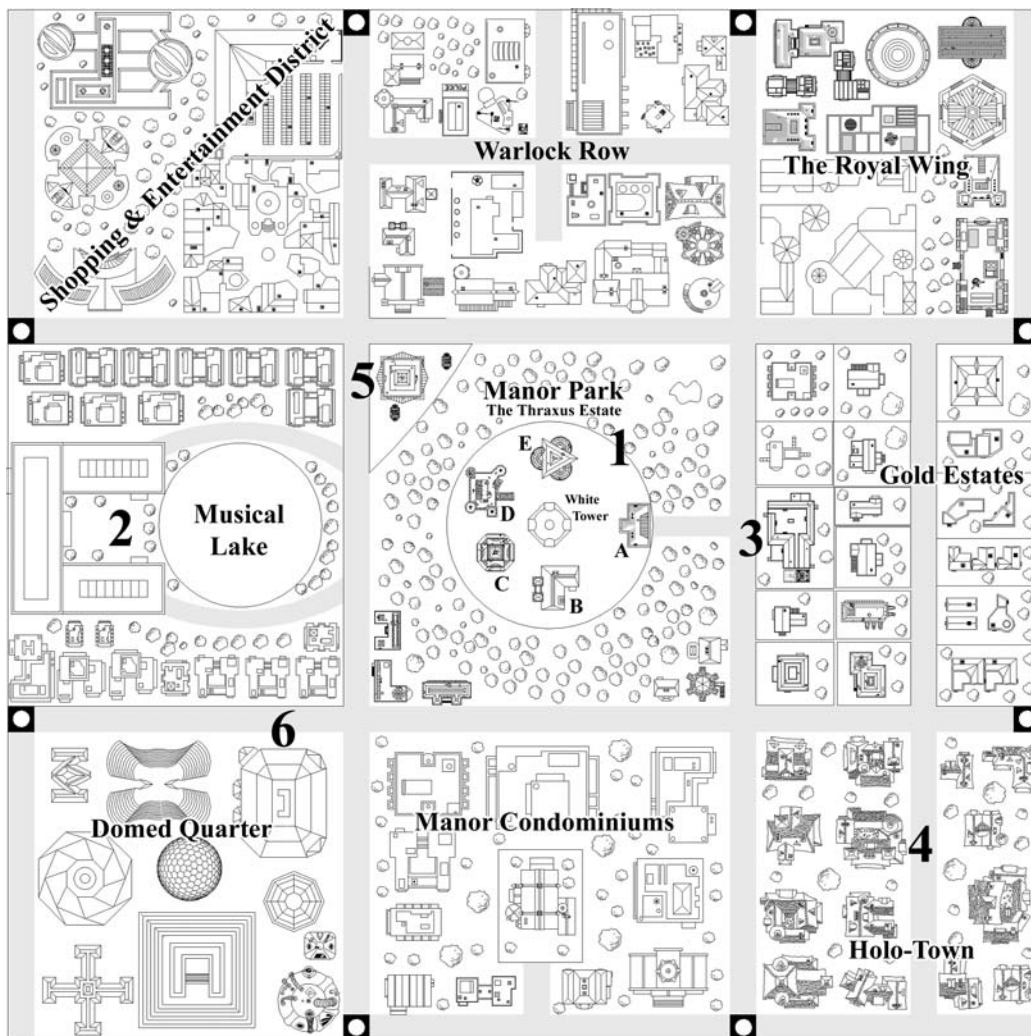
Naruni's Marketing Department prefers to have them called "operatives" rather than mercenaries. An operative doesn't have the stigma that the word "mercenary" carries with it. Most people envision a mercenary as a scruffy dog of war – a soldier in beat up armor who'd sell out his grandmother for the right price. Likewise, "Security Force" and even "Security Operative" has the ring of being a police force. Just plain "operative," on the other hand, sounds intriguing and suggests respectability, skill and corporate professionalism. "Corporate" means the 'operative' walks the straight and narrow or else he answers to a higher power. When Naruni markets their 'operatives,' these men and women always have a clean-cut, professional appearance and demeanor, and are equipped with sparkling new Naruni weapons and gear. Naruni operatives can be just about any Men at Arms O.C.C., however, the majority are ex-soldiers and mercenary fighters of one kind or another.

The size of the checkpoint usually determines the number of operatives present. The smallest has 24 Naruni operatives with 12 on active duty and 12 in reserve. The largest checkpoint (big enough for large vehicles to fit through) has a contingent of 48 with 24 being active and 24 held in reserve. Those kept in reserve respond to emergency situations, violence and combat.

Each group of operatives always includes two *Naruni Repo-Bots* for heavy combat situations. There is also a Promethean representative on hand at each checkpoint to make on the spot decisions. It is usually the Promethean who is in charge of the hired guns, but even he is an employee of Naruni Enterprises (NE). Most are retired from active duty in Phase World and have taken up working for NE, where they always receive some of the best jobs Naruni has to offer.

The Manors occupy all of prestigious Level One. In terms of area, at 64 square miles (163.8 km), it is the smallest floor of the ziggurat-like Center building, but it has the highest ceiling and the smallest population per square foot. The ceiling is 700 feet (213 m) and there are even clouds and sunlight that follow a daily cycle in the simulated sky. This further enhances the beauty and sensation of being outdoors planet-side, rather than encapsulated inside a massive building. All of this adds to the picturesque setting for the rich and famous.

Though predominantly residences, there are places for shopping, gaming and entertainment, as well as a hospital. All facilities are state of the art and cater to the tastes of the rich and famous. The least rich inhabitants live in one of the 20-30 story luxury apartment buildings, while the super-rich tend to show off with the largest and most exotic estates. The wealthiest inhabitants often own sprawling mansions that may span the equivalent of one to several city blocks. Some are elegant and stately manor houses, some are palaces and castles, others are high-tech compounds that look more like research laboratories or office buildings, a few are pyramids and some are completely alien constructs. From exotic crystal castles, iron fortresses with gold accents, completely alien vistas, individual bio-domes, to Thraxus's White Tower, each is as unique as its owner.



Level 1

■ Entry Points

🏠 Embassy Apartments

1. Thraxus Estate
2. The Embassies
3. Gloria Vanderneut's Estate
4. Rick Nova's Estate
5. Akimoto Kenichi's Estate
6. Londo Modarie's Estate

— 1 Mile

The landscape is equally unique, and varies with each estate and neighborhood of the Manors. Many humans, Elves, and other races have beautifully manicured lawns, gorgeous gardens, or park-like surroundings complete with trees that may be accented with statues, fountains and crystal clear pools of water. The more exotic and alien inhabitants occupy estates of equal beauty, though the landscaping may have an unearthly quality. Such estates may include forests of sentient trees, Faeries or Elementals to tend the gardens, to forests of crystal, pillars of rocks, jets of flame or lava, to individual domes that contain the inhabitants own breathable atmosphere. Connecting each of the estates is a series of streets that seem to be made of marble cobblestone, quite resistant to wear and tear.

In addition to the estates of individuals, there are a number of luxurious apartment complexes, and apartment house-like estates for visiting dignitaries and heads of state.

Notable People & Locations

Manor Park

Thraxus is perhaps the most public figure in all of Center, and possibly the most mysterious. As the First Resident,

Thraxus has secured the largest and most coveted real estate in the Manors, located at the exact *center* of the level. To a visitor, the exotic forest that covers his estate is likely to be mistaken for a public park. It is a sight to behold, serene and inviting. Locals even refer to it as “The Manor Park” and “Thraxus Park,” and Thraxus allows people to use it as such – provided they behave and do nothing to damage it or disturb him.

1. The Thraxus Estate

A wall of white stone in the center of the park surrounds what is Thraxus’ personal estate. The wall is made of individual blocks of stone fit tightly next to each other without actually being cemented together. Each stands 15 feet (4.6 m) tall and weighs 30 tons. Atop the wall is a capstone, giving the entire structure the appearance of a modern and well maintained Stonehenge. At various locations along the circle of stone are gates with large double doors plated in gold and trimmed with silver and runes.

Within the circle of white stone are six buildings. The most prominent is a white stone tower located on a hill in the center of the stone circle. This is the infamous **White Tower**, home of Thraxus, First Resident of Center. Like Thraxus himself, the structure is at least 5000 years old, and it stands 500 feet (152 m) tall, and is 140 feet (42.7 m) in diameter. It is made of polished white marble, but there are no seams apparent, giving it the appearance of having been carved from a single, massive

block of stone. It can be seen from most points in the Manors and appears to some as if it were holding up the ceiling of Center like a giant pillar. From the White Tower, Thraxus has a panoramic view of the entire level. The tower itself is a mystery and most mages who have seen it from a distance swear it is some type of magical construct. There is some truth to this fact as those who have been inside say that it is much bigger on the interior, suggesting it is some type of *dimensional pocket*. Rumors suggest that Thraxus has some type of bunker, hidden complex, or a series of secret vaults under the hilltop that holds the White Tower, but there is no proof of this.

The White Tower is only one of several structures on the Thraxus Estate.

The other buildings within the stone circle are as follows:

A. Guest House. This is more like a luxury hotel, with 60 deluxe suites (each has two large bedrooms, a Jacuzzi room the size of a swimming pool, two full-size bathrooms, a kitchen, dining room with wet bar, sitting room, large living room for entertaining, and private den/office) plus five sprawling penthouse suites. This is where friends and special guests invited to the Thraxus Estate are put up in the lap of luxury, free of charge. The Guest House is located directly east of the White Tower. The main gate to the Thraxus Estate is also located here by the Guest House. Across the wide avenue is the Vanderneut Estate, Number 3 on the map.

B. Garages & Vehicle Collection. This two story building south of the White Tower holds hundreds of antique vehicles, primarily automobiles, motorcycles, rocket bikes, and hover vehicles as well as a few small spacecraft from numerous worlds. All are in working condition.

C. The Theater. This is an open-air amphitheater that can be configured for concerts, theatrical plays, sporting events, and gladiatorial games. Depending on the configuration, the theater can hold 5,500 to 9,000. It is west of the White Tower.

D. Private Zoo. A small zoo that holds a select number of exotic species found around the Three Galaxies and elsewhere. The zoo also has a subterranean level for nocturnal and cave-dwelling beasts.

E. The Pyramid Gardens. Three beautiful botanical gardens with walkways and park benches are located on each of the three sides of a 200 foot (61 m) tall stone pyramid. The pyramid is, of course, said to have magical properties.

Locations outside the stone circle:

Manor Pond. Located in the northeast corner of Manor Park is a small, man-made lake suitable for swimming.

The Commons. The cluster of three buildings in the southeast corner of Manor Park is known as the Commons, and includes the servants' house, storage and supply house, and public arcade and theater.

Luxury Hotels. The cluster of three building in the southwest corner of Manor Park are luxury hotels for the super-rich, owned and operated by Thraxus.

The Kenichi Estate. Located in the northwest corner of Manor Park is the estate of Akimoto Kenichi. See Number 5 for details on this individual.

2. The Embassies

The neighborhood known as **the Embassies** is home to several large manors and hotels for visiting royalty, dignitaries, diplomats and ambassadors visiting or working at Center. Thousands of heads of state and dignitaries are found here. The Embassies have one of the finest reputations in the Three Galaxies and it's something they have maintained for millennia.

The Embassies offer an impressive range of personalized services one receives at the facility. Typical of the rich and powerful, and heads of state, a personal aide fills out a lengthy questionnaire with data regarding a given guest's likes, dislikes, desires, and requests for any special considerations and services. The end result, the visiting dignitary is treated to some of the most tailor-made service anywhere. From the time a guest arrives until he leaves, a personalized entourage takes care of his every need. It starts from the moment the dignitary arrives at Center, whether it's from the Skyline Spaceport, the Center Spaceport or the Dimensional Gates, the entourage can be assembled and readied in less than five minutes.

The Embassies' primary role is to serve the thousands of heads of state that visit Center each year. There are, however, an equal number of people who have as much money as many small planets. These folks expect only the best, and they can rent the equivalent of a presidential suite at one of the many buildings in the Embassies reserved for such honored guests and dignitaries or at the Embassy Hotel. The largest apartments are between 25,000 and 50,000 square feet (2322.5 to 4645 square m)! They not only include the personalized entourage, but a complete set of servants, from butler and maid to personal assistants and secretaries. All for the incredible price of 2.5 million credits per month! Or if you prefer, there are mansions that one can rent. They enjoy all the amenities above, plus have a complete set of vehicles for personal use, ornate swimming pools, manicured lawns, and a complete security force on hand. The mansions can be rented for 5 million credits a month, or 50 million credits a year. There are 25 mansions, and at any given time more than half are being rented out. The Altess love this kind of opulence and there are many who are repeat customers.

The massive, U-shaped building that is 500 feet (152 m) is the **Embassy Hotel**. The exterior looks to be covered in gold, but it is really a façade. Hundreds of thousands of tinted windows cover the exterior, making it sparkle like a brilliant gem wherever it catches the light, and flags of various worlds and kingdoms drape the walls.

The guest's room is personalized based on their needs. Everything down to the tiniest details is taken care of, from personal family pictures, to the guests' favorite clothes and foods. It's all provided and at their fingertips. Even the rooms are lavish with personal environmental controls that can change temperature and humidity, replicate specific atmospheres or mixtures of gases, to various gravity settings, and this is even provided for the simple studio apartments.

On the roof of the Embassy Hotel is a botanical garden filled with rare and exotic flowers with its most prominent feature being the **Singing Rose**. Every morning as the flower blossoms open up to catch the artificial rays of light from Center, the plant gives off a harmonic resonance that sounds like a beautiful melody. It only happens for one hour each morning, and only a

small selection of guests are allowed to experience the event each day. It is a rare experience to behold, and there are supposedly only a dozen Singing Rose plants in all of the Three Galaxies. This specimen came from the personal collection of Thraxus, who is rumored to have at least three others.

The Fountain of Music, also known as Musical Lake. In front of the Embassy Hotel is a large, circular, man-made lake with an elaborate set of fountains. They continuously spray water in different patterns to various musical symphonies found around the Three Galaxies. From Kreeghor Opera to the Multi-Harmonic symphonies produced by the Zebuloids, each hour produces something different and dazzling to hear. The residents affectionately refer to it as the “Musical Lake,” and many come to spend hours on the manicured lawn around it to watch, listen and relax.

3. The Vanderneut Estate

One of the family estates of the famous Vanderneuts has been located in the Manors for six generations. It is an opulent mansion constructed of white and pink marble, and has numerous fountains and gardens on its grounds. Coincidentally, it happens to be right across the street from the main gate to the Thraxus Estate.

Gloria “Cookie” Vanderneut - Quickstats

Gloria comes from a long line of Noble Altess. Her family is involved in the banking business, owning a sizeable percentage of stock in *the RED* (Royal Exchange of Dracul), as well as owning their own banking business known throughout the Three Galaxies as TGBT – *Tri-Galactic Banking Trust* – which excels at inter-planet currency exchange. Some planets still use their own currency, and TGBT provides all the services necessary for converting the local currency into **Universal Trade Credits**. They have considerable influence and make a good profit, making the Vanderneuts renowned, rich and famous across the Three Galaxies.

“Cookie,” as she prefers to be called, came to Center many years ago, where she had a run-in with Thraxus. For a while they were “the power couple” and constantly in the news and tabloids. They seemed inseparable and always attended the same functions arm in arm. After a few months, the media reported they had some type of falling out. Since then, Thraxus has continued to stay in the limelight and always seems to get good press, while Cookie has been left in the cold and seems a magnet for negative press. This has made her quite bitter. Now all she lives for is to outstage Thraxus. She seems to show up at all the same functions as he, where she does her best to outdo him whether the press is good or bad. Inevitably, things get turned around to cast her in a bad light, usually as a jealous lover and loose cannon.

Behind the scenes, the jealous and increasingly vindictive Cookie Vanderneut actively tries to foil and undermine any of the plots and business deals in which Thraxus is involved. This takes the form of interfering in business, rival bids and contracts, industrial espionage and the hiring of adventurers to interfere in some way. She is also always looking for ways to subject her ex-lover to scandal and controversy. She has enough money to throw around, and while few people are willing to go



up against Thraxus, she never reveals the full details of the hired hands’ mission, so most of her “agents” have no clue who they’re messing with. Recently, Cookie has begun to interfere with and sabotage business operations and individuals who even have a cursory relationship with Thraxus or any of his thousands of businesses. This feud is turning into a chess match between these two, and getting Thraxus to play similar games to undermine and embarrass Cookie. For now, all of it amuses Thraxus, but how long he’ll let it go on is anyone’s guess.

Alignment: Anarchist.

Attributes: I.Q. 19, M.E. 17, M.A. 18, P.S. 18, P.P. 21, P.E. 22, P.B. 21, Spd 15.

M.D.C.: 94 (On S.D.C. worlds, Cookie has 74 Hit Points and 20 S.D.C. with an A.R. of 10.)

Effective Level: 8th Level Altess Noble.

Note: Cookie has taken to running the family business and is the CEO of the Tri-Galactic Banking Trust, one of the largest banks in the Three Galaxies.

Disposition: When it comes down to it, Cookie is a bitch. She is snotty and arrogant, and has a holier than thou attitude which is what probably drove Thraxus away. She has no problem manipulating others and lately this has become somewhat of a sport for her.

Skills of Note: Basic and Advanced Math at 98%. She has the equivalent of a Master’s Degree in both business and intergalactic economics, making her quite knowledgeable in both subjects, especially as it applies to the Three Galaxies. Her

skills complement her position as CEO of Tri-Galactic Banking Trust.

Weapons and Equipment: Cookie has hundreds of billions of dollars in personal fortune, and access to untold amounts of money through her bank holdings. She has incredible influence with numerous businesses and entire planets in the Three Galaxies, and can get pretty much anything she wants or needs.

Description: Cookie is a short, demure woman with chocolate brown hair and brown eyes. She is always doing something different with her hair, from short to long, but never changes the color. She is fond of exotic silks and scarves, which her wardrobe always reflects.

4. The Nova Estate

The estate of Rick Nova is large, sprawling and known for its lively parties and entertainment personalities. It boasts a massive swimming pool, tennis court, gardens, private film theater that can seat 3,000, and a large outdoor patio.

Rick Nova - Quickstats

Rick Nova made a name for himself in the entertainment business. At the age of 21 he scored a record contract by winning the *Galactic Idol* contest. The rest, as they say, is history. Rick released several smash hits that were at the top of the charts for years. He finally decided to try out the movie business and luck was once again with the young star, as he debuted in several holo-flicks that were blockbusters for their time. All this fame and success propelled the young man into all the elite circles, and all this by the time he was 30!

As with most rising stars, they have their time in the heavens before their star begins to fall. By 36 years old, the days of Rick Nova were all but over. Rick decided to head out into the Three Galaxies on his own and do a little traveling. Pretty much everywhere he went he was either unrecognized or seen as a has been, that is until he arrived at Center. For some reason, in Center, Rick Nova remains a super-star, and many of the 600 million residents flocked to his concerts and hung on his every word. Not surprisingly, Rick Nova immediately fell in love with Center and bought a small apartment in the Manors. It seemed that Rick's glory days were back, and for several years he was invited to all the big parties, was in the local news and even starred in a series of commercials promoting *Naruni Enterprises*. With the money coming in from Naruni, Rick was able to upgrade from a mere apartment to one of the more luxurious mansions in the Manors.

Ten years later, Rick Nova's popularity is once again on the decline. It's been a few years since he shot a commercial, and his agent just doesn't call anymore. He's not even invited to many of the big parties. Fearing that this time his decline is permanent, Rick has decided to reinvent himself. He couldn't help noticing that *galactic adventurers* and *cosmic heroes* always seem to capture the attention of the media and the hearts of the people. So Rick has decided his next venture is to get into the *adventuring business*.

These days he spends his time seeking out notable adventurers and small groups of heroes with whom he can tag along. Most groups, especially those who know of Rick Nova, usually

welcome him with open arms. At least at first. Then things get strange, with Rick trying to hog the limelight or making long speeches on their behalf that seem to have cast him in the spotlight and make him sound like part of their team and/or their publicity agent. Of course, he always has a film crew as part of his "entourage" and they have captured many heroic exploits that have made the galactic news waves. As crazy as it may sound, this has actually worked for Rick Nova, "Star to the Heroes," and people are beginning to not only associate him with numerous heroes, but see him as a courageous galactic reporter, out on the front line recording the exploits of fellow heroes and bringing hope to the people of the Three Galaxies. Ironically, many established heroes and adventurer groups try to avoid Rick "Gloryhound" Nova, but young heroes hungry to make a name for themselves come to Rick in droves with the hope he can help make them a household name.

For now, Rick is waiting for something big. Something he can exploit as a tri-galactic exclusive to make him more famous than ever and pull down a few trillion credits. Along those lines, he's discreetly sniffing around to find out something about a terrorist group calling themselves the Minion War or Minion Warriors or some such name. He's learned this Minion group plans to escalate their private war, and have plans to launch some kind of operation at Center. Rick has gathered a team of young heroes to track down and stop this group and their evil plans. His gut tells him this story could be that big break he's looking for. And if he and his heroes can be at the right place at the right time to stop these Minions, he'll have scooped everyone, includ-



ing the big newscasters. **Note:** Of course, Rick Nova has no inkling the Minion War is a raging, intergalactic war between demons and infernals, or that it is about to erupt into the Three Galaxies. Whether Rick's selfish efforts and involvement in the affairs of demons help or hurt innocent bystanders will not be known until their battle spills onto Phase World. But that time is coming soon.

Race: Human.

Alignment: Anarchist.

Attributes: I.Q. 12, M.E. 13, M.A. 24, P.S. 15, P.P. 15, P.E. 12, P.B. 28, Spd 11.

M.D.C.: By Armor only. Rick has 40 Hit Points and 28 S.D.C.

Effective Level: 7th Level Entertainer/Singer/Actor and broadcast personality.

Note: Rick is in good physical shape and does a little bit of exercise, aerobics and dance, and sticks to a healthy diet, however he is not an athlete nor a very physical person. In film, he always had a stuntman do the most difficult and dangerous action scenes. He's not lazy, but is used to having servants. In the big, wide world, he just doesn't know a thing about combat or fighting, knows nothing about strategies or tactics, and sooner or later he is likely to get himself or someone else killed. He also tends to be self-absorbed and arrogant. Ultimately, Rick Nova is a soft, spoiled, selfish snob addicted to fame and all its trappings. Without fame, he feels small, weak and worthless. In his next adventure he's thinking about bringing along a stunt double and using him whenever danger crops up. Of course, he'll disappear for a few minutes during each battle, and then show up in the last minute to save the day or get the "killer" camera shot for the story.

Disposition: Spoiled, arrogant and narcissistic, he demands to be treated like a star. Everyone must call him Sir, or Mr. Nova, which gets grating after a while. Only Thraxus and a few others get away with calling him anything but those titles, and Thraxus likes to call him "Ricky" just to break his chops.

Skills of Note: Singing, Performance, Dance, Cooking and Aerobics, all at 98% and professional quality. He also has Public Speaking 65%, Swimming 85%, Acting/Impersonation 54% and Wardrobe and Grooming 84%.

Weapons and Equipment: The best in Naruni equipment one can buy. He prefers the NE-C20 armor and an NE-10 Plasma Cartridge Rifle.

Description: Handsome with a square jaw, strong features, blond feathered hair, blue eyes, and despite his age, he still retains his boyish good looks.

5. The Kenichi Estate

Akimoto is the latest resident to move into the Manors. Actually he refers to his mansion as his "corporate retreat" and not his home. He made friends with Thraxus after the two met at a social event, and Thraxus offered to rent him his Palace Compound in the northwest corner of Manor Park. Of course, rumor has it that Thraxus is really looking to acquire majority stockholder's control of Bushido Industries which has only increased the stock of Akimoto Kenichi and Bushido Industries. What

Thraxus' real plans are anyone's guess (and Cookie Vanderneut is working hard to figure out what they may be).

The Kenichi Estate has always looked like the palace of a Japanese Emperor plucked right out of Earth's past. It has a well groomed lawn, an elegant garden for mediation, two massive fountains, and a light, triangular wall of what looks like bamboo, but is actually an M.D.C. material.



Akimoto Kenichi - Quickstats

Akimoto is the executive president of the *Bushido Industries* "Phase World" facility. The company has finally decided to build a facility on Phase World after several years of successful sales, and if they continue to do well, they will eventually expand into other dimensions. The facility is being constructed at Center on *Level 4-G*, which is right next to sector 4-F, which is a part of the Naruni Free Trade Zone. Bushido Industries bought several hundred buildings until they had effectively taken over all of sector 4-G.

Construction has been ongoing for over two years now and it has been plagued with problems. Materials being brought in from off world either arrive late or never make it at all. This is in addition to equipment failures and over a hundred accidents to construction workers, plus the fact that at least a dozen workers walk off the job each day. This has caused delay after delay. Their Phase World Corporate Head Quarters should have been finished by now and it's not.

Akimoto is no fool, and he knows that it is Naruni Enterprises that is sabotaging his operation in an attempt to try to

shake his foothold in Center. He has already taken measures to hurt Naruni by bringing in *Team Iron Claw*, an elite group of *Oni Ninjas* who have one of the best reputations in the underworld. It's costing him a mint, but he expects Naruni heads to begin rolling (literally) very soon. As a major owner of Naruni Enterprises, one must wonder what role Thraxus has in any of this. Is renting Akimoto the Emperor's Palace the act of keeping one's friends close and one's enemies closer?

Race: Oni.

Alignment: Aberrant.

Attributes: I.Q. 22, M.E. 20, M.A. 18, P.S. 26, P.P. 17, P.E. 26, P.B. 10, Spd 15.

M.D.C.: By Armor only. Akimoto has 156 Hit Points and 120 S.D.C.

Effective Level: 10th Level Entrepreneur.

Note: Akimoto has six *Cyberai Cyborgs* for bodyguards in close proximity at all times. There have been several attempts on his life since setting up shop on Phase World, and two previous *Cyberai* have been killed.

Disposition: Akimoto is a man of Honor and business. He does enjoy the fruits of his labors and puts all his efforts into promoting Bushido Industries. To this end, when acquiring the services of others, he will often try and pay in Bushido equipment first, rather than in cold hard credits. He's not cheap, it's just that if he can convince one more person to use a Bushido Industries laser rifle, it's exposure for the business.

Skills of Note: Akimoto has the equivalent of a Ph.D. in business and economics. He also is very fit and works out daily. He knows Hand to Hand: Martial Arts, Boxing, W.P. Sword and Fencing.

Weapons and Equipment: Akimoto is a very proud man and only uses equipment that is either from Bushido Industries or, at the very least, Oni made. His trademark is a cane that seems to be made of white ivory with gold filigree. The cane has a hidden Vibro-Katana that can easily pass through most security systems. He takes it everywhere with him, and rumors abound that he has used it to execute more than one employee.

Description: Typical for the Oni, a large built, reddish man with a business style haircut and a pencil thin mustache. He prefer to wear silver sunglasses when not inside.

6. The Modarie Estate

The Modarie Estate is also known as the Crystal Palace. It is an immense structure filled with works of art, from statues to paintings and tapestries. Numerous members of the Modarie family live in the palace as do a number of key business people, a team of *Invincible Guardsmen*, and the legendary Londo Modarie.

Londo Modarie – Quickstats

Londo is a member of the Monroe race and grew up in poverty in the Kreeghor Empire. Tired of such a life, he set out to build an empire for himself, and that is exactly what he did. At an early age he joined a pirate crew and started to terrorize the space lanes. As time passed, he grew in status until, as fortune would have it, the Pirate Captain was in a vulnerable position

and ended up being shot out of an airlock while the pirate vessel was in the middle of combat. Londo immediately took charge, and made his hard-fought fortune over the next several years as he built one of the largest and most successful pirate fleets in the Anvil Galaxy.

When he was finally satisfied with the amount of wealth he had accrued, Captain Modarie retired to a life of leisure on Center. However, it didn't take long before the Monroe grew bored and decided to create a new empire. He had done well with pirates, now he tried his hands at being a cutthroat businessman. His numerous contacts among pirates and Spacers helped him establish the **Modarie Crime Syndicate**. He started out with just smuggling and extortion. The smuggling business grew on a grand scale and before he knew it he had ships lining up at Phase World with goods waiting to be transported. The authorities would question and hold up these shipments, so Londo acquired several landing pads at the Skyline Spaceport at Center, as well as formed the **Spacer Guild**. He hired the Prometheans, who were experts in cargo handling and customs, to front for him and expedite cargo transfers and sales of hot cargo without looking suspicious. The Spacer Guild's reputation spread as the guild expanded and, eventually, they spread to other ports forming one of the largest guilds in the Three Galaxies – and certainly one of the largest criminal fronts as well. The Spacer Guild grew so fast that the majority of the guild members have no idea that they are part of the Modarie Crime Syndicate. To date, this is Londo's greatest accomplishment, and he has more money than he could ever spend. However, now that he is in his *golden years*, he is looking for a suitable heir. It appears he may pass on the family business to one of his children, but it could



be anyone, and all his underlings and children vying for the position are ready to make their power play the minute the old Monro kicks the bucket.

Race: Monro.

Alignment: Miscreant.

Attributes: I.Q. 24, M.E. 11, M.A. 11, P.S. 20, P.P. 15, P.E. 13, P.B. 4, Spd 16.

M.D.C.: 103 (On S.D.C. worlds, Londo has 73 Hit Points and 40 S.D.C. with an A.R. of 12.)

Effective Level: 11th Level Space Pirate (modified by old age, was 18th level).

Note: Londo is 240 years old and while in relative good health, he is not likely to have more than a few years left. He hasn't decided which of his children to pass the business on to and may fake his death just to watch and see what unfolds and who is worthy of his position.

Disposition: Crafty and cantankerous, these days Londo finds more amusement in watching the financial channels and

watching how well his investments are doing than in running his business. He is also a bit absentminded from time to time, but nothing serious.

Skills of Note: Streetwise, Barter, and Appraise Goods at 98%, and W.P. Energy Pistol at 11th level proficiency.

Weapons and Equipment: He wears a heavy force field harness, and nothing else. He relies on his hired *Invincible Guardsmen* for protection. Both Invincible Guardsmen have been working for Londo for ten years now, and each is completely loyal and would sacrifice his life for him. They are on a constant watch for enemies, rivals and heirs too anxious for the old man to die of natural causes. The Guardsmen have thwarted numerous attempts on Londo's life, including a few by members of his own family.

Description: An old Monro, his skin is shriveled and wrinkled with age, his eye is yellowed somewhat, and his tentacles rest limply on his back.

Center Level Two

Gateland

Level 2, Sector A South

Customs Inspection

Gateland is located in the southwest corner of Level Two and is by far one of the most crowded locations in Center. Hundreds of thousands of visitors arrive on a daily basis via dimensional Rifts rather than spacecraft. In fact, 84% of visitors arrive via dimensional portal; space travel being primarily used by Spacers, adventurers, rich space enthusiasts who pilot private spacecraft for fun, and commercial businesses delivering cargo and trade goods.

Entering Center is easy via the *Dimensional Gates* (sometimes called Rift Gates). There are 64 dimensional hubs, each the size of the Houston Astrodome. The hubs are arranged in a semi-circular pattern and fill the corner of this sector. Inside each hub are 20 *dimensional gates*. At the center of each hub is a flat, circular platform where a dimensional Rift can be created at will. Each Rift is contained in a series of directed Phase Fields. This allows the Prometheans to manipulate the Rift on a level not known in many places in the Three Galaxies. Surrounding the Rift are five towers. Each tower has four extendable gantries that can go right up to the dimensional portal as it opens. The gantries can vary in size from as small as 20 feet (6.1 m) wide, to several hundred feet as needed. While each gantry is on a different level, the towers and gantries can be reconfigured in numerous ways to accommodate different numbers of people, from individuals, to whole armies. Entire towers can be positioned around the Rift to make one large super-tower, however,

they are more often staggered around each Rift to receive and send the maximum number of travelers.

While dimensional travel to Gateland may take seconds, arrivals may have to wait hours (5D6x10 minutes) before a *Vistor Inspector* is available to clear them and their luggage for entry into the city.

Every port of entry has an Inspector's Station that might be thought of as customs at an airport. There awaits a team of Prometheans whose job is to inspect and assess if the visitor or his belongings represent any serious danger to Center. After inspection, the Promethean points them to the exit they need to get to where they are headed. The Inspectors have a full range of scanners at their disposal to make their assessments. They are mostly looking for heavy weapons and weapons of mass destruction that could be used inside Center, unstable power sources that could become a danger, biological and chemical materials that could be hazardous or weaponized, and individuals who might be carrying plagues, as well as a whole range of technological, nano, biological, chemical, and magical devices and components; absolutely no weapons grade nuclear material allowed. Basically, if it has the potential to harm Center and/or a large portion of its inhabitants, the individual or group is sent back through the Rift, by force if necessary. The Promethean forces also repel various monsters and creatures that might accidentally slip through a dimensional portal. It's rare, but it does happen. Once in a great while, even a hostile Alien Intelligence has been known to try to come through a dimensional gate or launch an attack via the dimensional portal. However, the Promethean forces are more than enough to keep even these powerful beings at bay.

Note: The same basic rules and procedures apply at both *Gateland* and the *Center Spaceport* on the other side of Level Two.

Weapon Restrictions and Perceived Threats. No heavy weapons, power armor, robots, or obvious machines of war are allowed into Center. All such items must be put into storage if the owner wishes to have access to the upper levels of Center, otherwise they're limited to *levels 7 through 10*, and even then weapons that have the potential to damage property must be put in storage. Personal weapons such as handguns, Vibro-Blades, staves, canes, S.D.C. weapons, and similar are allowed, but

there is often a stern warning from the Inspector about the “appropriate use” of such weapons in Center. The power levels of magic items are often less obvious and frequently allowed, including Rune Weapons. However, visitors with a record of prior “disturbances” are likely to have most of their magic weapons and items put into secured storage or be denied entry onto Phase World. Likewise, infamous magic items known to be powerful may also be placed into storage.

There are only a few exceptions to the above rule. Visiting diplomats and their bodyguards are allowed to carry heavy weapons and magic items, provided they follow the rules and



Center Level Two

laws of Center (and Phase World), as well as cyborgs and races that are dependent upon their armor for survival, such as the *In'Valians* – HOWEVER, all built-in “heavy” weapon systems must be deactivated for the duration of their visit to Center. The Visitor Inspectors can have bionic and other built-in weapons *disabled* via the placement of a small device called a **Phase Shunt** on it. The Phase Shunt interrupts the power supply only to that specific weapon system(s), and as many as seven such disablers can be applied to the average sized cyborg or android without affecting other cybernetic systems. Only a *Promethean Technician* can install and remove these Phase Shunts. To keep others from tampering with the device after it is attached, the Phase Shunt is in a constant *phased state*, making it impossible for anyone other than a Phase Technician (or Promethean) to remove the device. Attaching and removing the device is a simple process for a Phase Technician and it can be done in a matter of 1D4 minutes per shunt. **Game Master Note:** In the end it's you who determines what can and can't be taken into Center proper. Use common sense. If it's a Chipwell power armor it's likely to be let in, however an Avenger Power Armor is likely to be put into storage. Likewise, tanks and obvious combat vehicles fall into the category of “heavy weapons” and are not allowed; they must be put into storage. Use your best judgment in this regard, heck there are even Prometheans that can be bribed so you never know what might be *slipped into* Center. Also, remember that none of these conditions, restrictions or inspections apply to people coming and going via the Skyline Spaceport. However, one still cannot go around in public in combat armor, a combat robot or military grade vehicle.

Welcome to Level Two. Once visitors have gotten through the *Visitor Inspection and Authorization process*, the Promethean Inspector points them in the right direction. This is accomplished through a series of direct questions: Dimension of origin, reason for being in the Three Galaxies or Phase World, is this visit business or pleasure, are you visiting a friend or family member, where are you staying while at Center, do you have local currency or trade goods, and similar. Finally, the Promethean asks what particular area the visitor(s) are headed, offers directions as needed, and sends them on their way.

Those requesting to go to Level One are sent to one of the checkpoints, where they are met by a security detail and their identities and arrival confirmed before they are allowed to continue. Casual visitors are not allowed on *Level One, the Manors*; only invited guests of the residents and pre-approved diplomats and dignitaries. If individuals do not have authorization to visit the level, they are investigated to make sure they are just “dumb tourists” who didn't know better, not someone more dangerous. If a definitive assessment cannot be made, they are escorted back to a dimensional gate and sent home. Resistance is met with force.

Obvious dimensional refugees are sent to **Level Five**. There, a processing station helps them set up a life and find a place to live in Center. This includes most people new to Center who have never been there before.

In the case of adventurers and dimensional travelers who are **visiting tourists**, they are given basic information on Center via a virtual tour. It is a really cheap tour that uses a series of holograms to introduce one to Center and show them how to get around. It also displays and talks about notable attractions, tour-

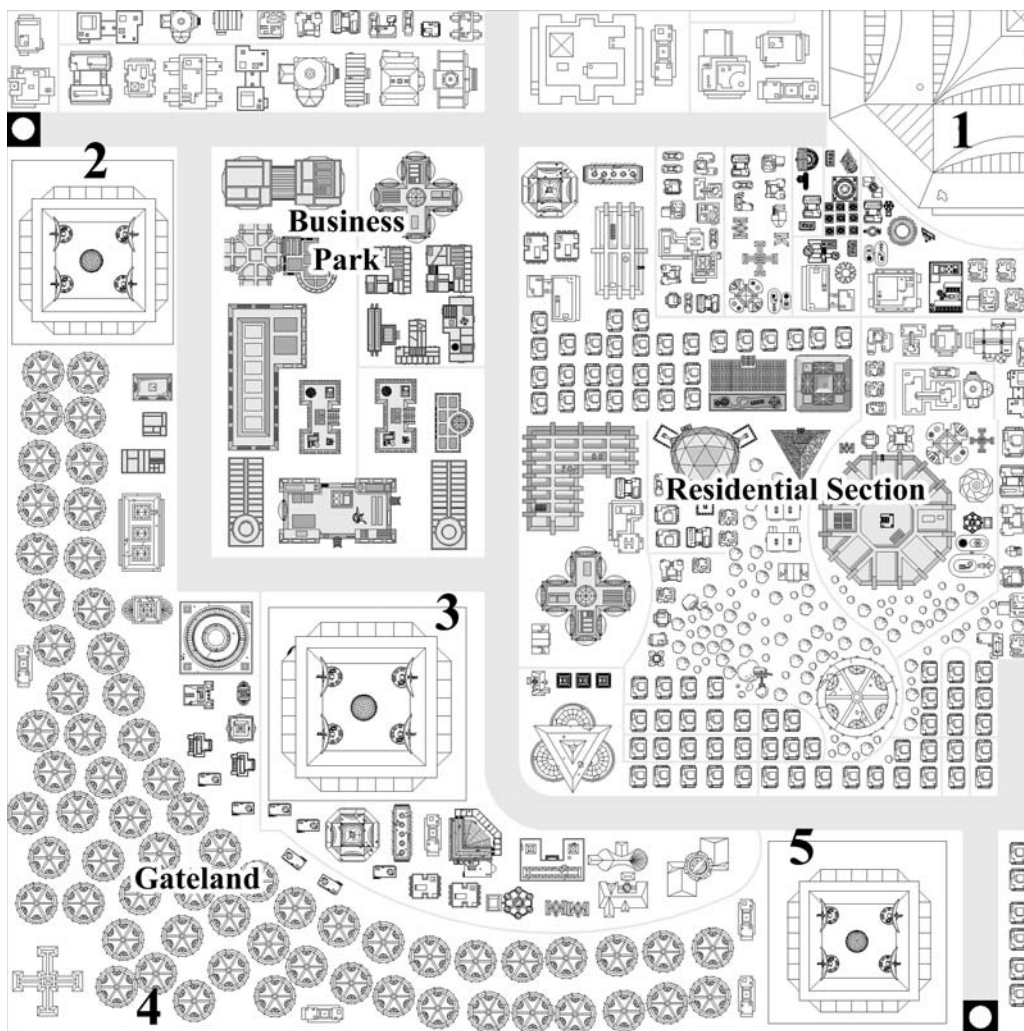
ist sites, and retail and entertainment districts in Center on levels 2-5. The tour ends at a series of public money changing terminals where one can convert foreign currency into *Universal Trade Credits (UTC)*. One can also get additional information on Center, the location of specific hotels, and other tourist destinations in the Three Galaxies. There are several hundred moneychanger terminals in this mega-sized plaza and the tour guides are happy to direct visitors to local hot spots on levels 2-5.

Expedited Inspection and Processing

Frequent travelers to Center often obtain a **CIC** or **Center Identification Card**. This encoded card identifies the person arriving at Center. The advantage is that one does not have to wait for a Promethean Inspector unless he has firearms or hazardous materials to declare. Upon arrival, the card is immediately identified by scanners and the cardholder and his goods are teleported to a predetermined location in Center. For example, many dimensional merchants travel to the *Splugorth Market* and, upon arrival, they are immediately teleported to that destination within Center. They are scanned through the teleportation process, so there is no chance of smuggling something dangerous past the Prometheans. Very little is considered contraband at Center, but those who try are diverted to a special holding cell for questioning while all their goods and possessions are held in a separate location and undergo careful scrutiny. The CIC is a convenience many travelers take advantage of, and the card is relatively cheap at only 5,000 Universal Trade Credits (UTC) annually. A group of travelers needs only a single card as it can be programmed with up to a dozen individuals, and there is a discounted cost of 3,500 UTC per individual on a single card. This works well for small businesses, adventurer groups, and families.

CICs can be programmed with as much or as little personal data as the owner wants. The basic information is the number of individuals per card, their names, and where to teleport them (which can be 12 different locations, by the way). Some owners have a whole series of programmed conditions. For instance, certain individuals can be teleported to different locations, or goods can be teleported to one warehouse, while the owner is teleported to his home in the Manors, while his caravan entourage is teleported to a nice hotel. Of course, all conditions must be authorized, meaning that you can't just teleport to the abode of Thraxus unless somewhere in the data network Thraxus left you an open invitation. All cards must be pre-programmed prior to leaving Center, and the owners can do it at any public or private terminal found throughout Center.

The advanced technology at Center allows the CIC to be made into just about any size and shape desired. “Card” is really a misnomer, as a CIC can be tailored to the owner's physiological needs and personal taste and desires at no extra cost. Thus, some CICs look like swipecards, others like an actual key, others as a piece jewelry or article of clothing that can be worn, and so on. Wireless technology allows for the programming and reading of the card wherever one goes in Center. The cards can be read at any public (or for those that have access, a private) terminal and instructions can be uploaded just as fast as the owner can enter them into the screen. The cards can be used all over Center. Furthermore, a CIC can be linked to a Center bank account and be used as a *Universal Debit Card*. All merchants



Level 2 Sector A South

- Residential Apartments
- Gateland Hub
- Entry Point

1. Central Station
2. Gateland Aux. Control
3. Gateland Central Control
4. Gate Hubs
5. Gateland Security

1 Mile

are required to be able to accept the CIC card, and all public services and transportation terminals, such as taking the monorail in the Central Station, accept CIC cards and provide not only a convenience for the cardholder, but a 5% discount, as well as help keep Center efficient and able to keep up with the ever-increasing demands of its visitors and residents.

Everyone is Welcome

One of the most unique aspects of Center is that everyone is welcomed, and provided one has access to dimensional teleportation, arrival to Center is *FREE* to Gateland. Phase World has dimensional gates at an untold number of locations, on worlds all across the Three Galaxies and elsewhere.

Leaving Center, however, is another matter.

Dimensional travelers capable of using Rifts, such as Shifters, can come and go as they please under their own power. Everyone else must pay to leave Center via Gateland. Thankfully, the fees are quite reasonable and well worthwhile. Dimensional teleportation via a Rift, also known as “Rifting,” takes only a matter of seconds (one melee round or less) and the cost is comparable to an airline ticket on less advanced worlds. Travel to the most common worlds and dimensions (including most civilized planets in the Three Galaxies) costs a paltry *500 credits* per person. This fee includes any personal effects on the traveler’s person or held in his hands, as well as up to six pieces of luggage, with no restriction on weight; if it fits in a suitcase it

goes. For large items or vehicles, there is a flat fee of 1,000 credits per ton, so if a traveler is trying to bring 10 tons of merchandise plus himself, the fee is 10,500 credits. Double the cost when going to uncommon destinations.

The average wait to leave Gateland from the busiest gates is 1D4+2 hours. The waiting for all this can, again, be bypassed via the CIC card, reducing the waiting period from hours to 2D6+6 minutes. All one has to do is be at one of the thousands of public teleport terminals scattered all over Center. The owner simply waves his card and he and his possessions are immediately teleported to one of the dimensional hubs, where he is next in line to depart Center. It’s the CIC cards that make the Prometheans so efficient when having to deal with the billions of people that pass through Center each year. Frequent travelers are encouraged to obtain a Center Identification Card (CIC), and there are signs and advertisements all over Center in a variety of different languages pushing the use of the cards.

Promethean Storage at Gateland

The Prometheans are happy to provide storage of items not allowed into Center, such as heavy weapons, as well as stowing luggage, valuables, cargo, and other items for a reasonable fee. The size of the storage locker dictates the price.

A locker big enough to store a single power armor suit (often the size of a large closet) or similar sized weapon locker

(handheld weapons like pistols and rifles) can be rented for a modest 200 credits a month.

Walk-in storage units twice the size are 500 credits a month.

A small vehicle storage bay cost 1,200 credits a month and is big enough to hold two rocket bikes, combat hovercycles, or a vehicle of similar size.

A medium vehicle storage bay costs 3,500 credits a month and can hold a single tank or similar ATV, or a few small cars.

A gunship storage bay costs 9,000 credits a month and can hold a jet aircraft, two combat helicopters or one large spacefighter.

The largest storage lockers are more like airplane hangars and can hold the equivalent of two CS Death's Head Transports for a paltry 36,000 credits a month!

Of course, non-combat items, commercial goods and valuables may be stored in any of these containers.

The storage fees must be paid up front and in full for the entire period anticipated, with a minimum of two months up front. If the goods are claimed in less time than leased, the remaining months' rental fees are refunded. A one month storage fee is the minimum cost, even if a visitor only needs a Promethean storage locker for a day or even a few hours. Long-term storage contracts of one year or greater can be negotiated and enjoy a 10%-25% discount depending on the length of time. However, payment must be made in advance for the full period of time.

If a large amount of space is required, it is cheaper to rent one of the warehouses or personal storage units in the *Warehouse District* near the *Center Spaceport*, which are half, and can be rented by the week, but security is nowhere near as good. Special arrangement must be made prior to shipping the goods to Center, and the business responsible for storing the goods must transport them via authorized transports operated by the Spacer Guild.

Security for Promethean storage is included with the storage and each person is given a specially encoded key. The key uses Phase Technology and only the allowed renter can open the hatch. At the time the item is put into storage that specific key can be coded with up to six different people (owner's discretion), and additional keys handed out. However, a single additional key costs 20,000 credits. Some people who rent a Promethean storage container are so paranoid that they have their key coded in such a way that each person on the key must be present in order to open the storage locker, while others keep the key limited to one designated key holder, even if the container is used by a group of visitors.

All items being stored are inventoried by the Prometheans and the list is stored on the key for the renter's convenience. As items are removed or added, the card key is updated appropriately, leaving little room for trying to cheat the Prometheans by claiming something has gone missing. Then again, although the Prometheans guarantee the safety of items secured by them, the renter signs a lease agreement absolving the Promethean business from any loss or damage of items while in their possession. While that might sound shady, the Promethean storage facility is renowned for its reliability and security; i.e. no loss through theft.

Once possessions are locked up in storage, a Phase Field is erected around the unit to prevent theft. Plus the locker doesn't

appear to have any doors! It's a solid metal wall with a small black panel the key slides into. The black panel has no apparent openings other than the card key slot, nor electronic panel that can be opened or picked with lock picks. The key phases into the lock and a door appears. It's as simple as that. To date no one has been able to break into one of these storage units. What many don't realize is that the lockers are not even located on Level Two! Thus, finding the locker concealed elsewhere at an unknown location is nigh impossible! It is activation by the Phase Key that brings the locker in phase with that location and reality. Without it, the storage locker is effectively removed from reality. Overall, there is a 98% satisfaction rating with the *Promethean Storage and Security* business.

Note: This service is also made available at the Center Spaceport.

Gateland Central Control

Near the Gateland Hubs is **Gateland Central Control**. Each of the 64 Dimensional Gate Hubs are linked directly to the Central Control Station, as are most other vital operations of Gateland.

Gateland Central Control is an imposing single building that dominates Sector A South. It is shaped like a trapezoid with a series of towers crowning the top. Thousands of Prometheans work at the facility. The majority are technicians and supervisors who oversee the activity of Gateland. However, there are just as many non-Prometheans working there. Hundreds of operators wearing virtual reality helmets manipulate, maintain and regulate the various Rifts appearing at the 64 hubs. For Gateland traffic controllers, the VR helmets put each operator right in the *Gate Room* of a designated hub, and display the Rifts and a set of virtual controls from which the controller can "dial" different dimensions, make the Rift wider, smaller, or close it all together. Central Control also monitors and supervises the loading gantries and towers, as well as directs all the foot traffic in each of the hubs and throughout Gateland. They can also access and operate concealed Phase Weapons that Gateland Central Control operators can activate and use whenever necessary. It is often these weapons that are the firstline of defense against dimensional incursions from unwanted visitors.

Security is pretty tight around the building, and only foot traffic is allowed within a mile (1.6 km) of it. Vehicles are diverted around the building and only authorized personnel are allowed into the building. From the ground floor there doesn't even appear to be any doors or entrances. Employees can only gain access via Phase Teleporters and they must have an encoded ID to allow them to gain entrance. Finally, in the event of an emergency a smaller version of Gateland Central Control is located on the western wall of Level 2. The facility, referred to as Auxiliary Gateland Control, is closed down and has only been used in test and training scenarios, but it can duplicate all the functions of the main control building. Few people even know that it exists and most assume the building is just another Promethean barracks.

Gateland Security

The main command center for security on Level Two is located along the wall at the southeast end of the Dimensional

Hubs. This building is a massive, concrete fortress that serves as the main security headquarters for Gateland and the whole level in its entirety. It is located at Gateland and near the Center Spaceport because those are the two ports of entry and the most likely sources of trouble on Level Two.

Even few residents realize there are concealed weapon batteries scattered across the entire Security Building. These weapon systems can pop out at a moment's notice and have enough range to cover all of the Gateland Sector and most of the Warehouse District that is part of the spaceport. However, the weapons are only deployed in the event that Level Two is invaded. The weapons are to be used with great care to avoid catastrophic loss of life to visitors and residents of Level Two. To date, they have only been deployed twice and no monster hordes escaping from a Gateland hub have ever escaped security to go farther on Level Two, let alone any other level in Center. At least half of the weapons are heavy Phase Cannons, with a reduced stun function that can affect up to 50 people per single blast. (**Note:** The stun beam has the same duration and effects as a Neural Mace.)

The lower levels of the Security Building are dedicated parking garages for a variety of patrol, fast-response, riot control and combat vehicles and robots used by security forces.

Big Brother. Above the parking garages are several floors devoted to monitoring thousands of surveillance cameras located throughout Center on Levels 2-5. Only key locations are constantly and actively monitored, including the Gateland Dimensional Hubs, Gateland Control Center, Central Station, the Elevators, the Elder's Sanctuary, and the Center Spaceport. Each location is relatively secure in its own right, however with big brother watching, security squads can offer additional support almost anywhere in a matter of seconds via teleportation stations all across Center.

The Detention Center is located on the floor above the monitoring section and it contains hundreds of holding cells. These prison cells have never really seen much in the way of use, but can accommodate up to 1,200 prisoners. Center's laws are quite tolerant, and even those who have committed planetary genocide can go about their business in Center without interference from Center Security. Only those who have committed some foul deed or grievous action directly against Center, the Manors, or the Prometheans end up in the security cellblocks.

The Prometheans, ever the enterprising sorts, have allocated 60% of the cells as "for rent." Hundreds of Galactic Tracers who not only travel the Three Galaxies, but the Megaverse, pass through Center each year. Any Galactic Tracer with the proper credentials and a valid warrant can rent a prison cell for 200 credits a day. Each cell is 10 feet by 10 feet (3 m by 3 m) and has a basic urinal, washbasin, and bunk, plus a supply of basic food pellets (a bland, dry cereal that rather resembles a dry dog food) are provided three times a day. More advanced cells are also available. They typically have Phase Fields or force shields to deal with the more powerful and exotic prisoners. Supernatural beings and those who wield magic or psionics are often put into these cells, where escape is far more difficult. These "high security" cells cost 1,200 credits a day, and have the same "amenities" as the basic cells.

Galactic Tracers can, and often do, employ their own security for these prisoners. The reason for this is because the

Prometheans who rent the cells have developed a reputation for accepting bribes and if the prisoner has credits or access to credits or something valuable to trade, by the time the Galactic Tracer comes back his quarry could be long gone. The Prometheans make it quite clear that all they do is offer the cells, they don't provide security. Despite this, the cells are still the best place to hold a prisoner while on Center.

Offices. The two floors above the Detention Center are offices for clerks, operations managers, detectives/investigators and security teams. It is here that all of the paperwork is dealt with, plus it's a place where one can go to make arrangements to rent a cell, or to make inquiries with the local authorities. The investigators each have a small office and it's a maze, making it difficult to find one's way around. There is a large lobby where a security detail helps direct people to the right clerk or investigator. This floor also houses 900 law enforcement officers around the clock. Another 900 security agents are on the floor above it, as well as areas for combat simulation, gun ranges, cafeteria, lounge area, a library and a small in-house medical clinic.

Security Command Center. Located on the top floor is Security Command, a secured level with even thicker, fortified walls, its own air supply and life support system, internal security measures, and a 288 man defense force. It has the tightest security in the entire building and only those with the proper clearance can access it. There are no elevators or stairs, only *Phase Teleporters* that let people in and out based on their security clearance.

The Security Command Center has three large war rooms where strategies and tactics are quickly plotted and the actions of defense forces planned. There is also a sprawling communications room filled with giant monitors that switch to various locations based on what the monitoring section has found. Of the 20 large monitors (they stretch about 30 feet (9.1 m) tall and are just as wide), there are typically four or five hubs displayed at any given time. Their main concerns are dealing with alien invasion, massive security breaches, and large scale turmoil, including certain known forces and Alien Intelligences bent on invading and taking over Center or causing havoc and mass destruction. While no such invasion has been attempted in over 2,000 years, it still remains a major concern for Security at Center. The next area for concern is at the Center Spaceport. While anyone can land in Center, they are restricted to a narrow landing corridor. Deviate from the designated course and the Prometheans immediately lock on with some serious weaponry.

It is Security's responsibility to respond to these dangers, maintain law and order, and whenever possible, take active measures to prevent such crises from happening in the first place. There are a host of Special Ops teams and police forces that may be dispatched to take care of a problem. First wave defenders are teleported to the trouble spot, while heavy response teams in combat vehicles arrive a few minutes later. As a result, the top floor has barracks for forty Special Ops teams (6-8 man squads; most 4-7th level or higher combat specialists; commandos, robot and power armor pilots, psychics, etc.) and a small army of 600 skilled security officers (the equivalent of 3-6th level soldiers). In case of an emergency, an additional 1400 security personnel (2-4th level soldiers) can be mobilized within 30 minutes. (**Note:** This does not include the standing army of 50,000 at the CC&C – Center Command and Control.)

Unseen security. For the most, part security in Center is all but invisible and most people seem to like it that way. If they knew that there was constant surveillance just about everywhere, few people who were hiding would ever come to Center. The fact that Phase World has no formal extradition treaties with anyone and a policy of high tolerance is what makes it the ideal place to hide from the law of other worlds.

While there is heavy surveillance, the Prometheans simply don't have the manpower to watch each and every camera or every one of the 600 million residents (plus hundreds of thousands of tourists!). Sophisticated computers that employ artificial intelligence watch about 90% of the monitors and alert the Prometheans if a noteworthy disturbance or problem is detected. Rarely do the Prometheans ever have to respond in large numbers, but if they do, they can be anywhere in Center within roughly 30 seconds. Once a team is assembled, they are teleported to the disturbance. However, their greatest weapons are the Phase Fields and force fields that can be erected. Sophisticated emitters are located throughout Level 2. These emitters can generate either a force field or a Phase Field, depending on the needs of the Prometheans. The size of the fields can vary from as small as 10 feet by 10 feet (3 m x 3 m), to 50 times that size! The emitters work in tandem to create the bigger force fields. In many instances, the security detail doesn't even have to leave the Security Command Building. Standard procedure is to erect a field around the source of the trouble and detain them

until a security team arrives to deal with them directly. Sometimes all that is given is a stern warning, while other times a security detail makes numerous arrests. Level Two is seen as the heart of Center, so the Prometheans keep a more watchful eye here than any other level.

Since the Prometheans try to keep a low profile, they attract a great deal of attention when they have to take serious action, especially when one or more Prometheans make a public appearance. Perpetrators taken into custody by the Prometheans for violating any of Center's serious crimes are brought before a *Promethean Tribunal*. The lucky ones (which is the majority) are banished from Center and all of Phase World, and told *never* to return. Those caught trying to return get the second most common punishment, *death*. Acts of terrorism, murder of important residents, attacks on foreign diplomats, attacks on Prometheans, attacks on or sabotage of Rift Gates, attempts to steal and/or sell Phase technology, mass murder and mass destruction all carry the death penalty. The Prometheans don't fool around, especially when it comes to their security and sovereignty.

Center's Financial District

Center's Financial District is found on Level 2, Sector A North. This sector is one of the few "unplanned" developments that have occurred in Center. As more and more commerce and



Level 2 Sector A North

-  Stock Exchange
-  Futures Market
-  Trading Forums

1. Center Command & Control
2. Elder's Sanctuary
3. Financial District
4. Central Station

 1 Mile

trade was conducted through Center, numerous markets opened up. In addition, Center established the **Universal Trade Credit (UTC)** monetary system to make trading in Center easier by establishing a single currency. The UTC was well received at Center, but thanks to the multitude of visitors from the Rift Gates in Gateland, the event had long lasting effects that would ripple through the Three Galaxies as more and more power blocks and entire worlds adopted the *Universal Trade Credit (UTC)*. There were already several off world banks in Center, so when their home systems made the conversion it was relatively easy and painless. Today roughly 60% of the Three Galaxies uses the UTC as their own currency system. The remaining 40% consist of the completely alien cultures and backwater worlds that have or want nothing to do with the rest of the Three Galaxies.

Some historians argue that it was Thraxus who established and greatly influenced Center's Financial District, while others say he merely helped to get it started then stepped away from it. Not long after his arrival in Center, Thraxus established the **Trading Center**, a stocks, bonds, securities and commodities dealer similar to Earth's Stock Market Exchange. In the early days of Center, communication between worlds was difficult, with hours, sometimes days, between communications. The end result was a number of delays in buying and selling in off-world markets that caused investors some serious and deep losses. Thraxus, sick of the situation, used his money and influence to have the most advanced communications equipment brought in to the Trading Center (much of it actually designed and built special for him), and, with the help of the Prometheans, was able to establish "real time" trades throughout the Three Galaxies. This was a first in the Three Galaxies. Naturally, all the business investors in Phase World immediately moved their accounts to the Trade Center, where they could get the fastest and safest results. Thraxus went from a billionaire overnight to having more money than the gross national product of most planets.

Today, Center's Financial District is one of the three largest and most influential financial hubs in the Three Galaxies, and it is considered the most important of the three. If something should happen to one or even two of these galactic finance centers, the third acts as a back up. So far in the history of the Three Galaxies, only one of the Trading Centers was out of contact for a brief time due to cosmic conditions that prevented it from sending and receiving information. When this happened, the other two stepped in and galactic trading continued uninterrupted. The other two Trading Centers are located in the Thundercloud and Anvil Galaxies.

Center's Command and Control

Near the edge of the Center Shipyards is **Center Command and Control (CC&C)**. It is a large, heavily fortified, military compound that functions in a similar capacity as Earth's Pentagon once did. The CC&C makes all the big decisions concerning Center's defenses and military response to hostile forces.

The compound is a self-contained military base sealed off from the public with thick, M.D.C. bunker walls all around it. The buildings are made of an unknown, bluish alloy that has an impressive amount of M.D.C. per square foot, and powerful force fields are erected around the building for additional protection. At each entrance is a heavily guarded security check-

point into the military complex. Approximately 50,000 troops are stationed at the CC&C. While they are Center's standing military, they may be deployed to assist Security's police force and engage any threat to Center.

The CC&C building is in the shape of two 'T's laying on their sides, with the base of the two 'T's connected in the middle by a glass domed building covered with a variety of antennas and sensor arrays.

There is nothing here for residents or visitors. Unless one has business here, just about everyone in Center avoids this part of town completely. Even the buildings in the neighboring areas are mostly comprised of residences of the people who work at the CC&C or are part of the CC&C's support network. Of course, sightseers and residents cannot even get close to the CC&C building, as massive force fields block entry into the zone around the CC&C, cutting off streets and access 1000 feet (305 m) before the compound's exterior walls.

Unknown even to most residents of the city, Center Command and Control houses and protects **C.A.I.N. – Center Artificial Intelligence Network**. Center's A.I. is a super sophisticated series of networked computers that each have their own artificial intelligence (A.I.). For example there is a dedicated A.I. for life support, power distribution, sanitation, maintenance and repair, defenses, automated weapon systems, surveillance systems, communication, mass transit/the monorails that speed through Center, and most of the services and routines necessary to keep the megalopolis running at near maximum efficiency. All the day to day operations that seem to magically happen are managed by one or more of these super-A.I.s. Each is networked together to coordinate operations and keep it all going without a hitch. There are 150 of these A.I.s overseeing, managing, and directing millions of tasks every day. The A.I.s are completely self-functioning and self-repairing, and operate with a fair degree of autonomy within their given parameters. Living operators are present only to supervise (as best they can) and address out of the ordinary occurrences that might need a more human response. However, the computers are so advanced, so precise and so on top of everything, there are few occurrences that the A.I.s do not have a set protocol response for handling. Furthermore, they are able to learn and formulate new responses based on available data and past responses to similar situations. Thus, if necessary, the A.I.s can "think up" a new plan as necessary. It is said that the A.I.s could function and keep Center running entirely on their own without input from the living, for a millennium.

There is a rumor that A.I.s are not actually located at the CC&C, but hidden in one of the sub-floors between levels. Since these areas are restricted to Prometheans only, it is possible, but seems unlikely.

CC&C Spaceport. There is a section of the Center Spaceport and shipyards on Level Two, Sector B North, that runs near the east side of the CC&C compound that is reserved just for the CC&C. These hangars and docks house Promethean ships, including two squadrons of Ghost Ships and two fair-sized cruisers, which are stationed there at all times, as well as several other squadrons of space fighters and military shuttles.



Elder's Sanctuary

One of the more enigmatic places in Center is **Elder's Sanctuary**. Located in the northwest corner of Level Two, Sector A North, the main building doesn't even appear solid. It looks like a large coliseum with a ring of large pillars made of a milky white material. In fact, the building is in a constant *phased state* and not a solid structure. There are no barriers preventing people from going near the phased out building as only Prometheans are able enter it. For everyone else, it is rather like walking through a holographic projection.

In front of the marble temple is a large, crystal clear lake surrounded by a park that is dense forest. The whole area looks like a recreational park with benches and various pieces of galactic artwork scattered throughout it.

Stage Two Prometheans are often found in the woodland park, presumably meditating and contemplating very important matters. Some have been in one location for *years* seemingly lost in a meditative trance. Only the occasional resident of Center comes through the park, but it is a hot spot for off-world tourists, if only to catch a glimpse of a *Second Stage Promethean*. Others visit Elder's Sanctuary because they believe it was built by the *First Race* and may have clues about – and even messages from – the *Cosmic Forge*, provided one is in the right frame of mind to receive them. These believers come to the Sanctuary hoping to either receive confirmation of their beliefs, get a vision, or receive some type of wisdom or epiphany that only communion with a Second Stage Promethean or the Cosmic Forge could provide. As a result, a visitor is likely to see a

lot of different people singing, chanting, praying and meditating in Elder's Sanctuary (which includes the park). Several small cults have taken up residence in the park, hoping to be as one with the Second Stagers and the Cosmic Forge. As long as they don't damage the park, refrain from violence, and don't scare the tourists, Security doesn't even bother to chase cultists away, as the elder Prometheans can more than take care of themselves.

The only part of the **Elder's Sanctuary** that has any type of security is a second, smaller structure known as the **Initiation Temple**. Unlike the Elder's Sanctuary Temple, the Initiation Temple is composed of solid matter. An elite group of *Phase Adepts* keep a constant vigil at the temple. This particular temple is one of six located on Phase World. When the younger Prometheans feel they are ready, it is here that they go to prepare themselves for their eventual ascension. The Initiation Temple is located in the middle of the forest at the end of a long and twisting path. Along the path are several stations where those who are on the journey to ascension stop to pray and meditate. At each station is a First Stage Promethean who acts in the capacity of priest or spiritual advisor. They try and help their younger brethren make the right decision, because not all are ready. More often than not, most are turned away and told to experience more of the mysteries of life in the Three Galaxies. Some are given specific tasks such as, "help this group of Cosmo-Knights defeat that Dominator," while others are given more vague quests such as, "*Once you find the light that inhabits your heart, you will be ready to ascend, my brother, but until then, you are not ready.*" These priests/spiritual advisors have been to the temple and are nearing their own time of ascension. They must serve on the "Path of Life" (the name of the path that leads to the Initiation Temple) for one Center year (yes, that's 53 standard years). While serving on the Path, they meditate and contemplate their place in the cosmos. During this year, they are closer than ever to becoming a Second Stage Promethean, and they start to receive glimpses and insights into what it's like to ascend. This insight is enough for them to judge when another of their kind is ready, and it's their final service to their people. At the end of the year they enter the Elder's Sanctuary to take the *Test of Maturity*. If they pass, they emerge as an Elder. Those who fail must spend another Center year on the Path of Life.

The Singing One, Second Stage Promethean Quickstats

The Singing One is a wise old sage who has been sitting in the park of the Elder's Sanctuary since Center first opened its doors. He is as interesting as he is enigmatic. As far as anyone knows, he has been sitting in the same spot in the park for the last 5,000 years. He always seems to be meditating, sitting cross-legged on a grassy hill overlooking the Initiation Temple. Once in a great while, he will sing.

His songs are always in a deep baritone voice and they always seem to tell a tale, recount some legend, offer advice, or just to give inspiration. He never speaks to anyone, even if pestered by younger Prometheans or Cosmo-Knights! Many speculate that he is *the Voice* of the Second Stage Prometheans. This is because many of his songs have had answers to dilemmas or problems faced by noble Prometheans or groups of adventurers.

No one knows what causes him to sing, and small groups have assembled, sitting around the Singing One, waiting for one of his songs. The same group of people can wait for days or months, then, out of the blue, he'll start to sing. Most people speculate that his songs have to do with events that affect all of the Three Galaxies and possibly the Cosmic Forge.

Recently, he has sung a song about the legendary **Book of Heroes** and how "it must not slip into the night, but be used so that its light fends off the encroaching darkness." This has disturbed a range of people from theologians and historians to world leaders. Most people don't believe the book ever really existed, and nobody knows where it might be kept. **The Book of Heroes** is said to be a powerful and ancient tome of magic that contains the spirits of two thousand of the greatest heroes of the Megaverse. He who wields the book can call upon those spirits to bestow upon him, or another, the powers of the two thousand. According to legend, the book has been used, in the past, to free entire worlds. The book is also said to drive people mad. If the Singing One speaks of it in song, the presumption is that it must be real and may soon make its first reappearance in eons, but to what consequence? And why now?

Alignment: Seems to be Principled, but little is known about him or most Prometheans.

Attributes: I.Q. 27, M.E. 22, M.A. 24, P.S. 32, P.P. 8, P.E. 25, P.B. 5, Spd 8.

M.D.C.: 1,800. (On S.D.C. worlds, the Singing One has 800 Hit Points and 1,000 S.D.C. with an A.R. of 17.)

Effective Level: 10th Level Second Stage Promethean.

Note: When the Singing One sings, his Horror (Awe) Factor goes from 14 to 16.

Disposition: Unknown! All he does is sing.

Skills of Note: Singing (Professional Quality) 98%.

Weapons and Equipment: None.

Description: A giant Second Stage Promethean, always with his eyes closed in meditation, wearing yellow robes.

Central Station

The largest physical structure on Level Two is **Central Station**. Ninety-five percent of all visitors to Center pass through Central Station, probably many times during their stay. Central Station is the hub of Center's transportation network. For those arriving via a dimensional portal at Gateland and those by spaceship via the Center Spaceport, Central Station is likely to be their next destination, as the massive terminal is the mass transit artery that connects to the rest of Center. Not everyone has the convenience of taking a Phase Teleporter to where they want to go. In fact, the masses are relegated to taking monorails or some other type of ground transportation. Each major avenue into Center has a direct monorail to Central Station. From there, they can go most anywhere within the massive megalopolis.

Central Station is a massive octagonal building with a domed roof. It has hundreds of entrances, from man-sized to dragon-sized. It is at the exact center of Level Two, and can be seen from a great distance, as if it were a man-made mountain. The interior of Central Station looks like that of a busy spaceport or transit hub, with all types of aliens and D-Bees rushing to catch

the next train. The thousands of signs found in Central Station are written in the main trade languages as well as a dozen other common languages such as Dragonese, Dwarven, Splugorthian, and of course the native language of the Prometheans, to name a few. Pressing a translator button, causes a holographic display to appear with hundreds of other languages listed in alphabetical order. Scroll down to yours, press the button again and a holographic image of the sign/directions/map will appear in that specific language. Additionally, a handheld language translator can be purchased for about 100 credits in any one of the hundreds of convenience shops in Central Station. These translators, when pointed at a particular sign, translate the written word into one of thirteen thousand pre-programmed languages. The output can be displayed on a small plasma screen or as audio for those who are illiterate.

On the north side of the Central Station is a series of three large arched walls. This is where one can find some 5000 elevators going to the various levels of Center. These elevators vary in size, with the smaller ones being in the first row of elevators, the medium sized elevators occupy the second row, and the last row are the largest. The last row of elevators can be combined to handle even the largest races of beings. The smallest is typically used by humans and humanoids. It is large enough to fit several hundred human-size patrons. The medium-sized elevators are can hold several thousand larger humanoids or a few hundred very large beings (those between 12 and 30 feet (3.6 to 9.1 m) tall. The largest elevators are of staggering size and are used to transport several creatures the size of an ancient adult dragon and still have room for several hundred other beings.

The elevators use the latest Phase Technology and are not only very fast, but also very efficient. A single elevator appears to descend right through the floor and seconds later (approximate wait time is 15 seconds), another elevator appears to take its place! In reality, the floor temporarily phases, allowing the solid elevator to move through it. Once the elevator is through, the floor solidifies and nothing can get through to the elevator shaft. Each shaft has a dozen elevators that cycle through Center. Each elevator rides on a cushion of air that can move the elevator up or down. It provides for a smooth ride at fast speeds, and yet has the ability to stop on a dime. The elevators run continuously without pause and can easily move hundreds of thousands of beings per hour up and down Center.

There are ten levels in the Central Station, each with a 50-foot (15.2 m) ceiling. Each floor is connected by elevators, escalators, and ramps. Each level is circular with the middle being hollowed out. People can see straight down to the bottom level where many trains pass through. Those beings that can fly are permitted to "hop" between levels. As one circles a particular level, there are dozens of monorail train terminals that one can choose to travel to other places on that level. Thanks to the clearly marked signs, most people easily find where they want to go.

There are also scores of monorails to carry travelers to locations on each specific level, and into the various neighborhoods. Each level also has a monorail that goes around the outer rim of the entire level.

Between the terminals are small shops that cater to travelers. There are stores that sell maps of Center's various levels, maps of the Three Galaxies, books, magazines, digital readers, snack

food, clothing and souvenirs. There are also travel agencies, convenience shops, luggage shops, guided tours of Center (as well as private tour guides for individuals or small groups), pharmacies, taverns, restaurants and a thousand different food vendors. The only thing one won't find is a place to sleep. All visitors must *go somewhere*. Central Station is a transit terminal, so there are no lodgings of any kind. Furthermore, the Promethean security is pretty good at keeping vagrancy down to a minimum. For those who can afford it, there are also hundreds of hotels and inns that cater to all the most common races of beings, and even a few of the most exotic ones, on Levels 2-7. The prices at many are high, but the services and amenities offered are top notch.

A Few Notable Shops at Central Station

The Center Market is a convenience store chain found on every level of Central Station and in most neighborhoods in Center. The Center Market sells everything that one would expect to find in a general purpose convenience store, from hundreds of brands of preserved foods and snacks to disposable cameras, language translators, articles of clothing, cleaning supplies, paper goods, and basic amenities. They even offer currency exchange, but at double the rate of most legitimate banks and moneychangers. The stores are always busy and do very well in Center. The Markets have been operating successfully ever since Center first opened its doors to other worlds; there are more than one thousand locations.

Central Tours and Guides or **C.T.G.** is the premier guide service in Center. They have over two hundred locations with half being on Level Two alone! This is a Promethean run business with 80% of the employees being Prometheans. The remaining 20% are Center natives of various races. Their rates are pretty reasonable: 50 Universal Trade Credits per six hours for guides limited to one of the major locations per level, like Gateland, the Spaceport, Spacetown, etc. A guided tour of a particular sector costs 250 credits per eight hours, and a tour of an entire level costs 500 credits per 14 hours. For each additional Level tack on an additional 1000 credits, so for Levels 2 and 3 it would cost 1500 credits, and so on. The average guide typically knows only one or two levels so unless a more experienced guide can be found, sometimes several guides need to be employed. Each guide is roughly equal to a *6th level Spacer* with an emphasis on *Lore: Galactic* and *Streetwise*. Experienced guides have a +12% bonus to these skills when it comes to knowledge of Center. Guides tend to have numerous *friends and contacts* all over Center. Many have made deals with local establishments (restaurants, casinos, hotels, stores, etc.) to bring people to their establishment. Of course, the tour guide gets a kickback from that establishment for bringing them business. Likewise, for the right fee, bribe, or gratuity, most guides can take a tourist just about anywhere they may desire (except for Level One), or help a client acquire just about any drug, illicit pleasure or rare item or experience he may desire. It is just a question of whether or not the client can afford the experience. For the proper gratuity, most guides will do just about anything short of putting Center in danger. On the other hand, if it's what a tourist wants, a guide will take his client to seedy and risky places where the client's life may be in very real jeopardy. Of course, C.T.G. has no liability for tourists who "go off the map"

and into illegal establishments or dangerous areas not recommended as an authorized tourist destination. Approximately 2% of tourists die or disappear when they "go off the map," 5% suffer bodily injury or are robbed, and 9% get in trouble for engaging in illegal/criminal activity.

C.T.G. will not send guides lower than Level 7. It's simply too dangerous. However, more than one guide has done the occasional "side job" when off duty. Of course, they often ask their own rates and they are usually higher than C.T.G.'s, there is no money back for a bad experience, and no guarantee of one's safety. Enter at your own risk.

Center's Transportation Network

Most residents of Center rely on the monorails to get around the city. The monorails are fast, efficient, quiet and the lifeblood of Center. In order to make this system efficient enough to transport millions of people a day and not clog up valuable internal space, the Prometheans had to get creative with the placement of their rail system. The monorails run just about everywhere, through buildings, over buildings, under buildings, along the walls, on the ceiling, and even in Center's sub-flooring. This city is laid out well enough to try and make the transportation network as accessible as possible, while at the same time as unobtrusive as possible. Sure the occasional train can be seen speeding along the roof or into a nearby tunnel, but for the most part, they are an invisible part of the cityscape. Most terminals are inside buildings, so the trains either come up from the ground or down from the roof or side of a wall overhead. It seems to depend on the length of the track and final destination. The more that can be hidden the better, and thanks to C.A.I.N. (Center Artificial Intelligence Network at the CC&C), several trains can use the same length of track via to the minute scheduling and efficiency of operations. As long as C.A.I.N. has been coordinating the trains, there has *never* been a mishap.

Levels 2-7 have their own network of monorails dedicated to that particular level. For example, there are over 2000 trains on Level Two alone. These monorails are constantly shuttling people from the spaceport to the Central Station and Gatelands, to everywhere else on the level. All of Level Two's monorails run through the Central Station. Likewise, there is a dedicated set of monorails that run up and down Center's vertical length, like the elevators, only their tracks take a spiral course up and down Center, and drop people off at a monorail station on the next level. Each level (3 through 7) has its own station at which people can transfer to a train on that level. On each respective level there are thousands of smaller sub-stations where the monorails make their stops.

Given the amount of visitors, these monorails run continuously without pause. For each stop, they wait 3 minutes, and then depart at lightning speeds to their next destination. The average speed for a monorail is approximately 150 miles per hour (240 km) so they are often at their next stop in a matter of seconds. There are also multiple stops along the way so average travel time for most commuters is 15 to 30 minutes, which is still great in a city of 600 million.

Center's monorails were built to quickly and efficiently move millions of people per day and with a measure of comfort and safety. Each monorail has between 6 and 12 cars. The front and

rear of each train has a pilot's compartment for when manual control is needed, however they are primarily controlled by C.A.I.N. Each car is large enough to hold 50 humanoids comfortably, each seated, or 125 can be packed into a car standing, with little, if any, room. Given the time it takes to debark and board each train, the average number of occupants is 75 per car. The seats can increase or decrease their size to allow for larger races. Any race shorter than 18 feet (5.5 m) is comfortable, while those larger will be cramped and may want to opt to use the elevators, a taxi service or pay for teleportation.

The monorails are clean and safe. Climate control is standard as per Center, and each monorail boasts one of the highest safety ratings in the Three Galaxies. Breakdowns are rare, but do happen. In such an event, the safety system kicks into place, *Phase Transponders* located in the train kick on and C.A.I.N. teleports the train to a safe location, occupants and all, for repairs. This is pretty rare as most trains have a scheduled maintenance rotation that keeps them in tip-top shape, plus the trains are replaced roughly every 40 or 50 standard years. See the specific stats on the monorails below.

Monorail Bullet Trains

Center's monorails are a piece of engineering wizardry. They ride on a cushion of air providing for a smooth ride and good speed. With their built-in inertial dampeners, the train's rapid acceleration from 0 to 150 mph (240 km) in 6 seconds isn't even felt by the passengers, nor is its rapid deceleration for stops.

While the ride is *free*, passengers are barraged by a variety of advertisements as they ride the train. (Hey, something has to pay for the trains' continued operation.) The train's computer system can pick up on the voices in the car (or use racial recognition software) and play one of a thousand pre-programmed advertisements selling everything from hair and skin products to the latest in Naruni weaponry. Interested parties need only touch the screen for directions to the closest dealer from their next stop. There are twelve 32-inch screens per train.

Each train typically consists of eight cars. In the more congested areas of Center, such as those that pass through the Central Station, there are 20 cars per train. Each track typically has 6 trains, leaving little room for error.

Model Type: PT-5500

Class: Bullet Train.

Crew: None needed; controlled by an Artificial Intelligence. However, in case of emergency, there is a station in the front and rear of the train for a single operator to take manual control.

M.D.C. by Location:

- Front/Rear Reinforced Pilot's Compartment – 200 each
- Doors to RPC (2) – 75 each
- Coupling between Cars – 100 each
- Hatches (4 per cab) – 150 each
- Windows (12 per cab) – 70 each
- Internal Force Fields (8 per cab) – 100 each
- Main Body – 1,000 per car

Speed:

Driving on the Ground: Not possible.

Flying: Hovers approximately one foot (0.3 m) above its track. It can go from 0 to 150 mph (240 km) in 6 seconds. Center's

A.I. will not exceed this speed. A pilot can override the controls and increase the train's speed up to a maximum of 250 mph (400 km), but this is only for emergencies.

Range: Unlimited within Center.

Statistical Data:

Height: 23 feet (7 m).

Width: 15 feet (4.6 m).

Length: 65 feet (20 m) per car.

Weight: 24 tons.

Cargo: Each car can hold up 50 humanoids seated comfortably and another 75 standing. At full capacity and under cramped conditions with those standing, each car could hold 225 people all packed in like sardines.

Power Systems: Electric! Each train receives its power directly from the rails it hovers on.

Market Cost: Each car would sell for 15 million UTC.

Weapon Systems: None.

Special Features: The trains do not have weapons, but they do have the following built in features.

Built-in Force Fields for Security and Riot Control: Four force fields can sub-divide each car into quarters. A force field can also be erected over each door. Force fields are projected so they can be shaped into different configurations as needed.

Public Communications and Access Terminals: Accessible through each of the 12 advertising screens on each train. All a patron has to do is wave their CIC or insert a UTC card and, for 2 credits per minute, they can make a videophone call, or access Center's public information network.

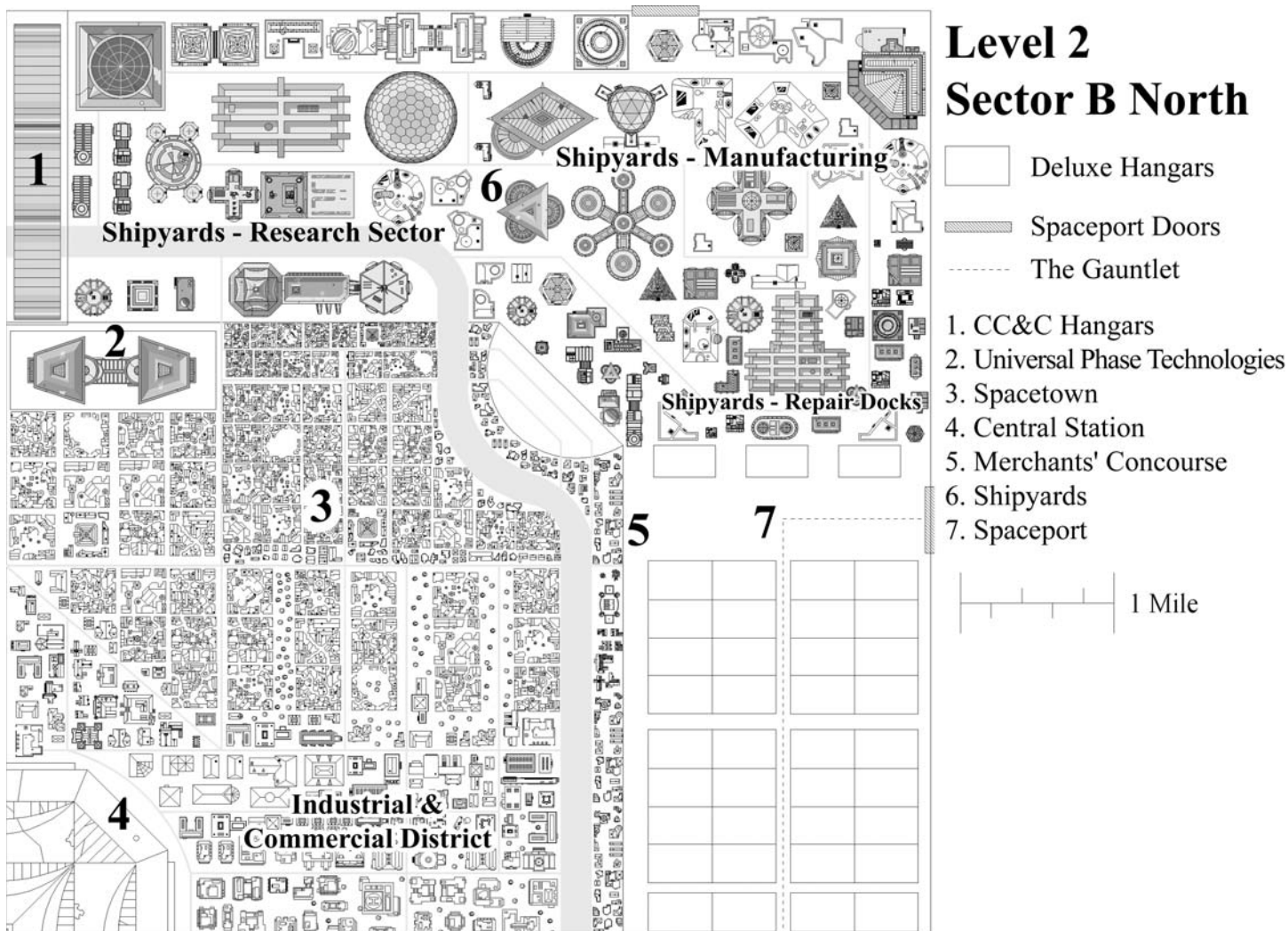
Mapping Feature: Just before each stop, the screens revert to a map displaying the current stop and what the next stop will be on a split screen. Touching various icons will display key locations, particularly public services, security, money exchanges and retail outlets around that stop. This is a free service.

Center Spaceport & Shipyard District

Level 2, Sector B North

Universal Phase Technologies (UPT)

Phase Technology has revolutionized many worlds. It was 5,000 years ago when the Prometheans decided to start selling some of their fabulous technology. First it was their *Phase Drives*. Civilizations that had yet to perfect Contra-Gravity technology jumped at the chance to purchase more advanced Phase Technology. Later, more marvels were released, like *Phase Beamers* and then *Phase Tech Med-Kits*. For a while, the galactic trend favored Phase Technology, and this helped to establish Phase World as a commercial force and put them on the galactic map. Leading the way was **Universal Phase Technologies**, a Center corporation that has the exclusive rights to sell Phase Technology. The company is owned and operated by the same Prometheans who started the company 5,000 years ago. They follow strict guidelines established a long, long time ago, and



thanks to the laws of Center, they alone have the right to sell any type of Phase products sold on the commercial market.

UPT's main office and primary manufacturing center is located on Level Two, Sector B North, just southeast of Center's Command and Control compound. It borders with **Spacetown**, and it is along that perimeter where *Spacers* and other visitors can go to the storefront and peruse all the types of Phase Tech items available. There are also retail outlets all over Center, with three more located on Level Two (one in the Merchants' Concourse, another in the Shipyards, and one at Central Station), and two on Levels Three and Four.

UPT representatives work in the Spaceport like door to door salesmen, visiting ships shortly after they dock, looking for the "Captain or person who authorizes upgrades and purchases," to make a new sale. In addition, they travel to numerous ports in the Three Galaxies, where their job is to attract new clients and sell the hottest items like the famous *Phase Transceivers* and *Phase Drive Engines*. Five thousand years after Phase Technology was first introduced, it is hotter than ever and the Prometheans continue to reap a huge profit from the tiny bits of Phase Tech they are willing to share with others.

UPT Phase Transceivers

Phase Transceivers are only installed by a "certified" *Promethean Phase Technician*, as the device uses much of the same technology that goes into Phase Engines and some of the com-

ponents are actually in a phased state. Anyone attempting to alter their transceiver will end up breaking it. The advantage of having a permanent landing permit as well as the transponder is that one can bypass the *outer traffic* in a holding pattern around Phase World and head directly to Center. It's basically a *V.I.P. pass* that bumps a person to the head of the line. Waiting time is much less, typically only 2D4x10 minutes.

In the early days of space travel, FTL drives were not as advanced as they are today and there were a number of problems with them. The Prometheans offered an alternative to both help and encourage merchants to do their trading at Center. A device that, today, is known in every corner of the Three Galaxies, a **Phase Transceiver**. When hooked up to any spacecraft, a Phase Transceiver can instantly *teleport* the vessel from anywhere in the Three Galaxies directly to one of the *64 space gates* orbiting Phase World. It was this device that helped to put Phase World on the map and make it a mecca of trade and commerce.

The devices are installed directly into the engine core of a ship. For some reason they require a direct power feed and only function when installed in this fashion. Any engine core will do, and Phase Transceivers even work in ships constructed with Techno-Wizardry. Only a certified Phase Technician from Phase World can install the device, and 99% of them are Prometheans. The device is in a constant state of flux and phases in and out. How the device is activated is entirely up to the owner and can be customized as part of the installation. It

can be activated anytime, anywhere with the punch of a button, or be part of a super-complicated encryption routine, whatever the ship owner desires. All that is needed is for it to be plugged into an engine core and for it to have a direct feed to both sensors and communications.

The cost of the device was cheaper in the early days when Center first opened its doors. Back then, Phase World used the device to lure people to Center as a retail, trade and commercial port of call. Today, Phase World and Center are so famous and such a powerful force of commerce in the Three Galaxies, that steep discounts on Phase Transceivers are no longer necessary. However, though the price is much higher than the early days, the device is still reasonably priced and extremely popular among merchants and Spacers.

Four types of Phase Transceivers are currently on the market. The first is a basic model, the **PT-1000A**, which only has a functional range of anywhere in any one of the Three Galaxies. For instance, if it is only useable in Anvil it will not work in the other two Galaxies. Still, the basic model is very impressive, and can be activated while anywhere within the confines of that specific galaxy, out to a thousand light years from the rim of that galaxy.

The second model is the **PT-1000B**. It can be used in any two of the Three Galaxies, with the same basic operations and limitations as the basic model.

The third version, the **PT-1000C** can be used anywhere within any of the Three Galaxies or the space between them.

The latest and most expensive model is the **PT-5000-Beta**. It is good at 500,000 light years outside the Three Galaxies and can cross the threshold of “most” dimensions. Though it is the newest and most advanced model, it is also the most expensive and complicated to install and service. As a result, very few merchants across the dimensional hub sell it. Only Naruni Enterprises is pushing the item hard and doing reasonably well in the area of sales. Furthermore, it is said that 33% of their own spacecraft are equipped with the PT-5000-Beta Phase Transceiver.

The prices for Phase Transceivers may seem a bit high, but for what the device does it's like having a second FTL drive or even a *lifeboat*, as it works virtually instantaneously to teleport the ship and crew to an advanced port of call where they can get whatever assistance they might need. The engines of the ship don't even have to be online for the PT-5000-Beta to work. As long as the Phase Transceiver can get enough power (the equivalent to send a communications signal) it can be activated to teleport the entire vessel. Every year there are more stories about how a Phase Transceiver saved a valuable load of merchandise from a band of pirates or saved the crew trapped on a disabled ship in deep space, or even mishaps involving black holes, harmonic disturbances and all sorts of stellar phenomena that can cripple or destroy a spaceship. Prometheans have exploited these stories by presenting them as testimonials in their advertising campaigns; sales have increased by 18% since doing so.

Costs:

The PT-1000A starts at a paltry 5 million Universal Trade Credits (UTC).

The PT-1000B is 10 million UTC.

The PT-1000C is 20 million UTC.

The PT-5000-Beta is 50 million UTC.

Note: The price includes installation and a lifetime warranty on parts and labor, which is void if the device has been tampered with. A Phase Tech can “undo” any damage from tampering, but the cost is often considerable, 2D6 million UTC depending on the extent of the damage; double for the advanced PT-5000-Beta.

Installation of the Phase Transceiver for any drive other than a Phase Drive takes 1D6+5 days, because the device has to be custom fitted per each ship. Plus, it requires careful tuning, and a slight miscalculation could either destroy the ship or send it into a state of phase (requiring another 1D4 days of work to reverse). Those with Phase Drives only have to wait for a single day as installation is easy. The ever-intrepid Prometheans with their modular drive parts had the forethought to include a section in Phase Drive systems for a Phase Transceiver. It simply fits into a pre-made compartment in a matter of minutes. It still has to be tuned, but that can be done in 1D6 hours. The Prometheans recommend having the Phase Transceiver “re-tuned” every standard year. Retuning is considered preventive maintenance and not covered under the warranty. Retuning takes one day and costs a modest 5,000 credits. Those who don't have their Phase Transceivers retuned find that it takes longer to use the Phase Transceiver. Instead of the usual 15 seconds (one melee round) to teleport after the Transceiver is activated, an untuned device takes 1D6x10+15 seconds. That time doubles for each additional year the Phase Transceiver has not been tuned. In an emergency, a long response period can be the difference between life and death.

The Center Spaceport

The one location busier than *Gateland* (where visitors arrive to Center via dimensional teleportation) is Center's Spaceport. Traffic comes and goes constantly from this location. Only those ships capable of descending through the atmosphere can land at the Center Spaceport, and they can be no larger than a medium-sized cruiser, 900 feet (274 m) in length and 280 feet (85 m) in height. Fighters, shuttles, and small to medium-sized cruisers and freighters can use the Center Spaceport without difficulty. Large cruisers, freighters and capital and super-capital spacecraft can *not* be accommodated here. Anything larger than a medium-sized cruiser/freighter must dock at one of the *space stations* in orbit, and have their cargo and passengers teleported or ferried to the Level Two spaceport via smaller cargo haulers. In the alternative, one can lease or rent landing pads at the **Sky-line Spaceport** on the roof of Center, where every size of spacecraft can be accommodated, however, the cost can be prohibitive.

Landing at the congested Center Spaceport is a test of one's patience and endurance. There is so much traffic and red tape, a ship is typically stuck in a holding pattern and forced to orbit in a landing lane for hours on end. The typical wait is 4D4 hours, double that if there is a serious problem or accident at the spaceport. In addition to space traffic, there are piles of red tape and a litany of proper procedures before one gets clearance to land or take off (getting clearance to take off is usually half the

time it takes to land). As a result, the Center Spaceport is busy around the clock.

The Center Spaceport wraps around the entire eastern side of Level Two. It starts in Sector B North where the shipyards are located, runs along the entire eastern length, and fills half of Level Two, Sector B, the Spaceport and Warehouse District. It is there that the majority of cargo is off-loaded for storage or transport to other areas of Center.

If the spaceport seems cramped or small, it's because it is sandwiched between levels with a restrictive ceiling height of 600 feet (183 m). The official story is that the Center spaceport grew so fast in the early days of Center that they had to expand it into the sub-flooring of Level Two and the subceiling of Level Three to accommodate all the traffic and the ever increasing size of massive modern ships. With Center's indestructible walls this was accomplished through opening certain access ways that were large enough for ships to fit through. As the millennia passed, permanent structures (mostly ship berths) were built out of conventional materials. By building into both sub-floors, the interior of the spaceport was given a 900 foot (274 m) clearance top to bottom. Between the hangars and floating berths it is a maze that has become known as **the Gauntlet**.

To access the spaceport, ships must fly in through the spaceport's main doors. The doors are open all the time and never close unless Center comes under attack. Each of these doors is 600 feet (183 m) high and wide, and made out of the same material as Center, making them all but indestructible. Once those doors close, there is no way in or out of the spaceport, at least not without permission from the Prometheans. The doors are controlled by the Prometheans at Center's Spaceport Control, but they can be overridden by Center's Command and Control if necessary.

The Gauntlet. There are three main corridors that run the length of the Gauntlet and these are 600 feet (183 m) wide and 900 feet (274 m) high. One would think that would be plenty of room to navigate, but not when there are ships all around you coming and going. The interior of Center's Spaceport has been termed the Gauntlet for millennia by Spacers forced to navigate its treacherous expanse. It is not only a maze of corridors and access ways between docks and warehouses, but the clearance between other spacecraft above or below is often only a few yards/meters, making it tight going with little margin for error. You have hovercraft and ships of all shapes and sizes moving about the busy spaceport, plus some of the berths themselves move. Pilots must be on a constant vigil monitoring their flight instruments, while listening to directions from the control tower as well as visually trying to avoid anything in their path. It takes a lot of concentration and nerve to fly the Gauntlet, and many a Spacer has damaged his ship while on approach or trying to leave.

The hassle. One might think that there are so many hassles and so much time spent waiting to even land at Center, that it's not worth the trip. That's not true. Many other spaceports also have long periods of waiting to get in and out of port. Furthermore, Phase World offers so many wonders, and has such a vast and unparalleled range of products and entertainment that it is worth the wait and inconvenience. Center is "the" premiere

shopping, entertainment and commercial trade center in the Three Galaxies, making it also the number one tourist destination. Besides, business people and tourists with money can circumvent the waiting period entirely or reduce it to a small fraction of what the average citizen of the Three Galaxies must deal with. Making use of Phase Teleporters, for example, can get people and cargo to their destination in seconds, it's just a matter of cost. Likewise, as "the" center of trade in the Three Galaxies, doing business at Center is actually very economical. There is also a certain amount of prestige that comes with having offices in Center. All of which brings most companies many more business opportunities and much higher sales than doing business anywhere else in the galaxies.

Gaining Access to the Spaceport

To dock at the Center Spaceport, the spacecraft must be small to medium-sized, and the pilot must purchase a *landing permit* from the Prometheans (not required for use of the external berths). There is no piloting test, just a heap of red tape that, in the end, helps to funnel credits into the Prometheans' pockets. A ship registration fee and "landing permit" is required for each ship the owner wants to have internal access to the Center Spaceport.

One can pay for a *temporary permit* only if visiting Center for the first time and for a short period (less than five hours). A temporary license costs 6,000 credits and is good for six standard months. It requires getting a cheap, *temporary Phase Frequency Transmitter* that dies within 3D6 hours after the permit expires. These devices have a very limited range and can only be picked up upon entering orbit around Phase World. The kicker is those with a Temporary Landing Permit must still wait the usual, excruciatingly, long period to get clearance to land. The orbital traffic around Center is very congested, and to keep order there are hundreds of parking orbits that go out as far as Center's nearest planetary neighbor, and ships must work their way in from parking orbit to parking orbit, which is very slow and tedious.

Frequent visitors to the Center Spaceport are required to get a **Permanent Landing Permit**. Permanent licenses cost 10,000 Universal Trade Credits for small spacecraft less than 300 feet (91.5 m) in length, ships 301 feet to 700 feet (91.7 to 213 m) pay 20,000 credits, and vessels up to 900 feet (274 m) pay 50,000 credits. These licenses are good for 10 standard years and allow the ship to land *inside* Center at one of the *Internal Landing Pads* or *Deluxe Hangars* (if they have a berth). In addition, they can dock or land on any of the 16 mega-sized space stations in orbit at no additional cost. Those who buy a Permanent Landing Permit in Center are required to purchase a special *Phase Frequency Transmitter* that automatically identifies the ship as being able to land in Center. This transmitter costs an additional 25,000 credits, installed, and must be tied into the ship's communication systems. Always willing to protect their customers' privacy, the transmitter can be set to only activate upon entering the *Phase World* solar system.

The perk of having a Permanent Landing Permit is the owner gets up to a 40% discount when having to pay the Spacer Guild fees.



Center's Landing Berths

External Short-Term Berths

Center provides three kinds of landing berths at the spaceport. The first, and most numerous, are the *External Short-Term* or “Temporary” Berths. Temporary Berths are exterior landing pads on the outside of Center along the southeastern side of the building. For the most part, they resemble and function very similarly to the landing pads on the roof of Center, except they are part of the Center Spaceport, not Skyline. These landing pads are permanently anchored to Center’s exterior and are exposed to the elements. Fortunately, the weather on Phase World is always mild. Being on the outside, these berths are a distance away from everything and require ground transportation to their intended locations inside Center. As soon as an exterior berth is assigned, the information can be transmitted to the receiving parties in the city, who can arrange to meet the spacecraft as soon as the ship lands to unload and receive cargo or passengers.

The average exterior landing pad is a modular 600 feet by 600 feet (183 by 183 m) unit that can be linked to a neighboring pad for a larger landing platform to accommodate the larger mid-sized shuttles and cargo spaceships. As with the interior tolerances of the Center Spaceport, only small and medium-sized vessels can dock. These pads have built in *Grav Packs* and it is not uncommon to see pads moving around the exterior of Center. Of course, one must pay for each landing berth used, so linking two together costs double.

These berths were created with four goals in mind.

The first is practicality. Pilots who don’t have a *Permanent Landing Permit* for their ship can only land here. Only those with a valid Center Registration IFF code are allowed to dock within Center itself. So those who couldn’t afford one must use the temporary landing zone.

The second is convenience. Hundreds of shuttles an hour, and thousands a day, land at Center from one of the orbiting space stations transporting people or goods to and from Center. These shuttles need to come and go quickly, and trying to navigate the Gauntlet takes time, especially when there are ships ahead of you. The southern face of the Center Spaceport is where the majority of the orbital shuttles land. Well, at least those that are carrying cargo, since that location is closest to the Warehouse District, where ships can unload and have their cargo taken directly to where it is needed. There are also people who think by docking on the external berths they can make a quick getaway if needed. This is generally true, because ships on the temporary berths can get back into the air pretty quickly, getting clearance in 3D6 minutes. With so much traffic, getting authorized clearance and a path of exit is crucial to avoid causing trouble in the flight paths or a collision. Those who don’t wait for proper clearance and green light to go, find a Promethean battle cruiser or a pair of Ghost Ships blocking their path. The Prometheans running the Center Spaceport don’t take kindly to those who put other ships in jeopardy. It’s bad for business and they don’t tolerate it.

The third goal is profit. The Prometheans *charge by the hour* for the use of the *external berths* and they make a handsome sum of credits doing so. Cost: 2,000 Universal Trade Credits (UTC) per 30 minutes, or 4,000 an hour. Maximum

length at a “temporary” landing pad is five hours. The Prometheans need to keep traffic flowing and are adamant about freeing up temporary landing berths as quickly as possible. If a pilot *overstays* his allotted time, he is charged an additional 16,000 credits per 30 minutes or fraction thereof (i.e., overstaying four minutes still costs the 16,000 UTC for the full 30 minutes). ALL fees and penalties must be paid in full before the ship is given clearance to leave. The pilot is allowed *three hours* of overage at this exorbitant rate before his spacecraft is physically impounded and taken to a space station where it is held until claimed. All spaceport fees and a 20,000 credit a day impound fee must be paid before the spacecraft is released to the pilot or the vessel’s legal owner. Ships not claimed in 20 days are sold at auction in the shipyard. **Note:** Pilots who get in and out in half their allotted time get a 10% discount their next visit.

No additional amenities are offered at the Temporary Berths. Ship owners requiring repairs, fuel, coolants, parts, and supplies must acquire such things elsewhere.

The fourth goal is Center security. Commercial spacecraft and cargo haulers that do not possess a Permanent Landing Permit are an unknown factor, so they are safest left outside the impervious walls of the city. Thus, the external berth can be used by anybody who gets proper clearance, including pilots who are not regulars registered at Center. Such pilots and vessels can land at one of the temporary berths, unload cargo or passengers, and take off, but the pilot and his crew can NOT enter Center. They are restricted to the external berths. Furthermore, their cargo and/or passengers must have delivery authorization and are screened before being allowed to be delivered anywhere inside the city.

Internal Landing Pads

The second class of landing berths at the Center Spaceport on Level Two is the Internal Landing Pads. The interior, where ships navigate, is littered with floating pads held up by powerful Grav Packs. There are 4,000 Internal Landing Pads and each is octagonal, measuring 300 feet by 300 feet (91 by 91 m). Because the pads are mobile, several pads can be linked together, forming a larger area for a ship to land on. Of course the price is adjusted and ships have to pay per pad they use. While the internal pads are much smaller than the external berths, they do offer some basic security. When a ship lands on one of these floating pads, the whole berth typically moves to the nearest storage area. These storage areas are scattered all over the spaceport, from the ceiling and ground to stacks of floating pads linked up in vertical or horizontal formations. Ship storage areas are connected by several thousand security corridors where one can gain access to the Spaceport and go to other parts of Center.

Each spaceship storage bay comes with its own programable security system so that only the captain or designated crew members can access it. The security computer offers a battery of security measures and scans, each of which can be purchased for a small, reasonable fee. They include voice recognition, retina scans, DNA, energy signature identification, scent based scans and a host of others. One or all may be purchased depending on the pocketbook and paranoia of the ship’s captain. Rental of the Internal Landing Pads starts at 2,000 credits a day, 12,000 credits a week or 30,000 credits a month. Longer-term leases can be negotiated, but typically cost 50% more due to space limitations,

and require a non-refundable payment in full, in advance; ship registration is required, and basic security (as mentioned above), communication station and a computer interface are all provided as part of the service. The ship can be hooked up directly via an umbilical to gain access to Center’s communication net and computer system, or it can be accessed via a recessed terminal on the landing pad. While access to these systems is there as a convenience, it still costs to send a message as if one were making a phone call. It also costs to surf Center’s information network. There is a fee regardless if one uses the terminals on the landing pad, or hooked up to one’s ship.

While being inside Center is nice, for those who simply want to leave on a whim it’s not one’s best option. Navigating into and out of the Gauntlet typically takes 2D6x10+40 minutes, depending on how congested traffic conditions are. Ship owners who can afford a Phase Transceiver can teleport out to one of the space gates in 1D4 minutes. All they have to do is activate their beacon and within minutes they are on their way. It’s an expensive option, but one that many ship captains try to use whenever possible. Newcomers to Phase World are often surprised as their ship is led to a landing pad that is already occupied by another ship, only for it to vanish, via a Phase Teleport, seconds before they get there.

Deluxe Internal Hangars

The most sought after berths are the Deluxe Hangars. They are stacked three high with two double rows. There are 1200 in total, and it’s the corridors between these Deluxe Hangars that make up the Gauntlet. Each is a private hangar that can hold several small ships or one medium-sized spacecraft. They are the largest berths in Center at 300 feet (91 m) in height, 1000 feet (305 m) in length and 500 feet (152 m) in width. They are enclosed so one has the optimal amount of privacy if that’s what one desires. In addition to being enclosed, those who can afford it can rent the adjacent hangar and the walls will separate to make for an even larger hangar and storage bay. These doors can only be opened and closed by Center’s Dock Masters, and each is independently hard coded for a particular key that only they have.

The Deluxe Hangars are private enclosures that start out at 30,000 credits a day, or 900,000 credits a month. A Deluxe Hangar has superior security measures complete with an individual Phase Field, security cameras and 24 hour monitoring, and advanced environmental controls to create any kind of atmosphere and gravity desired. A big perk of the Deluxe Hangars is that each has a private *Phase Teleporter* in a large cargo bay that can teleport cargo directly to and from the warehouse or business waiting for it. Likewise, the Phase Teleporter can teleport up to 12 individuals at a time from the hangar to anywhere in Center. The use of the Phase Teleporter is free, but it cannot be removed from the hangar. Each Deluxe Hangar also has free access to Center’s information network and communication system.

If desired, a Deluxe Hangar can have walls erected to divide the unit into six large rooms in any configuration the renter may desire. Some are turned into offices, while others use them to separate and store specific types of cargo. Some renters even use the rooms as a living quarters. A prime example is **Sunhammer Consolidated Freightways**. They have a business office, two

dedicated workshops, recreation room and two rooms as a barracks-style sleeping quarters for the ship's crew.

Security for the Deluxe Hangars is ever present. In addition to everything else previously mentioned, there is a six-Promethean patrol between every hundred hangars. Those not walking the Merchants' Concourse are patrolling the rest of the spaceport in the equivalent of a hover S.U.V. that holds up to six Promethean-sized beings.

Deluxe Hangars are highly sought after, especially by businesses, in Center. Obtaining one is very difficult and many people and businesses can wait on a list for years before a hangar opens up. Roughly 60% of the ships that land in the Deluxe Hangars have some type of shipping/transportation business in Center. The rest are lucky and rich individuals, while a few small, but growing businesses practically live out of the hangars and do odd jobs to help pay the rent.

Subletting Hangars & Berths

Many of the businesses as well as some individuals *sublet* their space in the Center Spaceport when they aren't using it themselves. This is a smart proposition, especially if your hangar/berth is unused and empty more than a third of the time. Likewise, small businesses can supplement their income by leasing their hangar when they are not using it. Legally, they can charge whatever they want, but they are still responsible for any damages done to the hangar. So long as the proper information is passed on to the Prometheans (such as a landing permit and transponder code), those subletting space can come and go as they please. Subletting applies to the Internal Landing Pads and the Deluxe Hangars.

Dock Masters

In order to manage so many ships coming and going, and most importantly, to collect their fees, the Prometheans have 600 Dock Masters working the spaceport at any given time. Each Dock Master takes charge of roughly ten docks and berth areas. Depending on how busy those areas are, some Dock Masters may have to handle more or less. Those who handle the Temporary Berths are often the busiest, with their counterparts inside picking up the slack.

A Dock Master is present at every berth within minutes of a ship landing. He takes all the basic information, which usually entails purpose of visit, cargo, destination, and estimated duration in Center. They also have the right to inspect cargo as well as board and inspect the spaceship. The purpose of such inspections is to determine and prevent potential threats to the spaceport and Center. Weapons of mass destruction are not permitted and they must be taken to designated space stations in orbit. Those who are in the weapons business and have special permits from the Prometheans are allowed to bring in select merchandise of war and small arms. All of the items must be cleared by the Prometheans, which isn't usually a problem. Just about anyone who wants to do business in Center knows better than to try and pull something over the Prometheans. That's why businesses like **Naruni Enterprises** have the *Free Trade Zone*, where they are able to demonstrate and display the majority of their merchandise. There is little chance of getting any-

thing past a Dock Master, and attempting to do so can result in losing one's landing permits in Center.

All fees are paid to the Dock Masters. Since not every race uses the Universal Trade Credit, it's the Dock Masters job to assess payment, and if none can be provided, a ship can be put up for collateral. Payment can be made to the Dock Master in the way of trade goods, but this increases the cost of the berth by 20 to 30% because these items have to be liquidated at a later time. Still, trade goods are accepted. It is the Dock Masters who take care of all the financial business between Center and spacecraft that dock at the spaceport.

For those who land *inside* Center, the Dock Masters can also provide additional services as they relate to the berths and transportation of goods and people. Other services that are not "official" duties of the Dock Masters may also be handled by them, but always at an additional fee that the Dock Master determines. Such services may include the sending and receiving of private messages, transportation of cargo, additional security, and anything extra that has to do with ship's maintenance and/or repairs and upgrades at the shipyard. Dock Masters are also a big help to newcomers to Center, as they can help to arrange for additional ship registrations and landing permits as well as being able to provide the famous *Phase Transceivers* and upgrades to the berth. However, the latter is much more difficult as all the internal berths are in high demand and there is a long waiting list for the Deluxe Hangars.

The Dock Masters run the full range of characters, from truly nice guys and dedicated workers, to opportunists who'll take bribes, to outright crooks. The Promethaens, good and bad, with strong customer orientation treat their customers like gold and cater to their every whim (and that may include things that are illegal or frowned upon). Those who look for bribes and kickbacks are less accommodating, but can arrange almost anything if their incentive is strong enough (i.e. they can line their pockets). These guys tend to lie, cheat, and take advantage of anyone who'll let them get away with it. If time is an issue, they'll hold up the ship, be it from landing or taking off, until some kind of "accommodation" can be reached. They can even limit the time at a particular berth or confiscate a ship on a whim, however, for the latter they need something solid like forfeiture of payment or causing some threat to Center. Sometimes a specific Dock Master is in high demand and many ship captains are willing to wait until that particular Promethean is available, even if it means waiting in orbit for several additional hours or even days. The Dock Masters are the life's blood of Center and it's a good idea to stay on their good side.

The Merchants' Concourse

Along one length in the spaceport, paralleling a lane of monorails and berths for spacecraft, is a long boardwalk that has become unofficially labeled the **Merchants' Concourse**. Here, hundreds of merchant shops, restaurants, taverns, and places of entertainment have sprung up to cater to the thousands of visitors, Spacers, ship crews and tourists arriving to Center via the spaceport. One could spend days exploring the multitude of re-



tail outlets, and sights and sounds offered in the Merchants' Concourse. Jewelry, clothing, music, food, snacks, booze, exotic flowers, entertainment, weapons, spare parts, electronics, bionics, frontier gear, and you name it are available, and probably at a sale price. There seem to be countless places to wine and dine, dance, watch shows, gamble, play games, be entertained and have a good time. Scattered among the many stores and places of entertainment are pawnshops, loan sharks, resale shops, antique shops, used vehicle and equipment dealers, seedy dens of iniquity, fight clubs, dives and warehouses. And this is all before one ever gets to the notorious shopping center known as *Spacetown*.

The Merchants' Concourse is where many smugglers and crooks like to unload stolen goods, and where adventurers sell, trade and pawn booty they've acquire on their treks. That means a lot of good deals can be found on the Concourse, especially at pawnshops and second-hand stores. Many small businesses and start-up companies find the Merchants' Concourse the place to launch their enterprises and test market new products. **Sunhammer Consolidated Freightways, LTD** (see **The Rifter® #31** for full details) is one such Center success story. When it started, it had a small office on the Merchants' Concourse for five years until they grew big enough to moved it into *Spacetown*. Now their handful of Deluxe Hangars serve as a secured storage area for their wares. Not many of the retailers in the Merchants' Concourse have their own hangar at the spaceport, and some don't even have storefronts. Instead, some – especially those selling stolen goods and cheap knock-off products – sell goods from carts and tables on the sidewalk, or from the trunk of a hover vehicle on a street corner. Most of

these transitory merchants are here one minute and gone the next. Every day holds something different in this strip of Level Two, Sector B North, and that plus low prices and unexpected deals makes it a favorite location of Spacers, adventurers and tourists on a budget. Likewise, a large number of people on their way to Spacetown or other parts of Center also stop at the Merchants' Concourse as they pass by the area.

Some Notable Businesses on the Concourse

The following are several other notable businesses that are fixtures on the Merchants' Concourse.

Aurora Ballistics and Armaments (A.B.A.). Aurora is authorized by the Prometheans to sell all kinds of ship class weapons. They specialize in restocking rail guns and missile batteries, and they can do repairs and work on just about any kind of weapon system for spacecraft of all kinds. They even sell complete weapon system packages, but such work usually requires a ship to spend time in a dry dock. A.B.A. does have two Deluxe Hangars for special customers, as well as two hangars in the shipyards. Repairs may be performed in the Deluxe Hangars, but most work and all major repairs and installations are done in the shipyard. Their prices are high because they work faster than most competitors, doing repairs and installations in two-thirds to half the time of most others. A.B.A. hires only the best and most experienced Operators.

The company owns a small fleet of hover-trucks that are as large as a semi. They can be seen floating around the Gauntlet in their olive green trucks with a flashing orange light on top. Their logo is very recognizable, with A.B.A. in large red letters

right in the middle of a mushroom cloud. They can be contacted in the same fashion as Hover-Buy (see below).

Begal's Smoke Shop. Sal Begal has been a regular on the Merchants' Concourse for the last fifteen years. He is a Runner who gets his smoke supplies from various worlds in the CCW where it is illegal for such items to be marketed and sold. He often runs TVIA inspection points and CAF blockades. He has been arrested numerous times and had his ship confiscated, but he managed to steal it back. There are a number of bounties on his head, but they are nothing substantial and most Galactic Tracers won't waste their time on him.

He sells a variety of cigarettes, cigars, numerous types of tobacco, and just about anything that can be smoked, both legal and illegal. Sal prefers to do the runs himself and gets his merchandise directly from his suppliers, but of late, that has become more difficult. In addition to his extreme age (dulling his piloting reflexes a bit), conditions in the Consortium of Civilized Worlds (CCW) have tightened up and some of Sal's old routes have become infested with CAF patrol ships. As a result, he has had to resort to buying some of his goods through third parties, causing his prices to go up. Sal is considering taking on a partner or maybe even an apprentice, but he is still looking for the right person or people.

Central Landing Express. The CLE is an example of a business that grew out of subletting its berths. Owner Collin Darrins started off as a typical Runner. He made a small fortune running arms to the *Free World Council* past many Kreeghor blockades. Since he made all his deals on Center, he finally decided to lease one of Center's Deluxe Hangars. With the right connections and the greasing of a few palms, he was able to get a hangar within a year. His trips would take him away from Center for several months at a time, so rather than leave the hangar empty while gone on space runs, he decided to *sublet* it. Best of all, he seemed to always find someone in desperate need (including criminals, smugglers, refugees and fugitives) willing to pay an outrageous sum to use his hangar. After eight years, Collin decided he could make as much money renting out his Deluxe Hangar to interested parties as he could gunrunning, and it was a lot less dangerous. This worked out especially well for him since he knew dozens of underworld individuals who liked to keep a low profile when coming into and leaving Center. That was 15 years ago, and today, Collin Darrins has two Deluxe Hangars and five internal landing pads on long-term leases that he sublets to business acquaintances and associates they refer to him.

Collin has found he gets a thrill out of haggling over the cost of the berths, so he personally negotiates each deal. He gives very few breaks and when he does, he expects some big time favor in return. His business has grown to include almost a hundred repeat customers and he not only provides the landing pads and Deluxe Hangars, but some basic services at an extra cost. Those services include a basic maintenance package, repairs and ship services, refueling, security for the ship as well as private security if needed in Center, and a guide service with an emphasis on Center's criminal underworld for those new to Center. If there is a service needed that Collin can't provide, he has the contacts to get it done. Everything is handled in a discreet manner and kept under wraps to the point that few may know his clients are even in town. Collin only has a few minor rules that have

cost him some business in the past. First is he doesn't deal with slavers or anyone who sells slaves. He is very adamant about this and will not budge in the least. He also doesn't like doing business with the Kreeghor. It could have something to do with the price on his head for all his years of running weapons to the Free World Council, or something more personal. As long as those conditions are met and the client has the money to pay, Collin is ready to deal.

Collin Darrins – Quickstats

Race: Human.

Alignment: Unprincipled.

Attributes: I.Q. 13, M.E. 12, M.A. 11, P.S. 15, P.P. 18, P.E. 14, P.B. 14, Spd 13.

M.D.C.: By armor only, Collin has 48 Hit Points, and 38 S.D.C.

Effective Level: 7th Level Runner.

Note: Collin is actually wanted both by the TGE and the CCW for smuggling. In the TGE his crime was always smuggling weapons and supplies to the FWC. For the CCW it was for assisting in the escape of a princess from one of the CCW dictatorships where the woman was supposed to wed some noble against her will. With Collin's help she managed to leave the planet and never come back. Collin now has a warrant for his arrest on said planet (Georgia Prime) and as per the CCW legal system, a bounty has been posted for his live capture. The CCW bounty is 50,000 credits. The TGE bounty is quite excessive as they believe he knows where several rebel caches of weapons and equipment can be found, so they are willing to pay 750,000 credits for his live capture and only 15,000 for proof of his death. Given the planet in question, CCW authorities are unlikely to care if Collin Darrins is brought to justice, so this bounty would have to be collected directly from the authorities on Georgia Prime.

Recently Collin has also become a very important contact for the *Free World Council* (FWC) in Center. He believes in their cause and gives them a huge discount on any landing pad or hangar space he has available. If the Kreeghor ever catch wind that he is still helping the FWC, they are likely to come after him themselves.

Disposition: Generally a nice guy with a sunny disposition. He is always willing to deal unless there is a Kreeghor around and then he becomes disinterested. For the most part, Collin is a nice guy as smugglers go, and his employees like working for him as he provides good pay and benefits.

Skills of Note: Streetwise 76% in Center, 56% off planet, Lore: Galactic 65%, Pilot Small Spacecraft 93% and Pilot Starship 75%.

Weapons and Equipment: He wears no visible armor, but always wears an N-20A medium force field belt. He also wears a GR-45HP Jackhammer on a low-slung hip holster at all times.

Description: An aging human with black hair, a receding hairline and a pencil-thin mustache. He never wears business attire, but rather always something that is stylish and hints at his roguish nature.

Dragon Industries. One of the notable companies that got its start on the Merchants' Concourse is *Dragon Industries*. Ev-

ery few months the company would bring in a shipment of weapons, wheel them down to the concourse and sell them out of the back of a truck. In the early days, the company was not taken seriously by any of the major weapon dealers, who considered it to be a two-bit, fly-by-night company that would quickly fade away like millions before them.

The Merchants' Concourse was the perfect place for Draygon Industries to make a quick sale to those Spacers who were just in Center making a quick run through town and tourists who could not afford the pricey merchandise of Spacetown. This enabled Draygon Industries to make contact with gun runners, Spacers and other merchants and traders on numerous worlds, all of whom began to trade with Draygon. Next thing anyone knew, Draygon Industries had a storefront and then a Deluxe Hangar, their own building and a thriving business. In the last few years, the company has opened new store locations elsewhere on Level Two and on Level Four. Business seems to be booming and as a result, their shipments to Phase World have increased dramatically. A recent spate of "accidents" and pirate attacks have led many in the company to conclude that Naruni or one of the other major weapons dealers is trying to sabotage their business. Always a sign of success on Phase World, provided one can survive the underhanded onslaught. Draygon Industries has offered several incentives to those willing to investigate these incidents on their behalf. Everything from weapons and small spaceships to cold, hard cash is on the table to find out who is behind this recent string of "mishaps."

Helmut Security Services (H.S.S.). Do you have a valuable load of cargo that needs protection? Got a brand-new light cruiser and your neighbor is envious? Do you have a V.I.P. on board that needs protection? Or are you just the paranoid type? Well, Helmut Security Services is there for you!

H.S.S. is the preferred security service in and around the Center Spaceport. The company has been around for the last 200 years and is the only security company to have lasted that long and maintained an excellent reputation. They have offices in the Merchants' Concourse, and over a dozen other locations on Level Two. Their main headquarters is in Spacetown close to the warehouse district, but the Merchants' Concourse office gets nearly as much business.

Helmut Security Services is essentially a mercenary company that employs several thousand people. Most of their recruits come from some branch of the military or police services. Over the years, H.S.S. has bumped heads with Center security forces and Prometheans. There have been a few occasions where H.S.S. was employed to guard a cargo that Center security decided was a danger to Center. When the Promethean Security force came to confiscate the "dangerous" contraband, Helmut Security forces stood their ground on behalf of their client, and prevented Promethean interdiction. Ultimately, the compromise was to have their client remove the cargo in question, but the fact that H.S.S. stood up to Promethean Security has created plenty of hard feelings. While such incidents have, for the most part, been swept under the carpet, there is tension and resentment between H.S.S. and Center's security forces. For now, the Prometheans ignore them, despite the fact that H.S.S. has spread out to sell their services on various levels in Center, from "rent-a-cops" at Wonder World, to full mercenary services offered in Spacetown and the orbiting space stations.

Despite the clashes with the Prometheans (or because of them), H.S.S. has a good reputation and the company's services are in high demand. Helmut Security Services strives to screen their employees, who are required to take ethics and law enforcement classes before entering the field.

Hover-Buy, Stellar Ship Repairs and Services. One of the few businesses to be permitted in "the Gauntlet" is Hover-Buy. They offer low-end repairs and services at cut-rate prices to all ships docked at Center. Hover-Buy can easily take care of minor problems that really don't involve having to overhaul the star drive or needing to rebuild the sub-light engines. They specialize in little things, like sealing leaks (any kind, from minor hull breaches to leaks in coolant systems and similar ship systems), repairing ship-board plumbing (got a stopped up toilet that won't flush?), minor wiring for environmental systems (like lighting, or replacing CO2 filters), repairing refrigeration units and even paint jobs and minor body work. The company also does hull patches and can restore small amounts of M.D.C. (typically 1D4x10% of the damage done can be restored, unless the damage exceeds a thousand points; then it's just more cost effective to send the ship to a dry dock where it can be repaired properly). Their main goal is to do the repairs quickly while the vessel is in ordinary dock unloading cargo or waiting for departure authorization. As a result, it's not major work that requires the vessel to be put into dry dock for days or weeks at a time.

Hover-Buy uses mostly recycled metals, plastics, and ceramics to keep its overhead and its prices low. That means hull patches look like just that, a patch job. Other basic services include re-supplying a ship with its basic needs. For instance, Hover-Buy can top off the fresh water tanks, refill the food storage bays, restock any disposable items and supplies that are common aboard spaceships, and refuel. As simple as some of that may sound, it saves the ship's captain or crew from having to do it themselves and that saves time, or provides time for a little extended rest and relaxation.

Hover-Buy has a small fleet of specially constructed grav-trucks that are about the size of a semi. They are seen all over the Gauntlet going from one berth to the next. Their fleet is distinguished by the bright orange trucks with the brown Hover-Buy logo on the side, which is an old style rocket being refueled by a friendly man wearing a blue cap and overalls. Hover-Buy trucks can be contacted by a Dock Master via radio, or simply by waving a truck down as it hovers by. Each truck is pretty self-sufficient and carries a small team of repair and service Operators. The prices are reasonable and work is competent.

A Hover-Buy office and representatives can be found in the Merchants' Concourse and the Center Shipyard around the clock. Repairs and other arrangements can be made directly through a rep, or from any of the service trucks flying around. Many ship captains like to arrange it so that within a few hours of landing a Hover-Buy crew swings in to service the ship automatically each time it lands in Center. It's because of the company's attention to details and customer service that Hover-Buy has a sterling reputation that has made them so successful.

The Magic Lantern. A high-class and expensive looking gentlemen's club that caters to practitioners of magic from across the Megaverse – no men at arms allowed. The common



area has a large bar and tables where patrons can sit, drink, chat and order from a menu with a small selection of tasty food. The wine and liqueurs list is expansive and one of the best in Center. There are three large lounge areas with large easy chairs and the look of a country club rather than a tavern. There is also a library and two dozen private meeting rooms, but they are reserved for “members” and individuals vouched for by a member. There is also a suite of rooms that is permanently reserved for “members” from the *United Worlds of Warlock*. All rooms are posh, quiet and comfortable. So-called *members* are either residents of Center or well known visitors who frequent the Magic Lantern.

All practitioners of magic are welcomed, and newcomers can tap into gossip, rumors and word on the street, as well as make connections with local and visiting mages and sellers of magic.

Naruni Enterprises (NE). Once they learned that some merchants were making a killing in the Merchants’ Concourse, NE immediately set up shop there as well. They have no less than five Deluxe Hangars and a dozen landing pads. One whole berth has been converted into a giant showroom and thanks to Phase Teleporter technology, they are able to bring anything from their larger galleries directly to this smaller shop for customers to try out. Most salesmen try to convince buyers to come down to Level 4-A where they can unleash a few hundred rounds from a plasma rifle, or to try out their latest wares. NE’s most popular item sold in the Merchants’ Concourse is ammunition for the majority of their weapons, including their famous plasma cartridges. Naruni Enterprises also does a fair quantity of sales on anything that involves K-Hex. Representatives from the Free World Council are regular customers, as are smugglers, merce-

naries, adventurers, explorers, and members of the criminal underworld.

The Rabbit Hole. This place is a friendly looking tavern that seems to cater to Spacers, Runners, and other people who make a living working in outer space. It is actually bigger than it looks, with several backroom card games going on and a maze of small private rooms, winding hallways and secret rooms accessible only through secret doors. The Rabbit Hole is aptly named because its most lucrative service is helping people “disappear.” To that end, there are secret escape panels in the walls that open to passages that lead to the alley, the roof and across the street. Other secret panels access small rooms and closet-like compartments where fugitives on the run or items too hot to carry can be temporarily hidden. The Rabbit Hole is also the place to get high quality, *false* identity documents, landing permits, and other fake I.D.s and documents, as well as back alley medical treatment and surgery for wounds one can’t have treated at a public hospital. The prices are high but, all things considered, reasonable for such a special service. The more heat the client has on him, the greater the risk and the higher the price for the Rabbit Hole’s services. Nobody seems to know who really owns the operation.

Shining Light Pawn Shop. This establishment is run by a retired mercenary name Naheem Saldeen, who has a soft spot for fellow mercs, warriors, adventurers and hero types. He gives most men at arms a 10-20% discount on product and pays them 10-20% more for items pawned or sold to him. Heroes, especially Cosmo-Knights, Cyber-Knights, True Atlanteans, and champions whose names are in the news or floating around through the grapevine, might see as much as 30% on items sold

or pawned and a 50% discount on items they purchase. Naheem (Unprincipled alignment, 9th level ex-Mercenary) also has a soft spot for underdogs and a weakness for the ladies. His shop is well known among Spacers, warriors, adventurers and military types, and well stocked with “previously owned” weapons, armor, combat gear, basic supplies and even a small selection of magic items, and thrives on the Merchants’ Concourse.

Solar Salvage. This store is part pawnshop, part used parts store and part indoor junkyard. It offers a small selection of used weapons, tools, and space gear in the cleanest part of this dump, but specializes in machine parts and salvage for spaceships. The most valuable items are on shelves or kept in a back room, but half the store is just a big open area with parts heaped in piles; some from floor to ceiling. Customers are free to rummage through the piles to find what they want. Prices are half the going rate, but finding what you need could take one to several hours. A much larger selection is available on a huge freighter orbiting Phase World. The cool thing about that is Solar Salvage has permission to Phase Teleport clients from their store to the freighter, and back, at no charge. Just be prepared to spend hours digging through parts.

Space Trekkers. This dark and shabby looking saloon is open around the clock, though it is most lively between dinner time and sunrise. It is a watering hole that caters to a shady clientele including Kreeghor, Wulfen, Space Pirates, Runners, assassins, smugglers, fugitives, underworld figures and other disreputable individuals. Its owner and staff specialize in looking the other way, forgetting faces, and having poor memories when it comes to telling lawmen and heroes about their customers or incidents at the saloon. Space Trekkers is also known as a place for making connections with underworld figures, scoring drugs and contraband, and finding work under the table and outside the law. Loud music, strong drinks, gambling, and girls are all part of its charm.

Tranq’s. This hole in the wall is a drug den where clients come to get wasted for hours at a time. You name it, Tranq’s probably has it.

Level Two Shipyards

The Shipyards are located in the northeastern corner of Level Two and considered a separate part of the Center Spaceport. They are directly attached to the spaceport, enabling small to medium-sized ships to come and go at all times. In this sector, several businesses have set up shop to build, repair, and offer modifications to spaceships. The Center Shipyards are the dry docks of Center, and most Spacers in this part of the Three Galaxies come here to get all their work done on their ships. Of course, large cruisers and bigger spacecraft must be serviced at one of the orbital space stations.

Part of the Shipyards are various service centers, stockyards, parts dealers, machine shops, and spaceship dealers, while the rest is ship bays. These bays look like a series of girders and beams that come right out of the ceiling. These are the *dry docks* with scaffolding for ship repairs. If a person were to zoom in on any one dry dock he’d see scores of people in zero-g suits working on the exterior of the vessel. Ships in dry dock are in various states of rebuilding and repair, from bare skeletons, to the addi-

tion of brand new engines or never before seen prototype components. What little space is left in this sector is reserved for landing pads for smaller spacecraft.

Some of the buildings are research facilities working on new kinds of starship engines, stronger hulls, force fields, sensor arrays and other systems vital to space travel. Others are just businesses that cater to ship owners and pilots.

The larger ships, usually those over 500 feet (152 m) in length, are located in the girders while those that are smaller tend to be on the landing pads. The larger ships have access to massive bay doors (located on the north wall of the Shipyard) where they can directly leave Center. Alternatively, smaller ships use the Gauntlet to come and go. The entire sector is a constant beehive of activity.

Notable Businesses in the Shipyards

Naruni Enterprises Shipyard

There are numerous businesses located in Center’s Shipyards. The best known and established the longest is **Naruni Enterprises (NE)**. While most of their products can be seen and tested in the *Free Trade Zone of level 4-A*, it is in the Shipyard that they keep their stock of *Fire Eaters* and similar classes of spacecraft, from fighters and combat shuttles to assault landing craft and space frigates. They also do a fair amount of research and development at this facility. There is always some type of prototype in the Naruni dry-docks under construction, and specialized teams who travel the Megaverse in search of new technologies often bring them here. Consequently, the Naruni buildings have some of the highest security in all of Center.

The latest rumors surrounding Naruni are that they got their hands on the solid energy projectors from the mysterious *Intruder race*, and are trying to incorporate the technology into some of their latest designs. With an unlimited budget, Naruni techs have the luxury of building prototypes and then just scrapping them if they fail to meet expectations, so there are always one or two variant space fighters or small to medium combat vessels, usually full of bugs and problems, that the Naruni will often part with cheaply. Other businesses in the area are envious of all the cash that Naruni Enterprises has to throw at some of their projects, and some seem to spend more cash trying to spy on the Naruni (as well as the other businesses in the area) than on their own research and development. This makes the whole area around NE a hotbed of industrial espionage and a place in Center where more pursuits and ground fights occur than any other part of Level Two.

Stargazer Corporation

The Stargazer Corporation is another one of the larger businesses that is present in this sector of Center. They are dominant in the industrial ship line. The bulk of the ships they build here in Center are light and ultra-light cruisers. They also design freighters and build many of the parts and pieces in the Center Shipyard, but large spacecraft must be built in space as the Center Spaceport is too small to accommodate them. As a result, the Shipyard facility focuses on building all kinds of small, one-person commercial spaceships, luxury yachts, shuttles and cruisers. As noted, the big transports that can haul millions of tons of cargo are designed here, but built elsewhere. Stargazer

Corp. also builds star liners – cruise ships that take tourists to other planets for vacation, orbit alien worlds and shuttle tourist to key “sights” and shopping locations. The space yachts are small to mid-class ships for the rich to fabulously wealthy. Yachts can be any size from 100 feet (30 m) in length to 800 feet (244 m). There are only a few like the *Starfish* that are mass produced, with the rest being custom built to the buyer’s specifications and desires. Larger ships are built in sections and assembled in orbit.

Stargazer is always trying to outdo their competitors by building new and unique ship designs that offer every conceivable luxury. This is how they have managed to capture a large market share among the wealthy. Most new ships and innovations are developed at the Center Shipyards compound or at their orbital space station SG-4 that is located just beyond the orbit of the Spacegates, and where many of the big ships are constructed.

The Repo-Yard

One of the more notable spots in the shipyards is the Repo-Yard. Every year, several thousand ships come into the possession of the Prometheans. In some cases it is a Spacer who either needed some quick credits (mostly for docking fees, or ship repairs) or put the ship up for collateral with the Prometheans and lost it to them. Those who are unable to pay their bills see their ships seized immediately by the Prometheans. Any ship put up for collateral automatically has a Phase Transceiver installed, and it can only be activated by the Prometheans. When someone tries to leave without paying, the ship is simply transported to one of the spacegates in orbit, where it is seized by a Promethean boarding party or Repo-Bots. So long as the “previous” owner does not resist, he and his crew are escorted off the vessel and safely transported to Center with nothing but the clothes on their backs and whatever they might be able to grab and carry. Any cargo and personal items on the ship are claimed as part of the *collateral*.

Why put up a ship for collateral with the Prometheans? The answer is simple: They are willing to loan up to 70% of the ship’s value (a good negotiator may get as much as 80%, but that’s pushing it) with only a 25% flat interest rate. If the person in debt shows good faith by making regular payments, he is allowed to keep his ship and use it as he deems fit. Miss a single payment, however, and you get a nasty warning and demand to catch up in 7 days or else. “Or else” is the seizure of the vessel. These seized ships are repoed and resold, usually at about 60% of their full commercial value.

Auctions to sell these ships are held once a month. Only the small to medium-sized vessels are kept and sold at the Center Shipyard. Larger spacecraft are held in orbit and sold via video-link. All ships are sold in “as is” condition, and a third are “fixer-uppers.”

Price can vary according to how much the debtor was in hock for, and many Spacers can get a ship at bargain prices if they play their bidding just right. While a few spacecraft may sell for less, and few for top dollar, most spacecraft sell at auction 40% below retail cost. However, like most auctions, the bidder had better have all the credits he needs available, up front, and only bidders who can show they have the money needed to buy one or more spaceships are allowed into the auction. Arrangements

to attend these auctions are made through the various Dock Masters, and for the right amount of bribery, they may offer some important inside information regarding a particular ship. Information such as, exterior damage appears to be much worse than it is, the ship has recently had its engines overhauled, the ship is a steal, the ship is a piece of junk, and so on. Up to three days before the auction, bidders are allowed to tour the vessel they are interested in, but not the day of the auction. Smart bidders bring along a certified spaceship mechanic to look over the ship they’re interested in. All spaceships are auctioned “as is,” and no guarantees are given.

Other spaceships that end up at the Repo-Yards are vessels commandeered by the Prometheans. Every year someone tries to run the Gauntlet without Promethean permission (either entering or leaving). This presents a level of danger that could threaten Center, especially if a ship crashes or explodes. The Prometheans only give one warning to cease and desist, and then the pilot and the ship are fair game. This goes for ships in orbit, as well as those parked at space stations. Disobeying Center’s Orbital Control or Center’s Air Traffic Control for any reason brings about the full wrath of the Prometheans. In orbit, ship owners get two warnings and then the authorities are called in. Unless a very good explanation is given, the ship and its cargo are confiscated by the Prometheans. There is a minor hearing that gives the ship owners a chance to air their grievances, however most repeat offenders have their ship confiscated and sold at auction. Cargo and personal items of value left on a repoed spaceship are sold off through normal wholesale channels shortly after a vessel is seized. They are not sold at auction.

Bigger Guns for Bigger Runs

BGBR, as they are more commonly known, sells and installs just about any kind of technological weapon system available, from light point defense energy weapons to heavy cruise missile launchers. The company can even rip them out if need be and buy them at a fair price. Demand is so high for BGBR, that many ships have to schedule a month or two ahead of time. One reason the company is so popular is the quality workmanship. All work is top notch and guaranteed.

BGBR employs some of the best Operators in the Three Galaxies, with a full third being *Psi-Operators*. Many are former military engineers who receive some of the best training in the Three Galaxies. BGBR has mechanics from the CAF as well as the TGE. They are able to work on numerous ships from dozens of worlds. They will even tackle alien ships so long as they are not magical in make-up. As one might expect, prices are on the high side (typically +1D4x10% higher than equivalent service), but all work is perfect and guaranteed. BGBR has a sterling reputation. For larger ships, BGBR has several large bays in one of the orbiting space stations. They’ll work on any kind of ship, from small personal fighters to cruisers and dreadnaughts.

3G Smiths

3G’s is a shipyard that specializes in Techno-Wizard crafted vessels. They can modify, repair, and rebuild any kind of TW system found in most TW spacecraft. They also build custom TW ships, and have two berths in one of the space stations in orbit for larger spacecraft. The majority of their personnel are Techno-Smiths from the UWW (United Worlds of Warlock)

who specialize in UWW magic based technology. This does present a problem sometimes, as most will refuse to work on *Spugorth* vessels. However, they still seem to have plenty of business, as most TW ships require regular maintenance, whether it's having P.P.E. batteries recharged, or repairs to a Rift Jump Drive. While three quarters of their staff are Techno-Smithies, the rest are a mix of Techno-Wizards and Psi-Operators. A trio of retired Techno-Smiths who did numerous tours in the Warlock Navy run the business.

The prices are high, but that is due to the specialized nature of the work and because the materials used are high quality. Furthermore, a lot of man hours are involved, and many of the repairs are handmade custom jobs. For a small fee, the technicians will inspect a craft prior to having it sent to the shipyards and provide an estimate of the costs. If it's a minor repair that takes less than a day, a team can be dispatched right to the ship. Otherwise, it's more economical to have the ship transported to 3G's private berth in the shipyard or its dry dock on a space station.

Galactic Ship Corporation

Galactic Ship Corporation is one of the largest ship producers in the Three Galaxies. They produce any class of vessel found in the Three Galaxies, but they are most noted for their production of the *Protector Class Battleship*, the *Explorer Class CCW Cruiser*, and the *Scimitar-Class Light Patrol Ship*. Thanks to contracts with the Consortium of Civilized Worlds (CCW), the Galactic Ship Corporation (GSC) has grown into a giant ship-building powerhouse. Naturally, they have a bay in Center's Shipyards and they do major development there. They also buy and sell a variety of used alien spacecraft. The reason for buying used spacecraft is so they can reverse engineer other races' ships to see if there are any efficient designs worth copying. The problem was, GSC is light years ahead of most other shipbuilders and they had ended up with a surplus of used ships. The executives at the GSC branch turned this around into a boon. They acquired a large space in orbit around Phase World and have one of the largest "used spaceship lots" in the Three Galaxies. Sales were so good that the company has added used spaceships to their business.

At any given time, several thousand spacecraft are lined up in the GSC used ship lot. Prospective buyers are shuttled around to look at the merchandise, and test rides are available for qualified buyers. GSC typically pays 30-40% of retail (less if they can get away with it), then fix up and improve the used ship, and try to turn it around as fast as possible. They usually sell the vessels for twice what they paid, sometimes more. Many of these *GSC refurbished ships* are better than the original spacecraft. Buyers know this and are quick to scoop them up, especially when select items are put on sale at a discount. GSC also offers decent payment plans, but a substantial deposit must be made on the ship, typically 30%.

GSC also sells brand new spacecraft, however, the Phase World office sees more profit from used ships. Still, if one wants to buy a brand new GSC ship, customers have a choice of what's on hand or a ship can be built to custom specifications. However, custom ships often cost a lot more and only mega-billionaires can even afford it.

Spacetown

Hidden away near the middle of Level Two is Spacetown, a shopper's paradise surrounded by crowded neighborhoods and apartment buildings. This gives it a rather homey feeling, and the massive merchant plaza is frequented by locals and tourists alike. Spacetown has . . . well, just about everything anyone could want. It is a favorite haunt of Spacers after a long voyage, as well as tourists mesmerized by the seemingly endless sights and sounds. Spacetown has plenty of it to offer.

Shopping galore. There are souvenir shops, clothing stores, tailors, grocery stores, fresh food markets, liquor stores, pharmacies, department stores, electronics stores, book stores, art galleries, computer stores, weapon shops, armor shops, bionics and cybernetics shops, robot stores, hover vehicle dealers, space gear stores, exotic pet shops, tattoo parlors, hair salons, pawnshops, second-hand stores, and everything else you can imagine. Some are independently owned, others are chain stores, and some are mega-stores or giant shopping malls with a little bit of everything. Goods include everyday household items to military grade weapons, armor and ship parts, to exotic imports from across the Three Galaxies and beyond. In fact, if one is looking for magic items and products from other dimensions, Spacetown is the place one is likely to find them. There are also street corner stalls where one can get fantastic deals on merchandise that "may have fallen off a hover truck or space freighter in a nearby solar system," but beware of cheap imitations and knock-offs.

Entertainment. Entertainment is another thriving business in Spacetown. Spacers and travelers come looking to spend credits and have a good time. There are movie theaters, live theaters, arcades, indoor and outdoor carnivals, nightclubs, dance halls, casinos, comedy clubs, pool halls, private zoos (small to medium), and just about every kind of entertainment one can imagine. Gambling is legal at Center and found everywhere.

Information Terminals

Central Data Terminals (CDT). Need directions? Want to know what other shops or entertainment are available? Just go to one of the Central Data Terminals spread throughout Spacetown, punch in the name of an establishment or the type of entertainment, store or commodity you seek, and a list pops up. These terminals are much larger than the standard terminal found in Center, as they act more like intelligent advertising billboards and computer information centers than a simple map indicating 'you are here.' The terminal understands several thousand languages and can be asked questions, provide answers, present descriptions as well as short video presentations, display and print maps complete with directions from that terminal, and even make suggestions. ("If you are interested in giant squid wrestling then may I suggest you also consider a trip to X.") The information is free, but a printed map and directions costs 5 credits. CDTs stand 15 feet (4.6 m) tall and have 8 sides with 16 separate screens, so numerous people can access them at once. These information terminals also act as messenger boards. Want ads and job listings make up half the information (5 credits a word, and the message is posted for one week). They can also serve as video-phones and for 5 credits a minute, calls can be placed anywhere in Center. CIC cards are preferred, but all

CAMERA 20...
SPACE TOWN ENTRY 2C

STATUS: NORMAL

spacetown

WELCOME TO SPACETOWN

NARUNI

BART

MAJESTIC
2008
vulnepro



cards in Universal Trade Credits are accepted. Since all services are five credits, the slang term for CDTs among residents and frequent visitors is the “5T.”

Fine and Not So Fine Dining

On long space journeys all one has to eat are condensed foods, freeze dried meals, liquid protein, and vitamin supplements; fresh food is a luxury that doesn’t last very long in a ship’s cargo bay. Such travelers often make a beeline straight to any one of the hundreds of restaurants, bakeries, coffee shops, cyber cafes, and taverns scattered throughout Spacetown as their first stop. Most eateries are dedicated to the cuisine of a specific planet and people, but several try to cater to a multitude of people from across the Three Galaxies. There are a variety of inexpensive, all-you-can-eat buffets that present a sprawling array of foods from across the galaxies. Most are surprisingly pretty good, especially to patrons not familiar with the actual food. However, the best places to find authentic cuisine are the better restaurants that specialize in the food of one, two or three particular worlds.

One of the more famous restaurants is the **Tri-Galactic Mega-Bufferet**. Advertised as a planet-sized restaurant, the building is 15 stories tall, covers two city blocks and offers food from 40 different planets! It is the largest restaurant in Spacetown and able to seat up to 50,000 patrons at once! There are over a hundred buffet counters and a total of 20,000 different dishes, all cooked fresh daily! Whether you want a good old-fashioned T-bone steak, Dwarven mutton and sausage, or something much more exotic, Tri-Galactic is likely to serve it up. Given the number of races in the Three Galaxies, it is all but impossible to

make something for each, so the most common dishes are made for the races who visit Center most often, as well as food that is palatable to a large number of species. If there is a dish that can’t be found, odds are it can be special ordered (1-60% chance).

The buffet is open 24 hours a day and never closes. Its 20,000 employees are always busy, and strive for superior service. Although billed as a “planet-sized buffet,” the food is delicious, most dishes are authentic and prices are not cheap. However, the food is well worth the price, and there are rarely any complaints about the food or the service. For 200 credits it’s all-you-can-eat, drinks are extra, and meals that are not part of the buffet cost 50-300 credits.

Tri-Galactic Buffet is also one of the few establishments to offer a *live food bar*! Some races like the *Nixie* prefer their food alive and kicking before they can eat it! These live food bars are separated from other parts of the building, not only to protect the squeamish, but also to contain the screams from the food and the occasional runaway critter that jumps off a plate and tries to get away.

Carmen’s Fine Dining. While some Spacers just want to stuff their mouths, other visitors to Center want a more elegant experience and a meal prepared by a chef. Such an experience can be obtained at Carmen’s. This restaurant only takes reservations, or you must be a regular patron well-known to the staff, or the guest of such a patron. Carmen’s is very high class, and an example of the wide ranging diversity one can expect to find in Spacetown. Only the finest food and drinks are served. The average price of a meal is 250 credits a person, up to 5,000 credits a person for the most exotic and rare dishes, like *Kreeghor Cav-*

iar at 1,200 credits an ounce, and all but impossible to get unless it is smuggled across the Kreeghor border. Exotic wines from around the Three Galaxies are served with each meal, with a starting price of 30 credits a glass. Patrons have the choice of an open table where they can be seen and mingle in the common dining area, a secluded booth or a private dining room. However, add 300 credits to the bill for the private booth, and 5,000 credits an hour for the private room. The atmosphere is subdued, elegant, and expensive. The wait staff are dressed like Butlers and Maids, and always calm and proper even in the face of drunk or disgruntled patrons.

C&C's Cakes and Coffees. The one fast-food chain that demands mention is **C&C's Cakes and Coffees** which can be found on nearly every other street corner. It is a cyber-cafe that serves caffeinated drinks and desserts to the taste of hundreds of different species. For *humans* it's coffee, donuts, and pastry croissants; for *Wulfen* it's boiled milk and sugar with hard biscuits and baked pastries; for *Kreeghor* it's Gopol Nectar and meat pie; for *Zebuloids* its warm sugar broth and crunchy fried and seasoned insects; and on and on. Every race has their favorite culinary guilty pleasure, and C&C's serves them up fresh and delicious. Prices are reasonable and the food and drinks are quite good. All C&C's locations are open 24 hours a day, and at any given time there are always a dozen or more customers either in line, or drinking their favorite beverage while reading the Center Times on their pocket computer or one of the computers available at the cafe.

Bars and Taverns

Eating "real food" is one of the first things people like to do after a long journey. The next is relaxing with a favorite drink and letting one's hair down a little. Thus, bars and taverns are just as numerous as restaurants, and many serve a small selection of food and snack food as well. Many bars and taverns cater to everyone. Some only let in "real" Spacers, so you had better be dressed to look like a Spacer, or be a regular customer. Others cater to sports enthusiasts, business people, college kids, or tourists, while others cater to specific species of people. Most places are pretty easy to identify by their decor and the type of people sitting inside.

Central Fantasies. Those looking for companionship need look no further than Central Fantasies. This business is built inside a very large building that includes a loud, rowdy tavern, a quieter, dimly lit lounge bar with open booths and private booths, and numerous simulation rooms where people can interact in holographic fantasies. These fantasies don't come cheap and are 1,000 credits an hour. For an added cost, a key holographic character can be replaced with a real person at double the normal cost. Or to make the fantasy truly complete, a *Pleasurer* can take on a pivotal role for 5,000 credits an hour. Central Fantasies is associated with the *Paradise Federation*, so most forms of adult entertainment, massage and pleasure can be acquired. That also means the place is crawling with beautiful Pleasurers. Furthermore, customers can book trips and make reservations on any world in the Paradise Federation from this location.

FTL Express. While there are Spacer specific bars, and race specific bars, there are also bars that are willing to let anyone in

their doors. One such bar is FTL Express, which stands for *Faster than Liquor!* The FTL Express is a huge bar built into an old warehouse. The bar itself curls around the building, plus up several levels, and it is easily 2000 feet (610 m) long. Fifty bartenders work at any given time serving the rarest and most exotic drinks available in the Three Galaxies. Drinks like the Black Hole, the Sunspot, or the Super Nova are capable of giving most supernatural creatures a buzz or even get them drunk! It is not uncommon to see various Spacers passed out on the floor or slumped over the bar. Those who don't get blitzed can play any assortment of arcade style games. Everything from electronic video games, to billiards, to full-on sims are available. Prices are average to high, ranging from 10 to 100 credits per drink. Supernatural beings must pay a little more and their prices range from 50 to 500 credits a drink. Games are also a bit on the high side from two credits for a five-minute game, to 2,000 credits an hour for the simulators.

The Jovian Arena. While specifically a Spacer bar, it also caters to the Spacer sports junkie! Ten 100 foot (30.5 m) video screens hung around the bar display sports from around Center as well as the Three Galaxies. At each booth and every 10 feet (3 m) along the bar is a private video terminal that can be controlled by the patron. There are betting terminals at each booth where bets can be placed on any type of sports currently playing in the bar. The house makes all the odds, and they make the majority of their money from gambling and selling booze. To keep their patrons gambling the drinks are weak, but cheap. Besides, those who maintain a credit account with the Jovian Arena get their drinks for free and their food at half price. The bar is popular, and they cater special events all the time to correspond with major sporting events, like the *Robot-Bash Championships* on Level Four and special events held in the *Blood Dome* on Level Three.

The Rock and Keg. Owned by Malgrim Sunhammer (cousin to Malice Sunhammer), the Rock and Keg caters to Space Dwarves. On Malgrim's first visit to Spacetown, the Dwarf couldn't find a decent bar or a keg of Dwarven ale to satisfy his thirst. With a loan from his cousin, Malgrim opened the *Rock and Keg*. While Malgrim will serve anyone (except Kreeghor, he hates them and won't allow them to step in his bar without a fight), the tavern is designed specifically for Dwarves. All the furniture is Dwarf-size, as is the bar, plus most of the games are Dwarven, such as axe throwing and rock breaking. All the drinks are specifically Dwarven, and he won't sell any of those "fruit juices" (wine!) produced by humans or Elves. All drinks are stout ales, strong beers, and other hearty libations, served in large tankards (each holds almost a gallon of beer/ale). Malgrim has several different types of Dwarven ale available, and they range in price from 2 credits a tankard to 25 credits a tankard. Kegs sold on the side hold 10 tankards' worth of ale and go for 15 credits to 200 credits a keg. Malgrim also makes and sells "kegs to go" for those who like to take a bit of strong drink with them. In the back, he has his own micro-brewery, and most Dwarves claim Malgrim makes the best Dwarven ale this side of the Anvil Galaxy.

Malgrim, his wife and three sons run the Tavern. The building has four additional levels above the main bar and brewery. Each level has twenty rooms that are rented out at a cost of 100 credits a night, but it includes dinner and breakfast as well as a

complimentary tankard of Dwarven Ale. Of course, he only rents to Dwarves and similar, small people.

Warehouse District

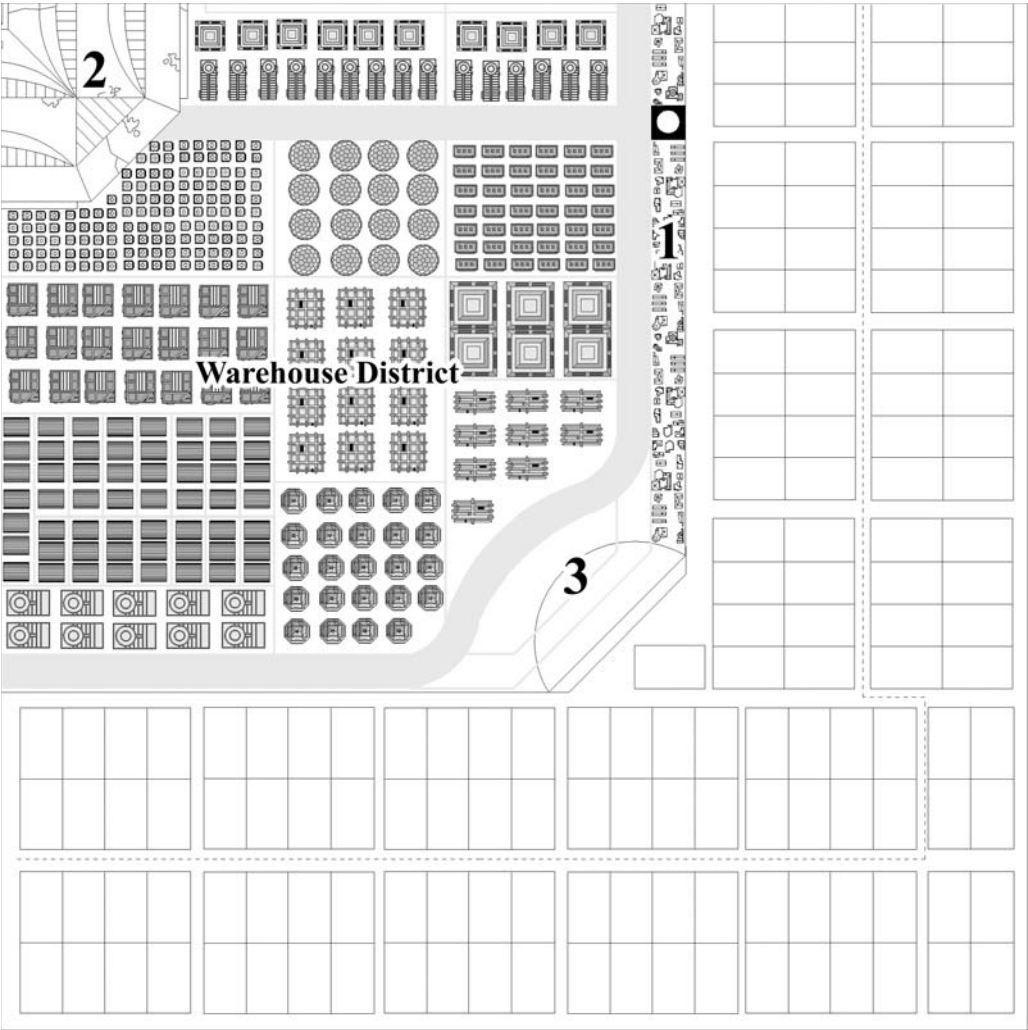
Level 2, Sector B South

The Warehouse District is where much of the cargo destined for locations inside Center comes through. We're not talking small crates that a Spacer might have from trading at a Kreeghor outpost. No, we're talking about mountains of cargo that arrive via space freighters. Cargo can be unloaded within Center via travel through The Gauntlet, however the majority is either shuttled down from one of the many space stations or teleported in via Phase Teleporter. All freight is scanned by the Prometheans and must pass Center's Customs laws. Anything that the Prometheans consider contraband in Center is denied and often the owners of the cargo are asked to explain themselves. Repeat offenders often find that they cannot do business at Center and that's something that many people don't want to risk.

The Warehouse District used to be one of the areas controlled exclusively by the Prometheans. However, it has slowly changed hands over the past century to the current group known as the **Spacer Guild**. They run all of the Warehouse District, and follow all the standard Promethean Customs procedures. So doing business with anyone in Center typically involves sending

any kind of freight through the Warehouse District, where it may be held for up to 48 hours. Plus a lot can happen in that time. Get on the wrong side of the Guild and your shipment could get 'lost,' damaged, or held up for inspection, delaying its shipping out long enough to hurt sales. Certain cargo can even be held up indefinitely due to quarantine if the Spacer Guild inspector is not treated well or sees the ship owner as an enemy. As a result, most people treat their local Spacer Guild representative very well, offering them rare items from around the Three Galaxies and even the occasional tip so that cargo makes it through customs quickly and expediently. Some people have it so well that Spacer Guild inspectors scan and authorize the cargo while the ship is still on approach to Center, assuring that its cargo makes it to its destination quickly. It doesn't pay well to offend those in the Spacer Guild, and it is an unwritten rule to provide the inspector with a kickback even if it's only a token amount.

What few people realize is that the Spacer Guild is run by the *Modarie Crime Syndicate*. The Syndicate's influence via the Spacer Guild stretches across the Three Galaxies as the Guild is established in thousands of spaceports around the Galaxies, even in Consortium Space. The Modarie Crime Syndicate is involved in all kinds of illegal activities from gun and drug running to the slave trade, but they run the Spacer Guild mostly on the up and up. Using it, instead, as a source of information about trade routes, business deals, etc. that the crime syndicate can covertly use for whatever purpose it desires. The syndicate does, how-



Level 2 Sector B South

- Bio-Dome Warehouses
- Secure Warehouses
- Quarantine Warehouses
- Deluxe Hangars
- The Gauntlet

1. Merchants' Concourse
2. Central Station
3. Loading Docks



ever, use the Spacer Guild to let it smuggle illegal goods through commercial channels and ports of entry. Furthermore, contraband seized from unaffiliated crime rivals often makes its way into the hands of the Modarie Crime Syndicate (at a low price to no cost), who turn around and sell it elsewhere, or even on the same streets as their competitor had intended. The vast network of the Spacer Guild makes smuggling operations for the Modarie Crime Syndicate easy. Some Spacers and Runners working for the Guild have no idea they are actually running smuggled goods for the Modarie Crime Syndicate. The syndicate is ruthless and takes any measures necessary to protect its interests on all fronts, while maintaining the facade of a “legitimate business” when it comes to the Spacer Guild. The syndicate is most active on Phase World and it does its best to observe Promethean law, as they know that the Prometheans could end their business very quickly.

Standard customs procedures for Center involve the scanning of inbound cargo. It doesn’t matter where the cargo is coming from, be it from orbit or Gateland, the cargo is checked, scanned and approved. Of course, with so much coming in, only 20% of all cargo is thoroughly inspected. However, there are few things that phase scanners can’t detect. The Prometheans are primarily concerned with the welfare of the planet as a whole and Center, while lining their own pockets with credits. Items not allowed in Center are primarily weapons of mass destruction, including nuclear and anti-matter warheads. A good rule of thumb is any weapon inflicting above 1000 Mega-Damage is not likely to be allowed in Center proper, but can be sold on specified space stations in orbit. In any case, these munitions must be declared in advance of arrival. It’s better to get a permit to sell munitions in orbit than at Center, which is what most companies do. Only a few, like Naruni Enterprises and A.B.A., have permits to sell within Center, and they must adhere to very strict guidelines and constant inspections by the Spacer Guild and the Prometheans.

Other illegal items in Center include all biological weapons, nano-weapons and some types of magic and powerful magic artifacts. While it’s likely that the Prometheans would be unaffected by most biological weapons, the millions of people living in Center would be very vulnerable. In fact, most types of biological research and development are strictly forbidden at Center, even in orbit.

The selling and trading of Phase Technology is also illegal in Center and the entire Phase World solar system. Only UPT is allowed to deal in Phase Technology, and they do so under strict supervision. The Prometheans have a monopoly on all Phase Technology and that’s the way they like it. However, Phase Tech can be bought in Center by a third party and sold elsewhere in the Three Galaxies. If the items must pass through Center, all they need is the proper documentation detailing that they were originally purchased from Universal Phase Technologies (UPT). Those who steal and smuggle Phase Technology or divulge any of its secrets are captured, interrogated, forced to reveal all their contacts, Mind Wiped, and either prosecuted and imprisoned for life, or executed as spies, traitors or terrorists. Actually, many simply ‘vanish’ never to be seen or heard from again, their fate unknown.

Lastly, any device (magic or tech) that can interfere with the operation of Center, or disrupt Phase Fields, is forbidden on Phase World, including Center. Not that the Prometheans are

too concerned, but such a device could endanger cities that rely heavily on Phase Fields for security, as well as numerous safety mechanisms and transportation devices. Such an item, if discovered, would bring the full force of Center’s security force down on the person or group who had said device. Rumors circulate that those in the *Society of the Knife* have access to such devices that were supposedly created by rogue Prometheans. The device is supposedly able to access Phase Fields and deactivate them, or allow a small group of individuals to pass through a Phase Field undetected. It is said to also be capable of accessing C.A.I.N. directly. Apparently Center’s Artificial Intelligence Network operates on the same frequency as Phase Fields and this mythical device bypasses all the security measures in place, allowing the user direct access to C.A.I.N. This is a very dangerous prospect indeed, and something that would cause major concern for the Prometheans. However, no such device is known to have ever surfaced, and few have even heard of its supposed existence. If it’s real, it’s one of the best kept secrets of the universe.

Center

Level Three

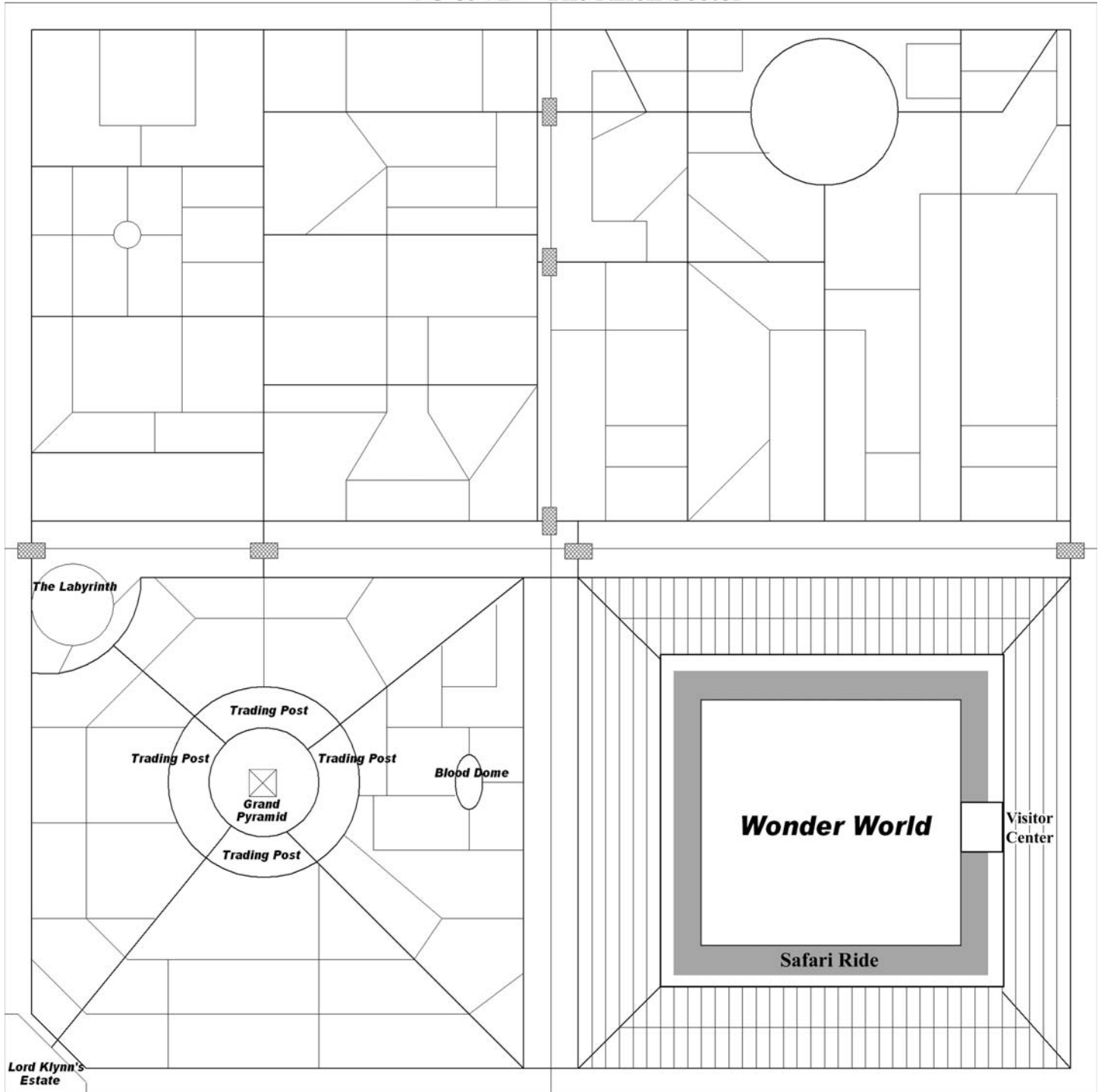
Splugorth Trading Post

Level Three: Section A

The Splugorth Trading Post District takes up one quarter of Level Three; the entire southwest corner. It’s one of the few places outside of the Splugorth Kingdoms where one can acquire Splugorth goods with few if any restrictions. While it does not offer the impressive array of items and services of one of the Splugorth Worlds or the *Splynn Dimensional Market* on Rifts Earth, its offerings are impressive. Splugorth Rune Weapons, magic items, symbiotes and parasites, Kittani weapons and armor, conventional weapons, slaves, and exotic goods are all available for purchase or trade. Products are available on a first come, first served basis and may not be offered again. While the staple of the Splugorth Trading Post are mass produced items sold on the commercial market, the more exotic, unconventional and rare items may come from worlds and dimensions across the Megaverse, and may be one-of-a-kind or exceedingly rare. One never knows exactly what he might come across at the Trading Post.

The Splugorth Trading Post has its share of permanent and transient merchants. The majority of the transient merchants actually come from different parts of the Three Galaxies (and beyond) to sell their wares, with many coming and going on a daily basis. With its multitude of inhabitants and visitors, Center is a dimensional merchant’s dream, because there are buyers for almost anything. Weird and inexpensive items sell like hot cakes as souvenirs snapped up by tourists. (“Look at this amazing, weird thing I bought for you at Center.”) And while compe-

3C & 3D - The Alien Sector



3A - Splugorth Trading Post

■ Airlocks

3B - The Open Market & Wonder World

1 Mile

tion is plentiful, the Trading Post is such a “destination” that everyone seems to do very well. Magic items, alien technology and weapons, Splugorth symbiotes, Splugorth slaves and, well, just about anything “Splugorth” is in hot demand. Slavery is outlawed throughout most of the civilized planets of the Three Galaxies, but there are plenty of planets where slavery is *not* illegal. Furthermore, illegal or not, the use of slaves is common out in space where nobody knows what the next guy a light year away is doing. Slaves fill many an illegal sweatshop even among the Consortium of Civilized Worlds (CCW) and United Worlds of Warlock (UWW).

Retail shops, stores and buildings encircle the *Grand Pyramid* along a cobblestone road in an open courtyard or pavilion-style arrangement. The circular road is wide to allow for the large amount of foot traffic every day. Each building is either a shop by itself or a large structure encompassing numerous smaller shops. Some merchants even set up a tent or a kiosk right on the street. The whole circle of shops seem more like a bazaar than a Trading Post or shopping mall. No vehicles are allowed, as there is plenty of public transportation to get one to the Trading Post or Grand Pyramid. After that, it’s all foot traffic, and plenty of it. (Looks like New York City on a busy day.)

The inner circle around the Grand Pyramid has all the permanent merchant shops and buildings. On the outer edge are the hundreds of tents, carts and kiosks of the transient dealers. Half of the transient merchants are regulars, the others come and go like flies, many of which are one-time dealers who stay until they sell out their wares and are never seen again. Thus, if you see something you like, it is best you buy it then and there because it could be gone and not seen again, or not seen for months. This is especially true of the merchants on the outer edge of the Trading Post.

Notable Dealers at the Trading Post

Vicarious-D's Exotic Components

Vicarious-D is a regular merchant in the Splugorth Trading Post. He operates out of a small storefront and specializes in rare and exotic magical components. His specialty is being able to acquire *demon bones*, which he grinds into a powder. Any kind of demon is available, and so long as no one asks questions about how he gets his merchandise, he is willing to sell them to anyone. Another specialty is Faerie components: Faerie tears, Faerie blood, Faerie wings, Faerie Food, and just about any kind of Faerie component, one could want. He also carries a variety of other magic components including Unicorn horns (ground into a powder), ground Hydra fangs, dragon bones (although he doesn't advertise them due to the Splugorth's reverence for Dragons), Sphinx eyes, Sphinx tongue, Sphinx brains, Sphinx teeth and claws, Angel feathers and a hundred other exotic animal and monster components. Also, while not a component for magic, Vicarious-D offers a full range of bone weapons – the types being used by the demons of Hades.

Vicarious-D also brokers in information, at least that's the word on the street. He keeps his ear to the ground and has a good knowledge about the Splugorth Trading Post and has connections to the criminal underworld as well as "independent operatives" (read: Runners, Spacers, smugglers, mercenaries and adventurers for hire). In exchange he always asks others to provide him with information regarding the Center Spaceport especially the area around docking bay 93, plus any unusual activity around the Spacegates. He won't say why he's interested, just that he is, and he always offers something fair in exchange, like a 5% or 10% discount on merchandise or a bit of information useful to that individual.

What few beings realize is that Vicarious-D is a disguised *Arch Fiend* of Dyval. He is a spy who's keeping an eye out for demon activity in the Splugorth Trading Post as well as other areas in Center. He also likes to gather information on unusual occurrences at Center, visitors from Rifts Earth, rumors about demon cults and the UWW, and information about Lord Klynncryth.

Vicarious-D – Devil Arch Fiend & Regent of Dyval

Regent Vicarious-D is really nothing more than a puppet of Supreme Ruler of Dyval, Lord Sahtalus. Long ago, he was sent to the Three Galaxies to spy upon and disrupt the activities of demons and their worshippers, especially cults that appeared in

the United Worlds of Warlock (UWW). His time in the Three Galaxies allowed him to learn much about the region and, over several centuries, he has successfully rooted out and played a part in bringing many demon cults to a sudden end.

A decade before the demons attack on Dyval, Vicarious-D was one of the first Deevils to be contacted by Lord Sahtalus and dispatched to Center. There were already rumors of an unusual amount of demonic activity in the Three Galaxies and demons using Center as a port of entry to that part of the universe. Vicarious-D monitored, confirmed, and speculated on the purpose of demon operations in Center. It was he who ferreted out the demons' plan to invade Center, and it was he who helped arrange for Deevils to filter into Center and hide among the population on the lower levels. He continues to maintain his disguise (even during the Battle for Center) and functions as the master of intelligence gathering on Phase World. He is the eyes and ears of the Deevils in Center, and is happy to "help" visitors and customers (i.e. mercs, demon hunters and the player characters) to kill demons and undermine their operations across the Megaverse.

True Name: Vicious Fiend of Souls

Race: Using his formidable magic powers he keeps himself disguised as a *Cernun Mystic* adorned in gold robes and with the bearing of an Alchemist.

Alignment: Diabolic.

Attributes: I.Q. 19, M.E. 16, M.A. 26, P.S. 22, P.P. 21, P.E. 25, P.B. 10, Spd 29.

M.D.C.: 160 (On S.D.C. worlds, Vicarious-D has 62 Hit Points, 44 S.D.C. with an A.R. of 14.)

Disposition: A resourceful thinker with an analytical and cunning mind. He is a master of deception and seldom makes rash decisions. He sees his role at Center and in the Minion War as one of the most important. Indeed, if it were not for Vicarious-D, the Deevils would not have known about the demons' intentions to conquer Phase World, nor would the Devil forces have been in place at Center.

Level of Experience: 10th Level Arch Fiend.

Natural Abilities of Note: As a Regent, Vicarious-D has gained the power of Invulnerable to Cold (takes no damage from any cold based attacks and is impervious to the effects of ice and cold-based spells), and has all Physical psionic powers and 400 I.S.P.; and all the usual powers and abilities of an Arch-Fiend.

Minions: Vicarious-D has a small following of loyal infernals at his disposal: three other Arch Fiends, two Horrors, a Shock Beast, two Devil Wraiths, two Nexus Deevils, four Devilkins, two Deevils, and an Imp. All are completely loyal to the Regent and use some form of deception to disguise their true nature. He also has 10 Tattooed Men slaves who provide security for the shop. None of the T-Men have any idea that they are serving a group of Deevils.

Skills of Note: Intelligence 88%, Land Navigation 92%, Locate Secret Compartments and Doors 70%, Lore: Demons and Monsters 85%, Pick Locks 90%, Prowl 75%, Streetwise 79%, Surveillance Systems 80%, and Tailing 80%.

Weapons and Equipment: An Eylor Assault Staff which he keeps on himself at all times. His robes are also constructed of rare magic fabrics giving them 100 M.D.C. and they re-

generate M.D.C. on ley lines at a rate of 1D6 M.D.C. per hour.

Custom Body Sculptors

The only Bio-Wizard augmentations offered in Center, and for that matter, anywhere within ten thousand light years, are right in the Splugorth Trading Post. Custom Body Sculptors is one of Lord Klynncryth's most lucrative businesses. It is located one mile south of the Grand Pyramid across from the outer ring of the Splugorth Trading Post. It is in a large building shaped like a pentagon. There are fifty Transmutation Chambers that can fit a variety of different races. All kinds of augmentation are available for the right price. Chambers can even be rented by the hour to qualified Bio-Wizards. All standard augmentations are available as well as *Splugorth Juicer* and *Bio-Borg conversions*.

Custom Body Sculptors is run by one of Lord Klynncryth's High Lords who goes by the name *Bashurm*. High Lord Bashurm is all business and runs a tight ship. Augmentation is made by appointment only, and all payments must be made in advance. He, himself, is a powerhouse and has had several transmutation jobs done on himself.

Safari Inc.

For the many races that like to indulge in the pleasure of the hunt, there is Safari Inc., where the hunt is real, the prey is dangerous, the hunter is not safe and may become the hunted if he is not careful, and the thrill is exhilarating. The company offers a wide range of safaris on several different, alien worlds. Clients have the option of hunting solo, with a party, and with or without a guide. When the hunt is over, the hunters can retire to a hunting lodge where they can have their prizes stuffed and mounted, or butchered and served for dinner.

Splugorth contacts and cooperation make it easy for the company to access many savage worlds. At this shop, potential clients can come in and see the numerous trophies that adorn the interior, and watch video footage of other safaris, giving them a glimpse of the hunt waiting for them. Two female Tattooed Warriors run the shop and make all the arrangements necessary to transport clients to the **Hunter System**. Safari Inc. has two light and fast space yachts at their disposal.

Safaris start at 100,000 credits a day, and the more danger the client seeks or exotic the prey, the higher the price. The price covers everything, including the client being treated like royalty and provided with comfortable accommodations until ready to start the trek into the wilderness. Clients get their choice of any weapon, from simple melee weapons to the heaviest energy weapons, magic weapons or power armor available, and their choice of guides. Clients are in for the hunt of a lifetime and *Slither*, the Maxi-Man founder who runs the show, has yet to lose a client on a hunt. Full details on **Safari Inc.** can be found in **Rifts® Dimension Book 6: Three Galaxies™**.

Safari Inc.'s facility at Center also offers safer thrills right there in the building. There are rooms where a client can wrestle with a variety of animals and monsters, watch and bet on animal fights, put his own animal in the ring against a worthy adversary, and purchase exotic, untamed animals for his own private zoo, or as a pet or for whatever purpose he may desire.

The Megaverse at Large

*Dimensional travel is often filled with as many dangers as it has wonders. What ends up being the undoing of most dimensional travelers is a lack of knowledge. Well, we at The Megaverse at Large have dozens of key facts, maps, and tips on hundreds of worlds and dimensions, and all at our fingertips. We offer the information in over ten thousands written languages, or for those who prefer a more personal touch, we offer dozens of beings who will give you a complete seminar on the subject. So, the next time you go to Hades and you need a map, or plan on traveling through the Great Machine, stop by **The Megaverse at Large** and learn the dangers that await you.*

— Advertisement broadcast on Center's main radio station, CTR505

An ancient Temporal Raider who goes by the name of *Vlad* runs The Megaverse at Large. After many years of traveling, Vlad decided to settle down and enjoy the riches he had plundered from hundreds of dimensions. The problem was he made many contacts who kept coming to him for advice on dimensional travel and places he had visited. The stream was endless, especially with 'reliable' information being so highly valued. Being so trusted, and having such a vast range of reliable, first-hand knowledge, Vlad decided to set up a semi-permanent shop in the Splugorth Trading Post. Center was one of Vlad's favorite places, because it has everything a person could want, and that includes a steady stream of inter-dimensional visitors in need of the kind of information he could provide.

Vlad, in addition to his own experience, has hired a dozen other experienced, dimension hopping, transdimensional travelers. The information does not come cheap, and just to get an appointment in The Megaverse at Large requires a 5,000 credit entry fee. Once an interested party has made it through the door, the cost goes up from there, depending on the depth of knowledge desired and the length of the tutorial. Sessions can last from 1-6 hours to 1-6 days. Basic information cost 2,000 credits. An example of basic information would be a brief summary of the world or dimension, its weather, its hazards and high points, with several areas of note highlighted, and what dangers to avoid. Detailed information is likely to cost 4,000-12,000 credits and may include information on key cities, governments, warlords, notable events, history, and a list of places where the customer could find a safe haven or a way home. Anything beyond is subject to additional cost and at the discretion of the salesman relaying the information, be it in verbal or written form. Seminars are typically 20,000 credits a day. Maps also cost extra, and the quality of the map varies with how much one is willing to pay. The more detailed, the higher the cost.

No matter where a traveler wishes to go, chances are that one of the dimensional experts knows something about the dimension in question, and if not, someone will be found who does. Vlad, however, has been to so many places that such an event is unlikely. Vlad is very active at the facility and he loves to recount his days of adventure and travel. Of course, prices double if it is Vlad giving the tutorial. The Megaverse at Large is also willing to pay for genuine film footage and information about alien worlds and dimensions with which the owner and his team are not personally familiar; one of his associates with mind powers or magic is able to scan the individual for authenticity.

Vlad also pays handsomely for maps, so long as they too can be authenticated. Business has been good.

The Blood Dome

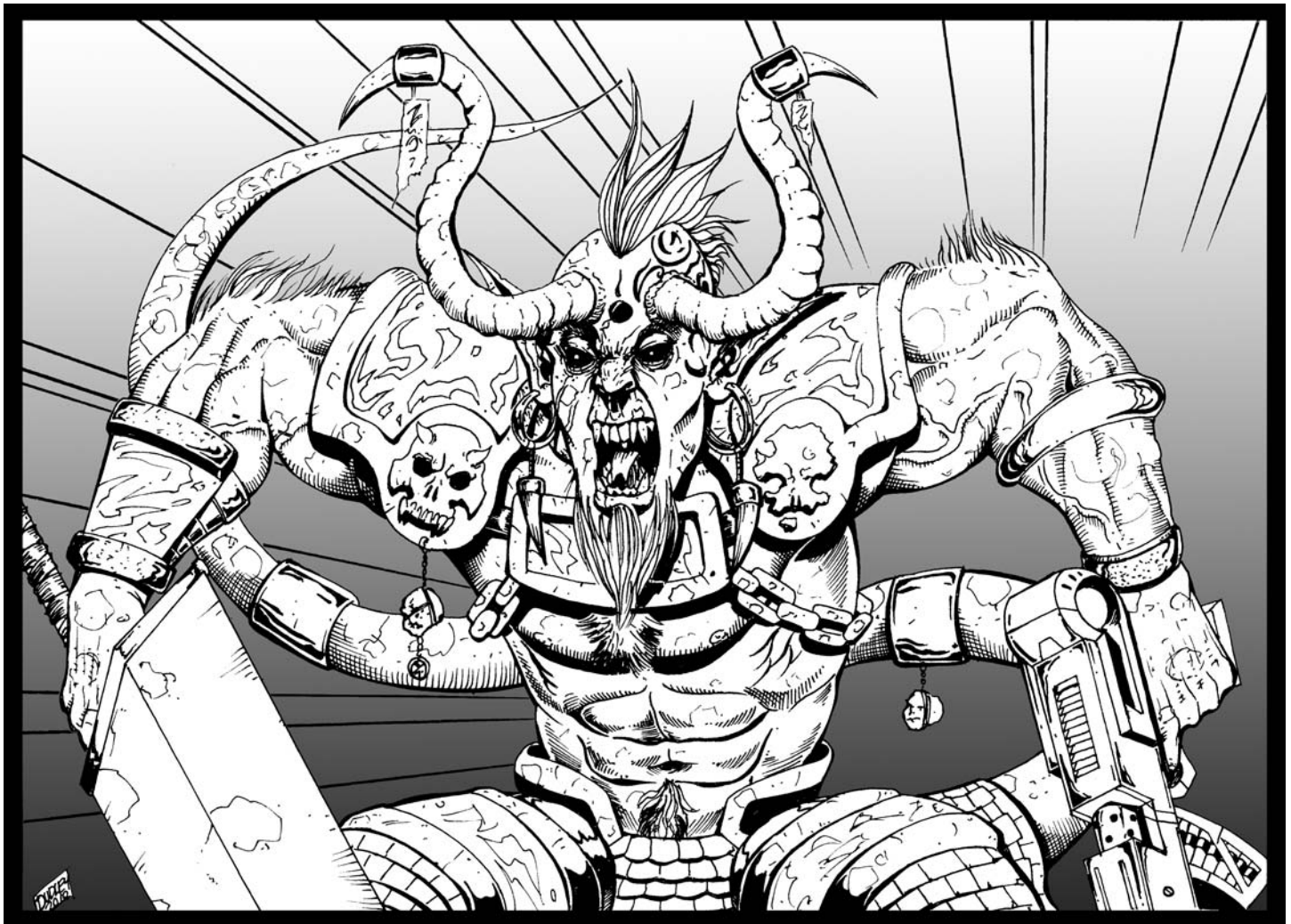
The Blood Dome is a classic, Splugorth gladiatorial arena. It seats 95,000-110,000 beings (depending on who shows up and their size) and events are televised all over Center where an estimated 70 million viewers watch on a pay per view basis. And that doesn't include digital format sales across the galaxies. Lord Klynncryth has plans in place to expand his viewing audience by transmitting the signal beyond Phase World, however few worlds trust or want to deal with the Splugorth, so there has been considerable resistance to the idea.

The most common events are gladiatorial feats of combat: Gladiator versus gladiator and gladiator versus some kind of monster. Exotic contestants include demons, infernals, dragons, Minions of Splugorth, aliens and monsters from exotic worlds and dimensions, as well as known gladiatorial champions, heroes, and newcomers. Unlike many "sports," gladiatorial combat always spills blood and the battles are often to the death. This especially appeals to the people of the Splugorth Kingdoms, demons, Deevils and a host of other people, human and inhuman, who are addicted to violence. Betting on the outcome only adds to the excitement, adrenaline flow and, for Lord Splynnncryth, the profits. Life and death combat fuels the passion of inhuman spectators, including Kreeghor, and others who have

an appetite for this kind of violence; however, half the audience is usually evil, supernatural beings.

Another favorite event is the monthly *Monster Mash*, a in which trained monstrous beasts fight each other while their trainers shout out orders and strategies to them. Depending on the type of beast, these battles can take a few seconds to a couple hours. A popular event is *Dragon Challenge*, in which 6-10 warriors (sometimes high-tech, sometimes magic-based) take on a ferocious dragon. So far, the dragons have won 8 out of 10 times. *Amateur Gladiator*, featuring wannabe warriors and young toughs who think they can find fame and fortune in the arena, is another hugely popular show. Another popular show is *Battlefield*, where as many as two companies of opposing warriors fight to the death on a mock battlefield. The environment changes every week, as do the types of battles and environment. Medieval knights, Earth Old West style gunfights, Earth Old West style Cowboys and Indians battles, and magic vs tech are among the most popular.

The latest craze is *Mounted Beast Combat*. A supernatural being like a demon, Deevil, or Minion of Splugorth rides a beast into the arena and fights an opponent riding another monstrous beast. The "beasts" can be anything from a Tyrannosaurus Rex (always a crowd pleaser) to semi-intelligent creatures like the Netherbeasts of Hades, and even smart, savage supernatural predators like the Devil Unicorn. If only the opposing rider is killed, the winner gets his opponent's riding animal plus a siz-



able cash purse. The battles are often bloody and fought till the death, one surrenders, or one of the beasts and its rider are killed (the latter is the case 68% of the time and the audience loves it). An offshoot of Mounted Beast Combat is the new *Dinosaur Wars*, in which two rival tribes of dinosaur riders fight to the death.

How popular can such blood sport be? The Blood Dome has had a full house almost every single night – a slow night having only 92% occupancy – since it first opened, decades ago.

The Labyrinth

Ever since Atlantis first arrived in the dimensional spotlight, Lord Klynncryth has heard stories of great hunts in the Preserves of Atlantis. Many beings lusting for the hunt, or those who simply want to rend foes to pieces, pay a pretty price (hundreds of thousands of credits) to hunt their enemies (or slaves, or captured rivals, etc.) or test their skills and indulge in their bloodthirsty natures. Lord Klynncryth's answer to such entertainment is **the Labyrinth**. However, it is not so much a hunting preserve as a real life videogame style environment, where contestants start at level one and work through a number of mazes, obstacles, and opponents (monsters, robots, traps, etc.) until they can make it to the top and out. Each level is actually a pocket dimension where the environment is completely different and alien.

The exterior of the Labyrinth appears to be a massive dome-shaped building in the northwest corner of Section 3A. The dome almost touches the ceiling and it has several floors/levels to it.

The insides of the building are much larger than outside because each level is really a pocket dimension. Each level is different, with different challenges. Those who want to experience the Labyrinth enter through a sub-level under the main floor. This section surrounds the dome and provides one of 120 different locations to enter the Labyrinth. The goal is to fight one's way to the center of the Labyrinth, where the contestant(s) is teleported to the next level (pocket dimension), appearing again on the edge and needing to work to the center. Ultimately, the goal is to get to the top level where, at the center, is a prize said to rival even a dragon's treasure hoard – and not just treasure, a winning player or team/group may opt to get "Special Compensation" by way of Bio-Wizard augmentation or transmutation, bionic conversion, Kittani weapons, armor and a vehicle or space fighter, a Splugorth Rune Weapon or Bio-Wizard weapons, and similar rare and exotic gear. However, if the Special Compensation option is taken, the cash payout is only 200,000 UTC per winning contestant. To date there have only been 14 winners. That's how tough it is to make it to the final level and out. It's made all the more difficult by the fact that the contestant(s) must work his way from Level One to the final level and out all in one game. The game can last days, weeks and even years, but the player(s) cannot get to a certain point, exit the Labyrinth and return to that place to continue at a later date. Actually, that is allowed for those who want the fun and privilege of saying they made it through the Labyrinth (something only a few thousand people can claim), HOWEVER, if the contestant leaves at any point, he forfeits any claim to the prize. Moreover, he has to pay the full admission fee to continue his journey where he left off.

To keep the Labyrinth new and fresh, the various environments are changed from time to time. Sometimes they are just moved to different levels, while other times they are changed into something entirely different. With the magic teleportation from level to level, the controllers of the Labyrinth can bypass certain levels to send returning players to the point (or at least the level) where they left off.

Some of the more notable levels include those that appear like *Hades*, with rivers of lava, fire rain, and demons to make it all complete; the *Great Machine* a where the environment appears as the internals of a giant machine with robot menaces coming out of the walls attacking all they comes across; an ocean world where one can travel on the waves or under them, and the enemy is flying monsters and sea serpents; an alien jungle; an ice world; a dinosaur forest; and levels that seem to be completely alien – and we're not just talking alien worlds, but places where giant slabs of earth float in the air and the only way to cross them is to jump from stone island to island, and if one falls they land on a bed of spikes or lava, or the bottom is filled with monster infested water, and so on. It's not just the levels that are unique. All kinds of monsters and enemies are thrown into the mix, and they don't necessarily have to be a part of the environment. There can be dinosaurs in what appears to be a simple underground dungeon, and demons in the Great Machine. Everything and anything can go in the Labyrinth.

It is important to point out that while the Labyrinth is presented as a sort of game or contest, and its levels are reminiscent of videogames, these hostile environments are real, the enemies and monsters are real, the challenge is life and death, and people die. In fact, 23% of all "players" *die*, and 92% suffer serious injuries. And Lord Klynncryth is making a mint letting people challenge themselves and risk life and limb. Not only that, but he has cameras and Eyes of Eylor in key locations to follow those who enter. Edited versions are aired on a pay per view basis and sold as digital downloads and video discs. Players are required to sign an agreement that allows their exploits to be filmed and sold without them getting paid a dime, and most are happy to oblige in the hope that they'll become famous. Those who crave privacy can pay a hefty fee to not be filmed and marketed, but less than one percent do so. *The Labyrinth* is one of the most viewed shows in Center, and Lord Klynncryth is starting to expand into other markets by selling the videos to other planets.

The cost of admission is 6,000 credits per person, 50,000 per participant for privacy.

The Grand Pyramid

In the center of the Trading Post is the **Grand Pyramid** of Lord Klynncryth. It rests upon the nexus point of a pair of ley lines. The pyramid contains Splugorth Lord Klynncryth's throne room for formal events and public addresses and, of course, it is a Stone Pyramid capable of magic and opening dimensional portals to other worlds and dimensions. Elsewhere in the pyramid are several areas where Lord Klynncryth conducts business and meets with many individuals who work or serve the Alien Intelligence. These areas are located in the upper levels of the pyramid. In the lower levels there are four large rooms used for dimensional teleportation to other pyramids across the Megaverse. This is one of the services that Lord Klynncryth

provides and for 25,000 credits a person, they can be teleported to any Stone Pyramid in the Three Galaxies. It costs 65,000 credits to teleport to Pyramids in other dimensions. One can go just about anywhere except for Rifts Earth, as Earth is the domain of Lord Splynncryth, and Lord Klynncryth is not about to provide his adversary with customers.

The Grand Pyramid is surrounded by a lush garden of alien vegetation. It is tended to by hundreds of slaves, the majority being *Nurilian Plant-People*. The garden is beautiful and filled with a great variety of plants. Scattered throughout the garden are numerous Rune Statues – the eyes and ears of Lord Klynncryth and his minions. The statues also function as defense mechanisms that can be activated in an instant by Lord Klynncryth or his trusted advisor, *High Lord Anshurr*. Mixed in with the Rune Statues are many normal and mundane statues, making it difficult to tell which, at a glance, are magical and which are simple stone.

Klynncryth Residence

Lord Klynncryth has a separate residence away from the Grand Pyramid. That residence has all the amenities that Center has to offer, including a *Phase Teleporter* to his personal ship docked in the Skyline Spaceport on the roof of Center. He hasn't had to take any trips in the last several hundred years, but he has one should he need it.

The residence seems to be constructed of some kind of gold colored marble. When polished it is absolutely stunning to behold, especially when it catches the light just right. His abode sits on a hill against the southwest corner of the Splugorth Trading Post, right against the wall. The entire estate is just as ostentatious as the Grand Pyramid, and has a smaller garden and just as many Rune Statues. In addition, there are two dozen Eyes of Eylor programmed to roam the estate looking for intruders or slaves trying to escape. Should any be found, Splugorth Minions are dispatched at a moment's notice. There is also a small Stone Pyramid made out of normal stone and used to work magic by Lord Klynncryth and his most trusted minions.

Wonder World

Wonder World is one of the largest tourist attractions on all of Phase World. There are more stores, shops, hotel rooms and entertainment per square mile in this sector than anywhere in the Three Galaxies. It has everything one could want and more, from weapons and armor to exotic perfumes, and the latest trend in street wear.

The Open Market Plaza

The whole sector is aligned in a series of streets that run in straight lines around Wonder World; most in a north/south direction. The streets are lined with a seemingly infinite array of stores. Only the most affluent shops are closest to Wonder World proper, with most being on **Center Street**. This street is the first street closest to Wonder World that goes around the perimeter of the entertainment mecca in a square shape. It's like the Fifth Avenue or Rodeo Drive of Center, and it is where the rich and famous come to shop for expensive, rare and exotic items. If you want to drop 50,000 credits on a bottle of wine or

50 million on an exquisite necklace, Center Street, and the other streets located in the inner core around Wonder World, are the streets to visit.

The Merchants' League is a guild of Wonder World entrepreneurs and real estate tycoons who own and control the stores located on prime streets closest to Wonder World. When a store at one of these prime locations goes out of business, it is the Merchants' League who gets to decide who can move into said location. Unfortunately, it is all politics and graft, so whoever makes the biggest bribe or wields the most prestige usually gets the location.

Anyone can set up a shop in the Open Market Plaza around Wonder World, and while not an official part of the entertainment complex, most visitors and residents consider the shops throughout the sector to be part of the "Wonder World experience." There are always some vacant buildings on the outskirts of the sector, and they are also where one goes to avoid dealing with the Merchants' League.

As one heads away from Wonder World, the shops are less exotic, but prices drop. Along the outer edge of the sector – or what is called the "Outer Rim" – is where the stores look a bit older and are much less glamorous, but the products offered are generally much less expensive, and many are still quite unusual. All stores in the Wonder World Open Market Plaza have character, panache and quality goods. Frugal shoppers can often walk away with a better deal from a shop along the Outer Rim of the Wonder World sector than from a shop closer to Wonder World itself. There are so many shops and stores around Wonder World that the trick is *finding* what you are looking for.

While it is, arguably, best for a merchant to be close to Wonder World, most streets offer excellent fare and stores make a good living selling whatever goods they offer. Of course, the streets closest to the shopping mecca get the most foot traffic, but are often so crowded with tourists that it is difficult and inconvenient to wade through the crowds and push into an equally crowded store. The streets toward the outer rim are busy, but not insanely overcrowded, and regular visitors and locals know the most convenient places to shop at the Wonder World sector. Some even offer a shuttle service to get from the inner circle to their store in the outer rim, and back. They attract tourists with the lure of "no waiting," "customer service" and "bargain prices."

Wonder World

Wonder World is a mega-theme park and "the" vacation spot in Center. As a part of the *Paradise Federation*, Wonder World's history goes back a long way. As soon as trading and commerce became commonplace in Center, thousands of years ago, those in the Paradise Federation knew the need for rest and relaxation would be a hot commodity. Thus, the Federation established Wonder World and have been raking in the profits ever since. The only theme parks to outclass Wonder World are a handful located on planets actually in the Paradise Federation solar system. If you are at Center and looking for a wide range of fun, shopping and entertainment, Wonder World is the ultimate experience.

Cost of admission. Each level offers a different form of entertainment and has a separate admission fee of 100 credits per

person, the only exception being 200 credits for the *Safari Ride*. There are numerous package deals available, especially if one is staying at one of the many theme hotels, with a 25% discount on park admissions being the most common, and 50% if staying at one of the Wonder World hotels and going to three or more levels of entertainment.

Wonder World is a massive ziggurat-style enclosure that is lit up like a carnival. All kinds of signs, lights and plasma screens advertise the latest attractions in a hundred different languages. In addition, there are thousands of terraces on various levels where there is a restaurant or hotel each with their own theme. They differ widely and are meant to attract all kinds of races, from humans and Wulfen to Kreeghor and Machine Men. The building appears to rise up out of a jungle, as all along the exterior, covering several hundred acres, is the Safari Ride, which is also one of the many attractions.

Those just visiting the theme park and not staying at Wonder World arrive through the **Visitors Center** in front of the massive park. This makes for one of the busiest places in all of Wonder World, as thousands of people visit the park daily. All visitors are given an *electronically coded bracelet* that allows them access to any location in the park that was paid for. For convenience, the visitor's bracelet can also be hooked to a debit/credit card so expenses can be paid for with just a simple swipe over a scanner. The bracelets are only good in Wonder World, and lost or stolen bracelets can be reported to any one of a hundred different lost and found stations where they are immediately deactivated. Confirmed customers are issued a new bracelet. The bracelet can also be used to track and locate any guests who have gone missing; ideal for finding lost children. VIPs and those actually staying at Wonder World often arrive directly at one of their hotels, where check-in is often quick and painless and they have immediate access to Wonder World.

Wonder Zoo & Safari Ride

The first attraction and one of the most popular, is the Zoo and Safari Ride. All along the exterior of Wonder World are acres of different terrain filled enclosures with all kinds of exotic alien animals, grazing and wandering around. The Safari Ride allows one to see thousands of animals in re-creations of their natural habitats. Animals are contained by standard zoo enclosure methods as well as the use of force fields. The animals are 100% real, no holograms or robots, plus there are a mixture of both predators and prey animals, separated, as necessary, by invisible force fields to experience exotic flora and fauna from around the Three Galaxies and select alien worlds and dimensions across the Megaverse. Tours can be done from a hover bus that has an open top (but protected by a heavy force field), or from a privately driven hover car that is also a convertible and has a force field for protection. The Safari Tour is one of the most anticipated events for many newcomers to Wonder World and, as a result, new animals and monsters are brought in all the time. (**Game Note:** The Pleasure Federation pays well to legitimate traders and Runners who are able to provide them with truly rare or unusual exotic animals.)

While the jungle and animal park ride is outside, the interior of the first level at Wonder World is a zoo visitors can walk through. All kinds of exotic animals, insects, birds, reptiles, dinosaurs, and alien creatures are kept here. All are alive and

healthy. The biggest attractions are the creatures that live in different environments such as space, water, or non-Earth, like planets where conditions are too hot, too cold, or have deadly atmospheres to most humanoids. These creatures are very alien and huge attractions, because creatures like these are rarely, if ever, seen. Rumors suggest that a Space Coral Creature has been captured and the Paradise Federation is considering opening up a zero-g zoo somewhere in orbit around one of their planets. Along with the zoo are hundreds of little shops that sell all kinds of knickknacks, souvenirs, and foods.

The Midway

The second level of Wonder World is called **The Midway**. By far this level has the most families with children. It is here one can find thousands of arcade games, virtual reality rides, carnival rides and a circus. Hundreds of games like those at a carnival are everywhere and this is in addition to four miniature golf parks, arcades and rides. The largest and, arguably, most famous attraction on this level is the *Wonder Roller Coaster* that circles around the entire level, briefly goes outside into the Safari Park, and ends at the Water Park. To give it a feeling of openness, there is a simulated sky and sun so people don't feel confined inside a building. Another big attraction on this level is the mega-sized *Water Park* with an array of "get soaking wet" rides, games and attractions. Another is the *Circus of Wonder*, a full-sized three-ring circus with exotic animals, clowns, more games and attractions that go on around the clock. For those just looking to relax, there is a grassy park with small patches of trees, two ponds, and plenty of space for a picnic or to just get away from the cacophony of lights and sound.

Wonders of Golf

The third level caters to the passion of many business persons, golf. There are five **18 hole golf courses** ranging from easy to difficult; professional grade. Every year, the *Center Open* is held in Wonder World, and Thraxus is always there to kick off the event with the first tee off. It is held at the Wonder Golf Course and it is exclusive to the residents of the Manors and only the richest visitors.

Wonder World Casino & Wedding Wonders

The fourth level of Wonder World is divided into two sectors. One half is for couples and newlyweds and offers everything they could want for a dream wedding. There are several chapels and parks for weddings, and slow, romantic rides, night-clubs and entertainment designed for romantic couples. It's one of the more romantic places in Center and thousands of couples get married here every year, and thousands more get engaged.

The other half contains dozens of casinos. Got disposable income to spend on games of chance? This is the place for you. Every conceivable kind of card game, dice game, and other games that can involve gambling are found at a variety of theme casinos. Most casinos are open to everyone, but a dozen casinos along an interior street called Gold Avenue are exclusively for the mega-rich. Each of the casinos has Phase Teleporters so the fabulously wealthy can come and go at their leisure and not need to use public entrances. This is also true of the Wonder Golf Course and elite hotels. It is not uncommon for high rollers like Thraxus to be seen strolling through the halls.

Educational Theme Parks

The fifth level has four educational theme parks, where people come to either enhance their own skills, to learn a new skill, or to just have fun. Each caters to something different, for instance, one is all space related – walking in space, zero-g combat, the dangers and wonders of space, simulated space fighter combat, etc. Each of these ‘parks’ costs a separate 100 credits admission per person and is usually taken as a one day event. They are open from 8:00 AM till Midnight.

Space World teaches the hazards of space travel, such as how to cope with decompression or zero-gravity, how to navigate a solar system, how to use EVA equipment, as well as how to handle numerous damage control scenarios, and for fun, space combat simulation. Youngsters and adults learn what it’s like to be real space explorers on the edge of the galaxy or crossing into the Threshold of the Anvil Galaxy. They get to pilot numerous types of spacecraft, from shuttles and fighters to ships as large as the Consortium’s Protector; all simulated, of course. Among the simulation machines are *Race the Gauntlet of the Tigress System* in a modified star fighter, and *Free Fall* into the atmosphere of a gas giant and pull the safety cord before the titanic forces crush you into a pulp.

A one day event is fun for the whole family.

A full, three month Space Camp course is scheduled so new recruits all start at the same time and at the end they graduate. It’s not only a fun and educational experience, it is also where many people go to learn the basics of becoming a Spacer or before entering one of the military space forces.

Anyone who takes the three month class has a good foundation about life on a spaceship and gains the following one-time bonuses:

+5% to 1D4 space skills (Zero Gravity Movement, Pilot Fighter, etc.). Or the Game Master may assign two additional basic space skills that may not normally be available to a particular space related O.C.C. (Count as two extra Secondary Skills).

Those learning to become Spacers can enroll in a course that takes three times as long and they come out as a Spacer O.C.C. that starts at level one experience.

Sports World. This level is a sports junkie’s dream and one of Wonder World’s most popular attractions. Visitors get the chance to learn, train and play one or more areas of athletics. Games are hosted by professional athletes who also offer inside tips. All visitors can play in modified versions of Juicer Football, Zero-G Polo, boxing and wrestling, or play golf and other traditional sports.

A large array of sports and friendly competitions for all ages can be arranged and played on this level, and Wonder World spares no expense to have the most popular athletes around to make appearances, chat, sign autographs, offer tips and, for those who can afford it, private lessons (starting at 6,500 UTC an hour) and even friendly competition (35,000 UTC an hour).

A one day event is fun for the whole family and provides tutorials on stretching exercises, nutrition and rules of the game, along with practice areas and thousands of simulations.

Those who participate in a three month long Training Camp get expert training in one particular area of sports (or related training like Skiing, Boxing, Wrestling, Fencing, Rappelling,

Spelunking, etc.) and come out with a semi-professional level of knowledge and ability in that particular sport (or related athletic endeavor). Pick one extra Physical skill (in addition to those allowed by O.C.C.) with a +5% bonus, or +10% to one existing Physical skill and +5% to two other related and existing Physical skills. May include W.P. Ancient and Spelunking.

+1 to pull punch and roll with impact.

Fitness World. The one day event is a host of educational games and rides that teach nutrition, health, basic exercises, information about the body and aerobic types of games and fun.

Three month Fitness Boot Camp is a hard, healthy workout that starts with elaborate versions of the above, and moves on to all kinds of methods to get into better physical shape, build muscle tone, or prep for any of the other training camps. The emphasis here is on proper nutrition and exercise. People learn to eat a healthy diet and learn how to stay in shape, followed by a tough weight loss or exercise boot camp. Participants rise with the sun and spend all day in classes that involve running, swimming, aerobics, and, if desired, body building and weight training. Those who take the full boot camp can gain one of the following at the discretion of the Game Master:

+2D6+2 to S.D.C.

+2 to P.S. or +1 to P.E.

+1D6+2 to Spd.

+ One Physical skill of choice, excluding Hand to Hand Combat training, Kick Boxing, and Fencing.

Military World. Be a war hero for a day. The one day park event includes a military museum that has a host of combat vehicles, tanks, aircraft and space fighters that people can go inside, a decommissioned space battlecruiser they can explore to see what it’s like to be inside one, many different flight and combat simulators, as well as simulated combat firing ranges, and virtual reality simulators. There is also a modified obstacle course, and groups of people can take turns running the course, crawling under rope netting, scaling walls, swinging from ropes, dodging water cannons and seeing who can make it from one end to the other. A fun time especially for boys and their fathers.

Military Boot Camp is 10 weeks of the real deal. This is an advanced class for those who want to prep for the military or combat field conditions as a mercenary/pirate, adventurer or explorer. Boot Camp is real, and puts the participants through their paces. Each day starts with stretching and a rigorous exercise routine, followed by an aggressive training schedule that teaches people how to take falls, throw punches and kicks, run, climb and fight under combat conditions. At the end of it, participants get the following skills and bonuses in addition to whatever their O.C.C. might provide.

Hand to Hand: Basic. If the character already has this as an O.C.C. Skill, the character automatically upgrades to Hand to Hand: Expert at no additional skill cost.

+3D4 S.D.C.

+1 to pull punch.

+1 to roll with impact.

+1D6 to Spd attribute or +5% bonus to one Physical skill.

+1 to P.S. and P.E. attributes.

W.P. Blunt or W.P. Knife (pick one).

W.P. Rifles or W.P. Energy Rifle (pick one).

Training Camps Cost: 40,000-60,000 credits; no refunds if the participant drops out or fails the course. No bonuses or skills for those who fail or do not complete the course.

One day events are the cost of admission to that level of Wonder World, 100 credits.

Family World

The sixth level of Wonder World focuses on family oriented themes and fun. For instance there is a full campground where a family can enjoy the activities by a crystal clear lake, and have the option of roughing it in tents or the choice of staying in a lodge. In addition to camping there is skiing, boating, and numerous types of family activities. Each activity has the option of having a full time guide, an *Activity Expert*, on hand for those families who just don't know how to camp, ski, or, um . . . have fun.

Wondrous Nightlife (Adult)

The seventh and top level has 20 exclusive nightclubs for both singles and married couples. Everything is offered, from bars and discos to ballroom dancing. Several of the clubs are there for everyone, however, it is the *exclusive clubs* that most young people want to get into. The most notable is just known as **Ivory**. Many of the elite from the Manors visit Ivory. It also happens to be a favorite hangout of Lord Thraxus, and at least once a month he holds court in Ivory. The only problem is that a number of photographers hang out as well, hoping to catch a little piece of gossip or controversy at the door. Getting in is difficult and unless you are "known" or have a desired "look," it's by invitation only.

Only the most astute and keen observers will notice that Wonder World actually has more levels than what are on the main elevators. These **Dark Rooms**, as they are called, cater to numerous kinds of adult and dark pleasures. Sex, brothels, blood sports, drug dens, fetish rooms and clubs, and numerous other illegal and questionable activities can be found behind these closed doors. They are not advertised, nor are they commonly known. What happens in the Dark Rooms stays in the shadows, and bad things have been known to happen. People who partake in this dark and dangerous entertainment know the risks, and there is an implied silence and complicity that comes along with being allowed into this world. Getting into these places is not cheap. All come with some kind of price, and it's not always cash. Sometimes unique items or favors are required for payment. They don't always seem to make sense, either, but if it pays off a debt or allows one a few hours in a Dark Room, many people do it.

If someone tries to go public about the Dark Rooms or things that may have happened there, Wonder World has a spin crew skilled at convincing denial. They are also skilled at making the accuser look insane, or discredited and embarrassed as a liar or disreputable individual himself. People who really anger the 'management' in charge of Wonder World's Dark Rooms may find themselves waking in a gutter drunk as a skunk or hyped up on the latest drug, and left to wander the dangerous streets of Center's lower levels. If not careful in the depths of Center, they could get mugged, attacked, or fall easy prey to gang members

or other predators. Sometimes troublemakers just disappear entirely or find themselves on a Splugorth slave barge headed for parts unknown.

The Alien Sector

Level Three, Sections C & D

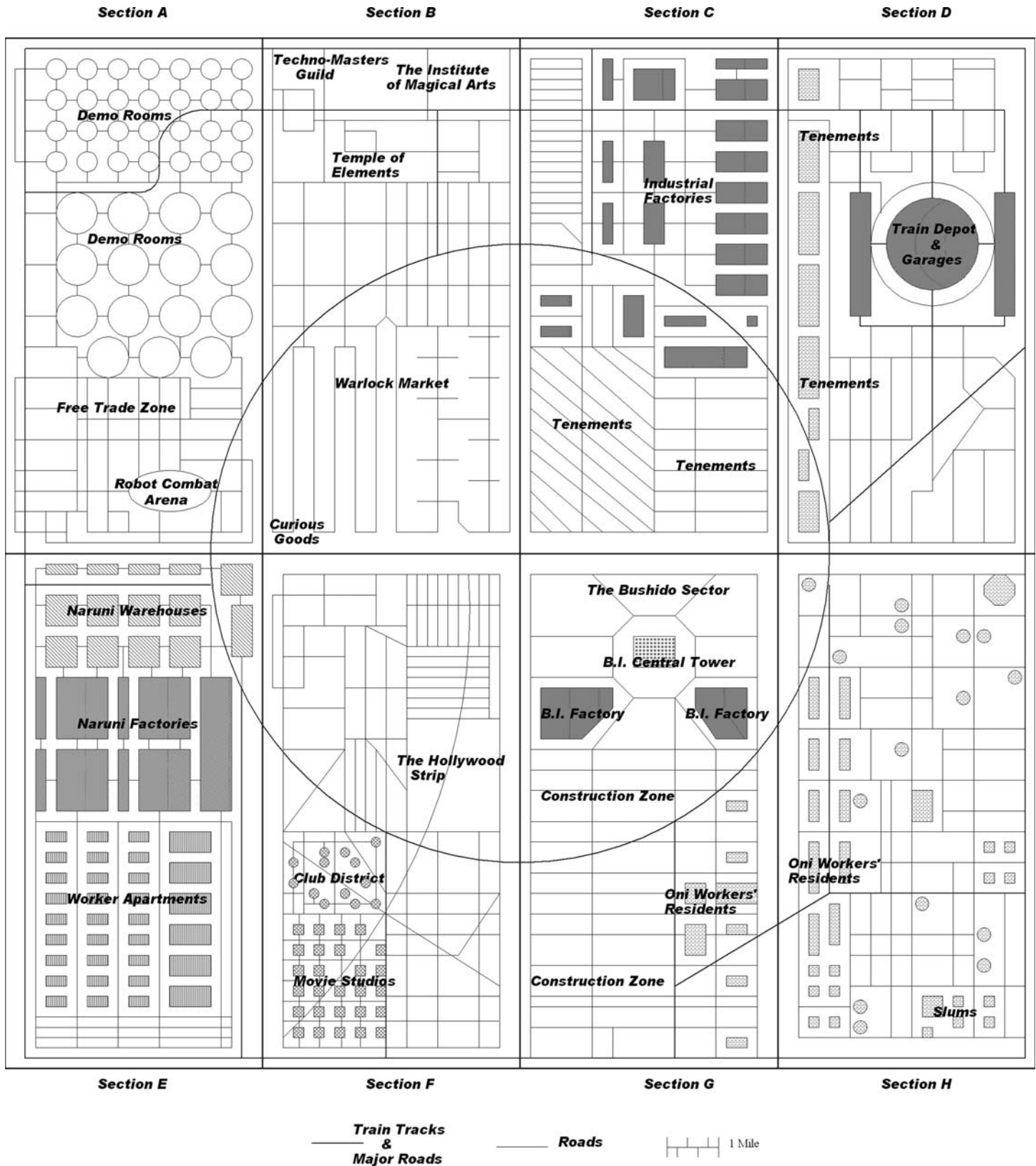
Sectors 3C and 3D are collectively known as the **Alien Sector**. While it might seem odd in a multi-cultural place such as Center to have any location called the "Alien Sector," the whole area really does truly reflect strange, alien cultures. It is sealed off from the rest of Center and the only way to get in is through a series of air locks. This is because the sector is inhabited by dozens of races that are methane breathers. Many are very different and despite their long history of space travel, have difficulty relating to flesh and blood beings. A few of these races have nothing in common with oxygen breathers, and they, like so many other races, come to Center to trade and conduct commerce with other methane breathers and any race willing to deal with them.

Whereas most areas of Center look like humanoid cities, the Alien Sector has a variety of toxic environments. Some look like organic hives built out of flesh membranes, bone and sinew. Others are built out of crystals, while the most exotic are grown and look like giant plants. Buildings that look like hives are often either attached to the walls or hang from the ceiling like a beehive. Structures can be found on all surfaces, including the walls and ceiling, as well as the floor. A guide is a must in this location, as most humans and other humanoids must wear environmental suits when entering this sector, and find the whole area confusing and disorienting to get around in.

Center Level Four

Level Four is also known as the **Merchant Zone**, because it is filled with showrooms, demonstration areas, markets, magic items, weapons and more. Level Four is where one can find the *Free Trade Zone*, the *Warlock Market*, *Naruni Enterprises*, *Bushido Industries*, *filmmakers*, *nightclubs*, *factories*, *upscale housing*, and more.

Residential areas. Each section of Level Four has a few residential neighborhoods where most of the workers live. However, the higher paid Naruni and Bushido Industries worker force have bought out many of the prime locations on the level, where they live and raise their families. This has caused something of a divide in a few of the neighborhoods, and it's often the lower income families that are referred to as folks on "the other side of the wall," with the same negative connotations as the old Earth saying about, "the other side of the tracks." So while traveling through these residential areas one is likely to notice several differences as one goes from one of the more af-



fluent neighborhoods in the Naruni/Free Trade Zone Sections. There one finds well kept apartment buildings and condominium style housing with manicured lawns and grass covered playgrounds. In Sections C, D and H, the houses are noticeably older and grungy. Here one finds run-down high-rise apartments and tenement buildings where the playgrounds are concrete and the closest one gets to a park is a potted plant or tree on a street cor-

ner. City officials seem oblivious to the plight of the poor and are happy to evict low income families, tear down old houses and tenement apartment buildings to put up high-end townhouses and upscale apartment buildings to attract the wealthier Naruni and Bushido employees. Families that go homeless are escorted to the lower levels of Center, where poverty reigns and the poor struggle.

Free Trade Zone

Level Four: Naruni Sections A, E & F

The **Free Trade Zone (FTZ)** is owned and operated by **Naruni Enterprises** and it fills the western third of Level Four. The entire area is collectively known as the *Free Trade Zone* and includes the many demo areas (really Naruni Enterprises' showroom and gun ranges), the Free Trade Zone market area, Naruni Enterprises warehouse district, NE factory district, and the NE upscale apartment compound for its workers. Though it's not obvious, Naruni also owns and runs the Hollywood Strip, the movie studios and club district.

While the Free Trade Zone is marketed as a retail area where new commerce and startup companies are welcomed, Naruni competitors quickly find that they are forced out of businesses. In fact, many entrepreneurs don't even try to compete with Naruni or set up shop anywhere near them. The few businesses in this corner of Center not owned and operated by Naruni Enterprises are typically in areas of business that the company has little interest in providing, such as waste management, cleaning services, a variety of fast food and other restaurants, childcare facilities and hotels.

NE Demo Rooms

Section A: NE Demo Rooms. This location is where Naruni Enterprises has its demonstration rooms, gun ranges, test tracks, and other places to demonstrate and test weapons, power armor and vehicles. Although referred to as the "demo rooms," they are entire buildings and enclosed test fields that are many times bigger than a football stadium. The demo "rooms" are some of the largest buildings in Section 4-A. Each demo room is built like a bunker. All are Mega-Damage structures, soundproof, and designed to prevent any stray energy weapon blasts, ammunition, or runaway robots from leaving the confined area of the "room." As an extra precaution, each demo room has reinforcing force fields inside and outside. The different demo rooms simulate different environments, from jungle, forest and desert to arctic conditions, alien terrains and the vacuum of space. Almost any Naruni product can be safely tried, tested and demonstrated in the demo rooms. NE puts out a solid product and its sales staff are happy to show them off and let people give them a try before buying. The result has been high sales to satisfied customers who get to put the item they are buying through its paces before purchase.

Demonstrations as well as testing go on day and night at the Free Trade Zone. Explosions and the sounds of weapons fire, however, are contained in the soundproof demo rooms, though you can sometimes feel a tremor through the floor of the buildings, and sometimes hear a muffled explosion outside.

NE Security. NE keeps four companies of flesh and blood Corporate Operatives and two companies of Repo-Bots on site at all times. Naruni Operatives appear to be clean-cut military personnel ready to carry out orders at a moment's notice. There is a barracks in each sector that Naruni occupies as well as company housing, so even if the operatives are off duty, they are nearby and expected to provide security in an emergency. A security force is necessary because every once in a while, some



yahoos try to run off with NE equipment from a demo room or try to raid a Naruni warehouse. Naruni Operatives are also on constant alert for industrial spies. The typical NE Operative working in the Free Trade Zone is a 4-9th Soldier level, mercenary, special forces or spy himself.

NE Robot Combat Arena

Section A: The NE Robot Combat Arena. Naruni's combat arena is part field test facility and part spectator sport. The arena is a large, domed building with "NE" painted in large blue letters. Along the perimeter of the stadium-style arena are mock-ups of various Naruni products. Walking into the arena, one passes several generations of Naruni Hover Tanks, with the last being Naruni's top of the line *Juggernaut*. Everywhere visitors walk there are Naruni products and signs with brochures.

The arena seats 120,000 and is large enough for pretty elaborate demonstrations. This is where most ground combat vehicles, such as tanks and APCs, robot vehicles power armor, hover bikes, rocket bikes and similar infantry vehicles, as well as light artillery, are showcased. Buyers can take a test spin inside the vehicle and try it out themselves or watch certified Naruni pilots put on a show. The facility is always open to authorized buyers, be they individuals, a rep from a mercenary company, arms dealer corporation, or head of state.

The arena is also used for a variety of public events, and even some field tests and demos are open to the public for a nominal fee of 5-10 credits. Such spectacles are always appealing to tourists, who flock to them and fill the arena.

The arena is also home to the three weeks long, annual *Corkscrew Galaxy Robot and Infantry Weapons Show*, where NE unveils its latest models and hosts other heavy combat vehicle manufacturers. Think "Auto Show" with tanks and combat robots.

The Robot Combat Arena also hosts weekly robot vs robot competitions. This crowd pleaser pits Naruni war machines against competitors' vehicles, power armor and infantry weapons. Other robot competitions involve contestants in NE and other brand robots and power armor running an obstacle course while shooting pop-up targets and trying to make the best time and most accurate target kills. These are a lot of fun to watch or compete in.

There are also robot battles in which mercs and adventurers bring their robot vehicles and engage in an elimination competition. Live ammo is used and robots are destroyed all for a shot at momentary fame, a cash purse of 8 million UTC and an opportunity of being part of a Naruni advertising promotional campaign. (Fame and an extra 5 million UTC, possibly a longer contract if the winner catches the imagination and adoration of the public.)

Most competitions are bloodless, as the goal is to outdo, defeat or trash the other guy's combat robot vehicle, not kill the person(s) piloting it.

There are also an array of robot combat Virtual Reality Simulators that visitors can play like a large, elaborate arcade game. 20 credits buys 10 minutes of playing time.

Robot Competition Champion

William James Maxwell

William J. Maxwell is the reigning champion and notorious for winning the Robot Combat Arena Competition five years in a row. Between his winnings and endorsement contracts, Maxwell has become very wealthy and, one day, he plans on retiring to the Manors. He personally has several million credits stashed away in several banks and at the advice of Lord Thraxus, he has several million in Naruni stock.

Maxwell's proficiency in both Robots and Power Armor is uncanny and only after a few months of training does he gain the equivalent in the Elite skill. He has some kind of mutation from his prior training that allows him to become almost one with the armor, allowing him to get just that much more out of the armor. As a result, he gains one extra attack per melee and is +1 to strike with all long-range weapon systems and +2 when making a Called Shot which is often targeting a critical spot like a head, sensor cluster, or ammo drum. He rarely misses.

Race: Human.

Alignment: Unprincipled.

Attributes: I.Q. 12, M.E. 20, M.A. 10, P.S. 20, P.P. 20, P.E. 20, P.B. 11, Spd 12.

M.D.C.: By armor only. Commander Maxwell has 65 S.D.C. and 83 Hit Points.

Disposition: A generally nice, outgoing person, but very businesslike when on the job, whether the "job" is selling Naruni products in ads, doing promotional appearances or on the field of battle as a mercenary. He doesn't let personal issues get in the way. He is deadly in combat and competitions, preferring to go for the quick kill, rather than taking the hot shot approach of grandstanding in his armor.

Level of Experience: 10th Level Robot Pilot.

Skills of Note: Pilot Robots and Power Armor 98%, Land Navigation 84%, Sensory Equipment 98%, Weapon Systems 98%, Robot Combat Elite: Mecha-Knight, Robot Combat Elite: Silverhawk, Robot Combat Elite: Enforcer Power Armor, and Hand to Hand: Martial Arts.

Weapons and Equipment: He prefers *Naruni NE-C20 Body armor* with a heavy force field when on duty and typically carries an *NE-50 Particle Beam Rifle*. He also owns two *Mecha-Knights* (one is his personal test bed for modification), and an *Enforcer Power Armor*. He has heard about a

Power Armor called the *A-1 "Avenger"* and from what little he has read about it he would like to get his hands on one to try it out for himself. He would pay anyone a small fortune if they had the genuine article to sell.

Naruni Enterprises Business District

Level Four, Section E

One of Naruni Enterprises' many warehouse and manufacturing districts is located on Level Four, Section E. Dozens of factories assemble the final Naruni products, from Plasma Rifles to Mecha-Knights. The majority of the parts are converted from raw materials in orbit and shipped down to the factories for final assembly. Thousands of workers are employed on around the clock shifts at the factories and warehouses. Some products are just too delicate (or volatile) to rely on total automation, so good old-fashioned blood and sweat is needed. High-end employee housing at affordable prices is one of the perks of working for NE, and there is a large area of attractive, upscale apartment buildings and condos.

NE Entertainment District

Section F is the "Hollywood" Film Center for NE. It is here that Naruni shoots all their commercials, video tutorials, and holo-vids. Naruni Enterprises likes to push their brand as well as their products in every medium, so there are also sound and music recording studios, radio stations and record labels sponsored by Naruni, as well as some independent filmmakers in the entertainment business. For a time, Naruni Enterprises was even the lead sponsor in **Galactic Idol**, however, the audience had trouble accepting a weapons manufacturer (and a ruthless one at that) sponsoring a "talent show." Producers of the show pulled the plug when one of the Galactic Idol winners was featured in an NE advertisement belting out a love ballad while standing atop NE's latest plasma tank.

There are few places in the Three Galaxies that have not heard of Naruni Enterprises. The NE marketing department is just as aggressive as the rest of Naruni Enterprises. Part of that promotion is to get NE product in every action movie possible, as well as featured in several popular computer/electronic games. NE actually pumps billions of credits into the entertainment industry each year, and not just things that promote their weapons and war machines.

The Club District is filled with classy bars, upscale restaurants, nightclubs, dance clubs, comedy clubs, movie theaters and live performance theaters. Think Broadway on steroids. It is the hot spot for local residents, and one of Level Four's best kept secrets to avoid being inundated by tourists.

Bushido Industries

Level Four: Section G

Bushido Industries is a weapons manufacturer that exploded onto the scene out of nowhere and blindsided Naruni Enterprises. After winning several huge CAF contracts, Bushido Industries was catapulted into notoriety. They were quick to spread out to other parts of the Three Galaxies, and now their

latest venture is in opening an industrial business park in Center on the same level as NE. When Bushido Industries first came to Center, their sales went through the roof and they were hardly able to keep up with demand. Even today, the sale of Bushido goods are second only to Naruni Enterprises. With this trend continuing for five years straight, B.I. decided to build its new headquarters in Center where it could better keep up with demand on Phase World and to openly compete with Naruni Enterprises. Before anyone knew it, Bushido had managed to broker a major deal with the Prometheans for permission to lease all of Section G. For the most part, the sector was a run-down slum, rife with crime and rejects from other levels. The few legitimate businesses in the sector got a cushy incentive deal to move.

Bushido Industries is building new, from the ground up. The project has been ongoing for the last three years and was expected to have been nearing completion. However, the ambitious endeavor has been plagued with delays, labor strikes, material shortages, accidents, theft, and trouble. The leaders at Bushido Industries are no fools and they know Naruni Enterprises must be responsible for the unprecedented delays and trouble. It's difficult to prove, however, and even if they could, there is no recourse for them, because the Prometheans won't do anything about it.

In charge of the project is Akimoto Kenichi, the man who is the head of galactic operations in the Corkscrew Galaxy. He is an Oni whose business savvy impressed his superiors enough that there was little reason not to select him. Now, with recent developments, Akimoto Kenichi has decided to take matters into his own hands. Through his own contacts in the Oni underworld, he has managed to employ one of the elite Oni Ninja teams known as the *Iron Claw*. They have been assigned the task of investigating the causes behind the various problems and to deal with them as they deem necessary. Akimoto has even considered taking out a couple of Naruni Board members. Such drastic measures have, for the moment, been deemed too extreme and shelved. For now, security firms from around Center are busy as Bushido has hired many of them, making the Bushido Sector look more like a military state under lock down than a manufacturing complex and offices. All shipments into the sector are being searched (which is adding to the delays), all new personnel entering the sector are questioned, searched and put through very thorough background checks, and other precautions are being taken to help protect the construction site, personnel and precious shipments of supplies.

At this time, some 3,000 private homes, a couple of high-tech factories, and half of B.I. Central Tower are under construction. The factories are to be the main manufacturing plant for their line of star fighters as well as parts and supplies to go along with the fighters. This facility, near the Central Tower, has had the most problems mainly due to sabotage. Just when one production line looks ready to go online it goes haywire and has to be shut down. Other instances have involved the building's structural support. One major control room was crushed as machinery from the floor above came crashing through the ceiling. Other structures have fared a little better. The Bushido weapons and armor production facility is expected to go online in a few weeks. Security is extra tight and Bushido is taking no chances.

To this end, they have several around the clock squads of power armored troops patrolling the grounds.

Bushido Industries Central Tower is to be the corporate headquarters. While built out of Mega-Damage materials, the building will have the look and feel of the palace of a Japanese emperor, but on an ever grander scale. It is also being constructed on an artificial mound to make it look like it is on a hill overlooking the entire B.I. compound. The entire hill is a fortified bunker and power center. Like the rest of the sector, security is tight, as the building's main reactor has already come close to going critical three times. First was a series of software issues that were giving false readings on the core's main temperatures. It's possible that was a real glitch, however the second time, the cooling line was deliberately sabotaged, and the third incident, someone made it inside the control room and tampered with reactor settings and came close to causing an uncontrolled chain reaction. The "saboteur" got away, and there are hardly any visual records to identify the culprit. He was disguised as one of the Oni technicians and fit right in. So to say that Akimoto and the rest of his staff have become somewhat agitated over all of this is an understatement. Drastic measures are needed, which is why an Oni Ninja team has been summoned.

Assuming the Bushido Industries Sector is completed and goes online in the next year or two, it will be one of the most modern manufacturing facilities in Center and will rival Naruni Enterprises.

The Warlock Market

Level Four: Section B

It may seem ironic to some that, sandwiched in between technological juggernaut, *Naruni Enterprises*, and an older factory sector, is the **Warlock Market**. Founded by the member worlds of the United Worlds of Warlock (UWW), the Warlock Market has been a big attraction ever since it first opened its doors centuries ago. Magic items, services and instruction are available at the Market. Humans, Star Elves and other humanoids that the Splugorth tend to see as "slave races" also feel much more welcome and safer at the Warlock Market than at the Splugorth Trading Post on Level Three. The opening of the Warlock Market was another boon to Center as a whole. Magic services are comparatively rare in this part of the Three Galaxies, making the Warlock Market a valuable and welcomed addition to the wide range of services and attractions at Center.

The whole section is a wonder to behold. Center monorails run through each level, with two stops at the Warlock Market. However, the mages have taken it upon themselves to build a comprehensive Techno-Wizard monorail transportation system with many stops throughout their sector. The Techno-Wizard rail system is just as fast and silent as the rest in Center. As for the sights of the Market, in addition to the many colorful and exotic magic shops, tourists can see sorcerers riding on magic carpets, Techno-Wizard fliers soaring along the ceiling, Warlocks commanding Elementals, students practicing weaving spells in courtyards of the Institute of Magical Arts, and all manner of strange magical devices. Even the buildings are a blend of old world antiquity that you'd expect in a fantasy realm and advanced, modern technology. Teleport stations are also common

in this part of town, and free to use. There are 30 stations scattered around the sector, and they are a huge time saver.

Stores and shops sell just about every type of magic service imaginable. There are magic-weaving healers, psychic healers, fortune tellers, oracles, exorcists, ghost hunters, advisors on curses, places that sell “safe” Faerie Foods and other magical concoctions that are medicinal, helpful or fun. There are places that can rid a person of demonic possession and try to remove curses, there are Alchemist shops, stores that sell magical components, shops that sell particular kinds of magic, shops that sell only magical talismans and amulets, others that specialize in magic potions, some that specialize in magic weapons and armor, some that sell Rune Weapons, some that offer gifts from Millennium Trees, some that teach magic, bookstores filled with tomes on many subjects about magic, some bookstores that sell books of magic and scrolls, and many other places that sell magic items, magic invocations, and magic related items. Most shops versed in magic items are also willing to identify and appraise magic items as well as buy or trade for magical items that they can resell or they might want for themselves. There are also bars, snack shops and restaurants with common and exotic foods to eat.

If there is any shortcoming about the Warlock Market, it’s that they primarily market magic that is a positive force in the Megaverse. Dark magic such as Necromancy, Witchcraft, Bio-Wizardry, and others that enslave living beings, steal souls or have other dark and dangerous uses are not available, except perhaps under the table or in back alley deals. For dark magic, one must go to the Splugorth Trading Post or the rare “unauthorized” magic shop on one of the lower levels of Center.

One store on the edge of the Warlock Market, near the Naruni Warehouse District and Robot Combat Arena, bears mentioning. It is called **Curious Goods**, but is more frequently referred to as “the Tower.” It is run by an Elf named Lord Andros. He claims to be from legendary Rifts Earth and he tells a tale about how he barely managed to escape from the city he lived in before it was completely decimated by a technological juggernaut that fears and hates magic. He was able to take almost a hundred refugees with him. Indeed, his store is a 120 foot (36.6 m) stone tower that appeared in Center, near the Warlock Market, out of nowhere. It and his spectacular arrival caused a Ley Line Storm that disrupted school and caused damage to a number of structures. Folks were none too pleased, but Lord Andros apologized and paid for all damages.

Andros is an Alchemist, so the shop offers a good variety of magic potions, scrolls, components for magic, magic items and other goods and services common to Alchemist shops. He is also willing to tutor students in exchange for their help in the store as stock clerks, sales people, and assistants. His magic knowledge is extensive and he seems to be versed in several magic disciplines. Curious Goods is located in the southeast corner of the Warlock Market. The building is a large tower typical of a wizard, and it is surrounded by three walls forming a triangle. At the point of each wall is a small sub-tower that acts like a guard tower and indeed there do seem to be some kind of sentries in each tower.

The Secrets of Lord Andros (Palladium Fantasy RPG® crossover). First, he is not an Elf at all, but a reptilian being known on the Palladium World as a *Lizard Mage*. He has

golden scales and green eyes. However, his disguise is that of an average looking Elf (P.B. 17) with dark brown hair, a neatly trimmed mustache and beard, who wears a wizard’s robe and carries a staff.

Nobody in the Warlock Market knows Lord Andros’ secret, though many suspect he is more than he seems. Like any other self-serving creature of magic, Andros had grand plans for acquiring wealth and power, but found himself on the losing side of a tragic war, and fled to greener pastures. In the confusion of the final battle of the war and the decimation of a wondrous magical city, Lord Andros managed to steal tons of magic items without having to kill more than a dozen men to get them. Many of his ill-gotten gains are currently offered at *Curious Goods*. He is in the free and clear, because looting and theft by Dimension Raiders was going on everywhere. Furthermore, he’s made contact with some of the raiders and has cut a deal to sell items on their behalf. Likewise, he’ll purchase magic items from anyone, no questions asked, but only pays 25% of their market value. (Will offer 30% in trade.)

Lord Andros, Alchemist Quickstats

Palladium Fantasy RPG® crossover character.

Race: Lizard Mage (from the Palladium Fantasy RPG setting).

Alignment: Anarchist.

Attributes: I.Q. 19, M.E. 20, M.A. 23, P.S. 19, P.P. 18, P.E. 21, P.B. 17, Spd 17.

M.D.C.: 700. (On S.D.C. worlds, Lord Andros has 171 Hit Points, 200 S.D.C. with an A.R. of 14.)

Disposition: A true Alchemist at heart, but also an evil genius and criminal mastermind who looks out for Number One, himself. He loves to haggle, and does so endlessly to get the best deal. Like most Lizard Mages, he craves power, but for now he is happy to make money and see what this new environment at Center in the Three Galaxies has to offer. He heard about Center and the Three Galaxies from dimensional travelers and thought it sounded like it offered a lot of new experiences. His kindness to students in the sector is just to get in good with the magical community, have easy access to rumors, and get his hooks into the gullible young men and women.

Level of Experience: 11th Level Palladium Wizard, 7th Level Palladium Summoner, and 4th Level Palladium Diabolist.

Skills of Note: Lore: Magic and Lore: Geomancy and Ley Lines at 98%, Use and Recognize Poisons 69%/61%, Holistic Medicine 85%/75%, and W.P. Staff at 11th level proficiency.

Weapons and Equipment: He has around 900 million in credits worth of magic items and treasures in the vault of his tower. Select items are brought to prospective buyers, especially those who show that they have a lot of credits to spend. Andros has a good chance of carrying rare and exotic goods and is always looking to buy wares from dimensional travelers, adventurers, space pirates, demons, Deevils, and students to be resold for a profit.

Note: Many of the magic items from the **Palladium Fantasy RPG®** and **Rifts®** are available for sale. Take the gold piece price and multiply it by ten to get the cost in Universal Trade Credits (UTC).

Schools of Magic

Several schools of magic are also part of the UWW sector. The largest is the **Institute of Magical Arts**. It is a university located on one of the ley lines that run through Center. The institute teaches several magic disciplines, including spell invocations, Summoning, Techno-Wizardry, Space Magic, Temporal Magic, Elemental Magic and others. The institute offers the most varied set of courses for young adepts with true magical aptitude and a desire to master the arts of spell casting or other magicks. The price is high at 100,000 credits a semester, but the instruction is top notch, and scholarships are available. The cost, by the way, does not include school supplies, basic necessities or room and board. Mystical studies typically takes 4-6 years to attain Level One experience in any of the magic disciplines offered. Alumni who are in good standing also have the privilege of coming back and making use of the school's extensive libraries, laboratories and student intern programs. This can help a lot with research, as most students are eager to learn by lending a helping hand, and many instructors are happy to help a former student. The libraries and facilities for studying magic here are the best in the Corkscrew Galaxy.

Not everyone is accepted to the Institute of Magical Arts, even if they are able to afford it. All new applicants for the college must undergo a series of tests to determine their aptitude for magic and raw ability. Some people just don't have what it takes and couldn't cast a spell if their life depended on it. Others may have the desire, but marginal aptitude, while others may have little training or discipline but great aptitude and natural ability. For those with impressive aptitude but insufficient funds, scholarships may be awarded. Typically, one of the teachers at the school sponsors a student and pays all of his expenses (he's actually charged half the going rate for tuition), in exchange for one or two years of service as his assistant after the student graduates. Depending on who one gets, the sponsor may be kind and award a scholarship simply because he thinks the student will make a great practitioner of magic or contribute to the advancement of the mystic arts. Others have ulterior motives or want the student as a low paid assistant for several years after his studies are completed. Again, depending on the sponsor the student is obliged to serve, being an assistant can be a wonderful experience and function much like an unofficial graduate program, or feel like years of indentured servitude or outright slavery. Sometimes students can pay off their debt by performing some kind of major quest, or a specific job that their sponsor needs done. Others may be allowed to join the Warlock Navy and serve for 3-4 years to pay off their debt.

The Temple of Elements. While the Institute of Magical Arts does teach Elemental Magic, most students learning Elementalism at some point end up serving several semesters in the *Temple of Elements*. The Temple is a school and a shrine to the sacred Four Elements. While the Institute of Magical Arts looks like any college campus, the venerable Temple of Elements is more like a work of art. The building is a large ziggurat with four smaller ziggurats at the corners. The four corners each have something to signify which element they belong to. The fire sign has a large pillar of fire jetting out, while the water sign has a waterspout shooting into the air. The earth sign looks like it is a mound covered with trees and a beautiful garden, and the air sign appears to have a swirling wind around it at all times.

All four run to the top of the main ziggurat, where they combine to form a dazzling display of mystic energy from the four elemental forces seemingly fighting for dominance but never quite able to achieve it. Elementals can easily be summoned from these four smaller ziggurats, and some students, being none too wise, have summoned an Elemental and with a careless command, sent it running through the streets out of control. Those foolish enough to try this before they are ready often spend several extra months cleaning up after their mistake.

A persistent rumor surrounding the temple is that the Warlocks are eagerly recruiting new pupils for some kind of war being fought in the Elemental Planes against an enemy who is able to steal the very life essences of Elementals. True or not, many new recruits enter the Temple of Elements and are never seen again. There may be some truth to the matter, as there are mages who can sense a dimensional portal to the Elemental Planes within the temple.

The cost to become a Warlock for those who seek training at the Temple of Elements is a six year term of service after graduation. The six years can be at any Warlock Temple in the Three Galaxies, part of some type of quest, or can be performed by being a freelancer in the Warlock Navy. In the latter case, the young Warlock must work side by side with the Warlock Marines, providing support as well as controlling Elementals in battle or in other ways. At the end of the six years in the Warlock Navy, the young Warlock is free to pursue his own destiny, enlist in the Warlock Navy as an officer (starting rank of Lieutenant or Captain if he has distinguished himself in prior freelance service), or may seek sanctuary in any Elemental Temple in the Three Galaxies. Graduates are given a unique charm, pendant, or ring that identifies them, and no questions are asked for those who come knocking at a temple's door.

The Techno-Masters' Guild at Center is one of the finest institutions of learning in the Three Galaxies. Students of the science are involved in a 4-6 year, hands on program, directly associated with the Warlock Navy, but students do not have to serve in the military.

Students have their choice of paying per semester (75,000 credits per), staying on for two years after their graduation producing Techno-Wizard items that are sold to the public, serving four years in the Warlock Navy, or for those truly gifted students who invent something never before seen, they can turn the patent over to the school who will, in turn, give the student a yearly stipend to cover school expenses. The average stipend is 1D4x10,000 credits per year.

The school is a unique structure and easily identifiable. It looks like a large, brass and gold foundry with pulleys, winches, and cogs everywhere. Steam is always coming out of some vent, there are smokestacks that belch out columns of flame and smoke, and there are large steel wheels in several locations on the outside perimeter. The sound of metal striking metal is ever present, as well as the gruff curses of many of the Dwarven instructors. There is a large courtyard where numerous classes are conducted out in the open, and spectators always stop to watch students blunder through spells or tinkering with their Techno-Wizard creations. Large projects are also conducted in the courtyard where students learn to work together, as a team, on projects much too large for a single person to do. All types of Techno-Wizard devices are built by the students and sold in a

gallery storefront at the Techno-Masters' Guild, and usually for a good price, provided one is willing to purchase a device created by students. Items made by students can receive up to 30% off the normal retail price, and are usually of good quality or they couldn't be sold. The Guild has a good reputation. Some really good deals can be made, especially for large modifications to vehicles. If one is willing to deal with a group of students they can often get the work done for simply the cost of construction and a little extra. The school, however, never guarantees the work because it is considered a "student project."

There are many other shops and schools of magic to be found in the northern half of Section B, as well as residential apartments, restaurants, and stores that cater to the students. Most shops are in malls and open plazas where, mixed among the usual fare of stores, are magic shops selling just about anything magical, from potions and scrolls to the rare Rune Weapon or Splugorth Bio-Wizard construct. However, dark magic and their creations are the least common, and one must know who to ask and how to ask the right questions to find dealers in the dark arts. It's easier just to go to the *Splugorth Trading Post*, where there are no qualms about selling anything and the dark arts are a specialty.

Low Rent District

Level Four: Section H

This section of Level Four contains many homes and apartment buildings of the working middle class. It has a few neighborhood stores and strip malls, but is mainly housing. Much of this area looks very nice and is well maintained. Even most of the older and a bit run-down buildings and apartments are in decent shape. However, in the southeast corner is a squalid slum where one can acquire illegal drugs, and find gambling joints, brothels and the criminal element.

Residential District

Level Four: Section D

This section of Level Four is predominantly run-down homes, apartments and tenement buildings of the poor. It has a few neighborhood stores and strip malls, but is mainly housing. The only other notable location is the train depot, surrounded by parking garages. Crime is a concern but it is not rampant, and the Section is obviously poor but still a decent place to live. As one goes farther west, toward Section C, the buildings get more run-down.

Industrial District

Level Four: Section C

This section of Level Four contains many grungy apartments and tenement buildings of the poor. Half of it is factories and warehouses, the other half is housing broken up with a few neighborhood stores and strip malls. Crime is high in this area, and street gangs run the streets, sell drugs, and run numbers.

There are many pawnshops, secondhand shops, seedy bars, drug dens and a few brothels. Crime, gangs and poverty are all serious problems in Section C, but nothing like the lower levels. Those looking for criminal underworld connections, fences, smugglers, Runners and pirates can find them in this part of town. For the most part, the troublemakers are smart enough to leave tourists and business people in the other sections alone. However, anyone on their turf in Section C is fair game and can expect trouble.

Center Levels 5-7

The Residential Levels

Levels 5-7 are collectively known as **the Residentials**. As the name suggests, they are predominantly apartments and dwellings where the hundreds of millions of residents in Center live. While there are neighborhood stores, small shopping plazas, and the occasional large shopping mall, there is nothing here for tourists. These are the homes of the majority of the people who work on the upper levels of Center, but some do work on the level where they live.

Most of the inhabitants of **Levels Five, Six and Seven** are upper middle class, and their neighborhoods and environment are what most people would consider *suburbia*. There are a number of small parks, little lakes, sports fields, schools, churches, shops, and everything else one would expect in the suburbs. People of all races mix on these levels, get along and live in relative comfort and harmony.

Security is good. The checkpoints into these levels are manned by Center Security people and no heavy weapons, robots or cyborgs are permitted unless they have their weapons deactivated and are visiting a resident.

Levels 8-10

Common Residential Levels

Levels 8, 9 and 10 become a little more claustrophobic with many apartments and structures pressed close together and a lot fewer parks and amenities. Still, the living conditions are good. These are the levels where the working, lower middle class people live. People of all races mix on these levels, get along and live in relative satisfaction and peace. Crime is higher, schools are fair, and city services are just adequate, but all and all, while life has its challenges, it is decent and sustainable.

Security is fair. The checkpoints into these levels are reasonably good and manned by people who live on the levels. No heavy weapons, robots or cyborgs are permitted unless they

have their weapons deactivated and are visiting a resident. Problems with ley line flare ups from the next two levels and trouble with supernatural beings and unauthorized entry via magic or ley lines are an occasional problem.

Levels 11 & 12

The Rift Levels

What most people don't realize is that there are ten levels of Center *below* the ground. This is where the poor and indigent live. Those on Levels 11 and 12 are god-fearing people who have one or more low paying jobs, and try to do right by their families. Life is hard, crime is a problem and opportunity rare. Living conditions are cramped, buildings are old and run-down, though mostly reasonably well maintained, and amenities, schools and city services are adequate to fair. Like most other cities, there are both good and bad areas, however it just gets worse the lower one goes.

Numerous dimensional travelers often arrive on these levels via the ley lines and ley line nexuses found there. The levels are also plagued by the occasional Ley Line Storm and dimensional anomaly. The location of each ley line nexus is left an open field to avoid frequent property damage and so that it is easy to see when a dimensional portal appears. However, there is no permanent guard station or observation pavilion, just some machines to monitor ley line activity. *Unauthorized visitors* arrive to Center via portals at the nexus points. Some arrive by accident and have no idea where they are. Others are practitioners of magic, supernatural beings, monsters and other dimensional travelers who use a ley line nexus to open dimensional portals to travel across the Megaverse. This includes demons and Deevils, particularly Deevils. Once a week, "Cleaning Crews" led by a Promethean come through and "sweep" for supernatural monsters that prey upon innocent people, and exterminate them. Likewise, they'll ferret out sorcerers and other unauthorized visitors and force them to leave, chase them off or eliminate them. Still, there are so many places to hide that many of the beings avoid the Cleaning Crews for months, or longer if they go to the lower levels.

Over the last few months, Deevils and their minions have been arriving via the ley line nexus portals. They haven't caused any problems and disappear shortly after they appear. The Prometheans don't seem to notice or don't care.

Security. The checkpoints on Levels 11 and 12 are manned by heavily armed Center Security and Repo-Bots. However, they are mostly to keep undesirables and monsters from getting to the upper levels. People going down to the lower levels are completely ignored by the authorities, but those trying to leave are questioned extensively and are permitted on upper levels only if they have a good reason (work, medical emergency, shopping, visiting a relative, etc.) and can get past security. If security finds someone to be suspicious or undesirable, permission to go up will be denied. A formal protest can be made but it usually takes 2D4 days to get a hearing to overturn the decision. Of course, greasing the right palms can expedite that process to

one day or even 1D4 hours. The former costs 1D4x100 credits, the latter costs 1D4x1,000 credits.

No one is allowed to the upper levels unless they have a *Center Identification Card*, period. No exceptions. Since those who arrive through the Rifts often try and sneak to the upper levels, the checkpoints simply won't allow it.

The Sub-Floor Labyrinth. There are, however, hundreds of thousands of ducts and vents that can be used to sneak to the upper levels. The sensors in these areas are old or broken and there are few Phase Fields and Force Fields blocking the way, and they can usually be electronically bypassed or another way found around them. As one might imagine, the ducts and passageways through the walls and flooring are a labyrinth that can take weeks or months of exploration before a way up can be located. In fact, the bones and decaying bodies of those who got lost and never found a way up or back out, litter these areas. These labyrinths have also become the lairs of predators, monsters and fugitives on the run. Fortunately, Center's food dispensers are everywhere and every so often the ducts open into an isolated maintenance area. It may not have a direct route out, but there is usually a food slot, and maybe even a working communication monitor. If one can pay for the food or have something to trade, they can last for a considerable amount of time.

Using the communication monitor is likely to bring down trouble, as those terminals are likely to go directly to Center Command and Control. They'll just assume it's someone trying to sneak into Center and start activating defense protocols, which could be anything from flooding the area with water or gas, to activating force fields, or even arming automated weapon systems. It's not going to be an easy journey to the upper levels, as the whole way is fraught with danger.

Of course, there are a handful of individuals, gangs and underworld figures who have mapped a few ways up and out. For the right price (per person), they are willing to lead people to any level of Center. Of course, the higher one wants to go, the more it's going to cost. That means one had better have a few thousand credits (ten times that to get as high as Level Three), or be prepared to do some kind of dastardly service, because it's not cheap. **Note:** There are some scum bags who sell "working maps" but whether one pays a few hundred or several thousand credits, the maps are a ruse that lead to a dead end or simply stop making sense. Nobody commits secret passages to the upper levels to paper, as that information is much too valuable. The best one can do, as noted above, is to get a guide to lead the way.

Levels 13-20

The Basement

Levels 13-20 are known as "the Basement," and they are the worst. Poverty and crime are rampant, gangs roam unchecked, living accommodations and city services are poor to non-existent, and the deeper down one goes, the worse things get. Most are half factory and warehouse, and the other half residential. However, the best housing on these levels are tenements

and the rest are slums. Each level is also a maze of streets, back alleys, machinery, sewer pipes, heating and cooling conduits, fencing, homemade barricades, and debris. Some buildings are burned out husks used by gangs, the indigent and monsters from the Rifts. Others are a homemade hodgepodge made from materials stolen or stripped from other buildings. Even new construction is uninviting, basic, and bunker-style buildings of concrete and steel. Except for the occasional open field or neighborhood garden, there are no parks or playgrounds.

Those on levels 17 and below are the worst. Here all manner of men and monsters roam without fear of the authorities interceding. Gangs run the neighborhoods and roam the streets, block wars are common, and small arms fire, shouting and screams are a constant part of the background noise. Some block wars get so bad that whole buildings are destroyed or left a gutted ruin. Some of these wars last only a few minutes, others are ongoing rivalries or skirmishes that have lasted for years, and explode into combat or short lived block wars. Few block wars last more than a few weeks, and there can be months, even years of cease-fires and tenuous peace treaties between the rival gangs or neighborhoods.

People of all races mix on these levels, and while most get along with one another, hate crimes and gangs based on race (which means the gang may hate other gangs composed of different races) are common, and violence and poverty reign.

Other dangers lurking in the depths are all kinds of supernatural monsters that get Rifted in. Many prowl the depths, com-

peting with each other over territory and food. There are even rumors that there are a few Alien Intelligences located in the Basement, however that seems unlikely as these evil creatures do not work together and would probably tear the lowest levels apart, even more than they are. Deevils are among the most common supernatural beings, especially in recent months, but there are also demons of all stripes, Entities, and other beings. Few head down to these levels willingly.

The Criminal Underworld

If one is looking to connect with the criminal underworld, they usually have to go down to at least Level 13, and even then, they'd better have a contact or a name and address, because even as wild and woolly as things are in the Basement, crime lords don't advertize their location, meeting places or warehouses of contraband and stolen goods. The criminal underworld runs the black market at Center and offers the usual range of services. They sell fake identification cards and other permits and documents, appraise and fence stolen goods, buy and sell weapons and contraband, buy and sell information, offer expensive medical services for those who can't use conventional medical channels, rent out safe houses, offer gunmen and assassins for hire, can connect a client with Runners, Space Pirates and other criminal contacts, as well as run Body-Chop-Shops, brothels, gambling joints, sell drugs and engage in other criminal activities. They operate throughout Center, but have the greatest influence and power on Levels 11-20.

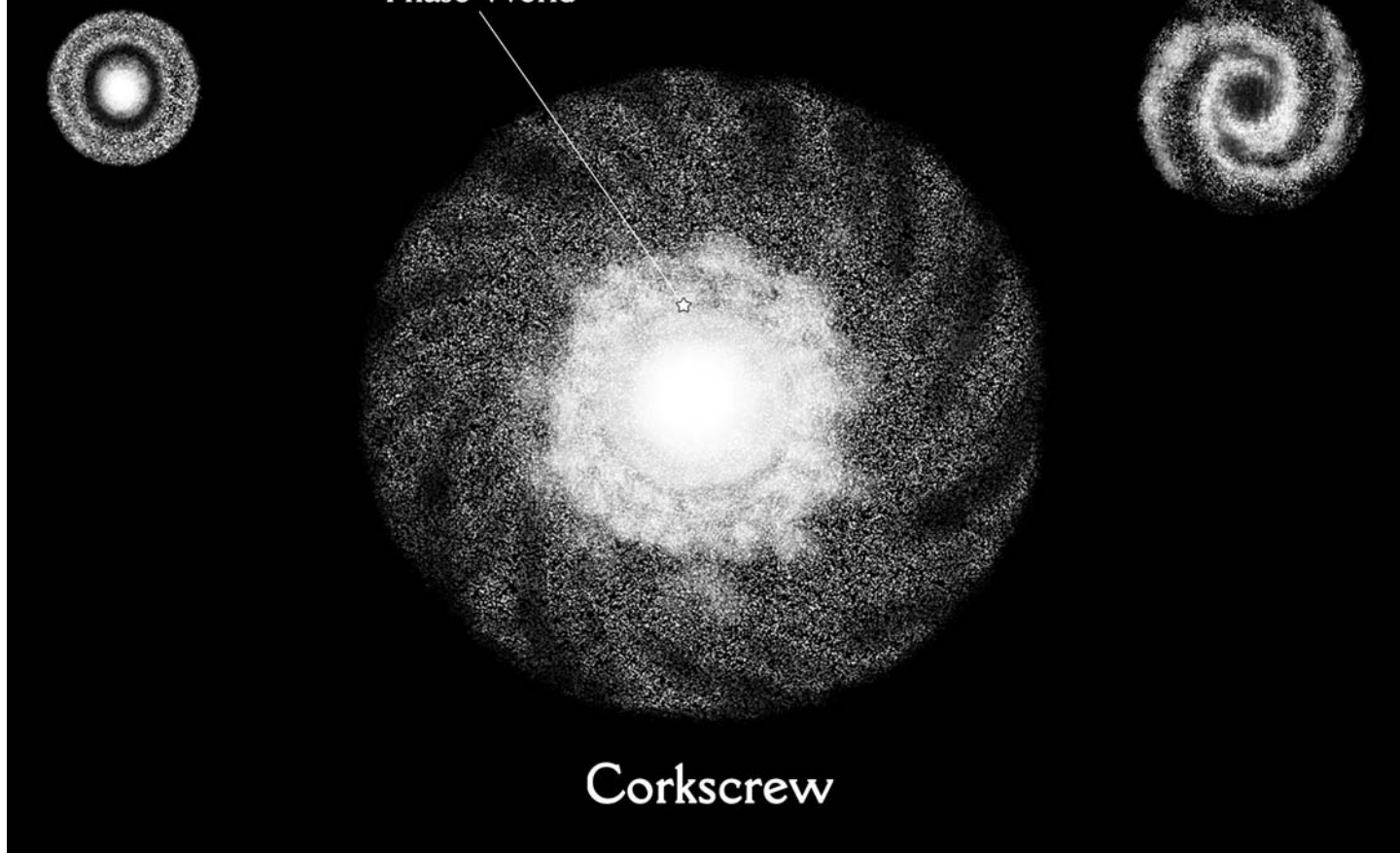


The Three Galaxies

Anvil

Thundercloud

Phase World



Corkscrew

The Modern History of Center

A Brief Time-Line Leading to the Minion War

The events listed below focus mainly on Phase World and notable events leading up to the *Minion War* spilling across the Three Galaxies. Time is based on the human calendar.

5,000 Years Ago: The Prometheans begin to open their world to civilized planets outside their own in the Corkscrew Galaxy. These first, tentative invitations start out small and slow. The main attraction to **Phase World** is the opportunity to purchase never before heard of *Phase Drives* – cutting edge technology that spacefaring people greatly desire. These early Phase Drives have a top speed of four light years per day, incredible for this era. For the first time, spaceships from across the Three Galaxies are flocking to Phase World to purchase the new technology. The sale of the Phase Drives announces Phase World to the Three Galaxies and heralds a long era of business and profit for their main trade city known as *Center*. The Godling known as *Thraxus* also arrives at Center this first year.

4,999 Years Ago: Gateland in Center begins to hum with life. Numerous dimensional portals are opened to link Center with hundreds of worlds anxious to buy Phase Drives and see other Promethean wonders. Seasoned dimensional travelers are the first to come to Center. Also, for the first time, many races from the Anvil and Thundercloud Galaxies are able to come to Center.

Construction of the first mansions begins on Level One of Center. The Godling Thraxus dubs the level, “The Manors” and officially takes charge of the level’s development and protection.

4,978 Years Ago: A large contingent of *Draconids* arrive at Center. They are one of the first races from outside Phase World to officially take up permanent residence in Center.

4,950 Years Ago: The Kreeghor have heard rumors that Phase World’s inhabitants possess incredible and powerful technology and they want it. An armada consisting of 350 TGE ships lays siege to Phase World. The Prometheans’ response is quick and deadly. In the first hour of the battle, the lead Kreeghor ship suddenly stops cold and floats helplessly through space after having been bombarded with a super-heavy Phase Beam from the planet’s surface. All hands are lost and a warning is sent to the remaining fleet: Leave or suffer the same fate.

Not ones to be intimidated, the Kreeghor continue fighting. Over the next four hours the crews of 259 TGE spacecraft are slain by intense Phase Cannon bombardment. The remaining ships flee. The Prometheans seize all of the Kreeghor ships. Some are kept and studied, the rest are sold at auction. The Prometheans get a reputation that they are not to be trifled with, and that they possess immense power that should not be underestimated.

Thraxus makes the largest purchase of stock in *Naruni Enterprises (NE)* ever recorded, and becomes a majority shareholder.

4,900 Years Ago: A trade agreement is brokered by Thraxus between Center and Naruni Enterprises. NE agrees to set up shop in Center to help attract even more people to the planet in exchange for a steady supply of Phase Drives to bolster their shipping fleet. Several NE retail stores and a large manufacturing facility open up in Center. Business booms for Naruni Enterprises.

4,890 Years Ago: Trying to follow in Naruni Enterprises' success at Phase World, several other manufacturers set up their own shops trying to capture a piece of the growing trade market at Center.

4,750 Years Ago: The Prometheans release the first *Phase-Tech Med Kits*. The Prometheans will only sell them at Center, drawing many new customers from around the Three Galaxies who want this new breakthrough medical technology.

4,575 Years Ago: The early models for *Phase Beamers* first start to appear on the market. While not nearly as powerful as they are by today's standards, these weapons help to tip the balance of power in several locations throughout the Three Galaxies.

Thraxus takes his place on the Board of Directors at Naruni Enterprises after coming up with the *Free Trade Zone* plan. NE immediately begins construction of the Free Trade Zone on level 4-A of Center. When completed it will be one of the largest showcases for weapons and military hardware anywhere in the Three Galaxies. Upon completion, and for the first time ever, the value of Naruni Enterprises stock doubles overnight. Major stockholders become instant trillionaires.

4,550 Years Ago: Thraxus establishes the Trade Center in what would later be called *Center's Financial District*. The trading house deals in all kinds of stocks and commodities sold on Phase World and across the Three Galaxies.

4,390 Years Ago: Center starts to sell Phase Fields and OP-Fields. They don't catch on right away and in the beginning it's only large governments and mercenary outfits who purchase them.

4,320 Years Ago: The *Dominator Blitz* begins. Sixty-six Dominators pool their ships and resources together and begin a campaign of utter destruction. They begin their path of destruction in the core of the Corkscrew Galaxy and start sweeping out towards the fringes.

4,310 Years Ago: The Dominator Blitz has gone unabated for ten years, with one world after another being utterly destroyed. It's as if the Dominators are looking for something as worlds are systematically stripped down to their planetary cores. Their reign of terror goes unabated until they make the mistake of laying siege to *Phase World*.

A demand is sent to the Prometheans. "*Return that which you stole, or face annihilation.*" With no reply forthcoming from the Prometheans of Phase World, the Dominators attack.

In the most impressive assault ever leveled against Phase World, it takes three days before the Dominators turn tail and retreat. In the wake of their attack, a third of the Dominators fleet is completely destroyed, and another third is severely damaged. Cosmo-Knights join the battle on the third day, destroying half of the remaining Dominator fleet ships and scattering the rest. This would be the last time that the Dominators ever assemble in such vast numbers. The Dominator Blitz is over.

From this point forward, only a few Dominator vessels are ever seen at one time. Many think the their numbers are very small and the fabled and feared Dominators are a dying civilization that cannot risk gathering a large force and losing so many ships (and lives) again.

4,309 Years Ago: After hearing how the Prometheans decimated the Dominators' fleet, an estimated one hundred million refugees from worlds destroyed by the Dominators come to Phase World seeking asylum and a new place they believe will be safe from aggression. They beg and plead with the Prometheans to take them in. Center opens its doors to the refugees, populating levels five through eight. Almost overnight, Center's population doubles!

4,290 Years Ago: The refugees from the Dominator Blitz help to make Center come alive as all sorts of industries take off to help support the exploding population.

3,870 Years Ago: *Phase Weaponry* is one of the most popular items sold in Center. The year marks the release of personal, melee Phase Weapons like the *Phase Sword*. It is an instant hit and sales of all Phase Weapons go through the roof.

3,497 Years ago: "Open commerce and trade" officially begins on Phase World with Center being the primary port of call. However, growth and traffic is slow. Worse, several galactic spanning businesses refuse to establish tradeposts on the world. The primary reason is that the Phase World solar system is close to the core of the Corkscrew Galaxy and is just too distant from many worlds. The Prometheans respond by expanding Gateland and begin construction of the *Spacegates* and numerous space stations to make it easier for people of other worlds to gain access to their trade port, Center. It is a massive undertaking, but exactly what Phase World needs.

3,490 Years Ago: The Prometheans begin to market their patented *Phase Transceiver*. The concept is met with a great deal of initial skepticism as the claim of instantaneous teleportation from anywhere in the Three Galaxies seems too good to be true. Despite what the critics say, the initial production run is sold out in the first six months.

3,250 Years Ago: 30 Spacegates orbit Phase World and Phase Transceivers are becoming hot commodities all over the Three Galaxies. Slowly, ships trickle in from all over the Three Galaxies.

3,200 Years Ago: Center begins the spaceport expansion project. The sub-flooring in Level 2 will be opened up to allow for an additional level of hangars and berths to be built. In addition, several thousand berths are constructed on Center's exterior.

3,150 Years Ago: *The Talon Pirate Armada attacks Phase World.* They are a ragtag group of pirates that have managed to get their hands on some major military hardware. They had terrorized the space lanes for two years before they turned their sights on Phase World. With their 40 ship armada they demand Center's immediate surrender. With no response forthcoming, the fleet decides to attack one of the nearby space stations. In a matter of minutes the 40 ship armada is neutralized! The pirate ships have their shields overloaded then their ships are boarded by Phase World troops via *Phase Teleporters*. The entire incident causes an hour and a half delay in traffic orbiting Phase World before all returns to normal.

3,120 Years Ago: The Talon Pirate Armada is rebuilt by the son of the former pirate leader. Bent on avenging his father by taking Phase World, he builds an armada of 200 starships, all equipped with Phase Transceivers. He believes that the Prometheans will be vulnerable the moment the armada comes through the Spacegates. He was unaware that the Prometheans are able to probe all incoming vessels before coming through the gates, and upon their arrival the Prometheans are able to deactivate each of the starships' weapon systems. The Prometheans storm the ships moments after Talon the Second delivers his ultimatum to Center. Having never fired a shot, the pirates of the Second Talon Armada have their ships as well as all their property seized by the Prometheans. In the ultimate act of humiliation, the pirates are forced to buy passage off Phase World in order to leave.

3,000 Years Ago: The last of the Spacegates are placed in orbit and for the first time ever, ships in any part of the Three Galaxies can transport to Phase World in an instant. Of course, getting back home can take months or years, but instant arrival reduces the overall travel time by half. No other tradeport in the Three Galaxies can offer this technology (nor can the Phase Tech aspect be duplicated). Overnight, Phase World becomes "the premier" trade port in the Three Galaxies. It is a position it has held to the present day.

Center also establishes the *Universal Trade Credit (UTC) system*. Anyone conducting business in Center can have their local currency converted into UTC. Because they have the weight of Phase World and Center behind them, UTCs seem to hold their value even when certain markets go through hard times. Over the course of the next 2,000 years the Three Galaxies adopts the UTC as the currency used for all trading transactions.

The latest and greatest in *FTL technology* emerges from Phase World with the introduction of the *Phase Drive Alpha design* that allows a spacecraft to travel up to one light year per hour! This drive is literally light years ahead of the current Gravitonic Drives of the era.

2,998 Years Ago: Lord Klynncryth learns of Phase World and how Center has started to become a bustling trading center. In addition, the city boasts being able to trade and travel to other dimensions. Lord Klynncryth has his fleet assembled and attacks the city, expecting an easy victory. In less six hours, the Splugorth and Kittani spacecraft that survive Center's defenses retreat. The Prometheans make the mistake of allowing half the fleet to survive and limp home.

Four months later, a second fleet twice as large as the first arrives, demanding that the Prometheans surrender or be de-

stroyed. Scores of Kittani fighters launch a deadly assault on Phase World's orbital facilities. Not wanting to repeat their previous mistake, the Splugorth ships stay out of range of Phase World's planetary Phase Cannons. Unknown to the Splugorth, the Prometheans possess their own armada of ships and they phase in out of nowhere, surrounding the Splugorth fleet. While the Splugorth fleet is being pounded, thousands of *Star Ghost* fighters suddenly appear to engage the Kittani fighters and a massive battle takes place in orbit over Phase World. A dozen civilian ships are accidentally destroyed by stray missiles or laser fire, but in a matter of hours the Splugorth are defeated and only a quarter of the battered Splugorth fleet manages to escape.

2,997 Years Ago: Not one to give up on his ambitions, or lose any more ships to the Prometheans, Lord Klynncryth decides to take a diplomatic approach and manages to negotiate with the Prometheans to lease a section of Center. After almost a year, a formalized contract is signed between Lord Klynncryth and the Prometheans, allowing the Splugorth to lease a section of the city on the third level.

2,993 Years Ago: The Splugorth Trading Post on Level 3-A starts to become a popular attraction, especially to dimensional travelers. While not equal to the *Splynn Dimensional Market*, it nonetheless attracts many vendors and customers. In addition, the level quickly becomes known for the *Blood Dome*, a massive gladiatorial arena able to seat 100,000 spectators. Lord Klynncryth seizes on the idea of televising events and marketing them to the inhabitants of Phase World (and a later, across the Corkscrew Galaxy).

2,950 Years Ago: The Prometheans offer the *Star Ghost fighters* on the open market. For the next few centuries it is the premier fighter that everyone must have. As its popularity grows, the price tag also goes up!

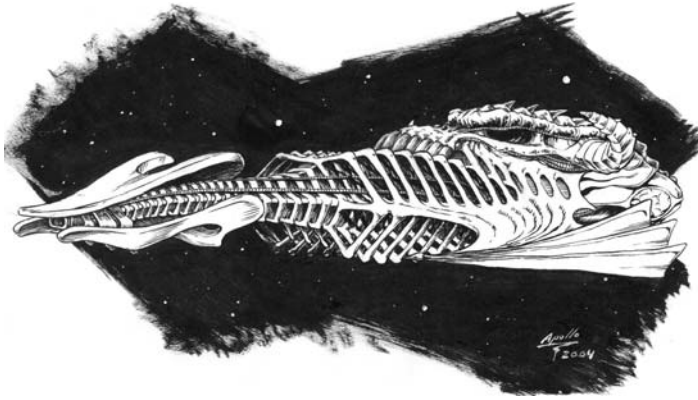
2,878 Years Ago: Lord Klynncryth is able to place Splugorth agents all over Phase World and Center. His motives and actions are unknown and won't be made clear until thousands of years later, when the Minion War engulfs Phase World and the Three Galaxies.

2,578 Years Ago: *A Vampire Intelligence* unleashes a force of undead troops through the Gateland portals. They attack everything and everyone in sight. Unable to close the Rift from which the vampires are coming, Promethean security squads are called in from all over Phase World to fend off the invasion. Lord Klynncryth even sends in a brigade of *Tattooed Warriors* to assist. It takes four days, but the attack is averted. The only way the Prometheans are able to close the Rift is by sending a small strike force through it and attacking the Vampire Intelligence directly.

2,020 Years Ago: Center's Financial District grows as several financial centers around the Three Galaxies close their doors.

2,000 Years Ago: The Manors in Center becomes "the place" to be for the rich and famous. The remaining property is bought up at a phenomenal rate and for ridiculous amounts of credits. Thraxus takes the opportunity to broker yet another deal with the Prometheans. He leases dozens of the rooftop landing pads and has a piece of the Embassies which is being built to accommodate the hundreds of Heads of State now starting to make trips to Center far more often.

In another part of the Three Galaxies, a pack of Witches devoted to the *Demon Lord Modeus* captures a luxury liner somewhere in the Anvil Galaxy. Through the use of an arcane ritual and the sacrifice of everyone on board, the first **Demon Star** is created. As soon as a few others join its ranks they begin attacking various systems and spreading destruction across certain space lanes. The Demon Stars destroy all with whom they come into contact. Few survivors are ever found, and the few that are recovered have been driven mad from the carnage they've witnessed.



1,700 Years Ago: Having come and gone for the last 300 years, the last Demon Star sighting is documented as the ship escapes after having lost a major battle to a fleet of ragtag space vessels. The lone Demon Star is crippled and knows that it is dying. It hides in an unnamed system where out of desperation, it kills its own crew in an attempt to soak up the necessary P.P.E. to sustain itself. However, it is insufficient and the murderous starship goes dormant. After several hundred years, its orbit decays to the point where the Demon Star crash-lands on a desolate planet. The Demon Stars become the stuff of legend in the Three Galaxies.

1,025 Years Ago: The CCW (Consortium of Civilized Worlds) begins the *Galactic Pulsar Initiative*. Using various pulsar stars coupled with the most sophisticated communication equipment available, the CCW is able to create a massive communications network that allows communications that are only delayed hours instead of days or weeks. Millions of GPI satellites are deployed throughout the Corkscrew Galaxy, linking hundreds of civilizations.

1,022 Years Ago: Seeing a major opportunity at hand, Thraxus links his trading network from Center to the CCW's GPI satellites. This opens up an incredible trade market. For the first time, not only can security trades be done in real time, but financial transactions can be done real-time as well.

800 Years Ago: With the success of the GPI satellites, numerous financial institutions in the CCW financial center relocate to Phase World.

750 Years Ago: The Prometheans introduce the CIC card for Center. It catches on very quickly and its popularity grows.

700 Years Ago: The First Great War, The Unification War, begins with many of the spacefaring civilizations in all of the Three Galaxies becoming involved to some degree or another. It is the First Great War.

This transgalactic war is born from the supreme arrogance of the Kreeghor and their Transgalactic Empire (TGE). Having defeated their former masters and feeling their oats as a new galac-

tic power, the **Kreeghor** engage in a campaign to expand their borders by conquering and adding new worlds to their Empire. In many cases, such conquests are not all-out invasions like *H.G. Wells' War of the Worlds*, but the destruction or defeat of a planet's space fleet and/or orbital defenses followed by an ultimatum, "join the Empire or else." In the game of galactic politics, often a show of force and the "invitation" (as the Kreeghor like to call it), is enough to coerce a planet into surrender, especially against a force such as the Transgalactic Empire (TGE). The Kreeghor have been around long enough for world governments to know that if they refuse, Kreeghor spacecraft will make their lives living hell.

The first line of attack is not what most people might imagine. Though considerable military power may be brought to bear, it is directed at cutting the planet off from the rest of the galaxy and destroying its infrastructure in space. Destroy a planet's interplanetary trade, and you bring economic hardship to the entire globe. This is done by devastating its space fleet, invading space lanes, setting up blockades, capturing and seizing merchant ships and freighters, utterly destroying any defensive escort vessels as well as all military spacecraft that might come to the merchant vessels' defense, and crushing any resistance that might arise. To ramp up the pressure, space embargoes are put into place around the planet, and planetary orbital defenses and communication systems such as space stations, satellites (both military and civilian), and moon bases are systematically targeted and seized, crippled or destroyed.

By capturing and seizing merchant vessels, the TGE invaders not only prevent the sale of goods and disrupt trade and commerce, but they have the trade goods to use or sell for themselves. They also have the spaceships to use or sell for their own gain, while eliminating them from the planet's resources. Thus, the Kreeghor profit and the planet's losses continue to mount as merchants lose trade goods and expensive spacecraft. As economic hardship increases, there may be food riots, civil rebellion and internal wars. The longer the hardships last the worse things get, and the louder the outcry from industry and the civilian population for the government(s) to surrender and join the Empire. The pressure is that much greater if the planet is one of those that has used up its own resources and needs regular deliveries of life sustaining ore, fuel, water, food, etc., to keep their civilization from suffering. If the planet has sufficient independent resources, the Kreeghor make planetside raids to target and cripple them. Most people are willing to agree to almost anything when starving, suffering or dying en masse. Most governments cave in when millions of people take to the streets rioting and threatening a coup unless something is done. In short, cripple the economy and win the planet.

Best of all, if done right, the invader never has to fire a shot at the planet itself, nor slaughter civilians. After 6-48 months, most planets surrender with a whimper and a tear. The TGE then sends relief, helps rebuild infrastructure lost in the invasion, and life resumes under the yoke of the Kreeghor government. And the Kreeghor are experts at this type of conquest. The only real defense is having a large, strong space fleet to keep space lanes open, escort trade ships, and repel acts of aggression, which most planets can't afford.

Don't misunderstand, while the Kreeghor prefer the tactics above, because it the most profitable and preserves the civiliza-

tion and its valuable resources, the Transgalactic Empire is happy to make a particular civilization an example of their power by blasting it back into the stone age, enslaving the people, selling them into slavery and doing with the planet what they will.

The Unification War is the Kreeghor's most ambitious and sweeping "Empire expanding campaign" through military aggression. After a couple of worlds are decimated and two dozen more have fallen to tactics like those above, with scores of others targeted and no end in sight, hundreds of worlds unite to join forces to repel the Kreeghor fleets, hence the name *Unification War*. Their determination, spirit and combined strength carry the day to prevent the Kreeghor from sweeping across the galaxies unchecked. Indeed, while the Kreeghor enjoy many early conquests, one can say that their plan backfires, because the fear of Kreeghor invasion makes hundreds of planets join the Consortium of Civilized Worlds (CCW) and driving space age civilizations that would never have joined the CCW nor taken arms against the TGE do exactly that.

600 Years Ago: A mineral prospecting ship carrying over a thousand crew members discovers a strange world in an unnamed system. The planet is very bizarre. First, it thrives in absolute darkness, always being in the shadow of a super gas giant. Second, its inhabitants seem demonic in nature. All life found on the surface has demonic characteristics akin to the demons of Hades. The world is covered in volcanoes and lava, and the inhabitants are a short humanoid race calling themselves the **Monde**. The Monde have constructed a crude city around a large mound that radiates supernatural evil. At the top of the mound is a demonic face with a crown of thorns. The prospectors immediately realize that they have found the *lost Demon Star* and radio for help, but it is already too late and they are never able to leave the planet's surface. Help never comes and the prospectors are never heard from again.

569 Years Ago: For the first time in over a thousand years, a lone *Demon Star* is spotted in the Anvil Galaxy. The one is joined by others as they begin to raid various independent systems raining destruction wherever they go. For the next 100 years, Demon Stars seem to randomly pop in and out of well-traveled space lanes, attacking all they encounter and then vanishing. Few targeted by the demonic space vessels escape to tell the tale. Those who do, are usually quite insane. Legends of the Demon Stars begin to flood the space lanes once again. For years to come, Cosmo-Knights and various other heroes try to track down these deadly warships, and fail. To make matters worse, the Demon Stars begin to appear on the fringes of each of the Three Galaxies, not just the Anvil Galaxy.

557 Years Ago: *The First Great War* spreads along the borders of the CCW (Consortium of Civilized Worlds) in the *Corkscrew Galaxy* near the vicinity of the *Arachnid Nebula*. Georgia Prime and several of its neighboring systems suffer at the hands of the Kreeghor (TGE).

500 Years Ago: The Unification War (the First Great War) comes to an end. After a century and a half of what amounts to stalemate warfare, and little new ground gained by the Transgalactic Empire, a truce is called, and the *Lanator Accords* marks the end of the First Great War. This is 500 years ago. An uneasy peace has existed ever since. That peace has been marred by countless border skirmishes, limited conflicts

waged against a single world at a time, and "misunderstandings" between the TGE and the CCW, as well as clashes with other galactic powers across the Three Galaxies, but nothing that has escalated to all-out war on a wide scale.

The *Lanator Accords* are signed by the CCW, TGE and others. The Accords make the deployment of weapons of mass destruction leveled against populated worlds forbidden. The Thundercloud Galaxy is divided up into various territories for expansion.

Elsewhere, space colonies and starships on the galactic fringes report an increased number of sightings of, and attacks by, *Demon Stars*. The attacks have become increasingly frequent and reports are coming in from all corners of the Three Galaxies. Despite this, no one is able to track down these elusive ships.

495 Years Ago: A large fleet of eight *Demon Stars* attack *Phase World*. They drive right through the thousands of ships in their path, heading straight for the planet. They approach unchallenged by the Prometheans as hundreds of spacecraft flee, while hundreds of others try to warn Center of the impending attack. When the Demon Stars get within range, one pummels the closest space station as two others make a run for the planet, where they bombard Center itself. Four Promethean battleships appear out of nowhere and within fifteen minutes, destroy four of the Demon Stars, including the two ships attacking Center. A fifth Demon Star is dispatched while the last three ships slip through a space Rift, escaping the wrath of the pursuing Prometheans. Word quickly spreads that the Demon Stars are not invulnerable, and it is some time before the Demon Stars are seen again. For now, their campaign of terror is over, and Phase Worlds reputation of being unconquerable is reinforced once again.

400 Years Ago: The *Machine People* plead with the CCW for admission into the Consortium to avoid being absorbed by the TGE. The humans of the CCW, traumatized by having once been conquered and enslaved by robots and the five hundred year long *Automaton Wars* to win their freedom, turns its back on the Machine People. Believing they have no other practical recourse, the Machine People join the Kreeghor. However, before that happens, tens of thousands of Machine People take up residence at Center on Phase World. They feel they have lost their homeland and resent the CCW and the TGE.

287 Years Ago: Demon Stars once again begin to threaten the people of the Three Galaxies. They are encountered in small fleets of 2-4 ships at a time, taking down lone space cruisers, destroying entire colonies and space stations, and threatening all with whom they cross paths. Like a plague, the Demon Stars spread throughout the Three Galaxies, wreaking havoc wherever they go.

270 Years Ago: Tracking what is believed to be a single fleet of Demon Stars, *Cosmo-Knights* follow the vessels back to their home port in the Thundercloud Galaxy where the heroes learn that there are at least 300 Demon Stars. Careful observation shows that they are based at a *massive black star* in the Anvil Galaxy that serves as some kind of dimensional Rift through which the Demon Stars travel to various points in the Three Galaxies. It seems that a trip through the Rift is *one-way* and the Demon Stars must return to port via conventional means.

269 Years Ago: Led by Cosmo-Knights, more than 400 warships from 50 different worlds come together unified to destroy the Demon Star fleet. This will become known as the legendary *Black Star Fleet*. There are 100 Cosmo-Knights among the fleet. Unfortunately, these valiant heroes are only able to destroy two-thirds of the Demon Star fleet. Several damaged Demon Stars make a successful break for it through the Black Star, meanwhile other Demon Stars already deployed to other parts of the Three Galaxies are untouched by the Black Star Fleet attack.

Captured *Demon Star Captains* are unwilling (or unable) to disclose the total number of Demon Stars in all the Three Galaxies, their location or their point of origin. The Black Star Fleet divides their forces into three smaller fleets after a year of chasing false leads. **The Griffon Fleet** stays in the Thundercloud Galaxy, **The Manticore Fleet** heads to the Corkscrew Galaxy and **The Dragon Fleet** flies to the Anvil Galaxy. For the next several years they chase down and destroy Demon Stars wherever they find them, and follow various leads in each of the Three Galaxies.

267 Years Ago: The *Dragon Fleet* goes missing without even an escape pod, log buoy, or any debris found. Rumors persist that a chronol anomaly may have propelled them somewhere in time.

263 Years Ago: The last of the Demon Stars is believed destroyed. The remaining two Black Star Fleets disband and return home, their mission a success.

150 Years Ago: *Star General Halthhag* comes to the Three Galaxies.

120 Years Ago: The Pandemonium Deevil known as *Corbin Decker* joins the ranks of *Naruni Enterprises* as a lowly sales associate.

100 Years Ago: The Free World Council (FWC) is formed. Space pirates are among the FWC's supporters and likewise find refuge among the planets of the FWC. Piracy elsewhere increases.

75 Years Ago: The FWC and TGE clash over Axis-5.

50 Years Ago: A new, secret arms race begins. Although the Lanator Accords are still in place, galactic powers once again begin searching for ways to develop starships capable of planetary mass destruction.

Though many presume the Prometheans of *Phase World* must have the technology for making such weapons, none have ever been revealed, nor marketed. The Prometheans seem to ignore rumors about suspected breaches in the Lanator Accords or that the CCW and TGE have developed a new super-carriers with weapons of mass destruction, or that the FWC and other galactic powers are searching for ways to do the same.

Searching for a weapon of mass destruction, a *Dark Coven* known as the **Hand of Modeus** begins searching for the remnants of a Demon Star so that they may piece one back together. It is their belief that they can *magically resurrect* a Demon Star if the necessary components are found. A massive search begins for the *bridge's sacrificial altar* and the heart of the ship known as a *Soul Chamber*.

Indeed, the efforts of the Hand of Modeus bear fruit and they manage to recreate a Demon Star. However, a rival Dark Coven known as the **Eyes of Sahtalus** discovers what the Hand of Modeus is up to, and they too begin a desperate search for

Demon Star components. The race to reassemble the Demon Star fleet begins, only this time *both* the demons of Hades and the infernals of Dyval seek to build fleets of their own.

In the vast reaches of outer space, much goes on without anyone knowing about it. Thus, the rest of the unsuspecting people of the Three Galaxies go about their business without a clue that a growing rivalry between demons and Deevils is spiraling toward an epic war that will spill across the Megaverse.

20 Years Ago: Doctor Stalvin Fecklar of the CCW establishes his research center near a large plasma field in the Thundercloud Galaxy. He begins his research in creating a perpetually renewing plasma generator.

15 Years Ago: The Demon Horde attacks Fecklar's space station. After they capture it they move the whole station into the plasma field. The CCW assumes the space station is lost and names the star in the scientist's honor.

12 Years Ago: *Fecklar's space station*, now under demonic control, becomes a base for the newly emerging Demon Star fleet. The station acts as a summoning point for demons and it is their means of getting into the Thundercloud Galaxy.

10 Years Ago: *Kotus Point*, a well-known black hole in the Anvil Galaxy, changes from a black hole to a white hole. However, it will be several years before anyone takes notice of the change and word starts to spread.

8 Years Ago: *Obsidian Spell Thieves* manage to break into one of the sealed libraries on *Malcore One*. They get away taking but a single non-magical tome known as **Cormal, Destroyer of Worlds**. Members of the *Warlock Navy* track the Spell Thieves for several months before the trail grows cold and they lose all trace of them. Though a tiny handful of leaders in the UWW have their concerns about the theft, they are not sure what significance it might have or why anyone would steal the tome. It is assumed to have been sold to a private collector and the incident is forgotten.

The Forge War

The Legend of the Cosmic Forge. Throughout the Three Galaxies is an almost universally known Creation Myth, accepted, if not entirely believed, by most of its inhabitants. The *Cosmic Forge* is believed to be an ancient artifact that helped create the Three Galaxies from nothing, and imbued it with a wealth and diversity of intelligent life forms unmatched anywhere in the known universe. Many believe the Cosmic Forge is responsible for all life in the universe, and perhaps the very creation of the entire Megaverse.

The exact nature and abilities of the *Cosmic Forge* have never been fully described, and the claims vary widely from group to group. However, all agree that it bestows upon its user the *ultimate power of creation*, and with it, the ability to *undo* what it has created in the past.

As for proof of its existence, many point to the *Cosmo-Knights*. Others point to the fact that most people of the Three Galaxies believe in it, as well as any number of other amazing things that some hold as evidence of the divine. In truth, there is no hard evidence the Cosmic Forge ever really existed, and if it does, whether it truly had anything to do with the creation of the galaxies or not. Still, most people in the Three Galaxies, even the highly advanced ones, believe the Cosmic Forge *is* real, and

that while it may not be responsible for all of creation, that with it, the person who wields the Cosmic Forge has the power of a god and holds the fate of the Three Galaxies in his hands.

6 Years Ago: The Forge War begins. The so-called Forge War begins softly on the crest of a wave of religious spiritualism and hope. Sadly, fanaticism and unchecked bids for power turn hope into chaos and war.

Unlike most wars, there are no two sides battling against each other at designated strategic locations. This war is more of a free-for-all that has involved hundreds of worlds, including key power blocs such as the TGE, CCW, FWC, UWW, Georgia Protectorate, the Splugorth and others. Worse, more worlds become embroiled in the madness with each passing day as paranoia, hatred and conflict continue to tumble across the Three Galaxies like falling dominos.

It all begins when word spreads far and wide that the black hole known as **Kotus Point** has transfigured into a rare *white hole*. That event alone has great significance to many religious groups, as it is a common belief that the transfiguration of such heavenly bodies indicates the presence and influence of the **Cosmic Forge**. Furthermore, pulses of radiation emitting from Kotus Point suggest intelligent design in the form of an indecipherable message. That gives rise to the belief that, **a)** the Cosmic Forge was or “is” present somewhere inside or beyond the white hole; **b)** it is trying to communicate; and **c)** it is looking for a Chosen One to wield its powers once again.

This leads to mania and the prevalent belief that the person who can decipher the message coming from Kotus Point shall learn the location of the Cosmic Forge. As word spreads that the Cosmic Forge is up for grabs, people begin to assemble at a location known as **Kotus Alpha**, the edge of a solar system three light years away from *Kotus Point*, bordering *the Threshold*. This is the closest safe distance one can get from the immense gravitational influence of the white hole.

At first, it is only the faithful who gather in hopes their prayers will result in a vision or other form of communion with the Cosmic Forge. Most galactic powers scoff at these people, but as their numbers increase by the thousands, government leaders begin to reconsider their position.

People in power ask themselves questions like, what if the Cosmic Forge is real, and what if it really will try to communicate from Kotus Point? More importantly, who will be the Chosen? Who would wield the power of the Cosmic Forge and how will that change the status quo in the Three Galaxies? That line of thought led to wondering, what if they could be the chosen, but miss out on getting the most powerful artifact in the universe because they don’t believe and they aren’t present when the Cosmic Forge reappears in search of a worthy new hand to wield its power?

That might sound preposterous, but it’s funny how the weight of numbers can make something far-fetched seem real and even imperative, especially to politicians. As starships continue to gather at a safe distance from Kotus Point, even the non-believers and big power blocs in the galaxies decide to send a *representative* to “observe the situation,” if nothing else. That representative is followed by a *research team* to investigate the phenomenon, “whatever it is,” and the research team is accompanied by a small fleet of ships “for protection” in a distant and

dangerous part of outer space. As more and more spacecraft arrive, so do pirates, raiders and rivals, and with them come clashes and small skirmishes.

4 Years Ago: The debate over Kotus Point and the Cosmic Forge gives birth to the *Seventh Heresy*. As people gather around Kotus Point, it and the Cosmic Forge become the topic of much discussion among ordinary people, true believers and government leaders. Discussion goes from initial wonder and awe, to debates over whose interpretation of the Cosmic Forge is correct, to heated arguments about who is more worthy and why. Tempers flare, friendly rivalry turns into angry clashes, and incidents involving the persecution of Cosmic Forge cults and religions rise to unprecedented heights. Everyone chooses sides in the debate, and even those who seek to remain neutral or don’t believe in the Cosmic Forge cannot escape hearing something about it every day in the media and on the street corner.

Incidents over the Cosmic Forge and Kotus Point even result in interplanetary squabbles, bans, political sanctions, trade embargoes, the breaking of nonaggression pacts and trade agreements and scattered armed conflicts. Billions of people previously unaffiliated with cults of the Cosmic Forge become believers and join established religious groups or start their own. Rivalry between these factions leads to civil discord, protests, riots and, in one case, the planetary government being overthrown. Hate talk is commonplace as rivalry and dissenting opinions intensify. Even the tolerant Consortium of Civilized Worlds (CCW) and the oppressive Transgalactic Empire (TGE) experience trouble and uprisings on various member planets.

Unarmed pilgrims and the faithful at Kotus Point begin to suffer during their long wait. Many are victimized by unscrupulous carpetbaggers selling basic provisions for as much as 100 times their real value. Some are starving while they wait for the Cosmic Forge to appear or the message to be translated. Pirate raids go unchecked as Kotus Alpha is a sector of space unclaimed by any planetary alliance. The raids and violence prompt the larger and wealthier worlds and power blocs to send larger fleets and bigger guns to protect the people they represent. Of course, such actions are interpreted as power plays in a bid to control the situation at Kotus Point or a ploy put them in a better position to *take* the Cosmic Forge for themselves when it appears. This, in turn, causes other galactic powers to increase the size and power of their fleets at Kotus Alpha, and an escalating cold war spirals out of control.

Violence at Kotus Point is bad. As tension and resentment build, so do acts of sabotage and violent clashes among the diverse multitude at Kotus Alpha, where most everyone see each other as rivals. These clashes often have a ripple effect back home, creating more discord and strained relationships between the civilizations clashing at Kotus Alpha. Diplomatic warnings and threats fly like bullets, and relationships between rivals, old enemies, and allied worlds are strained from the imagined competition to be *the one* to receive and command the Cosmic Forge. In some cases, this results in the severing of treaties, border skirmishes and declarations of war.

The race for the Cosmic Forge is on. These conflicts escalate all over the Three Galaxies with conflicts popping up everywhere. There are fistfights at spaceports, vigilante rampages, al-

tercations among border patrols, and even short-lived battles. It is something that not even the major power blocs can control or stop, and eventually, they too are drawn into the conflict, either defending their borders from incursions, fighting civil unrest, keeping member planets from seceding, or launching retaliatory strikes against encroaching enemies and pirate raiders trying to take advantage of the mounting chaos.

The Prometheans on Phase World consider setting up a space station trading post at Kotus Alpha, but decide the situation is too unstable and volatile.

Cosmo-Knights step forward in an attempt to quell the growing madness. They try to tell the public that they have not received any messages or visions from the Cosmic Forge and whatever is at Kotus Point, it is not the Cosmic Forge. They request people calm down, go home and forget about Kotus Point. Their words fall upon deaf ears.

At Center, the Prometheans maintain their famous neutral stance on everything, including Kotus Point and the Cosmic Forge. Still, even at Center, the number of civil disturbances among its diverse inhabitants and otherworldly visitors triples as a result of the Forge War. It's all minor incidents and nothing the Prometheans can't handle easily.

2 Years Ago: Followers of the Seventh Forge Heresy who have flocked to Kotus Alpha are said to be the first to receive it, but soon others report intercepting the same message. The signal seems to be originating from Kotus Point somewhere inside the white hole. The language is ancient, but bits and pieces can be translated using Galactic Trade One. Translated fragments include such things as, "*I come,*" "*wait for me,*" and "*welcome me with the mightiest of fleets.*" Over the course of the next year, even more starships from all over the Three Galaxies make a mad rush to Kotus Point. Fearing that the message is indeed from the **Cosmic Forge** and any aggressive actions may scare it away, an uneasy peace falls over the region, like the calm before a terrible storm.

In the **Harkon Nebula**, tragedy is discovered. The *Harkon Defense Platform*, built by the Star Elves to monitor the Harkon Rift, is found destroyed! In fact, the whole Harkon planetary system appears to have been ravaged by an unknown power. Perhaps even more unsettling is the fact that the *Harkon Rift* is gone! Closed. The Rift had been there and opened for at least three hundred years, so its disappearance is hard to fathom.

The bits of data recovered from the debris suggest a massive planetoid emerged from the Rift and immediately attacked the defense platform. There is no additional data available, other than time stamps that seem to indicate the space platform was destroyed in a matter of minutes. UWW Psychics brought in to discern what happened by using their powers on recovered debris, either fall into unconsciousness and remember nothing when they wake up 1D4 hours later, or are driven insane by what they see. A few of these madmen mutter things about "The Destroyer of Worlds," "the great deceit," and "Hell consuming the three," at which point they start to scream hysterically, weep uncontrollably, laugh or go berserk and attack everyone around them, including their friends and fellow crew members. Fearing the worst, the United Worlds of Warlock (UWW) shares what little they know with other galactic powers like the CCW and TGE.

The UWW also launches a massive shakedown of *Dark Covens*, but their efforts provide few clues as to what might have happened at the Harkon Rift. One lead that comes up is too terrible to consider: A **Demon Planet** may have emerged from the Harkon Rift. Demon Planets are said to be bigger and many times more devastating than the fearsome *Demon Stars*. Most people (as in 99.9%) have never heard of the thing, and even experts in the UWW have always believed Demon Planets to be pure fantasy. No evidence has ever been found to suggest they ever existed, and only a few of the most ancient texts mention them at all. The most famous of these ancient texts was the book titled **Cormal, Destroyer of Worlds**, stolen by *Obsidian Spell Thieves* from one of the sealed libraries on *Malcore One* five years earlier. Coincidence? The mages and leaders of the UWW pray it is just coincidence. The stolen tome had been studied by many in the past and all report there were no instructions or hard facts about Demon Planets, only stories about the mythical Cormal, the Destroyer of Worlds and sire of Demon Planets.

20 Months Ago: The Splugorth decide to take advantage of the escalating conflict and knock over some anthills in territory long held by the United Worlds of Warlock (UWW). The Splugorth are setting up bases and outposts within UWW territory and raiding UWW merchant space lanes under the flimsy guise of pirates and rogue forces. They do so just to cause trouble and strife for their long-time rival, and because they can. In response, the UWW has mobilized its full forces to defend its borders.

Similar tension and border conflicts between TGE and CWW forces are on the rise. There have been an increasing number of incursions and attacks in CCW and TGE space. One side blames the other, and there is often trace evidence to implicate the rival as being responsible. However, time and time again, the accused aggressor vehemently denies any responsibility whatsoever. The FWC is also making noise and rattling its saber over various perceived threats and transgressions.

18 Months Ago: There is a noticeable increase in the number of Hades demons coming through Phase World. More and more seem to be using the dimensional gates to come and go from all over the Megaverse via Gateland. Large numbers also march to the Center Spaceport, where ships take them to different parts of the Three Galaxies. Others have stayed at Center, one of the few places in the Megaverse where demons can mix among the millions of alien inhabitants and go almost unnoticed.

13 Months Ago: The Minion War has started. Unknown to most people in the Megaverse, in a dimension not our own, the demons of Hades have declared war on their loathsome rivals, the Deevils of Dyval. The demons botch a surprise invasion of Dyval, the Deevils retaliate, and the war is on. Both sides have been plotting murderous revenge on each other for eons. Now that the fire of war has been lit, both demon and infernal cut loose with a no-holds-barred onslaught against each other's realm of Hell. However, because demon and Devil have armies, minions, and worshipers scattered across countless worlds and dimensions, their war is destined to quickly spill across the dimensional divide, and affect countless worlds and people.

They don't know the war is happening yet, but the **Three Galaxies** will be among those deeply affected by the Minion War, and **Phase World** will soon fall under siege. Actually, the

Three Galaxies have played a key role in the demons' plans for the Minion War for centuries. The appearances of *Demon Stars*, mysterious disappearances and many strange occurrences have been the handiwork of the Hades demons. Worse, the demons have set their eye on *conquering* the Three Galaxies for an eon now. Much of the chaos surrounding *Kotus Point* is all part of the demons' master plan.



The Deevils may be playing catch-up, but they too have been instigating unrest and problems throughout the galaxies. Ironically, they had only a passing interest in the region, but if the demons of Hades want the Three Galaxies, then the Deevils will do everything in their power to foil that plan and take the galaxies for themselves. If they can't win the Three Galaxies, then they'll destroy as much of it as they can to prevent it from falling into the clutches of the demons. At least that's their plan.

Of course, demons and infernals vastly underestimate the spirit and capabilities of the humans and other mortal life forms. For the moment, the civilizations of the Three Galaxies are victims and pawns of two equally vile forces of evil. This is largely because they are not yet aware of the Minion War or the secret role they have played in it. That should change quickly as demons and Deevils rev up their engines of destruction, break out across dimensions, and make their move against the *Three Galaxies*, *Phase World*, *Rifts Earth* and other strategic locations.

11 Months Ago: The increased demon activity in the Three Galaxies has been noticed by the Deevils of Dyval, and they begin plotting countermeasures against their sworn demonic enemy. If *Center* is important to the demons, it is important to the

Deevils, and they too start to visit *Center*, take up residence, track demon activities and send spies to follow where the demons are going.

The **Georgia Protectorate** recalls all of its ambassadors and emissaries from the Consortium of Civilized Worlds (CCW). Shortly thereafter, a month long caucus takes place to determine the fate of the Protectorate. **Note:** The Georgia Protectorate was a rogue state comprised of 4-5 star systems. The CCW helped rescue them from TGE domination and the Protectorate became a member state of the CCW. However, membership in the CCW has been a disappointment. The Georgia Protectorate feels like it is unappreciated and treated like a backwater, second-rate planetary system. Unknown to anyone, the Deevils have fanned the flames of discontent and have quietly, secretly, encouraged Protectorate leadership to secede from the CCW. The Deevils are doing this to hurt the CCW and undermine the plans demons have for the Consortium.

10 Months Ago: The Georgia Protectorate "officially" secedes from the Consortium of Civilized Worlds (CCW), declaring that the Consortium's political structure is broken and has been for a long time. The Protectorate publicly encourages other worlds to secede from the CCW and offers to help whoever wants to join their nation of planets. The final straw for the CCW comes when the Protectorate seizes Consortium assets along its borders, claiming that the CCW has not followed through on its promises to aid member planets in the Georgia Protectorate, and said assets are due recompense. One week later, fleets from the Georgia Protectorate and the Consortium Armed Forces (CAF) lock horns in what officially becomes the Consortium's first Civil War. The CCW has never used military might against a member or former member planet, and everyone takes notice. The Transgalactic Empire (TGE) finds the situation both amusing and disturbing. Amusing because they have been chastised for using military force to keep their own member planets in line, and disturbing because the action seems to indicate a new level of aggression on the part of the CCW. Meanwhile, the CCW insists it is only trying to reclaim its assets and protect CCW citizens trapped and persecuted within Protectorate space.

6 Months Ago: Outlying star systems in the *Thundercloud* and *Corkscrew Galaxies* have been found torn apart. All that is left are dead planets and debris fields that span the solar system. So far, the systems targeted have been minor ones with few civilized planets. Still, the death toll is in the tens of billions and the magnitude of destruction is unparalleled. Entire planets are found shattered to bits or left burnt out and lifeless. Even some of the stars have dimmed, as if aging rapidly, and shrunk down to red or brown dwarfs. So far, there have been no survivors and no evidence as to who or what could be responsible for such total devastation. Whatever it is, it is capable of devouring entire worlds.

4 Months Ago: The *Free World Council (FWC)* goes on a major offensive to free planets under TGE oppression. FWC warships force TGE planetary defense fleets to abandon their posts in retreat. They declare these planets liberated and offer them membership in the FWC. The startling news of these wins causes 50 other worlds held by the TGE to rise up and rebel against their Kreeghor masters. More than half of the planets are

in chaos, with planetary governors fleeing after having their capitals overrun.

Reports begin to filter through the TGE that the FWC has gained access to some radical new technology that matches or surpasses many of the Empire's own warships. Unconfirmed rumors claim that these ships have living hulls that regenerate after taking damage. Out of nowhere, the FWC possess everything from fighters, to carriers, to cruisers and battleships that are successfully pushing the Kreeghor forces back. Some say the FWC forces appear to be unstoppable. It's almost as the FWC has made a deal with the devil. The Kreeghor assume that "devil" is the CCW using the FWC as a cover.

3 Months Ago: Transgalactic Empire (TGE) forces clash with the Consortium of Civilized Worlds in border skirmishes in the Thundercloud and the Corkscrew Galaxies. The TGE claims that the *Consortium Armed Forces (CAF)* is aiding the FWC in the overthrow of their government and are thus retaliating. The CAF denies the accusations and insists they are only defending themselves from unprovoked Kreeghor attacks. Spread thin to deal with a number of conflicts caused by the Forge War, the CAF fights a defensive holding action while waiting for an official declaration of war against the TGE. Meanwhile, the CCW leadership wants to avoid another 'Great War' and so far, resists declaring war against the Kreeghor. Instead, they've sent diplomatic liaisons to their sometimes ally, the Free World Council (FWC), to find out what the hell is going on with them, and to determine if the rumors about their 'super-fleet' are real and how that might impact the rest of the Corkscrew Galaxy. So far, the FWC has refused to respond to formal inquiries not made in person.

2 Months Ago: The planet eaters have been identified as *Demon Planets*. The living planets are cutting a swath of destruction along the edges of the *Corkscrew* and *Thundercloud Galaxies*. The CCW has requested the TGE cease aggression against them, and that the two galactic powers join forces to deal with this new and unprecedented threat. A similar request has been sent to the FWC, but neither has responded nor stopped their acts of aggression.

To make matters worse, reports suggest the Demon Planets are growing and becoming more powerful with every world they devour. It is only a matter of time before they head for the densest and most populated parts of each galaxy.

Fearing they may be next, many people living along the fringes of both galaxies panic and begin to flee en masse. Millions swarm to places they think can protect them, most notably the *CCW*, *TGE*, *FWC*, *UWW*, *Plugorth Kingdoms*, and, of course, *Phase World*. The logic is, if Phase World could fend off several Demon Stars in the past, it can certainly handle a Demon Planet. This taxes the resources of the already embattled galactic powers. Chaos reigns.

1 Month Ago: Thousands of starships and millions of people have been arriving in Phase World's solar system. The Prometheans, stoic as ever, handle the problem with precision and dispatch their fleet to every corner of their solar system to direct traffic, assist with accidents, and to aid ships in distress. Approximately ten million people are arriving per month. Space lanes as far out as the last planet in the solar system have incoming traffic.

Two Weeks Ago: A record number of ships are in the ports of Center as well as in the whole solar system. More than two million ships at last count, and ships continue to arrive. Many are carrying refugees fleeing from the numerous battles being fought around the Three Galaxies. The Prometheans spread their fleet out trying to maintain some kind of order. The problem is, with so many ships, communications are becoming scrambled and the relaying of docking instructions is becoming increasingly difficult. Numerous accidents are creating delays and causing confusion.

7 Days Ago: Kotus Alpha has the largest assembly of ships anywhere in the Three Galaxies, even more than Phase World, the CCW and TGE have at any one location. The vessels at Kotus Alpha represent thousands of factions from all over the Three Galaxies, including many of the major power blocs. Over the last 23 months, an unspoken truce has kept violence here to a minimum. That is, until the following message is received from a location that seems to be Kotus Point:

"I am the end and the beginning. From the fires of creation I call upon you to heed my bidding. I may only appear to those who are worthy of my power. Gather and show me your strength so that I may choose to lead all into a new era of greatness."

The message is repeated exactly seven times over the course of seven hours. To add further to the event, a massive gravitational wake approaches Kotus Alpha. Whatever it is that's coming, it arrives in seven days!

Many present believe that the *Time of the Forge* is imminent and interpret the message to mean all shall be judged, but only the most worthy shall receive the gift of the Forge, and all others will be swept aside. Battles erupt like brush fires throughout the multitude that has gathered. There is no one big battle, but hundreds of small ones. The forces of the CCW and many other benign powers fight only to defend themselves and to protect the innocent near them. Pirates and other villains actually flee the area, knowing they will be deemed unworthy and not wanting to suffer the consequences that may result.

Five Days Ago: The worst fighting at Kotus Point takes place the first two days after the message, as fleets and groups jockey for a better position over their rival or try to eliminate some of the competition. Things calm down again after that, with only isolated skirmishes and conflicts.

Reports of fighting and scrambled communications about battles at Kotus Point ignite emotions, and similar isolated conflicts erupt all over the Three Galaxies in anticipation of the Cosmic Forge's arrival. This and issues of the mass exodus from the fringe regions has even the big nations of planets scrambling.

One Day Ago: As the time for the Cosmic Forge comes near, it is as if most of people of the Three Galaxies collectively hold their breath. Though there is fighting at some places, most have stopped, for the moment.

Not wanting to commit to anything before the 'Chosen One' is picked by the Forge, none of the political powers, except the Consortium, are willing to forge an alliance or make any commitments, especially to one another. The United Worlds of Warlock has sent the CCW a tentative and unofficial communique indicating that they will ally with the CCW to deal with the Demon Planet and whatever it is that's coming through Kotus

Point, provided they are in a position to do so. Most leaders in the CCW, UWW, and (unknown to both), the TGE seriously doubt it is the Cosmic Forge coming to the Anvil Galaxy. None are prepared for what comes next.

The Present

Kotus Point

No one is prepared for a planet the size of Jupiter to emerge from the white hole at Kotus Point. Streaming ahead of the living planet are tentacles thousands of miles long. Many starships are pulled toward the planet by its gravitational field. Thousands of ships are hammered into space junk by the tentacles. Thousands more are scooped up and swept into a gaping hole that appears on the planet's surface. It all happens so fast that few realize what's happening before they are tossed into the maw of a world-devouring monster. Others, still clinging to their beliefs, sob and accept their fate, believing they have been found "unworthy" by the Cosmic Forge. Some even welcome being devoured, believing they will become an eternal part of the Forge itself. Those who stand and fight inflict no noticeable damage against the behemoth and perish along with the rest. Those who try to flee have the best chance for survival, but most are cut down by the Demon Stars and massive Demon Fleet that sweeps in behind the devouring Demon Planet. Chaos reigns.

The monstrosity is the legendary Demon Planet, **Cormal, Destroyer of Worlds**, and he has broken through the dimensional divide into the Three Galaxies. The handful who survive this day claim they could hear him laughing.

The full horror of Cormal's appearance is yet to be discovered, for it heralds the coming of the Demon Fleet with the intention of conquering all of the Three Galaxies. With a few rare exceptions, nobody saw this coming. The invading Demon Fleet is huge. Simultaneous attacks occur at various locations in the other two galaxies as well, and they too are spearheaded by Demon Planets.

Cormal is special, he can create offspring (actually his own splintered life essences, like the avatars of an Alien Intelligence). The other, presently smaller Demon Planets, appearing on the fringes of the Thundercloud and Corkscrew Galaxies, are Cormal's first progeny. The two young Demon Planets are not yet fully grown, but every world they devour and every star they drain makes them bigger and stronger. Unless Cormal is destroyed, imprisoned in another dimension, or some other solution found to deal with him, the monster can create more Demon Planets. Worse, he can create *Demon Stars* by the hundreds, and at a much faster pace. Even if he didn't create any more Demon Planets and only focused on making Demon Stars, it would be bad news for the Three Galaxies. The United Worlds of Warlock (UWW) and the Splugorth, among others, are fully aware of Cormal's capabilities and that he must be stopped.

Note: Complete stats for Cormal are presented in the section on Demons, elsewhere in this book. Stats for standard Demon Planets are found on page 99 of **Rifts® Dimension Book 6: Three Galaxies™**, and Demon Stars on page 148 of the same book.

The Roots of Chaos

The demons of Hades have had their claws in the Three Galaxies for thousands of years, but always in the background. As civilizations rose and the space age began, the demons became all the more enthralled with the galaxies. In part, the vast number of worlds inhabited by intelligent beings made the Three Galaxies a treasure trove of potential and a playground for the demented games they (and Deevils and other evil supernatural beings) like to play with mortals. But there was something else about the Three Galaxies they liked. Something they couldn't quite put their finger on. Over time, the Lords of Hades simply knew they wanted to control – no, own – this rich part of cosmic real-estate.

Off and on for eons, the demons played with the people of the Three Galaxies, usually in secret and behind the scenes. They even launched a few experimental invasions using the dreaded and mysterious Demon Stars. Most people never realized who or what was behind the Demon Star attacks, but it was the demons of Hades. However, like a child with *ADHD* (Attention Deficit Hyperactivity Disorder), demons are easily distracted, and always moved on to other things, especially when plans did not go their way. They, like all demonic beings and dark supernatural forces, had their hands in hundreds of thousands of other things, so there was always some new challenge, game or trouble to pursue.

When the demons finally committed to a plan to invade and conquer their arch-rivals, the infernals of *Dyval* (more commonly known as "Deevils"), they actually took a long view of things and made some very good plans. Part of those plans involved the Three Galaxies.

First, the demons knew the *Minion War* would take place not just in Hades and Dyval, but across the Megaverse.

Second, they knew that just as they had in the past, the people of the Three Galaxies would rise up and work together to stop them, or at least to repel them from the Three Galaxies. Thus, if the *Minion War* was to swing in their favor, the Three Galaxies would have to be *neutralized*. But how does one neutralize three entire galaxies with so many civilized worlds and galactic powerhouses? The answer to that took some time and some scheming, but in the end, with the imagination of the cunning Star General Halthhag, the demons came up with a plan to send the Three Galaxies into discord and chaos. If the people of the Three Galaxies didn't trust each other, were busy fighting among themselves, and were generally lost in chaos, the demons reckoned they'd be unable to oppose them.

The demons were behind the madness of the *Forge War*. It was they who turned the black hole at Kotus Point white. It was the demons who started the rumors about the coming of the Cosmic Forge and made sure they spread across the galaxies. It was demons who sent the messages from the white hole. It was demons on a thousand worlds instigating hate, prejudice, jealousy, envy, and fear. It was demons encouraging insurrection and revolt on those worlds. It was demons who destroyed the Harkon Defense Platform and closed the Harkon Rift, but only after some of their forces and one of the juvenile Demon Planets had come through it. It was demons who attacked and destroyed starships along the TGE border and made it look like the CCW was responsible. They did the same with rival powers across the

Three Galaxies. When that wasn't enough, their moles would whisper fear and hate in the ears of others, or send them nightmares in their sleep, to instigate violence and distrust. It was the demons who unleashed the Demon Stars – though only a few – and it was they who had the ancient tome about Cormal stolen. While demons did not have a hand in events involving the Georgia Protectorate, the Free World Council (FWC), the United Worlds of Warlock (UWW), and the Splugorth, the chaos they had already unleashed certainly fed and accelerated those conflicts.

Once the fires of discord, fear and hate were lit across the Three Galaxies, the nature of humans and other mortals did the rest. To be honest, it was all easier than the demons had imagined.

Third, the demons of Hades had always imagined dominating the Three Galaxies, and if they were going to become a strategic focal point in the Minion War, they might as well make the conquest of the Three Galaxies part of their plan. After all, the Three Galaxies offered tremendous resources and the demons sure didn't want even one of them to fall into the hands of the Deevils. Thus, the Three Galaxies are earmarked to become one of the largest and fiercest battlefields of the Minion War.

The Demon Invasion

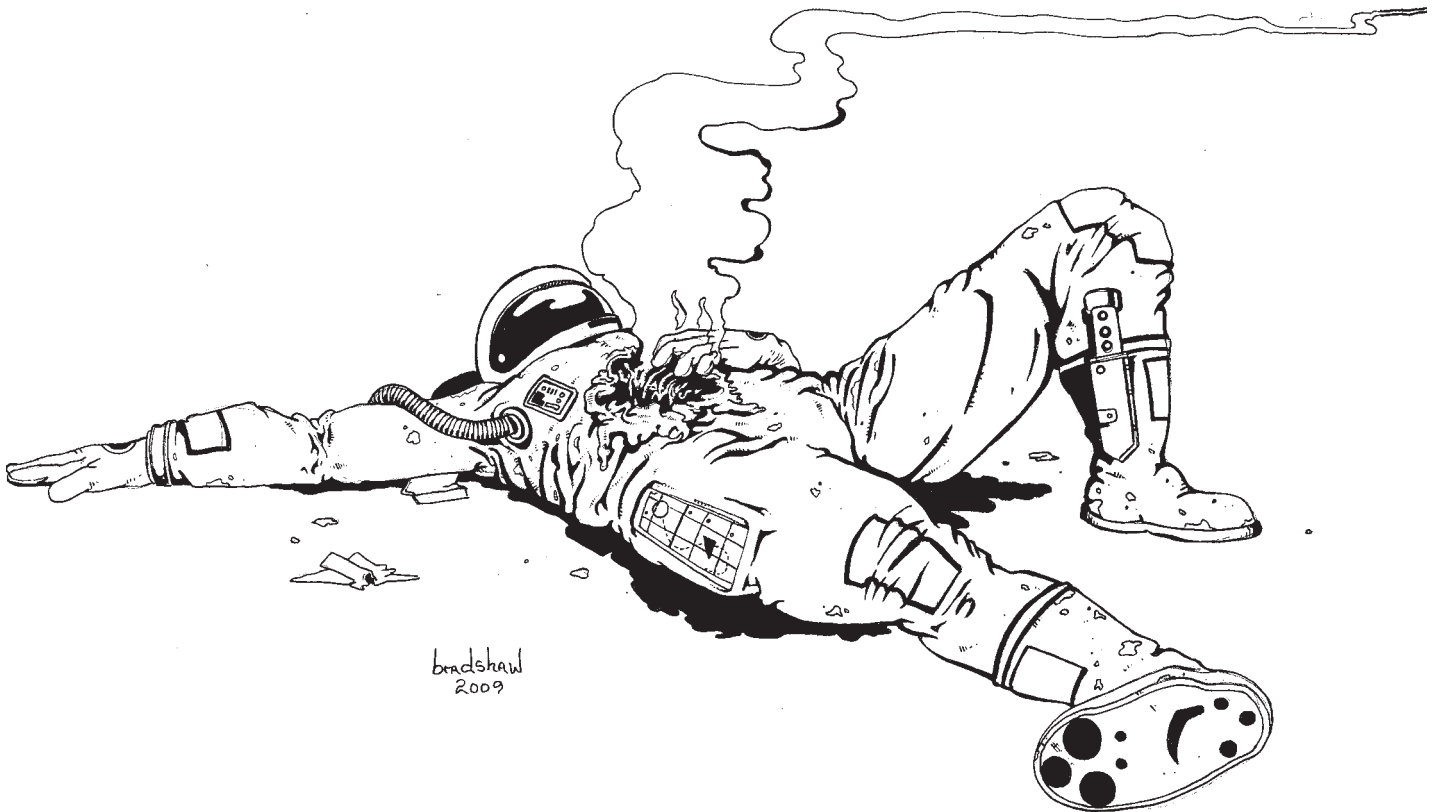
Armed with unmitigated arrogance, a vast fleet, Demon Planets and a solid plan, the demons of Hades have taken their first step to conquer the Three Galaxies. Using the same tactics as the Kreeghor use to conquer a planet, the demons have used **Kotus Point** in the Anvil Galaxy to, **a)** demoralize the people of the galaxies, and **b)** make such an overwhelming show of force that many worlds will surrender to them when they are ap-

proached by the Demon Fleet or a battery of Demon Stars or Demon Planet.

To ensure the demoralization of the mortals in the Three Galaxies, the demons have successfully created an atmosphere of utter chaos and paranoia throughout the region. With member planets breaking off relations, border wars, civil unrest and panic everywhere, the demons surmise even the large power blocs in the galaxies will be crippled and incapable of anything more than mock resistance. Isolated and uncertain as to who they can trust, the mortals will be too insecure and divided to join forces to oppose the demons' bid for power. Even the powerhouse civilizations in the region are fragile and vulnerable, so the Hades demons expect to conquer the Three Galaxies with relative ease.

To the demons' way of thinking, the final, crushing blow in the demoralization of humanity in the Three Galaxies will be the realization that the *Coming of the Cosmic Forge* was all a lie, the mortals were all fools, and what has really come to their galaxies is *doom* – unless, of course, they give up and surrender to their demonic superiors. In short, the demons hope to have shattered the spirit of mortals in the galaxies to the point that their confusion, fear and foolishness will make them incapable of action. After all, all the debates, rivalry, name calling, fighting, and derision created these past months in anticipation of the Cosmic Forge's arrival was all for nothing. Furthermore, it all serves as a display of demonkind's obvious superiority. How could any mortal, except the stupidest and most stubborn, not recognize that, and fall to their knees before their demon superiors?

It's a great plan.





The Battle for Center

Arguably, the crown jewel of the Three Galaxies is Phase World and Center. Control them, and you control or impact half the commerce in the galaxies. Control Center, and you possess the secrets of Phase Technology. Who knows what other technological secrets the Prometheans have been keeping to themselves? Everyone believes the Prometheans of Phase World possess vast knowledge they have not yet shared with the rest of the galaxies, and that includes *Phase Weapons* more powerful than anything ever seen. The demons of Hades want those weapons and all the influence that comes with controlling Phase World. And they have hatched a plan to get them.

Over the eons, would-be invaders have attacked Phase World and Center from space. That's always a bad idea, because the Prometheans can see the attack coming and counter it with an array of superior weapons. A few invaders have tried to take Center by coming through the dimensional portals of Gateland. That's a better idea, but the gates can only allow so many invaders in at a time, before the Prometheans shut the gates down or the invaders find themselves bottlenecked on Level Two.

The demons have hatched a much more extensive and wily plan of attack. One with multiple, simultaneous points of attack. As far as they or anyone knows, it will be the most far reaching invasion strategy ever executed, and they are confident it will succeed.

First, they have caused enough chaos, turmoil and confusion throughout the Three Galaxies that all of Phase World's allies have their hands full with their own problems. That means nobody will be coming to Phase World's aid, and for the first time in at least five thousand years, Phase World will be cut off from the rest of the Three Galaxies.

Second, the Forge War and destruction of entire solar systems (actually the handiwork of their own Demon Planets) have sent millions of refugees from across the galaxies to find sanctuary at Phase World. This has created chaos within Phase World's solar system as the onslaught of innocent refugees flooding to them has clogged space lanes, taxed communications systems, and stretched the Prometheans' resources thin. When the demons launch their dimensional outbreak, the Prometheans are literally scattered across their planetary system trying to help and defend panic-stricken innocent people.

Third, Demon Stars enter the Phase World solar system. A dozen *Demon Stars* enter the Phase World solar system, attacking refugee ships and their defenders. The attacks are designed to create more panic and tie up Phase World defenders. If the Prometheans and other Phase World defenders abandon the refugees to protect Center, millions will die.

At approximately the same time, Cormal, the granddaddy of all *Demon Planets*, emerges from Kotus Point with a Demon Fleet in tow. Other Demon Stars and synchronized demonic forces make their move all across the Three Galaxies, insuring complete chaos, overloaded communications channels, and terror.

Fourth, multiple points of attack in Center. All hell breaks loose at Center and across Phase World. All-out war explodes on the streets throughout Center. Center defenders are instantly

overwhelmed. Widespread violence and panic is everywhere at once. Nobody is safe anywhere.

Troops, spies and agents are already in place. The demons' plan of attack is thorough and brilliant. Months earlier, before the battle for Center takes place, approximately one million demons and minion races had infiltrated Center as visitors, business people and travelers passing through to other locations. With a population of 600 million diverse people, the demons are able to quietly blend in among them. As soon as the battle for Phase World begins, they are ready to join the fight. While heavy weapons have been placed in storage by the Prometheans, demons are supernatural beings who can tear a human, Noro, or Wulfen to pieces with their bare hands. Most also possess magic and psionic powers.

In the hours prior to the attack, Promethean security had noticed an unusual number of demons and demon minion races coming through the dimensional portals at Gateland. Six hours prior to the demon invasion, security issues a *Yellow Alert* and begins to slow down the entry process until demons and minion races waiting to depart Center have moved on. However, with everything going on because of the flood of refugees streaming in, the usual long wait to get in and out of Center is even longer. Everything is slowed down, starting with space traffic in and out of Center. Security isn't particularly worried or alarmed, because over the last several months, larger than usual numbers of demons have been passing through Center. On the day Center falls under attack, there is no trouble. Most demons have been waiting for their departing flights at the *Center Spaceport* and *Central Station* on Level Two, exactly where they are expected to be. Of course, both locations are intended targets of attack. When the battle starts, the estimated 75,000 recent demonic arrivals are in place and attack.

Among the residents of Center, a small percentage worship demons. Select individuals and small groups of demon worshippers have been helping the cause by providing intelligence about strategic locations across Center: Known security systems, schedules, strengths, and weaknesses. A few are able to function as spies and moles throughout the operation (including the battle itself), providing up to the minute information and performing acts of sabotage to help the demon invasion succeed. Others have been hiding demons or weapon caches in their homes. Some, on the lower levels, use magic to bring more demons inside Center.

Fifth, secure strategic targets. The demon forces intend to seize key targets within Center that should give them quick control of the city. Other "targets" are to be shut down to prevent defense forces from rallying or escaping.

Locations to be seized include: Center Security, Center Command and Control (and with it, Center's defenses, communications, transportation systems and life support!), the Financial District, Gateland and the Skyline Spaceport. Once these are secured and under demon control, more demon troops can be brought in to secure everything else and keep Center theirs.

Locations to shut down include: The Center Spaceport, the Shipyards, Central Station, Spacetown, and the Spacegates.

Ships and crews in orbit are stunned by the arrival of a Demon Fleet emerging from a giant Rift. Phase World defenses engage and combat ensues. Unaware of the multi-pronged at-

tack, many ships figure the Prometheans can handle the attack, so they hold their position and watch the show. Others don't know what to do and flood communications channels with questions and chatter. Some break formation to flee. Some of those fleeing crash into other ships causing accidents and congestion in the space lanes, some are attacked or get caught in the crossfire, while others escape immediate danger but don't know where to go. Fleeing ships, leaving their parking orbits or running through the paths of other ships, only add to the confusion.

The Spacegates. Companies that are actually fronts for the demons' invasion operation have leased 20% of the Skyline landing pads and arranged to receive a fleet of shipments through six of the Spacegates as part of the invasion of Center. What appear to be ordinary cargo freighters and transport ships are packed with demon shock troops. Half of them get through before Center realizes something is wrong and shuts the Spacegates down. They attack, as do a horde of demons who have been secretly arriving all day via Skyline and hiding in Deluxe Hangars at the Center Spaceport on Level Two.

While ships emerging from the Spacegates may be attacked, the Spacegates themselves are not. The demons want to keep them intact for future operations. Space stations are another story, and see demon boarding parties swarm them. It is madness everywhere, but the Prometheans stay calm and continue to hammer the demonic invaders. Innocent people who get in the way are collateral damage, so the operators of Sunhammer try to lead as many refugees out of the Spaceport and orbit as possible in an attempt to save lives. Demon losses are high, but they keep coming. The battle rages on.

Skyline Spaceport. Several demon-controlled front companies have, in advance, acquired 20% of the landing pads at the Skyline Spaceport. When the battle for Center erupts, 92,000 demon troops are already in place at the Skyline Spaceport. They Phase Teleport to strategic target locations on Level Two, including CC&C (Center Command and Control), *Center Security*, *Spacetown* and the *Center Spaceport*.

Gateland. Demonic forces surge through several of the dimensional portals at Gateland. Their success is assured by their inside man, a traitorous Promethean named *Zanith Ving*. Ving has made certain to lock open six portals to allow what will later be estimated at 500,000 demon troops to flood into Gateland in less than one hour. At the same time, Ving is able to lock down half of the remaining Gates to prevent people from leaving or entering Center. As a preprogrammed, automatic failsafe against invasion, the rest of the Gates lockdown. Ten percent of the swarming demon hordes immediately target **Gateland Central Control**. Another 10% go for **Gateland Auxiliary Control**. They'll remain to secure Gateland. The rest pour through the area on their way to other strategic targets on Level Two, with half making a beeline for Center Command and Control. Panic ensues.

Gateland Security. Within minutes this bunker-like facility is under siege, trapping half of its forces inside where they battle for their lives.

The Battle for Gateland. The Promethean Security Forces need help to prevent Gateland from falling to the demons. If demons get control of Gateland, an endless stream of demon forces and monstrous minions will stream through the Gates, and all will be lost. The only choice is to keep Gateland out of

the hands of demons, or destroy the Gates to prevent the demons from using them. The latter is nigh impossible without the help of one or more Prometheans who know something about the Gates, and Prometheans will be reluctant to destroy Gateland. Otherwise, each dimensional portal has to be destroyed one at a time.

Other problems and events that could occur at Gateland:

- A portal could inadvertently unleash some other monster or threat into Center. While it might attack demons, it might also represent a threat that is just as bad (at least for Center if not the entire Three Galaxies).

- One or more Rift Gates may surge out of control. Gates that had not changed destinations in a thousand years may suddenly jump to random locations, letting in all kind of creatures, lost people, or more demons or Deevils!

- One or more Gates that had been inactive for decades might suddenly activate. But to what effect? Is it a gateway to safety? A doorway to someone (or something) that can turn the tide? A portal to a pocket dimension containing Promethean secret weapons that can be used to thwart the demonic invaders? What?

- Perhaps good guy reinforcements might be summoned via the Gates, provided one or more could be opened. Perhaps there are Cosmo-Knights or even Gods of Light ready to join the fight if only the right portal could be opened. Perhaps hordes of demons could be sent to another dimension via an opened Rift, and so on.

Center Security needs help and seeks to recruit others willing to fight. (The player characters?)



Central Station. The fighting is particularly fierce in the Central Station. From there, demon forces can travel throughout Center. The Prometheans there try to contain the fighting and shut down the transportation system on Levels 1-5. That traps hundreds of thousands of innocent people in trains, leaving them sitting ducks, but it is necessary to impede the movement of enemy forces.

Space Town. Demon forces run roughshod through Space Town. They need to contain this area because they don't want the many Spacers, Runners, mercenaries, mages and adventurers who frequent the shopping mecca to join the battle.

Center Command and Control. A military compound in and of itself, CC&C will not go down easily. Some of the fiercest fighting will occur there, as it is the pumping heart that keeps Center going. Demon *Star General Halthhag*, personally leads the assault on CC&C.

Level Three: The Splugorth Trading Post. There is heavy fighting on Level Three as demons (and Deevils) hope to capture and raid the Kittani and Splugorth weapons, magic items and equipment kept and traded there. They also want to take the **Grand Pyramid** in the middle of the Splugorth sector. It too can create dimensional portals, thus if it falls into the hands of the demons, they can bring more legions of troops to Center; and later use it to send them anywhere. The Deevils want it for the same reason.

Wonder World may be targeted to get at dignitaries and political figures who may be visiting the resort, or, knowing demons, just to cause mayhem and panic.

Level Four: Guns and Ammo. Level Four of Center becomes another major war zone, as demons, Deevils, and panicked people try to raid the storefronts, storage bays and stockpiles of weapons, combat gear and vehicles offered by Naruni Enterprises, Bushido Arms and other weapons manufacturers located there, as well as the Warlock Market.

The other levels of Center are also battlegrounds for the demons and Deevils, but nothing like Levels 1-4 or the battle in orbit. On Levels Five through ten the fighting is spread out, with some neighborhoods not even touched, while others are razed to the ground. Most of the fighting and damage is between demons and Deevils, and locals who have taken arms against both. Deevils are more common to the lower levels as they have infiltrated them for months.

Communications throughout Center are scrambled and intermittent. No one knows what's happening on other levels.

Cut off the head and the body falls

It's a bold plan. And it might just work. The demons have concocted a great plan for seizing control of Center. All of their initial elements of the surprise attack fall into place like clockwork. Their timing is perfect. All Hell breaks loose at Center and across the Three Galaxies. Chaos reigns. *Operation Dimensional Outbreak* is underway.

In theory, doing what has never been done before – capturing the invulnerable Center – should go a long way to making the rest of the civilizations in the Three Galaxies surrender to the demons. As the demons see it, at least half of the independent worlds and small nations of planets should submit immediately. The rest should fall in line when the TGE and CCW are crushed

by the Demon Fleet. Lingered pockets of resistance are expected from the likes of the FWC, UWW, and Kingdoms of Splugorth, but can be dealt with over time.

Should it succeed, and Center fall under demonic control, the demons of Hades will be able to access any world via the many dimensional portals of Gateland, the Spacegates in orbit and other dimensional gateways within Center.

The architect of this bold plan is Star General Halthhag, and he is there, at Center, to lead the demon forces to victory.

The Wild Cards

As the saying goes, the best laid plans of mice and men – or in this case, Demon Lords and one ambitious General Halthhag – cannot account for every contingency, and things will go wrong.

Every war has its share of X-factors and just plain luck (good and bad) that cannot be anticipated. People, places and things, large and small, that may change the course or outcome of the battle.

Here are the X-factors and wild cards in play at Center.

The Deevils

First and foremost among the people who play the role of 'wild cards' in the Battle for Center are *the Deevils*. Nobody, especially the demons, expected Devil forces to appear out of nowhere and join the battle to *save* Center. While the initial plan of the infernals is to stop the demons and seize Center for themselves, they quickly realize that is not an option, and their battle plan simply becomes: Kill all demons and don't let them capture Center. Period.

Deevils are even more crafty than demons, and they immediately recognize, for strategic reasons, that Center and Phase World must not fall to the demons of Hades. As a result, they fight the demonic forces like fury unleashed, and they fight to the death.

For the Deevils, payback is Hell, and they have plenty of payback to deliver. The Deevils' immediate goal is to *counter* their demonic enemy at every turn. If the demons want the Three Galaxies, the Deevils shall do everything in their power to prevent it. If the demons need Center, then the Deevils shall make sure they never get it. And so it shall go until the demons are defeated or a stalemate between them is resumed.

In the battle for Center, the Devil forces there have one goal and one goal only: To kill all demons and prevent them from taking over Center! Thus, wherever demonic forces appear, infernal forces are sure to follow. If mortals hold a strategic position and need help against demon forces, the Deevils arrive on the scene like the proverbial "cavalry." However, as a rule, the infernals fight to destroy their hated enemy, and do not cooperate or work with mortals, nor do they care about their safety.

This means open warfare across Center, on almost every level, street and spaceport. And we mean unchecked, open warfare with gunfire, destructive magic and supernatural fury tearing the place apart. Whoever gets caught in the middle is collateral damage, not that Deevils ever worry about innocent



mortals getting hurt. This battle, however, is on a whole other scale, the likes of which has never been seen by mortals in countless millennia: Demons and Deevils facing each other in savage, no-holds-barred combat with magic spells flying, monsters screaming, and battles to the death on every street corner. It is a truly surreal and horrifying spectacle.

For the inhabitants of Center and its many visitors, all they can hope to do is duck and cover. However, the battle between these two titanic races is so ruthless and sweeping, especially in

orbit, on the space stations, at the Spacegates, and on Levels 2, 3, and 4 of Center, that hiding in your home could still get you killed, as the destruction is unprecedented.

Center's defenders and visitors who join the battle are, for the most part, of little consequence to the Deevils. While the infernals will gladly accept help, they see this battle as between demons and Deevils, making mortals inconsequential. The battle is simply happening on mortal soil. Remember, both demons and infernals think little of mortals and see them as dupes,

pawns and playthings. As a result, they don't expect mortals, not even the Prometheans, to be able to defend Center from the demon invasion. Thus, Deevils fight their own personal war against the demons, and mortals can do whatever they please. This has its disadvantages and advantages.

On the down side, it creates an atmosphere of total chaos. Deevils ignore suggestions, strategies and pleas from mortals, so their can be no coordinated effort with them. In fact, there will be times where the intervention of Deevils ruin a well thought out battle plan by Center defenders and erstwhile efforts of independent heroes.

None of the supernatural combatants have any regard for innocent people, so their fighting inevitably jeopardizes people's lives. Not only from stray gunfire and magic spells, but from collapsing buildings with people trapped inside, burning buildings, people trapped under debris, spacecraft from the spaceport crashing into the populated area, dimensional anomalies that might occur from damaged dimensional gates or magic gone awry, panic-stricken crowds running right into a battle zone, injured people who need evacuation to a medical facility, children separated from their parents running in terror, shell-shocked people wandering combat filled streets, marauding monsters (including Netherbeasts and War Beasts gone astray), and other crises and disasters created by the unchecked combat and carnage on the streets. Center Level Two, more than any other level, becomes a battlefield.

On the positive side, neither demon nor infernal pays much attention to the actions of humans and mortals until it directly affects them. That means mortal heroes and Center defenders can come as they want and engage in any number of actions that go unnoticed. They can conduct evacuations and rescue operations, establish defensive positions, and even gather en masse. Until they actually take an active and obvious hand to counter demon or Deevil attacks, or defend or liberate strategic locations such as Center Security, Center Command and Control, the Financial District, Gateland, the Center Spaceport, and the Skyline Spaceport, the supernatural beings don't care. This also means mortal heroes can engage in all sorts of covert operations that could make a difference in the defense of Center. Demons and infernals always vastly underestimate mortals in every way, which means even in direct confrontations, heroes have the upper hand and can often catch them by surprise, trick and defeat them.

Where the hell did the Deevils come from? Not long after Hades attacked Dyval, the Deevils caught wind that the demons had a plan to attack and conquer Center. They didn't have all the details and were not aware of the demons' plan to conquer the Three Galaxies, but the strategic advantage of controlling Center and Phase World was obvious. In response, the Deevils secretly brought in their own forces. The Deevils' build up was much slower because they had to utilize the unstable Rifts found in the lower reaches of Center. However, they too were able to field a comparable number of troops hidden in the lowest levels among the dregs, where few people dared to tread. Their plan was to wait until the demons made their move, did the heavy lifting, and then they'd attack, take Gateland and a couple other dimensional portals to bring in more warriors, and take Center for themselves (a popular plan). When the demons launched their siege on Center, an estimated 1.3 million Deevils were already

hidden among the population of Center. Some, having taken the guise of mortals, walked among the population, scouting out locations and formulating their own strategies of attack and conquest. The majority, also usually disguised as mortals, anxiously waited in the lower levels. When the attack order came, they were happy to step out of the shadows and attack, laying waste to whoever got their way.

As already noted, the crafty infernals quickly realized they were outnumbered and outmatched by their enemy. Even if more Deevil forces could be brought in through Gateland or elsewhere, the odds were against them. The one thing the Deevils did know was that they couldn't allow demons to take control of Center, because it would give them the upper hand. Thus, while a sizable force of Deevils fight to steal control of Gateland on Level Two, and the Grand Pyramid on Level Three, just in case, the rest fight to kill their demon rivals at every turn. If they (the Deevils) can't have Center, they will make damn sure the demons don't get it either.

Lord Klynncryth

The battle for Level Three. The Splugorth have always coveted the power of Center. One, in particular, has even tried to conquer it once. That Alien Intelligence is **Lord Klynncryth**. Having lost his embarrassing direct assault on Center ages ago, he had seemed to accept his fate and settled in Center as one of its illustrious (or is that infamous) residents on Level Three.

Lord Klynncryth has always kept the proverbial ear to the ground, and has many spies, agents and informers. Many months ago his spies alerted him to the onset of the Minion War and the demons' plans to conquer Center and the Three Galaxies. Like any self-serving Splugorth, Lord Klynncryth slew the agent who brought him this information and kept it to himself. His own defeat at the hands of the Prometheans still stung as if it were only yesterday. It cost him greatly in loss of resources, money and respect. Among the Splugorth, he was the butt of snide jokes. Now he would have his revenge.

Lord Klynncryth hatched his own plan. He would quietly build up his own forces, many there on Level Three, and many more waiting to be Rifted in via his personal stone pyramid (itself a means to create dimensional portals). When the demons would launch their siege on Center, he would let them wreak havoc and then, at the right moment, bring his own forces in to crush them and capture Center for himself. Yes, and when he succeeded, he would have the last laugh.

When the attack comes, the arrogant Lord Klynncryth is caught off-guard by the multiple points of attack and vast size of the invading demon army. He is almost as shocked as the demons by the intervention of Deevil forces and the ensuing free-for-all across Center. Furthermore, he quickly discovers that Level Three, particularly the Splugorth Trading Post ("his" trading post!) and Wonder World, are among the demons' key targets to capture and neutralize. As a result, demons swarm Level Three to attack him and his holdings in Center, with minions of Dyval following after them.

Incensed on so many levels, Lord Klynncryth does indeed, unleash his own waiting army. His forces are divided, keeping both demons and Deevils at bay and damage to a minimum.

When Lord Klynncryth realizes his plans to usurp control of Center for himself are ruined, he naturally turns his attention to protecting his interests on Level Three. He could care less about Wonder World and the alien inhabitants on Level Three, but he is so angry that he'll take action to purge all demons and Deevils from the entire level. However, only after his own interests are safe and secure will Lord Klynncryth send his troops to help out elsewhere, even on Level Three. Until then (and it could be days), Wonder World and the residents in the Alien Sector will have to fend for themselves. There are traffic jams, communications are limited and the transit system is shut down. Wonder World has its own security force but it is quickly overwhelmed. Mayhem reigns and they need help. (Enter the player characters?)

If the demons fail to take Level Two and the rest of Center, Lord Klynncryth's action will keep most of Level Three, especially compared to other levels, free from demon control with a minimum amount of damage. If the demons take Center, Level Three will be one of the last to fall, and the Splugorth's Grand Pyramid will be one of the last portals of escape. A touch of irony. If the former scenario unfolds and the demon hordes are defeated, Lord Klynncryth will be heralded as *the Savior of Level Three*. No one will suspect he had prior knowledge of the demon invasion or that he had schemed to take Center for himself. Instead, he'll be praised and celebrated for his quick action and heroics in the defense of Center. He'll be a hero. Depending on the player characters' involvement (if any) on Level Three, they may end up helping him achieve hero status.

Note: Unlike demons and infernals, the Splugorth find humans and most mortals intriguing, and they'll listen to their ideas and cooperate with them, if it serves their purpose. This means player characters might be able to acquire (or at least borrow or steal) Kittani weapons and equipment and/or Splugorth magic items, as well as fight along side Kittani and other Minions of Splugorth.

Game Master Note: There are all kinds of possibilities that could involve the Splugorth, including helping a member of a Splugorth slave race they meet during the conflict escape his Splugorth master, going to Splynn on Rifts Earth, going to the UWW or Kingdoms of Splugorth, fighting with or against Sunaj or Tattooed Warriors, learning some Splugorth secret, following a key demonic bad guy (or Deevil) halfway across the Megaverse, or who knows what. Think about the possibilities and have fun.

Lord Thraxus

The Manors. Demons and Deevils spread out all over Center like wildfire. Even the Manors fall under attack.

Thraxus, Lord of the Manors, leads the battle there, and demons encounter heavy resistance as there are many private armies, mages and weapons to repel the demonic invaders from Level One.

After the Manors are secured, Lord Thraxus and others join the fight on Level Two. Thraxus knows CC&C must not fall, so that's where he and his forces go next. Many powerful and influential beings inhabit the Manors and use their resources to help defend Center. All are careful to leave enough fighting forces to protect their homes on Level One, but they are angry



and take measures to repel demon and infernal forces throughout Center.

As a wild card in the Battle for Center, Thraxus is more than just a Godling, he is a man of influence and tremendous means. One of his resources is Naruni Enterprises and all the weapons at their disposal. All he needs are able bodies ready to use them against the invaders. (The player characters?)

You, the Player Characters

Where was your character when demons attacked Center?

The answer to that question could be huge. *Your character or player group* could be involved in one or more key battles or rescues, that play a pivotal, game changing, role to save Center.

If the player characters are heroes, they certainly don't want Center to fall under demonic control.

If the player characters are rogues, opportunists and even outright villains, they still probably don't want the demons to win, because the Three Galaxies (their home?) will be a very different place under demonic tyranny.

Even if Center and the Three Galaxies are not the player characters' home, they should be unwilling to stand by and do nothing. The battle for Center is just too important, and certainly

no *hero* can stand idle during this clamorous event, even if it's helping the innocent rather than engaging in combat.

Everyone on that fateful day in Center must ask himself, what world, solar system or dimension will be safe if the demons' invasion of Center and Phase World succeeds? Flush with such an impressive victory, the demons aren't going to stop at conquering Phase World or even the entire Three Galaxies. Your homeworld might be next to fall.

As adventurers, heroes and rogues with combat experience, our heroes recognize the demons' agenda, and they'll know what locations need protecting. In addition, there will be many, many smaller battles to be fought and countless lives to be saved. Even the unwitting rescue of a stranger might play a larger role in the Battle for Center than our heroes might imagine, for that individual might be important in stopping the Minion War in the future. Likewise, there will be information to glean, secret weapons to be found and unleashed before the demons (or Deevils) get their hands on them, and countless other fights, acts of treachery, trickery, rescues, intelligence gathering and intrigue during the ebbs and flows of Center under siege.

Game Masters, cut loose and explore the many possibilities of this epic battle. If done right, the Battle for Center could be a mini-campaign that lasts for weeks, maybe even months. When it is concluded, there will be the aftermath of the battle, lingering treachery, spies, revenge and countless adventures across the Three Galaxies. Remember, the attack on Center is just the first step in the demons' plans to conquer the Three Galaxies and their quest to destroy the infernals of Dyval.

The Minion War continues across the Megaverse whether Phase World falls or survives.

Spoiler Alert: Only G.M.s should read this part. Game Masters, as bold and brilliant as the demons plot to conquer Center may be, they should, in the end, fail. If not, the Three Galaxies will be dramatically changed, the demons of Hades are likely to crush if not obliterate the Deevils, and demonkind will rise as the budding new power in the Megaverse. In short, it could dramatically change everything we know (and love) about the Three Galaxies.

Then again, some unknown factor (like the *Book of Heroes* or the *Cosmic Forge*, or even an unlikely group of heroes/the player characters) might step in, later, to turn the tide, and a second Battle for Center might be waged to take it all back. Or unlikely forces such as the Splugorth might rise up to join with others (the UWW, CCW, TGE, etc.) to put an end to the madness. All of that might happen anyway, but the demons will falter and the Minion War will end sooner (years instead of centuries) if the forces of good can hold onto Center and Phase World.

The People of Center

Demons dismiss the people of Center and assume most will run like frightened sheep, or scream as they die. However, the humans and the multitude of other races from across the Three Galaxies, and beyond, are not without their resources and abilities. Nor will they all cringe under a table and cry like frightened children. They will fight back and fight with courage. After the initial shock and panic is over, the people of Center are likely to take arms and rise up to fight for their home. Even if

only 10% did so, we are talking about 60 million people – and it will be many times that.

The Prometheans

We have left the Prometheans for last, because they are the biggest "X" anyone can factor in. The race is mysterious, their technology alien, and they are light years ahead of any known civilization in the Three Galaxies. No civilization has ever been able to figure out and reverse engineer *Phase Technology*, so who knows what secret defenses or weapons, or unveiled technology, or even unknown Promethean power might exist and is capable of stopping this invasion of Center?

We recommend Game Masters let the Battle for Center rage on as long as it is fun and dramatic, but when the 'calvary' needs to come to rescue, the Prometheans are the most likely to be riding in to save Center and their world.

After that, the Prometheans are likely to go back to being neutral, and let the Minion War rage on elsewhere. This actually opens up worlds of new adventure. Even more refugees will flock to Phase World (creating a host of problems), the demons or Deevils may try another attack on Center at some point, and there will be worlds that need to be saved, people to rescue, artifacts to recover and plenty of adventure across the Three Galaxies.

Star General Halthhag

Mastermind behind the invasion of Center and the Three Galaxies

General Halthhag is the Demon Star General (who aspires to become a Demon Lord some day) put in charge of rebuilding and expanding the demons' space fleet. He is behind the new look and range of the Demon Fleet and controls the slumbering *Cormal, Destroyer of Worlds*. Even in enchanted slumber, Corma has touched Halthhag's mind in dreams and psychic visions. The granddaddy of Demon Planets enjoys Halthhag's devious mind and has cooperated in his scheme. Even the Demon Lords have been surprised at how much Halthhag has gotten Corma to create for them in regard to the space fleet (five times what they had expected). The General did that and more.

He proved to be so resourceful, imaginative and ruthless, that he soon became the major architect behind the invasion of the Three Galaxies, in general, and the *Battle for Center*, in particular. It was Star General Halthhag who formulated the strategies and tactics for taking Center, right down to the setup and execution of the entire **Forge War** ruse, the positioning of the three Demon Planets, and numerous actions and maneuvers to create division and panic throughout the Three Galaxies. Some might argue that the Three Galaxies might not have become a major Battlefield in the Minion War at all if it were not for General Halthhag.

Prince Halthhag climbed the ranks within the demon hierarchy mostly by betrayal, but it was his military leadership and head for strategies and tactics that would sustain him and bring him to the attention of the Demon Lords. Of all their Generals, Prince Halthhag seemed to have one of the best minds for military strategy and tactics. He was also devious and skilled when



it came to understanding and manipulating mortals. He knows how they think and understands their military strategies and tactics. Halthhag is one of the few demons in a position of authority who can imagine himself in their shoes and second-guess how they will respond and react to “proper stimuli,” as he puts it. This truth is evident in how he has manipulated the entire space community of the Three Galaxies. From playing the TGE against the CCW, to the Forge War, he has manipulated the people and powers that be as if they were puppets on a string.

Phase World is pivotal in the demons easy conquest of the Three Galaxies. The Star General knows if Center falls, the other civilizations will fall in line with minimal resistance. Every single aspect of the invasion of Center has been, personally plotted and orchestrated by Star General Halthhag. Disciplined units, such as the **Brass Guard**, lead the assault and keep the Lesser Demons in line and focused on seizing key locations in Center. Once those targets are acquired and held, taking the rest of Center and the Three Galaxies should be easy. It has taken time to put his master plan in place, but Star General Halthhag is surprisingly patient. When all is ready, the General leaves Cormal, Destroyer of Worlds to ravage the fleets waiting at Kotus Alpha and move on to devour the nearest planetary system. Meanwhile, he personally leads his demon forces to take Center. In his own mind, Halthhag can feel history is in the making. And when he has made history by taking the invincible city of Center, he intends to turn his attention to conquering all the Three Galaxies and becoming the greatest General in the history of Hades. As he and his demon forces flood into Center through Gateland, Star General Halthhag chuckles to himself and thinks how if you dare to dream, it is best to dream big.

Star General Halthhag is a rare Dysasha demon, and he prefers his demon bear form. At 13 feet (3.9 m) tall with black fur, blood red eyes and yellow canines, he is a fearsome foe to face. He is adorned with magic charms and bracelets that provide him

with a variety of additional powers, plus he always has the *Blade of Cormal* on his back and an energy pistol as a side arm.

Dysasha are an ancient breed of bear-like Greater Demons that are distant cousins of the Raksasha. Most Dysasha rejected and abandoned Hades eons ago when they threw their fortunes in with the Persian god, Ahriman. As fate would have it, that decision would see almost all Dysasha imprisoned in an alien dimension where they remain to this day. Only a tiny handful can be found scattered across the Megaverse, and even fewer in Hades. Halthhag’s association with the demons of Hades makes him an outcast and traitor to his species. The ambitious General doesn’t care, pointing out that his people are, for the most part, no longer part of the Megaverse.

Star General Halthhag

True Name: Hazgah of Ages Past.

Alignment: Diabolic.

Disposition: Hazgah, or Halthhag, is represented by the symbols of treachery and cunning. Cold, calculating and very analytical, he is a master of strategies and tactics and ruthless in their execution. He is playing his cards very carefully now that he has the attention of Lord Modeus, Ruler of Hades. Failure is not an option as it would destroy everything he has worked so hard for these past several millennia. The Minion War and the Battle of Center and the Three Galaxies is his moment to shine and become a force to be feared and respected in Hades. He believes he will be one of the new Demon Lords in a new era of demonic domination of the Megaverse that will be brought about by the Minion War and *his* conquest of the Three Galaxies, starting with Center. Consequently, he has been careful not to make any rash decisions and gone over every detail of the invasion in his mind a million times. He is cocky and arrogant, but with good reason, as many consider him to be a genius, and some of his

followers dare to whisper that some day Halthhag will be the Supreme Ruler of Hades.

General Halthhag has only one thing going against him: he's a demon. And that means he vastly underestimates mortals, their resilience, and their fighting spirit. As a result, he has not taken into consideration that the people of Center may not submit like frightened sheep or that they may find a way to defeat him, despite the odds. Furthermore, in his arrogance and careful preparations for battle, he is not prepared for the unexpected. Instead, he is confident he has covered all the bases, and the conquest of Center is a foregone conclusion.

Attributes: I.Q. 20, M.E. 17, M.A. 21, P.S. 37, P.P. 22, P.E. 25, P.B. 10, Spd 60.

M.D.C.: 3,500. (On S.D.C. worlds, Star General Halthhag has 350 Hit Points, 480 S.D.C. and an A.R. of 16.)

Horror Factor: 14

Height: 13 feet (3.9 m).

Weight: 800 pounds (360 kg).

Age: At least 5,000 years old.

P.P.E.: 600 (plus as a pseudo-deity with his own followers, he can draw upon the P.P.E. of his followers up to 500 per day).
I.S.P.: 160.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, turn invisible at will, keen vision and hearing, Bio-Regeneration 1D6x10 M.D. per minute, resistant to heat and fire (takes half damage), teleport self 62%, and dimensional teleport to Hades 50%. In addition, because he has gained so many followers in the Three Galaxies, he has increased in power and has gained the Deific Power of *Mobile Sphere of Destruction*. (**Note:** It is a flying sphere of energy; costs 750 P.P.E. to activate and also reduces Halthhag's M.D.C. by half. The lost M.D.C. from activation takes 48 hours to heal. If only the Sphere is used to attack, it doubles the number of Halthhag's attacks. The sphere is +6 to strike, cannot be parried but can be dodged, does 2D4x10 M.D. to Mega-Damage beings [2D4x10 Hit Points to mortals], and each time the sphere strikes an enemy, the victim loses one of his attacks per melee with accumulative effect. If held against a solid object such as the hull of a ship, hatch, weapon turret, etc., the Sphere of Destruction does 1D6x100+900 M.D. per melee round, but no other attacks or actions are possible! Duration of the Sphere is four melee rounds per activation, but can be extended *one melee* round for an additional 75 P.P.E.) The General can also magically speak and read all languages.

Skills of Note: Detect Ambush, Detect Concealment 81%, Lore: Galactic/Alien, Lore: Demons and Monsters, and Lore Magic at 86%, Intelligence 82%, Military Etiquette 96%, Military Fortifications 91%, Pilot Small Spacecraft and Zero Gravity and Movement Combat at 98%. Weapon Proficiencies: Heavy M.D. Weapons, Energy Rifles, Energy Pistols, Swords, Knives, Pole Arms and Battle Axes.

Vulnerabilities/Penalties: Good aligned Rune Weapons inflict triple damage. Arrogant and overconfident, he will not handle things well if his plans start to unravel. He is feeling the pressure of leadership even before the invasion of the Three Galaxies, and is beginning to second-guess many of his decisions. Most are pretty sound and he follows through well,

furthermore, he is flexible, resourceful and thinks fast on his feet, all of which makes him a good tactician and an excellent field general. However, he is so desperate to succeed that if things go wrong, he is likely to lose his cool. The worse things get, the more rash and uncharacteristically bad decisions he'll make. As the battle for Center progresses, Halthhag will become his own worst enemy and may even fight until he is captured or slain.

Experience Level: 12th Level Dysasha, a rare and nearly extinct Greater Demon.

Attacks per Melee: Eight (16 with the Sphere of Destruction).

Bonuses (Includes attribute bonuses): +3 on initiative, +7 to strike, parry, and dodge, +3 to pull punch, +3 to roll with punch, +4 to save vs psionic attacks and is considered a Master Psionic, +11 to save vs all magic attacks, +9 to save vs Horror Factor, and +6 to save vs illusions.

Psionic Powers: Has all Sensitive Psionic Powers.

Magic Knowledge: All ley line abilities of the Ley Line Rifter, all spell invocations levels 1-5, all Space Spells, all Demon Magic spells, plus Agony (20), Animate and Control Dead (20), Apparition (20), Aura of Doom (40), Ballistic Fire (25), Barrage (15), Call Lightning (15), Desiccate the Supernatural (50), Fire Ball (10), Lightning Arc (30), Power Bolt (20), Spinning Blades (20), Sub-Particle Acceleration (20), Realm of Chaos (70), Havoc (70), Firequake (160), Soultwist (170), Annihilate (600), Blood and Thunder (770) and Steel Rain (360).

Alliances and Allies: Halthhag has led many campaigns, and because he is on the front lines with the troops, he is highly respected by his minions, many of whom have become his followers. His banner flies on many ships and is becoming more numerous in the fleet. He is also respected and feared by many of his demon peers. However, the fact that he controls *Cormal, the Destroyer of Worlds*, and there are rumors that he has developed such a strong bond with the Demon Planet that they are actually friends, has some of the General's rivals and superiors concerned that he is becoming too powerful. If Star General Halthhag should fall in combat, there are many who will be relieved. The Demon Planet Cormal will not be one of them, and the godlike monster will sense his death. The psychic shock of Star General Halthhag's death has a 20% chance of awakening the slumbering monstrosity. See the description of Cormal for details if he awakens, but it is not good for the demons, Deevils or the Three Galaxies.

Enemies: Halthhag runs a tight ship, and the moment he suspects treachery he eliminates the problem, often in front of his subordinates. Several such examples have been set, and most people are too fearful of the consequences to dare cross him. As the Minion War heats up, he will be the *Deevils'* prime target.

Notable Weapons and Armor: One of Halthhag's first acts upon taking possession of the Demon Planet Cormal was to have a powerful weapon forged in the belly of the beast and cooled in its blood. The weapon is a powerful bipennis battle-axe, black in color with streaks of crimson throughout the blade. Halthhag had hoped to trap a part of the essence of Cormal in the weapon, but instead has only caused the

demon planet to come closer to full consciousness and full power. The weapon provides the general with considerable power and it has become his symbol throughout the fleet. Halthhag's banner is a red sun on a black background with a black axe in the middle of the sun.

The axe is known as the **Blade of Cormal**, and it has the following powers and abilities: All the basic powers of a Rune Weapon, it does 2D6x10 M.D., the wielder can summon 2D4 *Gut Crawlers* or *Surface Crawlers* once per day, and they can be summoned anywhere. While on Cormal, the wielder can summon an additional 1D6 Floating Horrors and command the thousands of *Immune Defenders* on the Demon Planet. The blade can also fire a blast of magic energy that inflicts 2D4x10 M.D. and has a range of 1,200 feet (366 m; double in space) and can fire up to three times per melee round. The Blade of Cormal enables its wielder to teleport himself, plus up to 1,000 beings, from planet to planet twice every 24 hours. The only limitation is that Cormal must be within 100 light years of the destination planet. The last and most deadly power of the weapon is that it can be hurled at any starship within a range of 10 miles (16 km), upon which the axe transforms into a giant, fiery comet a mile (1.6 km) in diameter that streaks towards its target at Mach 10 and slams into it to inflict 1D8x1000 M.D. The blade reappears 2D6 hours after this attack within the depths of Cormal where it was first forged.

The Armor of Cormal: When going into battle, Halthhag wears a suit of ornate black, plate armor with gold ornamentation. Its only powers are that it has 880 M.D.C. and regenerates 1D4x10 M.D. per melee round.

Additional Weapons and Gear: He has all the resources of the demons in the Three Galaxies at his disposal, including spacecraft, and a Demon Star.

Money: He has all the resources of the demons in the Three Galaxies at his disposal.

Zanith Ving

Promethean Traitor

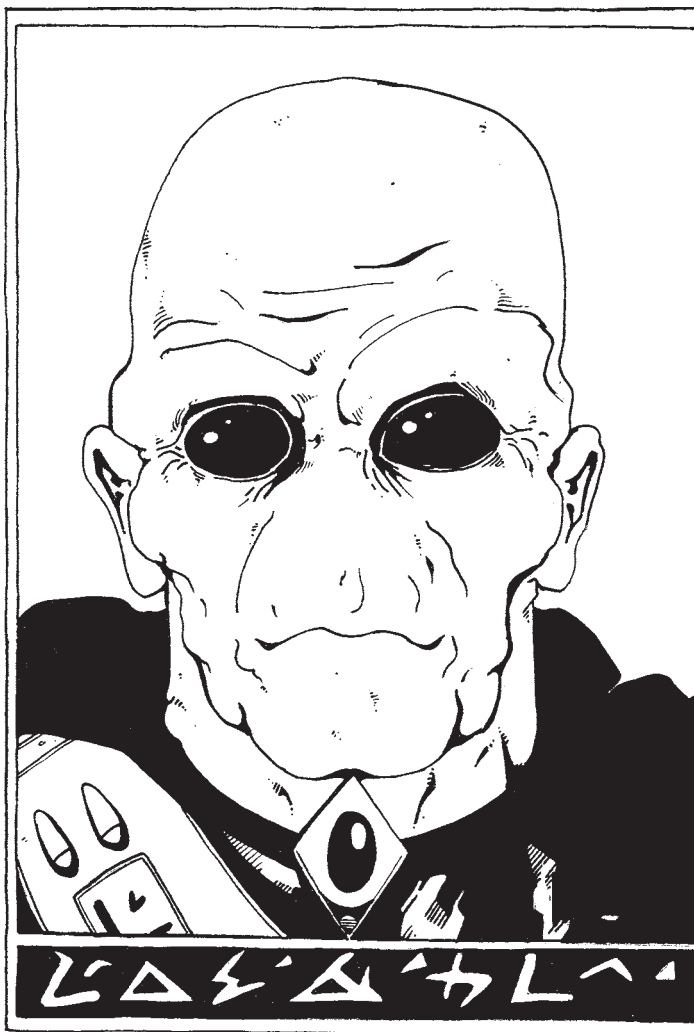
Zanith Ving is the demons' 'inside man' who brings legions of demons through dimensional portals and shuts down the rest of Gateland at the onset of the invasion. Why would Zanith betray his own kind? Why would he work so hard to achieve such a high position among his people to betray them? Did he work alone? Questions like these are what the Promethean authorities will want to know, and the reason they want him to be captured alive.

Zanith is actually an ancient Promethean, having been around for at least the last 3000 years. He has sojourned all over the Three Galaxies and other dimensions. He has done and seen what most only dream of, however, unlike so many Prometheans his age, he has yet to ascend to become a Second Stage Promethean. He has felt ready for this transition for hundreds of years, yet every time he travels to the *Elder's Sanctuary* he is denied. This has happened to him five times and he has finally snapped. Zanith thinks his people are too smug and complacent with the power that they wield, and he wants to give

them a taste of fear. Fear like he has felt at not being able to proceed on to the next stage of his life.

A Raksasha demon lover has played on Zanith's pain and anger to make him turn upon his own people. Zanith is experienced and brilliant, but has always been a little too enthralled with the outside world and the acquisition of power. It's probably why he has been denied ascension. Over the years, he has grown vindictive and cruel. Unlike most Prometheans, he always has an opinion and is seldom neutral. He sees himself as better than most sentient life forms in the Three Galaxies, superior even to other Prometheans. His demon lover has only fueled his dark emotions, and when she suggested a way to teach his smug Promethean brothers a lesson they'd never forget, he was interested. The Demon Lords sweetened the deal by offering him the position of head Promethean and the promise that he can run Center for his demon masters.

After the sabotage of Gateland, Zanith Ving will join General Halthhag in the taking of Center Command and Control, where his knowledge may be useful. Zanith has no qualms about killing anybody who gets in his way, including fellow Prometheans. He will do all he can to help the demons' cause and is something of a wild card for the defenders of Center, because nobody is sure how much he knows or what he is willing to do to see Center fall. Zanith Ving is dangerous in the extreme. He will assist General Halthhag and other demon leaders to the best of his



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ability. However, when things clearly begin to go wrong for the demon invaders, he will attempt to flee, taking refuge with the demons and helping them in the future, assuming he succeeds in getting away. If the demons' plan to take Center fails, and Zanith escapes, he'll be more bitter, enraged and vengeful than ever.

Zanith Ving - Promethean Quickstats

Alignment: Diabolic.

Attributes: I.Q. 22, M.E. 18, M.A. 18, P.S. 26, P.P. 24, P.E. 24, P.B. 3, Spd 9.

M.D.C.: None, except 100 M.D.C. provided by a Splugorth Talisman of Armor via an Armor of Ithan spell that can be activated three times per day and lasts 10 minutes at a time. He has also decided to start wearing demon armor for additional M.D.C. protection (220 M.D.C.).

S.D.C.: Zanith has 157 Hit Points and 650 S.D.C.

Level of Experience: 10th Level Promethean Phase Adept.

Disposition: The narcissistic Promethean is cynical and angry about his life and inability to move to a higher Stage of Promethean awareness and power. He blames his fellow Prometheans and has come to despise everything about them. He blames them for everything, and no matter what he is talking about they always seem to come up in conversations.

If Center does not fall to the demons, Zanith will try to escape. If he does, he will continue to work with the demons of Hades, with whom he feels a kinship. He feels they understand him. They do, and they also use that understanding to manipulate him against his own people. The demons are happy to keep Zanith on their side, as he knows a great deal about Promethean technology and the Three Galaxies. The Prometheans will put a 200 million UTC bounty on his capture, alive. Zanith will see the bounty as an honor and a reflection of his value and importance.

Description: Looks like a typical Stage One Promethean.

Skills of Note: Escape Artist and Undercover Ops 93%, Disguise, Surveillance, Pick Pockets, and Lore: Demons and Monsters 88% and Electronic Countermeasures 73%, among others.

Weapons and Equipment of Note: For now he has donned battle armor worn by the demon forces, and he always has his Splugorth Talisman of Armor and a Sword of Klynncryth (effectively a Sword of Atlantis, created by Lord Klynncryth and given to Zanith for some favor a few years ago), a PH-100 Heavy Phase Beamer and 150 million UTC he stole from the Prometheans at Center.

Allies: The demons of Hades in general, and Shaleela, his Raksasha lover, and General Halthhag in particular.

Enemies: Top on his list are the Prometheans, next are the mages of the UWW, then the Noro, followed by the Kreeghor. He has nothing personal against the Deevils and respects their mastery of deception and lies, but since they are hated enemies of his demon allies, they are Zanith's enemies as well.

What's Next

The Lasting Effects of the Forge War

The Forge War would never have happened if not for the demons setting it all up as part of their master plan to conquer the galaxies. Thanks to the Forge War, most of the Three Galaxies are in a state of discord and chaos. When the demons reveal themselves as the architects of the War and explode onto the scene as invaders, the people are stunned. Confusion and terror reign. The power blocs are unable to adequately respond and the Demon Fleet has the initiative.

The conquest of **Center and Phase World** is a key part of the demons' plan to take the Three Galaxies quickly. They are under siege and must *not* fall to the demons (or the Deevils). If Center should fall to the demons, then their strategy is likely to move forward, with half of the worlds in the Three Galaxies surrendering to them. That would allow the demons to consolidate their efforts and focus their attention on obliterating the Deevils and the conquest of the rest of the Three Galaxies.

Then again, just because Center falls, it doesn't mean it can't be liberated (the sooner the better).

The Transgalactic Empire (TGE) remains in a state of chaos, and Kreeghor forces are distracted by border infringements by their rival, the CCW, and kept busy by the continuing insurrection of the Free World Council (FWC) and other acts of insurrection inspired by their defiance.

The Consortium of Civilized Worlds (CCW) has its own problems with discord, insurrection and border skirmishes with the TGE.

The United Worlds of Warlock (UWW), up to this point, has had little difficulty defending its border worlds. That would all change with the Minion War. Deevils have stolen some of their elite power armor troops and spacecraft. With but one simple command, *ten percent* of the Warlock Navy up and abandon their posts and disappear! The Deevils had been planning this for a long time and with their agents in key locations they were able to take control of specific units. Many of these units had been corrupted long ago thanks again to the Deevils, only nobody knew. Thousands of suits of Warlock combat armor have fused with Deevils and their mortal users turned into minions of Dyval. Also, many of the TW ships that had power sources fueled by Greater Demons or Greater Deevils have been usurped by one side or the other.

Meanwhile, **the Splugorth** are making incursions into UWW space, if for no other reason than to have some fun at the UWW's expense.

The Minion War has inspired the demons of Hades to invade the Three Galaxies. Phase World is one of the first places to fall under siege, but there are many other locations under attack. The demons are the ones behind the Forge War and all the chaos it has wrought. Now, by making a show of force, they

hope the shattered and terrorized people of the Three Galaxies quickly submit to the power and might of Hades and surrender to them. The demons expect some resistance, especially by the major players in the galaxies, but expect the battle for the galaxies to be short-lived and demonkind the victors.



The unpredictability of mortals and rivals

What the demons do not anticipate is the spirit of humans and other mortals, and their ferocious need to be free. Nor do the aggressive, petty and vindictive demons expect mortals to put aside their differences to battle a common enemy. They are wrong. Dead wrong.

The CCW, FWC and UWW will quickly push aside any differences and choke back internal strife to join forces to battle the Demon Fleet and other demonic attacks.

The Splugorth may not be as powerful as they once were 10,000 years ago, but they are nobody's plaything, and they too will work to hurt and undermine the demons' invasion. If the Demon Lords honestly think the mighty Splugorth will submit to puny upstarts from Hades, they have another thing coming. In fact, in an act that will shock everyone, the Kingdoms of Splugorth will ally themselves with the UWW to keep their galaxy free of demonic dominion. However, the Splugorth's generosity ends there.

The Kreeghor will be the last to join the others in a unified front. The **TGE** will never agree to sign any sort of treaty with the others and continue to condemn the Free World Council (FWC), but when they throw in, they do so alongside the CCW as brothers in arms and fight as if they were demons of vengeance, themselves.

While the Minion War may last years, and the demons will make one titanic effort after another to conquer the Three Galaxies, the battle for these galaxies will be hard fought and the mortals will never submit to surrender. Never.

The conflict of the Minion War in the Three Galaxies is *not* constant, all-out war. That's impossible even for supernatural beings like the demons of Hades. There will be ebbs and flows. Victories and defeats for both sides. Inevitably, there are places that will be taken by the enemy and lost, while others may be taken but later liberated and restored. Phase World may be one such battle front.

No matter what happens in the years to come, there will be places that are scarcely touched by the conflict and others that are ravaged. If the mortals ultimately stand triumphant, there are ways to restore the Three Galaxies to the way it once was - mostly. Some locations will, for better or worse, be irrevocably changed by the war. So may the status quo. But no matter what, the mortals will always find possibilities and glimmers of hope.

Possible Story Hooks

The Consortium of Civilized Worlds & The Georgia Protectorate

The root of the CCW civil war is the Georgia Protectorate, a collection of worlds that are unhappy with their place in the CCW. From all outside sources they seem to have legitimate complaints, but why are they actively attacking CCW planets? Many other systems have left the CCW with no repercussions, so what's different here?

Going to Georgia Prime is a possibility, however if the players do enough digging they will learn that *Princess Jillian* from the royal family of Georgia Prime is missing. Rumor has it she's been kidnaped and that rogue agents of the CCW are responsible. This has all been kept very hush, hush, because of the political implications and the destabilizing effect that the beloved Princess going missing could have on Georgia Prime in particular and the Protectorate in general.

If the Princess could be found, her influence may bring the violence to an end. In fact, she was completely opposed to seceding from the CCW. A recent, 20 million UTC bounty for her safe recovery and return has been discreetly issued to those who might be able to help.

As one might suspect, the demons of Hades are behind the friction between the Georgia Protectorate and the CCW. While many of the Protectorate's grievances have some merit, they have been way overblown. To add fuel to the fire, demons fabricated incidents to create even more friction and anger on the part of the Protectorate until its leaders were beyond reason. The only voice of reason was the beloved and highly influential Princess Jillian, so she had to go. Demons kidnaped her, left evidence to implicate the CCW, and made a false trail to other CCW member planets. For awhile, a Succubus took her place to make it seem like she had a change of heart about seceding from the CCW, though they never had her actually endorse the plan. And then she disappeared.

For a while the demons kept her a prisoner on Georgia Prime, but they have recently given her to a nasty crew of Space Pirates as payment for some work they did. The pirates plan to take her and a bunch of other slave stock to one of the Splugorth trading posts for sale. She has kept her identity a secret for fear of what the pirates might do with her or how they might use her to harm the Georgia Protectorate. She hopes for an opportunity to escape.

If Princess Jillian could be returned home, she would do everything in her power to broker a cease fire to give negotiators a chance at creating a lasting peace.

Note: The Consortium has been a shining beacon of peace and prosperity for over 1,000 years. While the Consortium consists of thousands of worlds, each with their own form of government, the civilization as a whole is a democracy with power in the hands of the people. They are able to elect their leaders in the Consortium and do not have to fear becoming a servant of the state or losing their legal status. Life, in general, is good and each of the member planets gets along reasonably well with their neighbors. Their strength in arms and technology is only surpassed by the *Kreeghor*, and then not by much. The CCW is one of the few galactic powers that can stand toe to toe against the Transgalactic Empire (TGE), and their open door policy has led many planets to join the Consortium, making them stronger.

From all outside appearances, this society seems perfect and without many flaws or weaknesses. However, the CCW is no utopian society and it, like all societies, has its internal problems and enemies. While the standard of living is good for the majority, there is a small percentage that live in poverty. There are actually dozens of CCW member planets that are poor and almost outcasts within the CCW. Their economies are weak, their governments overreaching and ineffective or incompetent, with the wealthy reaping all the benefits while the impoverished masses suffer for it. Many are far beyond the CCW's normal borders, making the transportation of supplies, food, and medicines so expensive that not even the middle classes of these worlds could afford them. Other worlds found in the heart of the CCW are forgotten because they have few to no resources left to contribute. They are either mined out, choked out, or planets that never realized their potential, or worlds that have been ravaged by war, industry or ignorance. All are powder kegs ready to explode or to be recruited by someone, like the demons, who promise them a better life.

The Free World Council

The current leadership of the Free World Council has been forced to make some very bad decisions. With the pressure placed on them by the TGE and little aid coming in from the other power blocs, their hands were forced. Now they are the unwitting pawns of the Deevils.

The Kreeghor are not going to let the FWC's arrogance go without repercussions. They are making the all-powerful Empire look bad, and inspiring other planets and planetary systems to rebel and try to throw off the shackles of TGE oppression. Thus, the TGE fleet will strike back with a vengeance. Demon invasion or no, the TGE's first priority is to protect its holdings, and the FWC is a threat that must be crushed.

Reasoning with the TGE is probably unlikely, but if the FWC pulled its forces back to its original worlds, and turned its attention to battling the Demon Fleet with the CCW, it might stop the Kreeghor from pressing the fight any further. At the very least, if the FWC no longer appears as a threat to the Empire, the Kreeghor can claim victory, save face and are likely to recall their forces and use them elsewhere. Like against the demonic invaders.

United Worlds of Warlock

The losses suffered by the Warlock Navy hurt, but are not crippling. A mad rush is made to recruit more soldiers and the training process of new recruits is sped along. This is one theater where mercenaries, adventurers, Spacers, Runners and other rogues and unaffiliated forces could come into play either by volunteering to join the Warlock Navy or becoming "privateers" working in conjunction with the Navy. Privateers are basically outside forces operating under the banner and sanction of the sovereign nation of planets, in this case the UWW.

Desperate to restore some kind of order along the Threshold and make sure the Anvil Galaxy is not the first to fall to the main Demon Fleet headed by Cormal, the Destroyer, the UWW will consider anybody who can fight as a potential ally. It may also hire the services of the likes of *Tri-Galactic Military Services* and other mercenary outfits. This would be a good opportunity for the player characters to build bridges between power blocs. If the characters are successful in helping the CCW stop their civil war, then perhaps an alliance could be made between the CCW and the UWW. Both already have an amicable relationship and this could be an opportunity to bring them even closer. Or the player group could become an unexpected resource or even a secret weapon of the UWW.

Since the United Worlds of Warlock possesses the greatest number of practitioners of magic, the demons have designated them the biggest threat, at least in the Anvil Galaxy, and the UWW is one of its first targets for obliteration and conquest.

Cormal, Destroyer of Worlds

Few realize that the Demon Planets tearing through each of the Three Galaxies are directly responsible for supplying, supporting and actually creating and repairing the ships of the Demon Fleet. Cormal, in particular, is a ship making factory and is responsible for the creation of the many Demon Stars used by the demons. As the Demon Planets consume entire worlds and drain the energy of stars, they not only grow in power, but are able to produce hundreds of demon ships at a time. This is how the Demon Fleets have been able to grow so strong so quickly. Cormal is the key, but he is an ancient Demon Planet far stronger than any that have ever come before him. Furthermore, nobody in the Three Galaxies has ever faced a Demon Planet. Until the Minion War, nobody believed they were even real! So how does one battle a supernatural being the size of a planetoid, and growing, let alone something like Cormal, who is gigantic? There must be an answer somewhere in the Megaverse, but how to find it?

The destruction of Cormal will cause the other two Demon Planets to instantly disappear, but destroying a godlike creature such as Cormal seems impossible. Indeed, some clever spying

and research might reveal that Cormal was last defeated by magic that made him dormant and locked him away in a dimension where he couldn't hurt others and could not escape even if he woke up. What is this magic, where is that dimension, and can the monster be returned to it? If Cormal is sent away, his two splintered essences remain, but their power level is reduced by half, making them easier to destroy. Furthermore, they too can be sent to the prison dimension, where they'd be reabsorbed into Cormal. The demons rescued the Destroyer of Worlds, so one of their leaders must know how to return him there. Star General Halthhag is certainly one of the people who holds the answer to those questions, but there must be others. The trick is getting them to talk.

Another source of information is the ancient tome entitled *Cormal, Destroyer of Worlds*, stolen from the UWW by agents of the demons. No doubt the book contains valuable information. Likewise, the fabled Book of Heroes must contain a hero who knows about Cormal and how to defeat him or send him back to the prison dimension.

Waking Cormal is another option, but then the people of the Three Galaxies will have to contend with him instead of the demons, and there's no telling what horrors such a mad god might inflict upon them all.

While even the small Demon Planets may seem powerful beyond belief, they are not unstoppable. First, it takes them time and precious energy to travel between systems, and then it takes weeks to tear through a single solar system. That's why they need to consume stars and solar systems, to replenish their power reserves. They may also act impulsively. An armada of ships is likely to be detected, but one or two small ships could possibly sneak onto the Demon Planet and destroy it from within. Perhaps one or more powerful psychics might be able to confuse, control or kill it somehow, or steal the secrets of the Demon Planets' vulnerabilities and how to rid the galaxies of them from its very own memories.

Demon & Deevil Bases

Demons (and Deevils) have a handful of major bases of operation in each of the Three Galaxies. Even if the Demon Planets are destroyed the demons will press their invasion and continue the Minion War, causing trouble and carnage for years (decades?) to come. If bases are found and destroyed, it is likely to cripple the demons' infrastructure and weaken their operations in the galaxies, and make them easier to battle and chase out of the galaxies. It is the nature of demons to flounder without a strong leadership, so take down the demons' command bases and their forces will scatter and offer much less resistance. This could be just what galactic defenders need to give themselves an edge in defeating the Demon Fleet.

Cosmo-Knights

Cosmo-Knights are the defenders of the Three Galaxies and will rush to the aid of its people. However, there is only so much that even supermen can do against overwhelming forces, and supernatural ones at that. Thus, part of the Cosmo-Knights' efforts will be inspiring, gathering and helping other heroes. (That may include the player characters.) They will be a rallying point and support mechanism throughout the conflict.

They also have a vested interest in keeping the fabled Book of Heroes out of the hands of demons, infernals and other dark forces. Although Cosmo-Knights are not entrusted to keep the book safe, they will help those given that responsibility, as well as help the forces of good use the book to fight evil and protect the innocent.

Center, the Key to it All

The outcome of the battle in Center is likely to have rippling effects throughout the Three Galaxies. It's a slugfest of epic proportions. Demons (and Deevils and other forces) want to take over Center because it would give them access to the secrets of Phase Technology, Phase Weapons, and more importantly, hundreds of dimensional portals through which they can send their armies across the Three Galaxies, to Dyval and across the Megaverse. The Prometheans are scrambling to keep control of Center (or if it is lost, to get it back as soon as possible). In the end, if Center falls, it's very likely that the Three Galaxies will too.

The battle in Center is the *keystone* to everything in the Three Galaxies, and it's imperative that the Prometheans never lose control of it. They are keenly aware of events going on in the rest of the Three Galaxies, and once order has been restored at Center and on Phase World, only then are the Prometheans to determine their next course of action. Do they remain neutral or do they take action? They possess some of the most powerful capital ships in the Three Galaxies, as well as some of the most powerful weapons of mass destruction. A Promethean force would not only make a huge difference in battling the demonic forces, but they are likely to unite many of the warring factions in the Three Galaxies under a single banner. Many would follow the Prometheans to Hell and back. And that's exactly why the Prometheans are most likely to elect to do nothing except keep Phase World safe, and let the rest of the civilizations do the fighting.

It is the Prometheans' deepest secret fear that if they ever unleashed their fury against another people it would be a dark path from which they'd never return. Prometheans feel emotions much more deeply and enjoy the trappings and vices of power more than they ever let on. In their distant past, it was their own unchecked arrogance and avarice that nearly destroyed them as both a race and a civilization. Worse, civilizations on a thousand planets perished because they had followed the Prometheans' lead. It was a painful lesson and a shame that still haunts them, tens of thousands of years later. This is why the Prometheans seek personal enlightenment, dole out their technology in tiny little pieces, never lead, never actively try to influence cultures and governments, and try to stay fairly neutral and in the shadows. It is their credo to let other people find their own way, fight their own battles, and do as they will. They can't let the demons' savage assault on Phase World pull them away from practices that have held their own ambitions and dark side in check for thousands of years.

Lord Thraxus is another power at Center who should not be taken lightly. He is a very powerful and wealthy Godling who has a fleet of some 500 ships of his own. Plus he has powerful allies that could be called upon, like *Inglix the Mad*, who has a small fleet of ships of his own. Furthermore, sooner or later it will be discovered that the Deevil forces are using Naruni tech-

nology. A fact that will bother Thraxus and make him question NE's policy of selling to anyone. If he so chose, he could get Naruni Enterprises to sell spaceships and weapons at just a little above cost and outfit entire worlds with fleets to repel the demon invaders. However, Thraxus is no fool and he realizes that such a move would weaken Naruni Enterprises and drastically change the status quo of the Three Galaxies. Instead, he is likely to take a page out of the Promethean handbook, step back and let things unfold on their own without his intervention (beyond keeping Phase World and NE protected and free, of course).



The Fate of the Three Galaxies

What will happen next? How will events unfold?

That's up to you.

What role player characters may play in all of this will be up to circumstance (and the imaginations of the Game Master and the players themselves). Player characters are going to have to fight battles, forge alliances, and negotiate even with their enemies if they are going to restore some semblance of order in the universe. Their battle may start in the Three Galaxies, but they may be swept across the Megaverse to one or several worlds and dimensions. The Three Galaxies is but one battle front in a

much, much bigger war. Whether they become champions of renown or are unsung heroes, the player characters' involvement will be limited to specific people, places, times and events that may seem small or huge, but whatever happens, they should play a *pivotal role* in the Minion War. Which means the things the player characters do and accomplish should have lasting consequences to the future of one or more worlds, galaxies and even entire dimensions. Their efforts may be limited to saving that one world or galaxy, or they may contribute to bringing an end to the Minion War itself.

All of you, not just G.M.s, think big. Be heroes. Create epic storylines. And if one hero dies defending the lives and freedom of the innocent, quickly roll up a new hero and continue the battle. The possibilities are endless and limited only by your imaginations.

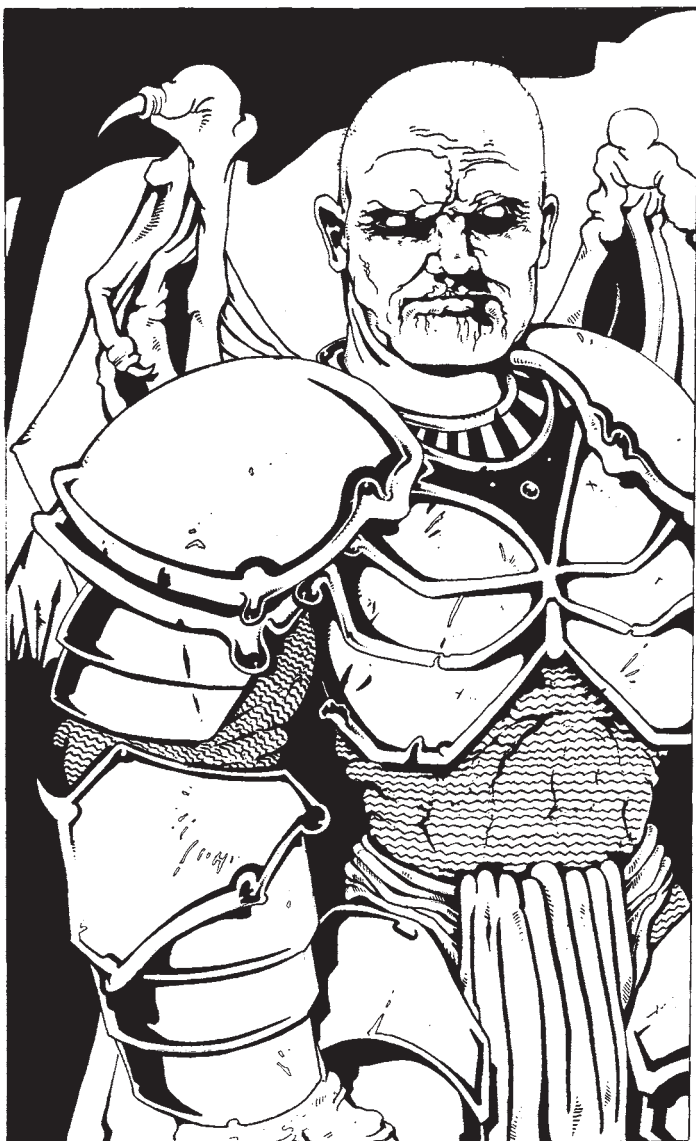
One Final Note

If the whole Minion War isn't your thing, then use this book for its source material. Just remember to have fun, cut loose and use what you want!

Don't think just because a proverbial wrench has been thrown into the Phase World line that this is the end. It certainly is not.

There will be many additional books in the *Phase World/Three Galaxies series*, including the Thundercloud Galaxy, the United Worlds of Warlock and others. Play the Minion War, end it quickly, drag it on for years, or ignore it completely, that's the beauty of role-playing.

The Minion War can be an epic campaign, or some side adventure that, by chance, the characters stumbled into and perhaps get out of quickly. Please do *not* feel roped into the Minion War because it has come to the Three Galaxies. There are thousands of worlds and civilizations in the Three Galaxies, and many places will not be touched by the war, or if they are, only briefly or periodically. The rest of the time, the Three Galaxies is the place you have come to know and love.



Demonic Forces

Demons in Space

Surviving the vacuum of space. Demons and Deevils are supernatural creatures that defy most conventional sciences. While they do have a biological component such as flesh and bones, they are not subject to the same restrictions and frailties as most mortals. For instance, the vacuum of space poses little risk to these supernatural creatures. Most demons and Deevils do not make a habit of entering the vacuum of space, but in some instances they simply don't have a choice. They are not at risk of explosive decompression without a suit, but the environment of space is cold, quiet and uncomfortable. It takes a demon or Deevil of any power level or caste a few moments to adapt to outer space, but in a minute or less (1D4 melee rounds), the demon or infernal is able to operate at its full potential. During

the brief adjustment period, the creature has no initiative and all attacks per melee, bonuses and skills are half. Furthermore, while demons, sub-demons, and Deevils can survive the vacuum, they are likely to drift forever unless they can Dimensional Teleport back home to the planes of Hell.

Speaking in space. Demons and Deevils cannot speak in the vacuum of space, however many have psionics to compensate as a means of communication.

Psionics in space. Psychic powers work exactly the same in space as they do in an atmosphere. Of course, they are governed by nature, so a few abilities, such as *Pyrokinesis*, instantly fizzle out in a vacuum because there is not air to sustain the fire. There may be a flash of light and flame and then, poof, nothing.

Spell casting in space. Demons and Deevils who are natural spell casters, and without an environmental suit and means of communication, find that it takes them *twice as long* to cast even the lowest level spell. This is due to the fact that there is no sound in space and they can not *hear* the words of their invocation. Demons and Deevils (not humans and other mortals) can still attempt to cast a spell by mouthing the words and focusing extra hard on it and on focusing their will. Roll percentile, 01-89% means the spell is successfully cast. It helps that most demons and Deevils are thousands, even millions of years old, and have cast each spell countless times in the past.

Flying in space. Demons and Deevils that can fly or hover find that they can also do the same in outer space and other zero gravity environments. Flying speed is limited and roughly the same as in an atmosphere. Many demons and Deevils are starting to use technology to overcome this shortcoming, and monster-sized Contra-Gravity packs and jet packs to move through space have been manufactured and given to many of the demon and infernal space troops. Only those demons and Deevils who have no means of propulsion suffer movement penalties in space. (Same penalties as mortals without zero gravity training.)

Space Travel and Combat

Long before the invention of Gravitonic or Phase Drives, ships would travel through space via conventional sub-light engines. These engines were eventually powerful enough to propel them close to the speed of light, however these engines were still not practical for interstellar travel. Even traveling at almost the speed of light it still could take years to reach another star. On average, the distance between stars is 4-20 light years apart, making for a trip of just over 4-20 years, and that's just *one way*. Fortunately, with the invention of *Phase* and *Gravitonic Drives*, travel time was cut drastically. First from years to months, then from months to weeks, and eventually down to mere hours! With the ability to travel several light years per hour, interstellar commerce and travel have flourished.

Faster-than-light (FTL) is used purely for point-to-point travel and almost never for combat. There isn't a pilot of any race that can survive a turn at FTL. The G-forces involved would crush every bone in a body leaving a bloody pulp, and that's if a ship could be built to stand the stresses involved. Nor could a pilot react fast enough to engage in battle at such high speed.

For ship to ship engagements, ships fight each other at more manageable sub-light speeds. That's often between Mach

10 and Mach 20 (between 10 and 20 times the speed of sound). At these speeds, with the assistance of sophisticated targeting computers, combat is feasible.

Demons, Deevils and other supernatural (and perhaps some magical) creatures may also attack a spacecraft, but odds are they are flying via magical means at speeds slower than Mach 10. Flying under their own power is well under Mach One and may seem almost like standing still to a speeding spacecraft.

Boarding actions are also performed at low speeds or on vessels that are adrift or in orbit. Demons and Deevils are very aggressive and hands-on beings, so they *love* to engage in boarding actions and close combat. Thus, it is not unusual to encounter great flocks of Gargoyles or to see demons or Deevils swarming over the hull of a starship or space station, literally tearing at the skin of the hull and hatches to gain entrance and engage in hand to hand combat with the crew and troops inside. In fact, since they can survive in space without a protective suit, these supernatural warriors often feel they have the advantage against frail mortals in the vacuum of space (and they are right). This makes them feel superior and emboldened in combat.

It surprises many people to learn that both demons and Deevils may both use advanced technology, energy weapons and even spaceships. Demons in particular enjoy space exploration and space combat, and have had a presence in the Three Galaxies for eons. Their most famous spacecraft, of course, is the Demon Star. In the Minion War, the demons have gathered a huge fleet of spacecraft, battleships, Demon Stars and Demon Planets. The Deevils' "whatever the demons can do, we can do better" response is to form their own space fleet. However, while demons and Deevils can use spacecraft, these vessels are either magical and supernatural in nature, or actually designed and built by a mortal race that serves the supernatural fiends as worshipers, slaves, henchmen or dupes. Furthermore, the base emotions and primordial nature of demons and infernals is such that half would much rather use their supernatural powers, magic, brute strength, teeth and claws, rather than pilot a spaceship or use high-tech machines. The other half would rather lie, cheat, manipulate and use pawns to do the fighting for them.

Secrets of the Demon Fleet

With the Minion War spreading across the Three Galaxies, many scholars and heroes alike have pondered the question, "how did the demons attain the dreaded Demon Stars?" By all accounts, demons are primitive beings who have not developed their own brand of technology. Proof of this is abundant, as they do not use a uniform set of weapons or armor. Whatever can be stolen or taken is used, and demons and Deevils themselves seem to prefer ancient melee weapons to heavy energy weapons. Many actually shun technology in favor of their natural abilities. It is a known fact that demons are opportunists and few have the patience, despite their long lives, to wait for a ship to be designed, built and field-tested. So how, then, did these creatures attain the first *Demon Stars*? And where did other spacecraft in the Demon Fleet come from?

The answer is simple and logical, a Demon Lord made a deal with one of the most ancient and evil creatures in the Three Galaxies, a dreaded, living planet known as a **Demon Planet**.

According to myth and legend, *Demon Planets* are wicked living beings akin to Alien Intelligences. They are the size of a planetoid, and consort with all kinds of evil beings such as the Hades Demons. Demon Planets are linked to outer space and have an innate knowledge and understanding of spaceship design and stellar travel. Creatures of immense magical power, Demon Planets are on par with Alien Intelligences and dark gods, so crafting a fleet of demonic spaceships for the demons was child's play. No one knows exactly how the ships are manufactured, but it involves dark magic, a splintered fragment of the Demon Planet's being, and a desire for it to make them. All Demon Ships created by the monster require three components, well, four if you count the number of souls that must be consumed in the ship's construction. Of course, Demon Stars and other spacecraft created by a Demon Planet are quasi-living, Techno-Wizard-like constructions rather than marvels of science and manufacturing. In fact, while a Demon Star and other demon ships can be *remade* with the four key components, the vessels themselves are originally *born* from a Demon Planet.

The first component is the *heart of the ship* and is roughly equivalent to an anti-matter reactor as the ship's power source. It is the **Soul Chamber**. When not plugged into a ship, the Soul Chamber appears as an obsidian pillar of stone 20 feet (6.1 m) tall and half as wide. Faces seem to be carved into the pillar, and if one carefully observes the pillar, he can see the faces seem to twist and change, as if being tormented. When in a ship such as a Demon Star, the stone turns opaque and the souls can be seen flowing freely within. A dull blue glow pulses around the chamber indicating that it is active. As long as souls and the living are regularly sacrificed, the ship has all the necessary power for its weapons, propulsion, and other onboard systems. Secondary power sources such as anti-matter reactors, nuclear reactors, and P.P.E. batteries are optional and can be used to power various "conventional" or "magical" systems.

The second most vital component is the **bridge control console**, a *stone altar* with blood grooves carved into it and blood stains cover it all over. Depending on the needed function, blood is drawn into one of the many grooves carved in the altar. These grooves form intricate patterns that allow the blood to flow through them and finally end up somewhere in the depths of a demon ship as a network of blood-based circuit boards. Indeed, people must be sacrificed regularly on this "control panel" to power and direct the ship.

The third component is a living demon (or Devil, or other supernatural being, depending on what's available and who runs the ship) that needs to be sacrificed to imbue the ship with its supernatural life and attributes. The type of demon or supernatural being sacrificed shapes the appearance of a Demon Star or any demon ship. For the Demon Fleet, their ships are more primal and demonic in appearance, with skin, bone, and sinew. Deevils who have also learned to make spacecraft through the same process have ships with a distinct Devilish appearance, often with curving horns, tufts of fur and a more bestial appearance. All ships, from the largest cruisers to the smallest fighter, have the distinct characteristics of what side has created them. In the early days prior to the Minion War, demons would grow their ships, which took a lot of time. A typical ship could take 6-12 years to reach maturity and full power. In fact, the last time the Three Galaxies were invaded by Demon Stars, the demons

were using young ships that had not attained their full maturity and power. Thus, they were quite vulnerable and comparatively easy to defeat. Now, with the demons in control of a mythical *Demon Planet* (there are said to be fewer than a dozen in the entire Megaverse), they are able to mass-produce starships, fighters and Demon Stars on a scale never before seen.

The fourth component are the souls required to build the ships, be they fighter, battleship, Demon Star or even another Demon Planet. To that end, the Demon Planet devours spaceship fleets, space stations, and entire worlds. If there is life to be slaughtered, and their life essences absorbed, the Demon Planet is happy to destroy worlds and reduce the power of a star, killing every living thing in the solar system, so that it may feed or create semi-living spacecraft for evil beings.

The original Soul Chambers and Control Altars were both products of Hades. Being imbued with powerful magicks, they are indestructible. Since the defeat of the last of the Demon Fleets some 300 years ago, there has been an ongoing race for these valuable components. Neither side wants the other to find them, so each goes to great lengths to acquire them. The demons have the advantage of working with a Demon Planet, and have been able to far outproduce the Deevils in this new arms race. Deevils must find the Soul Chambers and Control Altars of past demon ships to reconstruct them in their image.

Demon Bases of Operation

Fecklar's Star Base

The demons have hundreds of small outposts, hideouts and weapon caches across the Three Galaxies, but they have only *three major bases*, one in each of the galaxies.

In the **Thundercloud Galaxy**, the demons have massed in an area known as **Fecklar's Star**. It was here, years ago, that demons took over the station thanks to a Dark Coven known as the *Demon Horde*. For years the Demon Horde has been improving the space station that was once in the region of Fecklar's Star, turning it from a simple scientific station into a major demon planning and staging area. Concealed within a plasma field, the station is all but *invisible* from outside scans. To find the station, searchers would have to go in and scan the plasma corridors created by the plasma field. The demons have mapped the entire field, so their ships can come and go at will and can mass in larger numbers without having to worry about detection. Key entrances to the plasma field are guarded at all times by either *Harbingers* or *Demon Fighters*. So far, no one has gone near the plasma field and the base has remained a secret for years.

The station has grown considerably in size, from a small science station to a troop deployment base; it is over 15,000 feet (4572 m) in length, and half as wide. Several weapon systems have been added, shields enhanced and space added to house troops. It is here that troops are brought and disseminated throughout the Demon Fleet in the Thundercloud Galaxy. On either side of the station extend the plasma conduits that draw in plasma to the station, providing it with near unlimited amounts

of power. These conduits are left on most of the time so that the station does not need to draw on internal batteries. However should the station fall under attack, the shields will cut off the plasma streams that form around the conduits. When the plasma conduits are active, massive pillars of plasma are drawn right to the conduits where they are drawn into the station. The internal batteries and plasma generators can sustain the station at full power and full weapons for four days. So while the power supply can be cut off temporarily, the station can hold its own for a short period of time.

Demon Troop Deployment Base

– Fecklar's Star, Thundercloud Galaxy

Space Station Size: Medium Space Station.

M.D.C. of Base: 287,500 after armored hull, upgrades and modifications.

Station's Function: The role of the station has changed from science to a military defense platform. +20 points to Defenses, +10 points to Internal Security and Supplies.

Power Systems: The station's power systems remain an experimental plasma generator. Either Dr. Fecklar is still alive, or someone is pursuing his work, because the external plasma conduits have been modified to draw in plasma directly from the plasma field. In a way, the station has unlimited power as long as the plasma conduits draw in plasma. However, this limits the technology to being used only in plasma fields. Unknown to the demons, these plasma conduits could pose as a major weakness to the station should some pilot get lucky enough to sink a heavy missile down one of the conduits while they are off (anything in the conduit would be destroyed while plasma is running through it). If the station is attacked, the conduits retract into the body of the station and are protected by a ring of point defense cannons. A mystic generator has also been added to the station to power its regeneration abilities, and other mystic systems. Total cost: 90 points.

Defenses: Shields, Point Defense Weapons, Medium Weapon Systems, two Fighter squadrons and an Armored Hull that adds 15% to the overall M.D.C. of the station. Shields: 66,000 M.D.C., 11,000 per side. (Were upgraded to 33,000 M.D.C., but the output of the plasma generator has doubled their capacity.)

Several additional levels have been added onto the station, and one level is a massive hangar bay that has a dedicated fighter squadron of 24 fighters. These ships are always on standby, ready to launch and defend the station at a moment's notice. The hangar bay can hold several demon ships in addition to the fighters. The station still has *20 point defense lasers* that do 2D4x10 M.D. per blast and have a range of 12,000 feet (3,658 m); was 6D6 M.D. with a range of 6,000 feet (1829 m), but have been doubled due to the generator. The short-range lasers were replaced with *12 medium particle beam cannons* that do 2D6x100 M.D. with a range of 14 miles (22.4 km). These weapons have also been increased because of the plasma generator. Plus *four GR-2000 Gravity Cannons* that do 1D4x100 M.D. with a range of 16 miles (25.6 km). Total Cost: 98 points.

Sensors: Enhanced, plus *six Long-Range Satellites* have been added at strategic locations to monitor the various plasma field corridors and entrances. Total Cost: 32 points.

Communications: Advanced Communication. 15 points.



Station Maintenance: *Demonic Bio-Regeneration.* The station restores 2D6x10 M.D.C. per melee round. 15 points.

Supplies: Semi-Self Sufficient. 10 points.

Internal Security Personnel: The station has the equivalent of Local Magic Security. Security is maintained by the *Demon Horde Dark Coven*. 20 points.

Security Systems: *Magic Security* has been installed that can detect many Deevils. So far, it is unable to pick up their minions

or mortal spies, but it works well in detecting Deevils themselves. 20 points.

Medical Facilities: The station only has the most *basic* of medical bays. Rarely are wounded brought back to the station, and demon warriors bio-regenerate. Generally speaking, wounded minions and enemy troops are left to die, or used in ritual sacrifices, or their body parts get used in some kind of ritual or magic. 5 points.

Environmental Systems: Advanced. 25 points.

Independent Business: Several small businesses that cater exclusively to the demons have sprung up on the station. Mostly drinking and eating establishments and places for demons and minions to let off some steam. Most of these businesses cater to darker pleasures, things that most mortals would not be able to stomach. 5 points.

Transients: Thirty percent of the station's population has become transient minions waiting to transfer to one ship or another; 15% are demons and other supernatural creatures. 5 points.

Total Points Available: 340. **Total Points Spent:** 340.

Hades Station

The Hades Vortex Base – Corkscrew Galaxy

The base in the Corkscrew Galaxy is of major importance to the demons and has been carefully hidden. An appropriate place was found in a massive expanse that separates the *neutral space* of Phase World from the Transgalactic Empire (TGE) and the Consortium of Civilized Worlds (CCW). The expanse has been named many things throughout the years as boundaries and borders change. The demons call it the **Hades Vortex**, and thanks to the Minion War, it is a name that is likely to stick permanently.

The expanse is 2,500 light years long, roughly a dozen light years in thickness, and extends from the TGE through the neutral space between the power blocs, and ends at the edge of CCW controlled space. It is roughly 800 light years from *Phase*

World, but much closer to numerous CCW and TGE worlds. Looking down from the top of the galactic plane, the expanse does look like a giant vortex. The expanse has at least seven plasma fields, a dozen proto-stars, and several hundred other stars in varying stages, from young yellow stars to red giants and white dwarfs. The whole expanse looks like an angry red maelstrom of swirling red gas. Traveling through the center of the vortex is impossible, as there are three black holes that crush everything that comes within a 20 light year radius. A few traders claim to have found safe ways of cutting through the expanse, but most ships have to travel *around* it. The Hades Vortex was one of the initial impediments to Phase World, as it blocks a good third of the Corkscrew Galaxy, plus that direction was the most direct route to Phase World. So it is one of the reasons Phase Worlds created its Spacegates.

The initial appeal to the demon, was how close it was to Phase World. They planned on having troops coming through Center en masse, and a base close by would help to facilitate this. Plus nearby ships could be preyed upon, and most would suspect it was the Vortex or the black holes that did them in. This would work very well for the demons.

On average, it takes five to eight days to get to the demons' base from Center. The base is located near the middle of the Hades Vortex, a close but safe distance to the trio of black holes. The easiest way to get to the demon base is plotting a course directly to the center of the Vortex, and then traveling just outside the range of the black holes' event horizons. After a day of traveling at sub-light speeds through the gases, there is a



large internal section that is hidden from outside view. A small system of planets has formed and it is here that the demons have built their largest base. At the center of the system is a giant blue star. There are a dozen planets in the system, but most are of little use to the demons. The fifth planet has become a land base, while the combat station in orbit serves as a shipyard for new Demon Stars and other demonic ships. Thanks to the Demon Planet, *Cormal, Destroyer of Worlds*, the demons have a limited ability to produce their own ships. A piece of the Demon Planet has been carved out, removed, and brought here, where it forms the center of what is known as **Hades Station**. The station is round like a rudimentary Demon Planet, but extending out from it are a series of boney, almost finger-like, ship berths. It is in these that Demon Stars are being constructed as well other ships in the Demon Fleet.

Hades Station & Demon Shipyards

Space Station Size: Large Space Station – Shipyards approximately 11 miles (17.6 km) in size.

M.D.C. of the Station: 4 Million, Hangar Bay 250,000 M.D.C., 6 Demon Star berths 15,000 M.D.C., 12 Demon Fury berths 8,000 M.D.C., manufacturing center on the bottom of the station 1.5 million M.D.C. Function: Industrial – ship production facility, +10 points to Power Systems and Supplies.

Power: *Magic Based Soul Generators*. Many reactors use *living souls* to fuel them, thus the reason for wanting to capture so many living beings. There are also numerous chambers that are 3,000 feet (914 m) in diameter where hundreds of thousands of people are hooked up to the living station and it draws P.P.E. directly from them. The station also has a Matter/Anti-Matter Reactor for some of the tech defenses. Total Cost: 60 points.

Defense: *Magical Defense*. Four squadrons of Demon Fighters, double the number of Medium Weapons Systems (spent twice for 2 times as many weapons), and Point Defense Weapons. The station can erect an Armor of Ithan barrier of 30,000 M.D.C. twice per day. The hull can resist energy attacks (*half damage* from non-magical energy) for four hours at a time, and this can be activated three times per day. The station also has the spell *Create Nebula* that can shroud the station from view, or make fighting around it more deadly. This can be done twice per day and covers the entire station. Finally, four times per day the station can unleash a *Comet Swarm* as per the spell. Unless otherwise indicated, all spells are equal to a 10th level caster.

There are also four dedicated fighter squadrons for the station. All are Demon Fighters flown by some of their best people. In addition, the station has 46 medium weapons, which consist of the following: *Six missile launchers*, each of which hold 100 long-range missiles. Missile damages vary with type, however the majority are Heavy Nuclear and Nuclear Multi-Warhead. There are *20 High-Powered Medium-Laser Cannons* that each do 1D6x100 M.D. with a range of 12 miles (19.2 km); *10 Medium Particle Beam Cannons* that do 2D6x100 M.D. with a range of 10 miles (16 km), and *10 GR-2000 Gravity Cannons* that do 1D4x100 M.D. per 40 round burst and have a range of 16 miles (25.6 km), and a payload of 250 bursts per turret. Reloading takes 5 minutes. The M.D.C. of the missile turrets is 1,500, and each cannon has 1,000 M.D.C.

The station has *30 point defense turrets*. Each turret has a pair of mini-missile launchers that each hold 50 mini-missiles. Damage varies per missile and they can be fired one missile at a time or in volleys of 5, 10, 15, 20, or 25. Centered between the mini-missiles is a *GR-100 Gravity Cannon* that does 1D6x10+10 M.D. per 40 round burst. Each cannon has 500 bursts before needing five minutes to reload; 10 minutes to reload a missile launcher. These weapons are mostly used to defend the station from volleys of missiles, fast moving space fighters and Cosmo-Knights. Each point defense turret has 250 M.D.C. Total Cost: 165 points.

Sensors: Enhanced Sensors and Scout ships. 30 points.

Communications: Galactic Standard with three Long-Range Satellites. 11 points.

Maintenance: Bio-Regenerates, which is equal to Automation. 35 points.

Supplies: Semi-Self Sufficient – needs a constant supply of living souls. 10 points.

Internal Security: With demons everywhere, it's the equivalent of a Private Security Force with Magic abilities. Total Cost: 40 points.

Security Systems: There are none! The demons and their minions must monitor all of the station's major areas personally. Zero points.

Medical Facilities: None! If you can't bio-regenerate you are either eaten as demon food or hooked up to a soul generator. Zero points.

Environmental Systems: Advanced. Creates a hot, Hades-like environment with standard gravity. 25 points.

Business: None. Zero points.

Transients: None, all are turned into slave labor or consumed as a power supply or food! It is equal to an incentive program. 40 points.

Total Points Available: 420. **Total Points Spent**: 416.

Cormal, Destroyer of Worlds

The Living Demon Planet is the Third Base

– Anvil Galaxy

The demons' third major base of operation is mobile and lies within the Threshold of the Anvil Galaxy. It is not a stationary base like those in the Thundercloud and Corkscrew Galaxies. Instead, the demons are based directly on the *Demon Planet Cormal*. The creature is one of the largest and most ancient Demon Planets to ever plague the Three Galaxies. He is roughly the size of the planet Jupiter (that's 89,365 miles/142,984 km in diameter). Normally, the powerful gravity of a planet this size would crush anything that landed on the surface, but since Cormal can control gravity, his surface is quite habitable, and even has a temperature and breathable atmosphere suitable for demons. Sprouting out of the sides of the Demon Planet are bony protrusions that form a ring. The ring encircles Cormal, and there numerous Demon Stars are being reconstructed by demons or *born* from Cormal himself, developing like monstrous fetuses. The bony protrusions are hollow and are used to get from the planet's surface to the ships being created or docked at the ring.

On the surface of Cormal are a dozen castles and tens of thousands of demon troops. Each castle, formed from the hide of Cormal, is dedicated to one of the various Demon Lords so that their Prince or General can report directly on the happenings and progress of the war. The largest castle is dedicated to *Modeus, Supreme Lord of Hades*, and it is there that the majority of the leaders meet to formulate their plans. It is also the seat of power for Modeus' top Commander in the Three Galaxies, **Star General Halthhag**. This castle is the most organic in appearance and is made with the same boney material as the rings.

For the moment, *Cormal's consciousness is submerged* and in a deep, coma-like slumber. In this magically induced state, Star General Halthhag can control the Demon Planet as if it were a spacecraft. Unknown to his superiors, the General and the Destroyer of Worlds have communicated through Cormal's dreams, and the two have developed a bond of genuine friendship. It is through this bond that General Halthhag has been able to coax the monstrosity to create two Demon Planet offspring, 300 Demon Stars and a fleet of fighters and spacecraft for the Demon Fleet. He has done this by causing Cormal to dream about leading demon forces to conquer the Three Galaxies. The dream has become Cormal's dreamtime reality, so he complies with every suggestion of the friend and his right-hand man in his dreams, General Halthhag. Should Cormal ever wake up, he will not be pleased to realize the pleasant dream has all been a ploy to manipulate and use him.

As long as the General has the ancient **Tome of Cormal, the Destroyer of Worlds** (stolen from the UWW), he is in absolute control. Should the book be lost or destroyed, Cormal will awaken 4D6 hours later and go on a rampage until he has utterly destroyed the Demon Fleet or is driven away, destroyed himself or appeased in some way. The book contains all the information that is needed to control the Demon Planet, including how to send him back to the dimensional prison from which the demons got him. Unknown to mortal scholars, a third of that information is concealed in a secret world code. Unless one knows about the code and what the code is (information discovered and brought to Lord Modeus), the book appears to be an innocent, ancient tome that recounts many tales about the mythical Destroyer of Worlds.

If the tome is destroyed and Cormal awakens, the only hope is another legendary tome called the **Book of Heroes**. Contained within the book are the names of 2,000 of the greatest heroes in the Megaverse. The person who wields the book can call upon the knowledge and powers of those named within it. At least one of these heroes (and probably a half dozen of them) has the knowledge to send the creature back to the Abyss where he was imprisoned in another dimension.

There is a small possibility (5% chance) that Star General Halthhag might be able to speak to the ancient Demon Planet and get his willing cooperation. However, as much as Cormal likes Halthhag and enjoys his delightfully cunning and treacherous mind, the godlike creature will despise being used by a lesser being such as Halthhag and the rest of the Hades demons. Thus, he is much more likely to go on a rampage against the demons. If Halthhag lives, Cormal will demand the General and his demonic minions serve him (Cormal). If the general declines the offer, Cormal will devour him and his entire fleet before turning on the rest of the demons. If Halthhag is slain or impris-

oned someplace unknown, there is no chance of controlling the Demon Planet.

Cormal's first targets will be his two progeny. He can sense the locations of the two, young Demon Planets and will teleport to each of the juveniles and devour them. They are helpless before their creator and cannot fight him. Next, he'll track down and devour 1D4x10+40% of the Demon Stars in the hands of both demons and Deevils, and destroy 1D6x10% of each of their space fleets in the Three Galaxies. Anyone who gets in his way will also be destroyed. After that, Cormal will pause to consider whether or not he wants to rule the Three Galaxies, destroy them, or go elsewhere.

If by some miracle, the demons manage to win Cormal's favor and assistance, the Demon Planet is likely to want a free hand to do as he pleases. He'll also want the Corkscrew Galaxy for himself. If the demons agree, he'll help to obliterate the Deevils. If they refuse, the rampage scenario, above, begins.

Cormal especially hates Cosmo-Knights and Gods of Light, and delights in their capture, torture and destruction.

The Demon Planet Cormal, Destroyer of Worlds

Myth Come to Life: Until Cormal was released from his dimensional prison by the demons, no mortal (with the possible exceptions of the Prometheans) knew if Demon Planets were ever real or complete myth. There were cults, historians and true believers who insisted they existed, but no one had even claimed to have seen a Demon Planet in thousands of years. There was never any hard scientific evidence of them, and myths about the creatures would suggest they defy the laws of physics and could never have been real. With the appearance of Cormal and two smaller Demon Planets (his offspring, of sorts), people now know otherwise. **Note:** See **Dimension Book™ Six: The Three Galaxies™** for more details about Demon Planets and other monsters, among other things.

Alignment: Diabolic evil.

Attributes: I.Q. 40, M.E. 40, M.A. 40, P.S. Supernatural (see Mega-Damage, below), P.P. 28, P.E. 45, P.B. 4, Spd (see Natural Abilities, below).

M.D.C. by Location:

Main Body: At several times the size of a normal Demon Planet, Cormal has 100 million M.D.C. An all-out attack, given the number of defenses, is likely to result in disaster for the attacker.

Brain Node beneath Castle Halthhag: This chamber is vital to Castle Halthhag and acts like a mega-computer. Information can be stored and retrieved here. All information is accessed from one of the many pools that are in the castle. The majority are in the war room. There are a few pools in private locations such as the throne room of the Star General as well as in his quarters and the quarters of trusted officers. If the Brain Node in this chamber is destroyed, Halthhag loses all of his abilities to communicate with and control Cormal. A new castle would have to be erected and that takes up to six months. The Brain Node has 60,000 M.D.C. and this chamber is deep beneath the castle. It would take a powerful, elite special forces team to get to it to destroy it, or the destruction of the entire castle before the chamber was exposed.

Gravity Glands: Eight of Cormal's gravity glands are on the surface. They look like mountains made of yellow material with purple veins running through them. These specialized glands are spread out, with four in the northern hemisphere and four in the southern hemisphere. The glands are much more powerful than the regular glands. Their range is an impressive 250,000 miles (400,000 km). The fields they create can prevent any ship from activating its star drive including ships with Rift jump drives. These particular glands can be focused to draw in objects. There is no limit to what can be drawn in, and most ships have little chance if captured in this gravity beam. The only chance is to try and destroy the gland that has them. The beam can draw anything in within a 6,000 foot (1829 m) area and the concentrated beam has a range of 125,000 miles (200,000 km). Anything drawn in is usually forced to crash on the surface, where thousands of Surface Crawlers, Crater Tentacles, or Floating Horrors wait to attack.

An alternative to drawing in objects is to repulse them. The concentrated beam can be reversed to push spacecraft away from the Demon Planet. The beams can also be used to push rocks and space debris at enemy ships, space stations and moon bases like meteors. Rock, balls of ice, wreckage and dead spacecraft to rogue planetoids and asteroids may be used in this fashion. Damage is 3D6x2000 M.D. to targets the size of a space station or larger, 1D8x1000 M.D. to smaller targets, and everything in a 5 mile (8 km) radius that is bigger than a shuttle craft will get hit by debris. Cormal can do this attack once per minute, per gravity node. The accuracy, however, is not very good unless the target is huge or at close range. No bonus to strike any target smaller than a medium-sized space cruiser, which means small cruisers, space yachts, shuttle craft, space fighters and man-sized objects can easily avoid the space junk coming in. Targets the size of a medium space cruiser or larger will get stuck. Bonuses for range: +6 to strike targets within 100 miles (160 km), +3 to targets 500 miles (800 km) away and +1 to strike targets up to 1000 miles (1600 km). Beyond 1000 miles (1600 km) there is no bonus to strike and most spacecraft can detect the inbound objects and either dodge or shoot them down.

Organs: All of Cormal's organs are 5 times the size of the typical Demon Planet and have 5 times greater M.D.C. than of a typical Demon Planet. Exact M.D.C. and organ descriptions follow:

Nerve Clusters: 2D6x100+300 M.D.C. each. Destroying one of the tens of thousands of nerve clusters will stun all the local Immune Defenders within a mile (1.6 km) for 1D4+1 minutes, with all combat bonuses reduced to one half. This is due to the Demon Planet sending a psychic scream of pain. All psychics will also have to make a standard saving throw of 12 or higher. A failed roll means they too are stunned, but only for 1D4 minutes, with all combat bonuses reduced by one half. If a Mind Block is up and the character fails the saving throw, he only has a headache and is -1 on all combat bonuses for 2D4 melees.

Digestive Organs: 3D6x1000+2000 M.D.C. each. Attacking or destroying a digestive organ (1D6x1000+5500) will cause 5D6+6 Gut Crawlers to respond within 1D4 min-

utes to exterminate the attacking agent(s). 5D6 additional Gut Crawlers arrive every minute the "foreign organisms" (the attackers) are detected.

Hearts: 1D6x10,000 M.D.C. each. Cormal has 469 hearts to pump the billions of gallons of blood through his massive body. If one is attacked or destroyed, 1D6x10 Gut Crawlers and 5D6 Floating Horrors arrive in 1D4 melees to defend the heart and exterminate the attacking agent(s).

Blood Vessels per 10 feet (3 m): 1D4x100+850 M.D.C. each; there are thousands.

Major Artery/Vein per 10 feet (3 m): 3D6x100+2000 M.D.C. each; there are hundreds.

Epidermis/Skin per 100 feet (30 m): 5000 M.D.C.

Horror Factor: 19, there is no hiding Cormal's massive size and malevolent nature, and most people flee upon first laying eyes on him.

I.S.P.: 1.4 million; Cormal has an enormous amount of I.S.P., but it is not accessible by the demons. His offspring have 1/5 that number.

P.P.E.: 16.3 million; Cormal has an enormous amount of P.P.E., but it is not accessible by the demons. They can, however, make use of the 80 ley lines and two dozen nexus points located on the surface of Cormal. His offspring have 1/5 that amount of P.P.E.

Size: Roughly the size of Jupiter which is 89,365 miles (142,984 km).

Weight: Immeasurable.

Natural Abilities: Like all Demon Planets Cormal is able to control and project its gravity field. Since he is an ancient Demon Planet, his range is an impressive 250,000 miles (400,000 km). This prevents ships from activating their star drives within the field, allowing the Demon Planet to catch them.

Bio-Regeneration: 1D4x1000 M.D.C. per minute, and when devouring a planet it jumps to 1D6x1000 M.D.C. per melee round (15 seconds).

Create Dimensional Portal: Cormal can open a massive Rift just big enough for him to fit through. The Rift takes 2D6 minutes to form and closes 1D4 minutes after the Demon Planet has slipped through it. The range of the Rift is limited to 2,000 light years. This has been the demons' tactic so far. They travel via conventional means to a system and devour it, and then Rift out to some location in the Threshold.

Impervious to Cold: No damage, and does not breathe air.

Impervious to Horror Factor: Fearless.

Impervious to Possession: Cannot be possessed and controlled against his will. The demons have tricked and manipulated the Demon Planet in his sleep; they do not possess or mind control him.

Impervious to Radiation: No damage.

Possess Others: He can possess his own *Immune Defenders*, as well as try to possess other intelligent beings (-1 on saving throws vs possession). As many as 250 Immune Defenders or mortals can be possessed at a time, but only 50 if the intended victims are supernatural beings such as demons and infernals.

Resistant to Energy: Due to the Demon Planet's constant exposure to the harsh elements of space, he is resistant to most forms of energy and takes half damage from fire, heat, plasma, lasers, etc.

Speed: Cormal can travel at five light years per hour for up to 90 hours at a time, after which the planet requires a massive meal (like a solar system) to refuel. His sub-light speed is limited to Mach 15 (normally Demon Planets are limited to Mach 5), which can be maintained for 90 days before requiring refueling. In a pinch, he can amp up the speed to nearly the speed of light for traveling in a solar system.

Splinter Life Essence: Cormal can splinter his life essence up to five times to create other Demon Planets! Each spawned Demon Planet is only 1/5 as powerful as Cormal, but is still a force to be reckoned with. Also, like Cormal, each essence is under the control of the demons, and over one of the brain nodes they have built a structure similar to Castle Halthag from where they can control the lesser Demon Planets. For now, there are only two splintered essences, one in the Thundercloud Galaxy and the other in the Corkscrew Galaxy. All stats and abilities are 1/5 that of Cormal, including the size.

Planet Combat/Attacks: 15 planet directed attacks, which are limited to the use of its enormous tentacles, projection of its gravity field (counts as three attacks per gravity node to hold and maintain the beam, or two attacks to repulse), and bite.

Combat Note: These are the things the Demon Planet can do by itself. In addition, there are thousands and thousands of *independent* defense organisms of considerable power, each of which serves to protect and defend the Demon Planet. That is their sole purpose and they execute that mission without hesitation or emotions like regret or fear. Each is effectively a part of the Demon Planet that responds to localized infection, invasion and threats. They can be thought of as immune system organisms operating entirely on instinct to respond to threats to the main body and eliminate them. Each has its own set of abilities and methods of combat.

Planet Mega-Damage: **Central Maw Bite:** The Central Maw is the size of most planets and can crush them in a matter of a few hours. Damage is 2D6x1000 M.D. per melee action/attack.

Second Maws (2): Cormal has two, comparatively little maws on either side of the main maw and they can inflict 2D6x100 M.D. per melee action/attack. They usually catch what the Central Maw misses.

Enormous Maw Tentacles: Cormal's maw tentacles are twice as long and thick as the typical Demon Planet's. Damage is 4D6x1000 M.D. from a punch/strike, crush/squeeze is 2D6x1000 per attack/action, but they are only able to grab objects larger than 2000 feet (610 m) across.

Energy Blast: Once a minute, Cormal can fire a massive blast of cosmic energy from any of the nexus points. Each blast does 6D6x1000 M.D. and has a range of 2000 miles (3200 km). This is used sparingly as it only increases the Demon Planet's hunger.

Planet Bonuses: +5 to strike with its large tentacles, but vehicles under 1000 feet (305 m) are +6 to dodge. The smaller tentacles, like the crater tentacles, are +8 to strike.

Magic: Cormal is considered to be a powerful Alien Intelligence and knows all Space Spells, Demon Spells, and spell invocations levels 1-12, plus Summon & Control Storm, Annihilate, Close Rift, Dimensional Portal, Dimensional Teleport, Ley Line Restoration, Ley Line Shutdown, Teleport: Superior (for sending defenders), and Mystic Quake; all cast by Cormal at 25th level proficiency up to 200 miles (320 km) away. The planet can cast a spell at a specific target in his atmosphere or in space, not on his surface, but each spell counts as two of his melee attacks. Otherwise, the spells can be cast at specific targets in space or on the surface of his own body by the *Floating Horror*, or through a humanoid that he has possessed at tenth level potency. Cormal is +4 on Spell Strength. (**Note:** All splintered essences/juvenile Demon Planets cast magic at 5th level proficiency, are +1 on Spell Strength, and do not possess Demon or Space Magic.)

Psionics: All Sensitive and Healing abilities and the Super-Psionic powers of Group Trance, Mentally Possess Others, and Psychic Omni-Sight; each use of a power counts as one melee attack/action. Can communicate to a specific individual via Empathy or Telepathy.

Languages: Cormal is able to speak and read any language magically. With the demons in control he thinks in Demongolian.

Note: See **Dimension Book™ Six: The Three Galaxies™** for more details about Demon Planets and other monsters, among other things.

Defense Mechanisms of the Demon Planet

Like the antibodies inside a human body, Demon Planets have Immune Defense Mechanisms. Only since the Demon Planet is so huge, these "defenders" are hordes of monsters that automatically attack foreign agents. The sole purpose of these defenders is to defend the Demon Planet by locating and destroying all foreign objects, invaders and threats. This is pretty much everything from crashed spaceships to robots, vehicles and humanoid explorers, whether they intend harm or not.

Cormal has the full array of Defense Mechanisms and he has hundreds of millions of them. As long as Cormal is asleep, the demons can use the things themselves, however, like Cormal, they are sluggish and have only half their usual attacks and bonuses. However, if the creatures are taken more than a dozen light years from Cormal they wake up, break the demons' control and go berserk, killing everyone they encounter until they are themselves destroyed. The demons have yet to test the limitations of the Demon Planet's Immune Defenders, keeping them in reserve if needed.

If Cormal awakens and breaks the demons' control, his Immune Defenders automatically perceive every being on and inside his body as deadly invaders (germs, if you will) and will attack until every single one is killed or driven away. Only Cormal can stop this onslaught, and he's not likely to do so.

Crater Tentacles

Crater Tentacles instinctively reach out and attack by striking and ensnaring any flying object that comes within their five mile

(8 km) reach. Most flying objects, large or small, are pulled down and crashed into the surface where at least 1D4 tentacles will hold on until other defenders arrive to destroy it.

Horror Factor: 15

M.D.C.: Localized, Miles Long Tentacles: 1D4x1000 each. There are 2D6+4 five mile (8 km) long tentacles concealed within each of the many thousands of craters (1D4x1000) on the Demon Planet. They snare spacecraft, satellites and power armor that come within range and smash them into the surface of the planet or hold them tight on or near the surface until the smaller defenders/destroyers (Surface Crawlers, Floating Horrors, etc.) come to rip them to shreds.

Attacks per Melee: A total of 12 divided between the various tentacles.

Mega-Damage: Punch/strike with three tentacles: 3D6x100 M.D. (1D6x100 if only one tentacle), and counts as one melee attack. Crush/squeeze crush damage is 1D6x100 M.D. per melee action/attack. These smaller tentacles can reach out to a length of 5 miles (8 km).

Powerful enough where a single tentacle can hold and pull down an aircraft, small shuttle, missile or power armor, two tentacles a star fighter, shuttle, or small spaceship, three tentacles objects as large as medium-sized spacecraft, four tentacles a large spacecraft or freighter, and six tentacles can pull down a spacecraft of most any size or type.

Note: Tentacles don't actually think, or possess magic or psionics, they respond by reflex.

Immune Defender: Surface Crawler

The Surface Crawler is one of the Demon planet's immune system defenders; these creatures scour the surface looking for invaders. They have the lower body of a centipede, and the upper body of a humanoid with clawed pincers. The head is flattened with six yellow eyes around it. Running along the center of the head and continuing down the spine is a series of serrated spikes. The Demon Planet has thousands of these defenders all around the planet. They can be encountered in pairs or in groups as large as 8 to 12.

Physical Appearance: The lower body looks like a large centipede with 80 to 100 legs, the upper body has a humanoid appearance with pincers for arms and tentacles that come out of the pincers. The head is like a flattened disc with a row of serrated spikes running down the head and following the spine. It has black, shiny carapace armor that is covered in small barbs.

Attributes: I.Q. 8, M.E. 8, M.A. 1, P.S. 35 (Supernatural), P.P. 24, P.E. 26, P.B. 8, Spd 40.

M.D.C.: 5D6x10 per creature.

Horror Factor: 13

P.P.E.: 3D6x10. **I.S.P.:** 1D6x10.

Size: 12 feet (3.7 m) tall, 10 feet (3 m) long. **Weight:** 1,000 pounds (450 kg).

Natural Abilities: Supernatural Strength and Endurance, Paired Weapons, see in multiple spectrums of light, including infra-red, ultraviolet, x-ray; can see the invisible, and Bio-Regenerates 6D6 M.D. per minute. They are also immune to the effects of a vacuum and radiation, and take half damage from

energy attacks. Magic energy does full damage however, as do psionics and magic weapons. Also see magic.

Attack Per Melee: Five physical attacks, or one by spell magic and two physical attacks.

Bonuses (includes attribute bonuses): +6 on initiative, +8 to strike, parry and dodge, +6 to roll with punch/fall, +8 to save vs magic, +1 to save vs psionics and is impervious to Horror Factor.

Mega-Damage: As per Supernatural Strength: 4D6 M.D. or bite does 5D6 M.D. The body is covered in serrated spikes, so raking along the body does 1D6 M.D.

Magic: Only has the following spell-like abilities: Electric Arc, Sub-Particle Acceleration, Fire Ball, and Call Lightning. All are equal to a 6th level spell caster.

Psionics: Only Telepathy, Sixth Sense, and Mind Block.

Average Life Span: Unknown, possibly thousands of years.

Languages: Understands all, but cannot speak, only hiss.

Habitat: Exclusive to the surface of Demon Planets and die within 1D6 months after being removed from the planet. (The Demon Planet can sense where its defender is up to 500 light years away.)

Immune Defender: Floating Horror

The Floating Horrors are like the lieutenants in the Demon Planet's army of antibodies. They are smart and can actually think, cast spells, formulate strategies and direct and command any of the other defenders. Floating Horrors are known to lie in ambush, set traps and direct platoons of other defenders. They float about 5-10 feet (1.5 to 3 m) above the surface, and are fast and nimble, but limited due to their umbilical cord that drags behind them. When awake, the Demon Planet can possess one of the Floating Horrors at any time, greatly increasing its powers.

Physical Appearance: Spherical in shape, have a dozen tentacles protruding out of their maw and have dozens of open sores all over the surface of their bodies. The creature is a dark grayish-blue color, with red or black sores covering its body. It also has dozens of little spines around its body and no obvious sensory organs. **Attributes:** I.Q. 12, M.E. 12, M.A. 8, P.S. 38 (Supernatural), P.P. 22, P.E. 20, P.B. 2, Spd 60.

M.D.C. by Location: Main Body – 6D6x10, Tentacles (12) – 50 each, and Umbilical Cord (1) – 115 M.D.C.

Horror Factor: 15

P.P.E.: 1D4x50+50. **I.S.P.:** 2D6x10+30.

Size: 15 feet (4.6 m) in diameter. **Weight:** 800 to 1000 pounds (360 to 450 kg).

Natural Abilities: Impervious to the effects of vacuum, resistant to energy-based attacks (half damage), Bio-Regenerate 4D6 M.D.C. per melee round, can see the invisible, nightvision 2000 feet (610 m), Supernatural Strength and Endurance. Magic energy does full damage however, as do psionics and magic weapons. Also see magic abilities.

Vulnerability: If its umbilical cord is destroyed (Bio-Regeneration points always go to it first), the Floating Horror can continue to fight for 2D6 hours, but it can no longer Bio-Regenerate nor be possessed by the Demon Planet, and

dies when that time period elapses; it shrivels up and turns to solid stone.

Attacks per Melee: Eight attacks per melee, or two by spell magic and three physical.

Bonuses (includes attributes): +4 on initiative, +7 to strike and dodge, +10 to parry, +5 to disarm, +6 to entangle, +3 to roll with punch/fall, +6 to save vs magic and psionics, impervious to disease, poison, radiation, possession and Horror Factor.

Mega-Damage: Tentacle: 5D6 M.D. Power Punch: 1D6x10 M.D. Crush/squeeze attack: 3D6 M.D. per crushing melee action. Remember, the Floating Horror has a dozen tentacles, of which it can attack with up to eight at a time. Typically, two parry, two grapple or entangle, and the rest strike out.

Magic: Floating Horrors can cast the following spells at eighth level strength: All level one and two spell invocations, plus Call Lightning, Multiple Image, Apparition, Armor Bizarre, and World Bizarre. **Note:** If the Demon Planet takes personal control of a Floating Horror, it can then cast any of the spells known by the living planet at 15th level proficiency and can draw upon the planet's P.P.E. Additionally, the planet experiences everything it does. The Demon Planet can split its consciousness to be in two or more places at once, but each division takes away two of the Demon Planet's own attacks per melee round.

Psionics: See Aura, Telepathy, Telekinesis (Super), Mind Block Auto-Defense, Mentally Possess Others, and Mind Bolt. Again, has all of the Demon Planet's abilities and can draw upon its I.S.P. when possessed.

Average Life Span: Unknown, possibly thousands or millions of years.

Languages: Magically understands all languages, communicates via Telepathy.

Habitat: Found exclusively on the Demon Planet. Cannot be removed without cutting the umbilical cord, which causes death in 2D6 hours.

Immune Defender: Gut Crawler

The Demon Planet has an extensive network of internal cavities. Among them are sensitive organs such as nerve clusters and vital organs. The Gut Crawler's primary role is that of an internal defender, attacking anyone or anything inside the Demon Planet's body, including in the veins and arteries. Gut Crawlers can travel through the Demon Planet's blood vessels to get from one location to another location fast. It is, however, a gruesome appearance as they crawl out of the walls of the Demon Planet – because they are part of the planet's immune system they can pass through various membranes without injuring the Demon Planet. Their typical tactic is to swarm any foreign invaders from all directions. Depending on the size of the cavity, anywhere from two to two dozen pop out of the walls, ceiling and floor to surprise invaders at any given moment.

Physical Appearance: A Gut Crawler looks like a jet black millipede with a green stripe running down the back. It also has four scythe-like appendages that sprout from its back behind its head. The four scythes lie flat along its back and sprout up when it's defending the Demon Planet.

Attributes: I.Q. 7, M.E. 9, M.A. 4, P.S. 28 (Supernatural), P.P. 20, P.E. 30, P.B. 4, Spd 30.

M.D.C.: 2D6x10+12 per creature.

Horror Factor: 13

P.P.E.: 5D6. **I.S.P.:** 1D6x10+50.

Size: 9 feet (2.7 m) long. **Weight:** 900 pounds (405 kg).

Natural Abilities: Impervious to the effects of vacuum, resistant to energy (half damage), Bio-Regenerate 2D6 M.D.C. per melee, see the invisible, nightvision 1000 feet (305 m), and electrical discharge. They can swim at 90%, and pass through the Demon Planet's membranes unhindered. Secretes a healing coagulant to assist in the repair of the Demon Planet.

Attacks per Melee: Five physical attacks.

Bonuses (includes attributes): +3 on initiative, +5 to strike and dodge, +6 to parry, +3 to disarm, +2 to roll with punch/fall, +8 to save vs magic, +3 to save vs psionics, and is impervious to disease, poison, radiation, possession and Horror Factor.

Mega-Damage: Electrical Discharges: 4D6 M.D. at a range of 200 feet (61 m). Scythe Appendages: 6D6 M.D. by slashing and stabbing attacks (10 foot/3 m reach), head butt or body slam 4D6 M.D.

Magic: None.

Psionics: Telepathy, Ectoplasm, Deaden Pain, Healing Touch, Increased Healing, Psychic Diagnosis, Psychic Surgery, and Psychic Purification.

Average Life Span: Unknown, could be thousands or even millions of years.

Languages: Understands all languages, but can't speak, uses telepathy to communicate.

Castle Halthhag

The largest structure on Cormal is Castle Halthhag. The building is a combination of military fortress and command center. It is constructed of a black, boney material that seems to have grown out of the ground. Surrounding the main structure is a large bone wall with towers that rise like spires every few hundred feet. The spires contain the castle's defensive weapons, which are a combination of technological and magical. Within the compound are several buildings that serve as barracks for demon troops and lead to several of the large underground chambers.

The castle has numerous levels as well as sub-levels beneath the surface. Located underground is the **war room**. Within are two dozen large pools (varying from 10-40 feet/3 to 12.2 m in diameter); each filled with a white, milky substance that serves as computer monitors and communication devices. Various demons can be seen reporting in and giving reports, and one can see ships coming and going. The whole area is a beehive of activity, for it is where the demons are calling all the shots for the Minion War in the Three Galaxies.

Castle Halthhag is also the source of the **Demon Knights** (described later in this section), and the screams from their birthing can be heard echoing throughout the halls.



On what would be considered the **ground level** of the castle are a series of hangars built right into the castle. A few hundred *Demon Fighters* and *Hell Bringers* are found here (all described later) as well as Netherbeasts and Soulmancy creations, along with other equipment and weapons created on Hades.

Rising out of the roof from the center of the castle is an obvious **communications tower** that has a standard sensor array mounted on it. Also outside is the **Power Distribution Center** where conventional anti-matter reactors are housed. It is primarily used to power the many defenses of Castle Halthag. It also distributes power to other castles and demon bases on the surface of Cormal.

M.D.C. by Location:

- Defense Spires (20) – 20,000 each
- Hangars (4) – 50,000 each
- Main Gate – 1,000
- Secondary Gates (3) – 500
- Outer Wall per 100-foot area (30 m) – 250
- Hell Fire Energy Cannons (8) – 1,500 each
- Cruise Missile Domes (8) – 2,000
- Cruise Missile Launchers (8) – 1,000 each
- Point Defense Turrets (40) – 400 each
- * Communications Tower – 10,000
- ** Power Distribution Center – 35,000
- Main Body – 250,000

* The communications tower controls standard technological communications. It also serves as a control tower for spacecraft that approach and take off from Castle Halthag. Destroying this tower will cease all communications until some kind of temporary backup can be established.

** If the power distribution center is destroyed, many of the defenses and communication systems will be down until a backup comes online in 1D6x10 minutes. Like most demons, even Star General Halthag is too arrogant to think his main fortress would ever come under attack, so not many precautions have been taken. This could change throughout the Minion War, but for now, such things as backup systems which most people take for granted have not even been thought of by the demons. The power provided is both conventional and magical in nature.

Castle Weapon Systems:

1. **Hell Fire Energy Cannons (8):** These cannons look like giant demons carved from obsidian, perched on a dais. When the cannons fire the eyes glow and the energy fires from their mouths. The cannons can rotate as needed and the demons can move up and down as needed to focus on most targets. The energy fire seems to be a combination of hot molten lava and rocks, so even those impervious to energy take one quarter damage from the impact. These cannons rarely all fire at once, but rather fire in a sequence that keeps two cannons firing per melee round (15 seconds).

Primary Purpose: Planetary Defense.

Secondary Purpose: Anti-Assault.

Range: 2,000 miles (3,200 km).

Mega-Damage: 2D6x1000 M.D.

Rate of Fire: One shot every minute.

Payload: Effectively unlimited.

Note: It becomes evident when the cannon is about to fire, because 30 seconds before it shoots, the eyes and mouth of the carved demon begin to glow red. These cannons can only hit targets *in orbit*. They are unable to target anything on the surface.

2. Cruise Missile Launchers (8): Eight domed structures are scattered about the demon castle. These domes can rotate as needed to target anything in orbit. Like the Hell Fire Cannons, they can only target ships in orbit, not on the Demon Planet's surface. When a lock is acquired the dome opens to reveal a hidden cruise missile launcher.

Primary Purpose: Planetary Defense.

Secondary Purpose: Anti-Starship.

Range: 5,000 miles (8,000 km).

Mega-Damage: 2D6x1000 to a 500 foot (152 m) diameter.

Rate of Fire: One at a time, or in volleys of 2, 4, 6, 8 or 10.

Payload: Each launcher holds 30 heavy cruise missiles. The launchers must be retracted and loaded from within, which takes 10 minutes from the time the launcher descends until it rises back in place.

Note: Some launchers contain Hell Fury Missiles!

3. Point Defense Turrets (40): Scattered about the castle, concealed in a variety of demonic statues, are point defense turrets. These turrets are typically manned. Unlike the orbital defenses, these turrets can hit ground targets, even though they are meant as aerial defense against attacking aircraft, fighters, power armor, incoming missiles and Cosmo-Knights.

Primary Purpose: Anti-Star Fighter.

Secondary Purpose: Ground Force Defense.

Range: 6,000 feet (1829 m).

Mega-Damage: 4D6x10 M.D.

Rate of Fire: 4 shots per melee round.

Payload: Effectively unlimited as they are tapped into Cormal's P.P.E. reserve.

4. Demonic Troops: Since this is the main demon base, there is a sizeable troop presence on the Demon Planet. These numbers only represent those immediately on hand at Castle Halthhag. There are hundreds of ships in orbit, more troops at the other castles (typically one third of what's listed below) as well as a dozen scattered bases across Cormal's surface where just troops are housed, trained, and wait to be sent to combat zones (these bases have half the number of troops listed below).

200,000 Mortals who serve as front-line troops, henchmen, evil priests, and special forces (sorcerers, assassins, etc.).

100,000 Lesser Demonic Mortals

40,000 Greater Demonic Mortals

100,000 Plasma Demons

10,000 Lasae Demons

75,000 Shedim Demons

100,000 Alu Demon Hounds

100,000 Ghouls & Nasu

10,000 Mares

5,000 Baal-Rogs. There could be a small Brass Guard contingent, but they are most likely reserved for special operations.

90 Demon Locusts

10,000 Gallu Demon Bulls

1,000 Jinn (of various elemental types)

2,000 Magots

2,000 Night Owls

500 Raksasha

1,000 Phase Demons

2,000 Star Slayers

200 Demon Knights

500 Blood Bane Power Armors

200 Harbingers

120 Demon Fighters

50 Hell Bringer Dropships

4 Demon Fury Frigates, typically on station dropping off or picking up troops and supplies.

2,000 Hades Netherbeasts

1,000 Infernal Mastodons

Unique Demon Forces in the Three Galaxies

The demons are no fools. Sure they may have billions if not trillions of demons roaming the Megaverse, but they are not going to expend those resources in one dimension, even one as rich as the Three Galaxies. No, it's much better to use the local inhabitants to fight the war for you and in your name, and that's exactly what the demons are doing. Through the use of the Demon Planets, they are able to take other people and turn them into a suitably monstrous fighting force to conquer the Three Galaxies.

The Three Galaxies is proving to be a challenge with its wide array of alien beings, technologies, and various cosmic heroes. So aside from ordinary mortal worshipers, henchmen, dark priests and warriors, the demons have developed an assortment of superhuman warriors to lead the way.

Demon Knights

The demons of Hades know that the battle for the Three Galaxies will be no easy task. Moreover, there is a meddling force for good called the *Cosmic Forge* that, no doubt, will try to interfere with their plans for the galaxies and try to stop the Minion War. The agents of the Cosmic Forge are a group of superhuman beings known as Cosmo-Knights, who fly through



the void of space with impunity and wield powers as great as the cosmos. The Cosmo-Knights are a threat that, unless dealt with, will be able to fight the demons in space with no equal. That's where the *Demon Knights* come in. After careful study, it was found that Cosmo-Knights have two vulnerabilities that can be exploited. The first and foremost was their vulnerability to magic. That was easy enough for the demons as their arcane knowledge is vast and formidable. The second weakness is emotion. Even though Cosmo-Knights run the gamut of races, many still share simple human frailties such as greed, envy, lust, fear, love and the most easily provoked, anger. If handled just right, with a little deceit, the demons could turn Knights away from the Cosmic Forge, causing them to Fall and make them even more vulnerable to temptation, another specialty of demons.

Demons were also aware of a whole legion of *Fallen Knights*, many of whom would leap at the chance to regain lost power. Indeed, many did. The lure of power is very tempting, especially to those who have held it, but later lost it. The demons played on this, gathering many Fallen Knights in remote regions of the Three Galaxies. There, they would be given a mere taste of what it was once like, especially some new abilities that could be used to deal punishment to those they once served with.

While anyone can become a Demon Knight, the Hades demons prefer to recruit *Fallen* Cosmo-Knights. Perhaps it's the irony of using fallen heroes that so appeals to the demons. Or perhaps it's the fact that many of the Fallen Knights are filled

with ripe, simmering hatred that makes them seem perfect for conversion into a Demon Knight.

When one submits to become a Demon Knight, that individual forsakes his humanity, loses all former abilities, and most of his old self. When the person is reborn as a Demon Knight, he has only a few fleeting memories that have any remaining emotion connected to them. These are always remnants of the strongest emotional feelings, such as one's hatred of the Cosmic Forge and Cosmo-Knights, or the lust for vengeance against a specific individual, nation, or cause. While the person reborn as a Demon Knight may know the names, places, and basic elements of his past, they are remembered without passion or emotion, as if they were something he read or saw on TV about someone else. The Demon Knights are truly reborn and lose the experience and attachment of their old life. Thus, while a Demon Knight has the disadvantage of starting at level one experience, much of the pain from his old life is gone and there is little, if anything that might affect him from the past. The newborn Demon Knight is only driven by hate and a bloodlust for the destruction of Cosmo-Knights and other so-called heroes.

In the lowest levels of *Castle Halthhag* is a large chamber. It is a combination mystic crucible and birthing place of the Demon Knights. Scattered about the chamber are pits filled with a viscous, black ooze that can only be Cormal's blood. Fallen Cosmo-Knights and any who wish to become Demon Knights are submerged in these pits for an unknown duration. The process is agony, for they are emotionally purged of one life and

given a new one built on anger and hatred. When they come out, they are completely changed. Demons take the poor souls, strap them down with chains, and begin the process of applying armor directly to their ooze-covered flesh. The armor is still hot from the forge and grafted to the body in a painful ceremony that takes hours. Each new piece of armor burned into them is more agony, yet with each piece that is applied, the Demon Knight can feel a renewed level of power. Finally, when the torture seems unbearable, the reborn breaks the chains and rises as a new minion of Hades. Some Demon Knights keep the chains as part of their armor, an eerie reminder that they were forged in agony and hellfire. The chains may also be used as weapons. Those who fail to break the chains are those who can't forsake some part of their past life (usually love), or the hero buried deep inside them refuses to be reborn into something evil and vile. These individuals are taken, in chains, to the Soul Chamber to have their souls consumed.

The Demon Knight's Code

Demon Knights have adopted their own code, a deliberate perversion of the Cosmo-Knights' code. It had nothing to do with being pragmatic or chivalrous. It is more of a warning to the rest of the universe and a manifesto of wickedness.

1. Death

Death to freedom and injustice for all.
Death to the Cosmic Forge and all who serve it.
Death to all that pretends to be good and wholesome.
Death to all sentient beings who dare to stand against us.
Death to the Megaverse as it is, for it shall be remade in the visage of Hades.

2. Fair Play

There are no innocents.
All is not meant to be equal.
Kindness is a crutch for crippled fools.
Compassion is weakness. Mercy is the coward's way.
Ruthlessness is a virtue.

3. Nobility

Let no laws stand in your way.
Justice and mercy have no meaning.
Destroy all who stand in your way.
Your destiny is to rule over all.
Reap all the glory for yourself and your master.

4. Valor

Exhibit strength and defiance against all that is good.
Serve vengeance on all that is good.
Destroy good in all its forms.
Crush the meek under your heel.
Enslave the weak and the innocent.

5. Honor

Honor is for the weak.
Indulge your desires.
Betray the fools who trust you.
Deception is double-edged blade. Use it with care.
Respect the power of your master.

Live to fight another day.

6. Courtesy

The weak are deserving of what they get.
All should bow to your power.
Fear is respect.

7. Loyalty

To one's Demon Lord.
To one's minions who fight in your name.
To the destruction of good.

The Powers of the Demon Knights:

1. Magic: Possibly one of the Knights' greatest strengths is their vast arcane knowledge. As this is the Cosmo-Knights' greatest weakness, so it must be the Demon Knights' greatest weapon. Demon Knights learn spells in the same capacity as Witches, and must be given the power through their Demon Lord. This not only keeps the Knights loyal to their respective Lord, it keeps them dependent upon them for more power. Each Knight can be granted an array of spells.

At Level One, they know ten spells from spell invocations Levels 1-4, plus the following spells: Electric Arc, Fireblast, Fire Bolt, Magic Net, Disintegration Beam, and Demon Blade.

For each additional level of experience, they are granted three additional spells up to one level higher than their current level of experience (e.g. at second level a Demon Knight could select spells up to third level). Spell selections are limited to Spell Invocations, Demon Magic and Space Magic.

At the behest of their Demon Lord they can be granted additional or special spells, as many as two spells per level of experience, on a *temporary basis*. Once the Demon Knight's task is completed the temporary spells are forgotten. This includes powerful spells far beyond the Demon Knight's experience, up to level 15.

2. Anti-Matter Blast: Cosmo-Knights have a cosmic blast that makes them without equal in the void of space. Demon Knights can expel mystically generated anti-matter particles in a coherent beam to counter their nemesis, the Cosmo-Knights. Because the beam is of a mystic origin, it does full damage to Cosmo-Knights and the Demon Knights can use it in an atmosphere or wherever needed.

Damage: 1D8x10 M.D. at level one +1D4x10 at levels 3, 5, 8 and 11.

Range: 2,000 feet (610 m) +400 feet (122 m) per additional level of experience. Range is half in the atmosphere of any planet. In the presence of a Demon Planet (within 100,000 miles/160,000 km), the Demon Knight's range doubles.

Bonuses: +1 to strike with the beam at level one, +1 at levels 3, 5, 8 and 11, plus any P.P. bonus to strike.

Note: The source of the beam is considered dark magic and therefore is not pure energy. It does full damage to Cosmo-Knights and to energy beings, half damage to Astral Beings.

3. Resistance to Vacuum and the Effects of Space: Demon Knights can fly in the vacuum of space unaffected by the cold or cosmic radiation, and without the need of an environmental suit. While this resistance does allow them to exist in the depths of space, it does not give them the incredible resistance that the

Cosmo-Knights have. Demon Knights are, however, impervious to the effects of Mega-Damage cold (they take no damage) and take half damage from M.D. plasma and fire. Demon Knights automatically have the ability of *Vacuum Speak* (as per the spell), which allows them to communicate in space to cast their spells. Demon Knights often use this ability to taunt their enemies.

4. Space Flight: Demon Knights can fly in the depths of space just like a Cosmo-Knight. Their base flight is Mach 10 plus one Mach per each additional level of experience. They do not possess Super-Luminal Flight like the Cosmo-Knights, unless the right Space Magic spell is known. Demon Knights do possess enough flight power to escape the bonds of a planet's atmosphere when necessary.

5. Bio-Regeneration: Part of the Demon Knights' supernatural nature allows them to Bio-Regenerate 4D6 M.D.C. per melee round.

6. Grafted Armor: Demon Knights do not possess armor equal to the Cosmic Armor of Cosmo-Knights. Instead, during their "birthing" process, magic plate armor is grafted to their bodies. Each suit of armor is unique and varies with each Demon Knight. As a rule, the symbol of the Demon Lord the Knight serves is imprinted on the breast plate. The armor adds 3D6x10+50 M.D.C. to the Demon Knight, and as the armor is a living extension of the Knight, Bio-Regenerate at a rate of 2D6 M.D.C. per melee round. If the armor is completely destroyed, it takes 2D4+4 days for it to completely grow back.

7. Demonic Weapon: Each Demon Knight is reborn with a weapon that is as much a part of him as his armor. The weapon is small at first and not very powerful. As the Demon Knight grows in experience and power, so too does his weapon. For the weapon to grow, it must taste the blood of an innocent (e.g. a non-combatant) shortly after the Demon Knight attains a new level of experience.

Mega-Damage: Base damage is 1D4x10 M.D. at level one, but increases as the Demon Knight gains more experience. Base damage increases to 1D6x10 M.D. at level four, becomes 2D4x10 M.D. at level seven, and finally 2D6x10 M.D. at level ten.

Weapon Bonuses: +1 to strike, parry and disarm, +1 to strike when thrown; these are in addition to P.P. and R.C.C. bonuses.

8. Demonic Link: Demon Knights are able to communicate with their master, the Demon Lord who empowers them, as well as Greater Demons and Demon Planets. The communication is a form of Telepathy that can easily transcend the depths of space. As long as a Demon Planet is within 10 light years of a Demon Knight, he can communicate through it as if it were a satellite relay. This link also allows the Knights to communicate with any Demon Star within one light year, as well as fellow Greater Demons and Demon Lords anywhere via the communication pools at various demon bases. A Demon Lord can communicate via Telepathy up to 1000 miles (1600 km) away or via dream vision anywhere in the realm of mortals. However, a dream vision, like all dreams, is open to interpretation.

9. Supernatural Strength and Endurance: Demon Knights are reborn in the depths of a Demon Planet and are considered supernatural beings equal to the Greater Demons of Hades.

10. R.C.C. Bonuses (In addition to attribute bonuses): +2 on Perception Rolls, +4 on initiative, +1 to strike, parry, and dodge, +4 to pull punch, +3 to roll with impact, +8 to save vs Horror Factor, and +4 to save vs possession.

Demon Knights do not need to eat, but many do still indulge in the pleasure of taste. Instead, they need at least a pint of blood per day. Like vampires, the Demon Knights actually draw sustenance from blood, and it's best when drawn from a freshly killed foe. Demon Knights are not limited to human blood, and can gain sustenance by eating any of the carbon based life forms in the Three Galaxies. Many Demon Knights prefer to eat the heart of their enemies, if only to rally their troops and strike fear in their enemies.

Demon Knight R.C.C.

Demon Knights are the antithesis of the Cosmo-Knights. They lead special forces, hunt and slay Cosmo-Knights, or serve as commanders and lieutenants of the demon forces in the Three Galaxies. Many are Captains of demon ships or leaders of specialized units. Many Minions who are not demons themselves look to the Demon Knights for leadership and guidance, and even the demons, particularly Lesser Demons, respect and fear their power. In the grand scheme of the Hades demons, Demon Knights are considered Greater Demons, and they are quickly rising through the ranks.

Character Note: Demon Knights are not suggested as player characters. They are beings who have forsaken their humanity and the life of a hero to be monsters in the service of evil, making them villains through and through. Unless a G.M. is running an "evil group" this R.C.C. is best left as NPC villains.

Alignment: 60% are Diabolic, 30% are Miscreant and 10% are Aberrant.

Attributes: I.Q. 2D6+9, M.E. 2D6+10, M.A. 3D6+9, P.S. 4D6+20, P.P. 3D6+7, P.E. 2D6+20, P.B. 2D4+10, Spd 2D4x10.

M.D.C.: P.E. attribute number x10, +3D8 per level of experience. (On S.D.C. worlds, Demon Knights have P.E.x5 for Hit Points, 2D6x10 S.D.C., and a base A.R. of 14 +1 at levels 3, 6, 9, 12, and 15.)

Horror Factor: 12 during the early days of the Minion War, but as their reputation grows it will become 15.

Size: Varies with race.

Weight: Varies with race.

Average Life Span: Unknown at this time. However, if they should prove to be too troublesome for their demonic makers they could find that their life span is very short. If they are truly reborn as Greater Demons, then they are immortal and function the same as any other demon, and their life essence returns to Hades to be reborn again.

P.P.E.: 1D4x100 +P.E. attribute number, plus 1D4x10 per each additional level of experience.

Level of Experience: 1D4+1 as Demon Knights are new to the Megaverse. There is a senior circle of 1D6+6 Demon Knights who have an average level of 1D4+4 in each of the Three Galaxies. Demon Knights use the Cosmo-Knight experience table if allowed as a player character.

R.C.C. Skills of the Demon Knight:

Read and Write Demongogian at 98%.
Speaks one trade language at 88% +1% per level.
Speaks one other trade language (+10%).
Radio Basic (+20%)
Zero Gravity Movement & Combat (+10%)
Navigation: Space (+20%)
Pilot: One of choice (+10%)
Demon and Monster Lore (+30%)
W.P. Two: Ancient of choice.
W.P. One: Modern of choice.
Hand to Hand: Martial Arts.

R.C.C. Related Skills: Select 7 other skills. Plus select one additional skill at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any.
Cowboy: None.
Domestic: Any.
Electrical: Basic only.
Espionage: Any (+10%).
Mechanical: Basic only.
Medical: First Aid only.
Military: Any (+10%).
Physical: Any (+5% where applicable).
Pilot: Any, except Robots and Power Armor (tends to lean towards fast vehicles).
Pilot Related: Any (+10%).
Rogue: Any (+10%).
Science: Any.
Technical: Any (but only Lore skills get a bonus of +10%).
W.P.: Any.
Wilderness: Any.

Secondary Skills: Select four skills from the Secondary Skills List. +1 additional Secondary Skill at levels 2, 4, 8 and 12. These are additional areas of knowledge that do not get any bonuses, other than possible bonuses for having a high I.Q. All Secondary Skills start at the base skill level.

Skill Note: Remember, skills once known in the character's old life are forgotten and replaced with the ones above when the character is reborn as a Demon Knight.

Mega-Damage: As per Supernatural Strength.

Vulnerabilities/Penalties: All weapons that inflict extra damage to demons also inflict extra damage to Demon Knights. Demon Knights also take double damage from Rune Weapons and weapons made from a Millennium Tree.

Physical Appearance: Bestial versions of their former selves, plus their armor is a living part of them now. It all adds up to a frightening appearance.

Alliances and Allies: Demon Knights are given the rank of Duke/Duchess of Hades and now serve one of the Demon Lords; half of them serve Modeus. They may progress up the demon hierarchy and may be given charge to lead squads, platoons, and companies of demons and their minions into battle.

Enemies: Demon Knights were created to destroy Cosmo-Knights, so they are Enemy Number One. When a Cosmo-Knight is on the scene, a Demon Knight will attack him above all other combatants. After Cosmo-Knights, the villains loathe Gods of Light, Champions of Light, Cyber-Knights, and all heroes and defenders of the weak and innocent.

Weapons and Equipment: Demon Knights favor their own demonic weapons, but may use any type of weapon and are fond of heavy energy weapons. Most keep one or more weapons of defeated and/or slain Cosmo-Knights as a trophy. Many also keep a Cosmo-Knight's helmet as a trophy.

Money: Don't need any as they are treated like royalty by the Demon Lords. That having been said, many take what they want and quickly accumulate small fortunes (2D6x2 million credits per level of experience).

Cybernetics: Can't use any as the body rejects them when it Bio-Regenerates.

Star Slayer Demon

Star Slayers are a new breed of demon born of the conflict in the Three Galaxies. While most demons can fly in space, many are not well equipped for it, so the Star Slayers were created. These demons are born through a fusion of absorbing multiple life essences (souls) and finally corrupting a mortal to willingly give himself over and to become one with the Star Slayer.

Star Slayers start off as the Harbinger spacecraft of the demon forces. The life essence of a demon (or Daemonix) becomes a part of the craft when it is created. As souls are absorbed either by consuming their pilots or by killing foes, the trapped life essence becomes stronger. Over time, it is able to influence its pilot, and those pilots who are either weak-minded or willingly submit can join with the craft to become a Star Slayer. The pilot is pretty much gone forever. Only those with an M.E. of 14 or higher who willingly submit to the transformation can actually take control and be the dominant mind of the monster.

Star Slayers have a vaguely dragon or winged serpent appearance. The skin is stark white with blue and purple veins visible through their clammy flesh. They have elongated arms and legs and a crown of bone that comes out of the sides of their neck and extends above their heads. They have large, bat-like wings with a pronounced boney structure and the fleshy membrane seems torn and tattered on many (this does not impair their flight abilities). The creature has a thick, serpentine body and tail lined with spikes and barbs.

Note: While Star Slayers associate with Hades demons, they are born in the Three Galaxies and are thus anchored there. So if they die in the Three Galaxies, it's for good. If brought to another dimension, they would retain the same pseudo-immortality that other demons have.

Star Slayer Demon

Alignment: Miscreant or Diabolic.

Attributes: I.Q. 1D6+8, M.E. 2D6+12, M.A. 2D6+8, P.S. 3D6+30, P.P. 1D6+18, P.E. 2D6+14, P.B. 1D6+1, Spd 4D6+10 on the ground. Flying in an atmosphere, it can



achieve a speed of 200 mph (320 km), however its most impressive ability is to soar in a vacuum at a speed of Mach 15.

M.D.C.: 1D6x100+200 (On S.D.C. worlds, the Star Slayer has P.E.x10 for Hit Points, 1D4x100 S.D.C. and an A.R. 14.)

Horror Factor: 15

Size: 18 feet +2D6 feet (6.1-9.1 m).

Weight: 8 to 10 tons.

Average Life Span: Immortal creature of chaos.

P.P.E.: 1D4x100 +P.E. attribute number.

I.S.P.: 2D6x10 +M.E. attribute number.

Natural Abilities: Intended as a sort of living space fighter, the creature has Supernatural Strength and Endurance, can survive the vacuum of space and is impervious to the effects of a vacuum. Impervious to cold (including magic cold), and resistant to energy and fire (takes half damage from lasers, particle beams and Mega-Damage plasma). They can soar through space at a top speed of Mach 15 (it takes two melees to get up to full speed as well as two melees to come to a complete stop), and Star Slayers automatically have Zero Gravity Movement. Dimensional Teleport 20% +4% per level of experience, can Bio-Regenerate 4D6 M.D. per melee round, can fire dark energy blasts, and has acute vision able to see a space fighter up to 800 miles (1,280 km) away and can speak in a vacuum same as the spell Vacuum Speak.

Level of Experience: 1D6, as they are demonic creations new to the Megaverse.

Attacks per Melee: Six.

Bonuses (In addition to attribute bonuses): +3 to Perception Rolls, +5 to initiative, +2 to strike and parry, +4 to dodge, +2 to roll with impact, +6 to save vs Horror Factor, +2 on all other saves and is impervious to gases and poisons.

R.C.C. Skills: Navigation Space 87%, Prowl 70%, Astronomy and Navigation 60%, Lore: Demons and Monsters, 75%, Lore: Magic 30%, W.P. Sword, and W.P. Heavy M.D. Weapons.

Mega-Damage: As per Supernatural Strength which is typically 5D6 M.D. from a punch, 1D6x10 M.D. from a power punch, 6D6 M.D. from a kick or tail slash, and 1D6x10 M.D. from a bite (3D6 M.D. from a warning nip).

Their preferred form of attack is to use their *dark energy blast*: 4D6 M.D. blast, but can increase the damage by expending P.P.E. on each shot. A 1D4x10 M.D. blast costs 10 P.P.E., 1D6x10 M.D. blast for 15 P.P.E., a 2D6x10 M.D. blast for 30 P.P.E., a 4D6x10 M.D. blast for 60 P.P.E. and a 1D4x100 M.D. blast for 120 P.P.E. Each blast, except for the last, can be fired in a single melee attack, while the last counts as two attacks. Each has a range of one mile (1.6 km) per level of the Star Slayer.

Magic: Knows the following spells: Armor Bizarre, Chameleon, Demon Blade, Electric Arc, Fire Bolt, Frequency Jamming, Magic Tether, Magnetic Boots, Micrometeorites, Power Bolt,

Superluminal Speed, and See the Invisible. Select eight other spells from Space Magic or Demon Magic, levels 1-4.

Psionics: Mind Block, Mind Bolt, Object Read, Read Dimensional Portal, Sense Dimensional Anomaly, Telekinesis: Super and Telepathy.

Habitat: Found only among the demon forces of the Three Galaxies. They are creatures that prefer the depths of space over an atmosphere or planet.

Enemies: Deevils are their immediate concern, followed by Cosmo-Knights and any enemies of the Hades demons. They despise those who are good and pure of heart, and will attack Cosmo-Knights and similar heroic types over others.

Allies: Other Star Slayers and demons of Hades.

Phase Demons

To be honest, nobody knows exactly what Phase Demons are. They are not true demons, because they start life as mortals and mutate into something inhuman and monstrous. Phase Demons are the product of an unusual mutation that occurs because of the way most Contra-Gravitonic, Phase Drives, and Rift Jump Drives work.

Everyone has heard stories about people in space who accidentally get trapped outside a spaceship or near an open hatch when a spaceship hits FTL speed, and how sometimes, something happens to them. Something bad. (Roll percentile: 01-33% killed; 34-87% shook up but okay; 88-00% becomes a *Phase Demon*.) These people seem fine for the duration of the voyage while in FTL, but when the ship goes back to sub-light speed or stops, they sporadically disappear and reappear out of thin air. Each time they reappear, the person's physical body and mental state is more twisted, and the individual is more aggressive and violent. Within a week, the victim turns into something completely inhuman, demented and imbued with strange powers. At this point, the individual is no longer human, but a Phase Demon driven insane by the experience. Their past life is mostly forgotten, skills are gone and what few memories remain only serve to torment the creature.

According to *Temporal Raiders*, the victim is pulled into the fourth dimension. Most living 3-D beings are not meant to live in the fourth dimension, where time, space and reality are distorted. Trapped alone in the alien dimension, minutes seem like days, hours like months, days like years. While removed from the world, the victim is able to see and hear glimpses of our reality as if he were an invisible ghost, before being pulled way into the Abyss. Such victims would do anything to return to the physical world and feel the touch of flesh, to inhale a breath of air, or even to have someone acknowledge their presence. Trapped in the weird dimensional by the FTL accident, victims are quickly mutated and their minds warped. For many, their base desires take over and their sanity is the first thing to go, forever changing the person they once were. The warping of the mind gives the victims psychic and Phase powers, but at the same time they lose their humanity, identity and any sense of connection to what they once were. Instead, they come to despise the pretty, soft beings on the physical plane and want to lash out at all mortal, sentient beings in the physical world. They feel a hunger that never goes away. Only when the ship has its

FTL drive powered up can they exist in our physical reality, where they stalk and kill people and gorge on their flesh to satiate their unquenchable hunger for flesh and blood.

If the physical bodies of Phase Demons are representations of their minds, then they are truly monsters. Phase Demons keep the same basic body shape they had when they were mortal. However, they increase in size and mass by 1D4x10%, their flesh becomes lumpy and covered in nodules, their skin turn hard like rock and resembles sheets of thick tree bark or plates of cracked and jagged stone. Facial features melt into a lumpy blob with one massive eye in the center of the face. It is protected by a thick, lumpy bridge of stone, and the mouth is large and filled with small, jagged teeth like those of an alligator. The back of the head and neck is covered in a thick, wild mane of jet black hair. Arms and legs look more like lumpy pillars of stone, and fingers fuse into two thick fingers and a thumb. Phase Demons don't use technology, though they remember how to open doors, turn on lights and use simple controls. They don't use weapons, not even simple clubs, though they may pick up a chair, desk or chunk of debris and use it as a shield or weapon. If any clothing is worn, it is likely to be loose fitting articles like overalls or a lab coat. When one speaks, the voice is filled with pain and anger, and words are kept to a minimum. Phase Demons love to shriek and howl, especially when chasing or battling an opponent, as well as after a kill. The monster gorges after every kill, leaving a half eaten body as a testament to its presence.

Thankfully, Phase Demons spend most of their time trapped in the Fourth Dimension. Psychically linked to the vessel where the accident occurred, a Phase Demon will often be drawn to it again and again whenever the FTL or Phase system is activated. Similarly, Phase Demons can appear near Phase Engines, along ley lines and nexus points, and especially when a Rift is opened, whether it be at a ley line nexus, at a stone pyramid or a dimensional gate like those used by the Prometheans at Center. However, they may also appear during any dimensional anomaly and when a dimensional portal is opened anywhere by any means (1% chance; 3% if Phase Powers or Phase technology is used). Once the Phase Demon has entered the physical plane, most cannot remain for more than one minute per P.E. attribute point; double when it stays within 1000 feet (305 m) of an active FTL engine, dimensional gate/portal, or ley line; quadruple at a ley line nexus or near a Phase Generator, and one day per P.E. attribute point on the surface of a Demon Planet and in supernatural realms such as Hades and Dyval. Phase Demons are attracted to Phase energy systems and according to rumors, can stay in the physical plane one day per P.E. attribute point on the lower levels and sub-levels of Center. When contact with the physical plane is made, typically one Phase Demon comes through, but sometimes there are as many as four (roll 1D4). At least, that was the case before the Minion War.

The demons of Hades have managed to recruit Phase Demons to their cause, probably by convincing them that they (demons) are not creatures of the mortal, physical plane either, by giving them an opportunity to lash out at people in the physical world, and because they can enable Phase Demons to exist on the physical plane for an *indefinite* period. How the demons have managed to pull that last part off remains a mystery. It may involve magic, but most suspect it has something to do with the



Demon Planets. (**Game Master Note:** Indeed, if a group of heroes were to destroy just one of the Demon Planets, the Hades demons would lose *half* of the Phase Demons under their control. Destroy two Demon Planets, or just slay Cormal or send him back to his prison in the Fourth Dimension, and all Phase Demons vanish with him, forced back to their own Fourth Dimension prisons.)

Phase Demon

Alignment: 80% are Diabolic, 15% Miscreant, 5% Aberrant evil.

Attributes: I.Q. 1D6+4, M.E. 2D6, M.A. 3D6+4, P.S. 3D6+10, P.P. 4D6+6, P.E. 3D6+8, P.B. 1D6+2, Spd 6D6.

M.D.C.: Not applicable; see S.D.C./Hit Points, below, and Phase Body under Natural Abilities.

S.D.C./Hit Points: P.E. attribute number x5 for Hit Points and 1D4x100 for S.D.C. Has a Natural A.R. of 16 against S.D.C. weapons/attacks (meaning a roll of 16 or less does NO damage even if it hits the monster's body because the attack does not penetrate the creature's Armor Rating [A.R.]) A.R. 16 is also applicable in S.D.C. environments.

Horror Factor: 16, they are legendary and feared in Phase World and the Three Galaxies.

Size: Varies, typically human sized, but can be any.

Weight: Varies depending on what it was before becoming a Phase Demon.

Life Span: Unknown; believed to be immortal creature of Chaos.

P.P.E.: 4D6 +P.E. attribute number.

I.S.P.: 4D6x10 +M.E. attribute number and +2D6 per level of experience. I.S.P. is required to use Phase Powers.

Natural Abilities: Phase Demons have Supernatural Strength and Endurance, see in total darkness and have eagle-like normal vision, don't breathe air, are immune to radiation, cold, gases, disease and the conditions of outer space/vacuum, and Bio-Regenerate 3D6 S.D.C./Hit Points per melee.

Phase Body: Phase Demons have a *Phase Body* just like the Prometheans, and their bodies disperse damage in exactly the same manner.

Phased Bodies: Phase Demons are in a permanent state of "phase." This means the energies of most weapons are harmlessly dispersed as they pass through their bodies. This dispersal is directly proportional to the energy of the weapon. Mega-Damage weapons and explosions do the S.D.C./Hit Point equivalent at half damage. Mega-Damage attacks, be they physical (like a bite, punch or Vibro-Blade, etc.) or energy (laser beam, plasma blast, etc.), inflict only *one* S.D.C./H.P. point per M.D. point rolled, divided by half.

S.D.C. weapons and attacks do half damage, provided the strike roll exceeds the monster's Armor Rating (A.R. 16). The good news is that ordinary S.D.C. weapons, punches and attacks can "kill" a Phase Demon. Of course, *kill* is a relative

term. Killing a Phase Demon in the physical plane sends the thing back to the Fourth Dimension, where it languishes for 4D6 years before it can find its way back to our reality. Only killing a Phase Demon in the Fourth Dimension or a supernatural realm of demons and gods (such as Hades) permanently kills it.

Magic spells and magic weapons do the equivalent of S.D.C. damage but at full damage (do not reduce the S.D.C. by half). Psionics have full effect and do full S.D.C. equivalent damage.

Sense Dimensional Anomalies: Can automatically detect Rifts, dimensional envelopes and pockets, ley line nexus points, fourth-dimensional and two-dimensional beings, Astral Travelers and the invisible energy essence of Alien Intelligences and Entities. Range: One mile (1.6 km) or line of sight, whichever is less.

Phase Powers: These creatures all have the Phase Powers of *D-Phase* and *Phase Blast*. In addition, Phase Demons possess 1D4+1 random Phase Powers at level one, which makes them a little different from each other. It also makes the monsters formidable and unpredictable foes. Descriptions of Phase Powers start on page 32 of **Rifts® Dimension Book 2: Phase World®**. Also see Psionics.

Vulnerabilities/Penalties: Phase weapons do double damage (it's still the S.D.C./H.P. equivalent, just double that). Magic and psionic attacks do full S.D.C./Hit Point damage.

Level of Experience: 1D4+2 on average or as desired by the G.M.; rarely higher than eighth level.

Attacks per Melee: Four for low levels up to 5th level, five attacks for 6th level or higher Phase Demons.

Bonuses (In addition to attribute bonuses): +4 to Perception Rolls, +3 to initiative, +1 to strike, parry, and dodge, +3 to roll with impact/fall, +2 to save vs magic, +4 to save vs psionics and is considered a Master Psionic, +3 to save vs Horror Factor.

R.C.C. Skills: Prowl 80%, Computer Operation, 70%, Computer Programming 50%, Computer Hacking 25%, Lore: Demons and Monsters 60%, Lore: Faeries and Creatures of Magic 40%, Lore: Galactic 40%, One Ancient W.P. and one Modern W.P.

Damage: Varies as per Supernatural Strength. Typically 2D6 M.D. on a punch, 4D6 M.D. on a power punch, plus Phase Powers.

Magic: None.

Psionics: Deaden Senses, Death Trance, Impervious to Cold, Impervious to Fire, Mind Block, Nightvision, Telekinesis, Empathy, Machine Ghost, Object Read, Presence Sense, See Aura, and Telepathy. Also see Phase Powers under Natural Abilities, above.

Habitat: Before the Minion War broke out in the Three Galaxies, they would prowl the depths of Center in the lowest levels (and still do), as well as occasionally appear at Gateland, and would sometimes appear on cruiser-sized and larger spacecraft, especially when the vessel was engaged in FTL flight. Somehow, the demons of Hades have managed to pull them out of their weird Fourth Dimension to use them as savage attack animals, hunter killers and on the front lines of the Minion War fighting Deevils and other enemies.

Enemies: Pretty much everyone, but they especially hate the Prometheans for some reason. For now, they are content to work with the Hades Demons.

Allies: Other Phase Demons and for now, the Hades demons.

Plasma Demons

Plasma Demons are a different type of demonic being, classified as a *Creature of Chaos*. They are known to trouble the Three Galaxies and other places across the Megaverse, but are found in much smaller numbers than most demons of Hades. Creatures of Chaos are considered elder demons from a time that predates the beings of Hades and Dyval. The monster is the equivalent of a Lesser Demon or Deevil, but many are quite intelligent and use strategies and tactics in combat, not just brute force. Their skin is a bright crimson and the shoulders and back are covered in gnarled spines of bone. The hands are unique in that they have two finger and two thumbs (one large one a bit smaller). The legs are like those of a Deevil's with cloven hooves. The face of the Plasma Demon is bestial, with a heavy eyebrow ridge, a pair of tiny horns on the forehead, a large, flat, scaly nose, and a wide mouth filled with large, sharp teeth. The head is crowned with a thick, shaggy mane of brown or silver hair, and the face rimmed with an equally thick and shaggy beard. The demon's greatest power is creating bolts of plasma and creating plasma fields to engulf its enemies.

How or why a Creature of Chaos would throw in with the demons of Hades is anyone's guess. It could be as simple as playing a role in an epic war again and the thrill of combat – Plasma Demons absolutely love all forms of combat and thrive on the battlefield. Despite their combat skills and plasma powers which could get them ranked as Greater Demons, they are ranked and treated as *Lesser Demons* by the demons of Hades, with a few exceptional ones being granted the rank of Task Master. This is likely because of the Plasma Demons comparatively low M.D.C. and the fact that they are Creatures of Chaos whose time is passed.

Of all the demonic troops, Plasma Demons in particular have it in for the inhabitants of the Three Galaxies. They are on the front lines but deployed as snipers, special forces teams, or may lead special strike forces, and target heavier units like tanks, combat cyborgs and power armor troops. They love to rend their enemies piece by piece, often gorging on their entrails in the thick of battle. They are a force to be reckoned with, as they are not only a powerhouse on the battlefield, but intelligent and cunning squad leaders that can rally their troops to fight far beyond their potential.

Plasma Demon

Alignment: Any evil.

Attributes: I.Q. 2D6+8, M.E. 2D6+6, M.A. 3D6+6, P.S. 3D6+20, P.P. 3D6+9, P.E. 4D6+6, P.B. 1D6+5, Spd 4D6+20.

M.D.C.: 4D4x10 +2D6 M.D.C. per level of experience. (On S.D.C. worlds, the Plasma Demon has P.E. attribute number x2 for Hit Points, 2D6x10 S.D.C., and an A.R. of 14.)

Horror Factor: 14

Size: 4-7 feet (1.2 to 2.1 m) tall; roll 1D4+3 for size.



Weight: 200 pounds (90 kg) +50 (22.5 kg) per foot (0.3 m) of height above four feet (1.2 m).

Life Span: Immortal Creature of Chaos.

P.P.E.: 3D6x10 +P.E. attribute number.

I.S.P.: None.

Level of Experience: 1D6+4 on average or as the G.M. desires.

Natural Abilities: Supernatural Strength and Endurance, Nightvision 2000 feet (610 m) and can see in total darkness, see the invisible, see in the infrared and ultraviolet spectrums of light, Dimensional Teleport 12% +1% per level of experience, Bio-Regenerates 4D6 M.D.C. per melee round, immune to the effects of space and vacuum, impervious to heat and fire (magic fire does 25% its usual damage), Vacuum Speak (effectively the same as the spell), magically understand and speaks all languages, and can also communicate with Fire Elementals. Outer space is the Plasma Demon's natural environment.

Powers of Flight (Special): Can fly in space up to a maximum speed of Mach 10, but can also hitch a ride on the exterior of spacecraft and can survive even FTL speed without ill effect. Maximum speed flying in an atmosphere is Mach 6, but since the demon enjoys combat, it will slow down and match an enemy to engage in dog fights.

Plasma Powers (Special): Can generate plasma fields, walls of plasma, and can shoot bolts of plasma at will.

Plasma Field: A gaseous cloud 60 feet (18.3 m) in diameter and 10 feet (3 m) tall that hovers a foot and a half (0.4 m) above the ground or floor. The field can be used as an attack by making it appear on top of an enemy vessel or troop position, or as a defensive measure used to block an entrance or force enemy troops to go around it.

Range: Can be cast up to 600 feet (183 m) away; requires line of sight.

Mega-Damage: Touching it inflicts 5D6 M.D., running through it (or out of it) does 2D6x10 M.D.; half damage if a character can fit under the plasma cloud without actually touching it. Crawling under the plasma field at a good, but safe clip take a full melee round.

Duration: Duration of the field is one melee round, but can be extended to two melee rounds per level of experience, provided the Plasma Demon concentrates on maintaining the field and does nothing else; cannot attack or engage in any other action.

Limitation: The creation of each Plasma Field counts as three melee attacks.

Plasma Wall: A standing wall of rippling, burning hot plasma that can be made to be 10-30 feet (3 to 9.1 m) tall as desired. Maximum length is 60 feet (18.3 m) long per level of experience. The wall is typically a defensive measure used to block an entrance or force troops to go around it.

Range: Can be cast up to 700 feet (213 m) away; requires line of sight.

Mega-Damage: Barely touching the wall inflicts 3D6 M.D., passing through it inflicts 1D4x10 M.D., plus the plasma wall scorches and damages the immediate area where it was located, doing 2D6 M.D. along its length per melee that is present.

Duration: The Plasma Wall lasts one melee round (15 seconds) or as long as the Plasma Demon concentrates on maintaining it. However, while he focuses on maintaining the wall, the creature cannot attack or engage in any other action.

Limitation: The creation of each Plasma Wall counts as two melee attacks.

Plasma Bolt: A single blast of plasma fired from the hand.

Range: 1,500 feet (457 m) +100 feet (305 m) per each additional level of experience; requires line of sight.

Mega-Damage: 2D6 M.D. from a light warning blast to 5D6 M.D. per full strength blast.

Duration: Instant, each blast counts as one melee attack.

Vulnerabilities/Penalties: Magical cold and water based spells and magic weapons inflict double damage. Impervious to natural cold.

Attacks per Melee: Five.

Bonuses (In addition to attribute bonuses): +1 on initiative, +4 to strike with Plasma Bolts, +2 to strike and parry in hand to hand combat, +2 to disarm, +1 to entangle, +2 to pull punch, +2 to dodge and roll with impact, +3 to save vs mind control (all types), +5 to save vs possession and +6 to save vs Horror Factor.

R.C.C. Skills: Has all the same O.C.C. Skills (only) of the Space Pirate plus three Rogue skills of choice.

Mega-Damage: As per Supernatural P.S. or plasma attacks. Plasma Demons may use modern and melee weapons, but tend to rely on their formidable powers and magic.

Magic: They have a connection with the Elemental Plane of Fire and can select a total of 10 Fire Elemental spells from levels 1-8.

Psionics: None.

Habitat: They are currently found in greatest numbers in the Three Galaxies, but can be found anywhere in the Megaverse. During the Great Cataclysm of Rifts Earth, they and other Chaos Demons plagued the planet, but vanished sometime during the Dark Age for reasons unknown. **Enemies:** They've never liked Deevils and they are first on the Plasma Demons' list of enemies, followed by Cosmo-Knights, Prometheans and most champions of light. They also dislike mortals who try to befriend or summon and control demons, are not fond of any practitioner of magic, and for reasons unknown, seem to particularly dislike anyone from the Three Galaxies.

Allies: Only other demons, particularly Chaos Demons. (See **Rifts® Chaos Earth™, Sourcebook One: Creatures of Chaos™** for other Creatures of Chaos.)

Basic Equipment: May use armor and weapons of any kind, but generally prefer a pair of pants and their own powers.

Demonic Mortals

A servant of evil can be any mortal who willingly gives himself over to wickedness or the influence of supernatural evil, such as demons. These misguided souls could be demon worshipers, cultists, Witches, Necromancers, dark priests or just people filled with hatred and given to cruelty, brutality, and the subjugation of others with or without knowingly serving a demonic master.

A minion is someone who knowingly serves demonkind (or other supernatural evil). To demons (and Deevils), a "true minion" is someone who knowingly, willingly and directly serves a demonic master. The demons of Hades (and the infernals of Dyval) have found millions of people all over the Three Galaxies who fit this bill, and more join them every day! All races have these kinds of people, and the demons are happy to embrace them and take them all in.

Servants of evil and dedicated minions may retain their natural mortal bodies and appearance to the day they die, and most do. Even Exalted Worshipers such as Witches, Demon Priests and others who are granted superhuman abilities – be they human, Noro, Kreeghor or whatever – look as they always have. However, the demons have introduced a new category of service, that of **Lesser and Greater Demonic Mortal**.

Lesser Demonic Mortals are ordinary flesh and blood people who pledge fealty to a specific Demon Lord, swear their undying allegiance and agree to be *transformed* into something more (or less, depending on one's point of view) than human. The majority of those who willingly submit to the transformation, and there have been several hundred thousand so far, are turned into monstrous warriors and front line troops of the demons. All realize their bodies will be "improved" and that they'll take on a more demonic appearance. For most it is something they welcome, just as they welcome being able to destroy, kill, and enslave other beings. What many do not realize – not that they mind – is that they may lose (or gain, in some cases) a level of intelligence, and all lose a level of their humanity. The latter means they become more primitive in the way they think, giving way to the reptilian part of their brain rather than reason. In short, they are more like the primordial and base demons they serve.

In appearance, Demonic Mortals look like a more bulky, bestial and muscular version of their former race, but with demonic attributes such as superhuman (Robot) strength, red or bronze skin, glowing yellow or red eyes, and monstrous hands and head. The hands have thick fingers that end in wicked claws. The head is an ugly version of the original race, but with a large mouth lined with sharp teeth, a pronounced eyebrow ridge, large ears that more resemble a bat's wings, and a crown of closely placed horns where hair might once have been. The chin, cheeks and eyebrows may also be studded with small, bony protrusions. This general sameness of the head and face is done to easily identify them from the Greater Demonic Mortals, and to take away the sense of individuality that most mortals seem to cling to. They are also given a suit of demonic plate armor that adds to their stern and deadly appearance.

As for their purpose, to demons (and their Devil counterparts) Demonic Mortals are little more than front line infantry



troops, ship crewmen, lackeys and cannon fodder. They are ranked just above Sub-Demons and treated about the same as Lesser Demons. Demonic Mortals are generally kept in groups that are entirely or predominantly fellow Demonic Mortals led by a *Greater Demonic Mortal*, *Demon Priest* or *Demon High Priest*, sometimes a Greater Demon.

Demonic Mortals (Lesser Beings)

Also known as: Demonic Mortal Warriors, Demonic Mortal Minions and Lesser Demonic Mortals.

Note: Demonic Mortals are not intended as player characters, but evil antagonists. There is little chance for redemption for them, as most are bestial brutes and killers completely loyal to their demon master.

Alignment: 50% Diabolic, 45% Miscreant, and 5% Aberrant.

Attributes: I.Q. 1D6+6, M.E. 3D6, M.A. 3D6, P.S. 3D6+7 (Robot), P.P. 3D6+5, P.E. 3D6+5, P.B. 2D4+2, Spd 3D6+7.

Note: Re-roll attributes as presented here, regardless of what the character's original race might have been. Unwilling participants can *not* be turned into Demonic Mortals.

M.D.C.: By armor only for most mortal races. However, if the race was previously M.D.C. then it retains all previous M.D.C.

S.D.C./Hit Points: All Demonic Mortals have 2D4x10 +P.E. attribute number for Hit Points and 3D6x10 S.D.C. The creature gains 1D8 Hit Points per additional level of experience.

Horror Factor: 7 individually, 10 for a group of eight or more.

Size & Weight: Varies by race.

Life Span: 2D6+100 years before the magic in their bodies fades away, at which point the Demonic Mortal transforms back to his original appearance, ages 100+ years in one melee round and immediately dies. If killed in battle, Demonic Mortals actually die, unlike demons, who are eventually re-born in Hades (unless killed in Hades).

P.P.E.: 2D6. **I.S.P.:** None.

Natural Abilities: Like the appearance of Demonic Mortals, natural abilities are also made uniform. Whatever abilities the individual might have had *before* the Demonic Transformation, they are now the following: Strength is enhanced and equal to Robot P.S., an enhanced metabolism makes the Demonic Mortal fast and fatigue at half the usual rate for his species, the character can leap 20 feet (6.1 m) across and 15 feet (4.6 m) high from a dead stop, increase 30% with a running start.

S.D.C. Weapons do half damage.

Bio-Regenerates 1D6 Hit Points or S.D.C. points per melee round, is impervious to disease, resistant to radiation, and can survive and function without air or in a vacuum/outer space for one melee round (15 seconds) per P.E. attribute point.

Vulnerabilities/Penalties: Magic, magic weapons and most types of weapons do full damage. Without M.D.C. armor, force field or magical protection, a Demonic Mortal is vulnerable to all S.D.C. weapons and attacks, but at half damage. Weapons that do extra damage to demons inflict the same damage as S.D.C./Hit Point equivalents to the Demonic Mortal or full M.D. to the body armor. The aggressive, bestial nature and low to average I.Q. of Demonic Mortals can be used against them as they are easily fooled and tricked.

Level of Experience: 1D4 on average, as they are new to the Three Galaxies and the Minion War, or as the G.M. desires.

Attacks Per Melee: As per Hand to Hand skill.

Bonuses (In addition to attribute bonuses): +1 attack per melee at levels 2 and 8, +2 on initiative, +2 to strike, parry, and dodge, +1 to save vs Horror Factor at levels 1, 3, 7 and 10, +2 to save vs possession.

R.C.C. Skills: The character retains all the skills of his former O.C.C. prior to being turned into a Demonic Mortal. However, their level of proficiency is frozen until the character reaches the same level as a Demonic Mortal as he was in his previous, mortal life. **Note:** When a Demonic Mortal is reborn into a monster, he starts at level one experience. Use the same experience table as the *Psi-Stalker*.

If the character had no skills to speak of prior to the transformation, he receives the following: Speaks his native language and Demongogian at 94%, speaks one other language at +20%, Radio: Basic (+10%), Military Etiquette (+15%), Running, Climbing (+20%), Swimming (+10%), W.P. Energy Pistol, W.P. Energy Rifle, W.P. Knife, W.P.: one of choice, and Hand to Hand: Expert. Also select ONE of the following: Pilot Tanks and APCs (+10%), Pilot Space Fighter, or Pilot Robots and Power Armor (+10%).

Mega-Damage: As per Robot Strength or by weapon.

Magic: None, even if the individual could wield magic in his previous mortal life.

Psionics: None, even if the individual had them in his previous mortal life.

Habitat: Found only on demon-controlled worlds and places where the demons are attacking. At the start of the Minion War in the Three Galaxies there are several hundred thousand of these beings, but the demons expect to have millions within one year.

Enemies: Primarily the Deevils, but anyone who opposes their masters will be enemies.

Allies: Other lesser minions, the demons of Hades and their Demon Lords. They are subservient to Greater Demonic Mortals and Greater Demons.

Basic Equipment: All Demonic Mortals are given a suit of M.D.C. armor, an energy rifle, energy pistol, Vibro-Blade, 1D4+1 hand grenades, four smoke or tear gas grenades, backpack with survival equipment and a pennant or tabard depicting which of the Demon Lords they serve. Depending on their assignment they could be issued a fighter, power armor, or be part of a larger ship's crew.

Greater Demonic Mortals

Greater Demonic Mortals are created very much like the Lesser Demonic Mortals. The difference is they function as the sergeants, lieutenants and captains of the Lesser Demonic Mortals and other minions. Greater Mortals also have far more free will and individuality, more power, and are designated leaders. It is the Greater Demonic Mortals who lead squads, pilot space fighters, captain spacecraft and keep their troops organized and fighting in an orderly fashion. The demons are relying more and more on Greater Demonic Mortals because of their familiarity with the Three Galaxies, its people, customs, and technologies. Greater Demonic Mortals may also win the honor to become Demon Knights through loyal service and many victories, so long as the Demon Lord in question takes notice.

Greater Demonic Mortals are immediately recognizable. They look much more like their originating, mortal race, their eyes shine with intelligence, they wear the heaviest and most ornate body armor (be it skulls of vanquished foes, spikes, barbs, etc.) and carry large melee weapons and other heavy weapons. Outside of their armor, the symbol of the Demon Lord they serve is clearly visible, branded into the skin of their forehead. The brand has three purposes: it identifies the Greater Demonic Mortal's master, it links the mortal to his master, and the master (and any Greater Demons who serve the master) can invoke magic to inflict incapacitating pain via the brand to punish and control the servant. When activated, the brand glows red like heated metal and sends searing pain from head to toe, dropping the Greater Demonic Mortal to his knees (reduce the number of melee attacks, bonuses, and skill levels by half as long as the pain persists).

Appearance varies as per race, however, while the Greater Demonic Mortals have glowing red eyes, bushy wild hair, bronze skin, muscles and greater size and bulk (25% larger than they were before the Demonic Transformation), they remain very recognizable as their original species (human, Noro, etc.).

Greater Demonic Mortals

Also known as: Greater Mortals and Raging Demons.

Note: Demonic Mortals are not intended as player characters, but evil antagonists. There is little chance for redemption for them, as most are bestial brutes and killers completely loyal to their demon masters.

Alignment: 45% Diabolic, 30% Miscreant, 20% Aberrant, 5% Anarchist.

Attribute Modifiers: Use the attributes of the original race with the following modification: I.Q. -1, M.E. -2, M.A. +1D6, P.S. +1D6+4 (Supernatural), P.P. +2, P.E. +2, P.B. -1D6 (minimum of 3), Spd +1D6.

M.D.C.: Previous S.D.C. and Hit Points are combined and doubled to become M.D.C. (On S.D.C. worlds triple the combined S.D.C. and Hit Point and divide them half and half between the two; Natural A.R. of 13.)

Horror Factor: 9, but becomes 13 when leading a squad of Lesser Demonic Mortals.

Size: +1D4 feet (.3 to 1.2 m).

Weight: +1D6x100 pounds (45 to 270 kg).

P.P.E.: +1D4x10 for magic users only.



I.S.P.: 1D4x10+M.E. +1D4+1 per level of experience.

Life Span: Add 4D6x10+60 years to the average life span of that particular race. For humans that would be 80 +4D6x10+60 years.

Natural Abilities: A Mega-Damage being with Supernatural Strength and Endurance, Nightvision 100 feet (30.5 m; or increased by 30% if they already had it), magically understands and speaks all spoken languages, becomes a Minor Psionic (see Psionics, below), can leap 20 feet (6.1 m) across and 15 feet (4.6 m) high from a dead stop, increase 30% with a running start. Bio-Regenerates 1D6 M.D.C. per melee round, is impervious to disease and radiation, no longer needs to breathe air, and can survive and function in a vacuum/outer space indefinitely.

Remnants of the Past: More so than the minor Demonic Mortal, Greater ones keep their memories and skill sets. In addition, their emotions and mental faculties don't change much. Attributes change, but for the most part, the character is transformed into a more powerful, demonic version of himself, Experience Points and all. See O.C.C. Skills and Level of Experience for more details.

The Raging Giant: When tortured, provoked or enraged, the Greater Demonic Mortal can channel his emotions to transform into a bestial demon of vengeance and punishment. It is called "bringing on the rage." In this volatile state, the character's I.Q. and M.A. drop by half, the performance of skills also drops by half, but M.D.C. doubles, Supernatural Strength goes up 10 points, claws form out of the fingertips, the skin turns crimson

covered with streams of black tattoos of strange symbols, and the demonic leader sheds his armor and doubles in size.

Now a primeval bundle of rage and fury, the Greater Demonic Mortal vents his rage upon his enemies or whoever happens to be near him, fighting tooth and claw, and literally tearing them apart. If any weapon is used it is the nearest blunt object or chunk of debris used as a bludgeon or shield. The taste of blood and every kill only seems to fuel the crazed beast and he can fight, unabated, for hours if there are enough victims to destroy. When the rage finally subsides the demonic leader is exhausted and for the next 1D6 hours, his number of attacks, combat bonuses, Spd and skill proficiencies are all reduced by half. The rage can be brought on four times per day and lasts for minutes equal to the character's P.E. attribute, however, if enemies continue to attack him, each taste of blood (bite that draws blood) keeps the rage and adrenaline pumping, adding five minutes to how long he can maintain the Raging Giant metamorphosis, and each "kill" he makes adds an additional 15 minutes, up to a possible maximum of five hours. Furthermore, every time the Raging Giant makes a kill, he drinks in his victim's life essence/P.P.E., which restores up to one third of the monster's total M.D.C. he may have lost in combat. Thus, the best way to defeat a Raging Giant is to avoid direct combat and restrain him, or at least make sure casualties at his hands are at a minimum.

When the Greater Demonic Mortal "calls upon the rage," his body armor does not grow with him, so most remove it first. If

you see one of these demonic fiends shedding armor, you can bet that a Raging Giant is about to be unleashed. If the armor is not removed first, it cracks at its weakest junction points and falls away as the monster becomes gigantic. The armor can be repaired, but it requires 2D6+8 hours of work by an armorer.

Note: If the Greater Demonic Mortal is promoted to *Demon Knight*, he is transformed again, loses the abilities he had, but they are replaced by the appearance and powers of the Demon Knight.

O.C.C. Skills: All skills are as per the O.C.C./R.C.C. of the individual prior to becoming a Greater Demonic Mortal. All skills continue to advance with subsequent levels of experience.

R.C.C. Skills: Lore: Demons and Monsters (+20%); starts at level one proficiency.

Level of Experience: 1D6+4 on average, or as the G.M. desires. Despite the level of experience, most are new at being a Greater Demonic Mortal, however, unlike Lesser Demonic Mortals, the character retains his previous experience as a mortal. After the transformation, continue to use the same O.C.C. experience table as always, but an extra 10,000 points is necessary to reach each subsequent new level of experience.

Vulnerabilities/Penalties: Magic, magic weapons and most types of M.D. weapons do full damage. Weapons that do extra damage to demons inflict the same damage to the Greater Demonic Mortal. Phase Weapons do 30% greater damage and weapons made from Millennium Trees do double damage.

Attacks per Melee: As per hand to hand training.

Bonuses (In addition to attribute bonuses): +1 attack per melee, +3 to Perception Rolls, +2 on initiative, +3 to strike, parry and dodge, +2 to disarm and pull punch, +2 to roll with punch/fall, +6 to save vs Horror Factor and +5 to save vs possession.

Mega-Damage: As per Supernatural P.S., claws add 1D6 M.D. (2D6 M.D. when giant-size), a bite attack does 3D6+3 M.D. (1D4x10 M.D. giant-size), or by weapon. Any type of weapons, ancient or modern, magic or not, may be used.

Magic: None unless the character's O.C.C. as a mortal was a practitioner of magic, and oddly enough that's rare.

Psionics: A Minor Psionic with three powers selected from the Physical category at level one and one from Super-Psionics at level 4. If already a Psychic the character gains a total of three additional powers that can be selected from the Sensitive, Physical or Healing categories, and one from Super-Psionics at level four.

Habitat: Found exclusively in the Three Galaxies, at least for now.

Enemies: The enemies of their Demon Lords are the enemies of the Greater Demonic Mortals. The infernals/Deevils of Dyval and their allies are the primary enemies, however most Greater Mortals obediently attack whoever their Demon Lord tells them to attack.

Allies: Greater Demonic Mortals command Lesser Demonic Mortals, Sub-Demons, Lesser Demons and other lesser minions. In the demon hierarchy they are considered just below Greater Demons. As such, they may be commanded by Greater Demons as their inferiors or fight at their side as equals; it really depends on the parties involved.

The Demon Fleet

Bone Scout

A.K.A. The Harbinger

The Bone Scout started out as an earlier prototype for the Demon Fighters. However, while the ship was fast, it lacked the raw power and armored protection that the demon leaders decided they wanted for their space fighter. Rather than scrap the design, it was decided the spacecraft would make a fine scout for the larger demon fleets and border patrols. In the past, Demon Stars would be decimated as they jumped into well-fortified systems that were heavily protected or where their enemies waited. Now, a squadron (7 Bone Scouts) or a wing (13 Bone Scouts) could be sent ahead to make sure the coast was clear. To make the Bone Scout truly unique and totally effective as an advance reconnaissance ship, it was given an FTL drive. Faster-than-light travel for such a small vessel is uncommon and gives the vessel great versatility. Not only can it zip in fast, and get out fast, but it can also follow big ships that are using FTL systems. The inclusion of an FTL drive meant sacrificing defensive shields, however, given the ship's small profile, maneuverability and reduced mass, it was considered an acceptable trade-off. Even without force fields, the nimble vessel is a capable light fighter with decent armor and armaments. They are especially effective against power armor and space infantry troops made up of Lesser Deevils, Infernal Mortals and mortals working in space on the surface of spacecraft, satellites and moon bases.

Bone Scouts are fast, sleek, fighter style, one-man spacecraft ideal for pursuit, surveillance/tailing, reconnaissance patrol, long-range scouting, search and rescue, ambush, satellite killing and decoy missions. Like all the demons' spacecraft, it is made of plates and armor that resemble bone in color, configuration and actual building material. The ship has a delta shape, with a pair of boney wings protruding on either side. The pilot lies in the middle of the ship on his belly with only a small bubble in the front from which to see. The bubble is hidden and looks like a flesh covered membrane.

These days the current demons' strategy is to send a squadron (seven Bone Scouts) or a wing (13 scouts) to systems prior to sending in a fleet of ships or Demon Stars. For patrols they'll send out a half squad (three ships) or a full squadron. This has resulted in the ships being nicknamed "the Harbingers" as they are usually a sign of an incoming Demon Fleet or 2-6 Demon Stars. Bone Scouts are also used as decoys to draw out enemy forces who may chase the scouts right into a waiting ambush.

Bone Scout

Also known as Harbinger and Demon Scout.

Model Type: BS-117

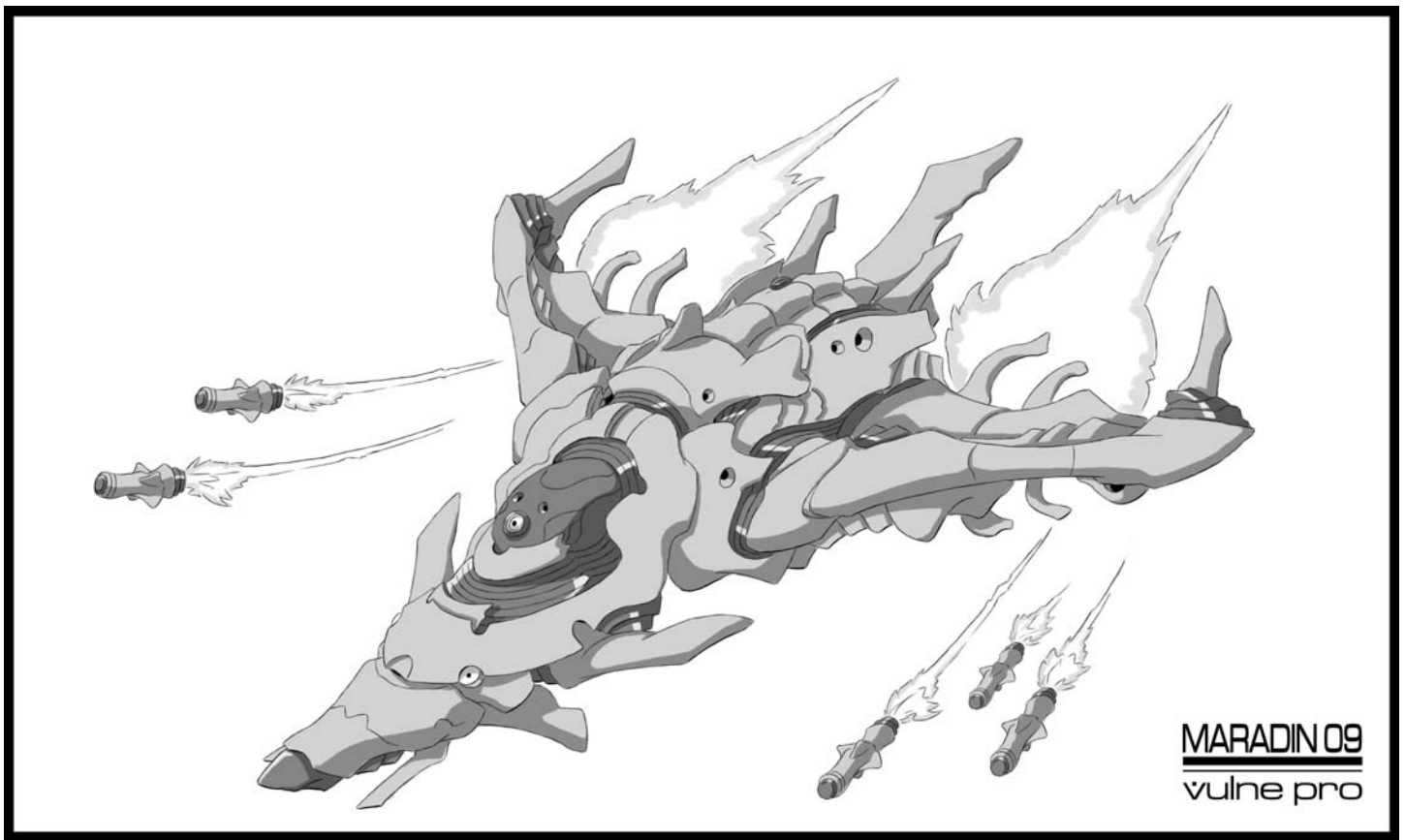
Class: Light Fighter and Scout Craft.

Crew: One

M.D.C. by Location:

Wings (4) – 190 each

Main Engines (3) – 180 each



Dark Energy Blasters (3) – 100 each

*Main Body – 540

*Depleting the M.D.C. of the main body destroys the ship. The demons did not build in an ejection system for the pilot, nor a reinforced pilot compartment, figuring a Demonic Mortal or Lesser Demon didn't really need one; mortal pilots are (perhaps foolishly) deemed expendable.

Speed:

Driving on the Ground: Not possible.

Flying: In space the ship's maximum sub-light speed is Mach 18. In an atmosphere it can achieve a speed of Mach 10. This spacecraft has trans-atmospheric capabilities.

Star Drive: These ships also have a limited *Rift Jump Drive* with a range of 15 light years and that only be used four times before needing to be recharged on a carrier. Standard operation is for the Bone Scouts to jump in, take their scans and scout the area, gather as much intelligence as possible, then jump out via Rift Jump Drive.

Range: 30 light years, with provisions to sustain the pilot for one week.

Sensor Suite: The Bone Scout has a full suite of sensors and scanners that can detect a variety of details. Its range is far superior to most other ships for active scans: 30 million miles (48 million kilometers or roughly one third the distance from the Earth to the sun), but its passive systems (difficult to detect) are half the distance. With this impressive range the ship can scan an entire solar system in a few days. When making a pass through a solar system, the scanners can tell if there are large concentrations of life forms, if there are any ships and how many, plus it can take detailed photos from its maximum scan-

ning range. To take photos and scans of a planetary surface the ship must make at least 2 to 12 orbits of a planet to obtain maximum detail.

Statistical Data:

Height: 17 feet (5.2 m).

Width: 21 feet (6.4 m).

Length: 23 feet (7 m).

Weight: 8 tons.

Cargo: Barely enough room for the pilot. It can hold a small rifle, a melee weapon and a small survival pack. There are also two built-in containers that hold water and a protein mix for the pilot. When there's a demon pilot these tanks are typically replaced with blood or bone marrow.

Power Systems: Combination of magic and anti-matter.

Bio-Regeneration: Like the Demon Stars, Harbingers and all bone ships of the Demon Fleet are *alive* and almost demons themselves. As such, the ship can self-repair (Bio-Regenerate) damage at a phenomenal rate. In this case, 5D6 M.D.C. is restored per melee round. If the Bone Scout is able to destroy an enemy ship and its pilot or crew, it can feed on their life essence and recover 1D6x10 M.D.C. that melee round per person slain.

Market Cost: 45-55 million UTC or more on the open market, but is exclusive to the demons of Hades.

Weapon Systems:

1. Dark Energy Blasters (3): These are the ship's main weapons and each is mounted under the nose of the vessel. While not very powerful compared to most star fighters, they can be fired in rapid succession, making for a large volume of damage.

Primary Purpose: Defense.

Secondary Purpose: Assault, Anti-Power Armor and Anti-Fighter.

Range: 3 miles (4.8 km).

Mega-Damage: 1D4x10 per blaster, 3D4x10 for a triple blast.

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

Payload: Effectively unlimited.

2. Mini-Missile Launchers (3): Recessed among the various boney protrusions are three mini-missile launchers. While not able to provide much of a punch, they are good for defense and taking out the occasional communication satellite.

Primary Purpose: Defense and Anti-Missile.

Secondary Purpose: Anti-Satellite and Anti-Fighter.

Mega-Damage: Varies per missile, typically carries a mix of plasma and armor piercing (1D6x10 M.D. each).

Rate of Fire: 1 or a volley of 2, 3, or 5 per launcher.

Range: Two miles (3.2 km) in space (half that in an atmosphere).

Payload: 20 mini-missiles per launcher, 60 total.

3. Magic Abilities: The Bone Scout has a limited Chameleon ability, as per the spell, with a maximum duration of four hours per casting. Due to the limits of its mystic generator it is limited to 6 activations of the Chameleon concealment magic before it needs to be recharged at a command base. A common tactic is to secretly attach the vessel to an asteroid or large piece of floating debris, go Chameleon and wait for an approaching enemy ship to ambush or follow. The boldest pilots may even attach their vessel to the belly of an enemy ship to piggyback on it and see where it takes them. The Chameleon magic is only effective when the Bone Scout is not moving and is attached to something larger than itself.

4. Other Vehicle Features: The Bone Scout has a clamp on the belly of the ship, enabling it to attach to most vehicles. It uses a combination magnet and suction system to couple to a ship or space station. The only limitation is that the ship must be larger than the Bone Scout.

Atmosphere Syphon: While attached, the ship can replenish its internal atmosphere by drilling a small hole in the hull of the ship it's attached to. The hole is very small and undetectable unless the Harbinger suddenly detaches, and then most ships' sensors will pick up a small leak. The Harbinger can seal the hole to keep its presence totally undetectable.

Suicide Attack: The ship can become a living missile guided by the pilot. Upon impact the anti-matter core collapses into an uncontrolled reaction, creating, in effect, damage on par with a cruise missile. Damage is 1D4x1000 M.D. to everything in a 500 foot (152 m) radius.

Demon Fighter

A.K.A. Bone Fighter

Star General Halthhag has been in the Three Galaxies long enough to see the usefulness and destructive power a single star fighter can wield. In the centuries he has been preparing the Demon Fleets, he has been perfecting a design for a star fighter that would complement the Demon Stars.

Pilots of the Demon Fighter tend to be humans, Ogres, Trolls, Wulfen, Demonic Mortals and Greater Demonic Mortals who have sworn allegiance to the Demons of Hades. The demons themselves rarely get into the fighters, as most are not technologically savvy enough to pilot one or would rather engage in close combat, while Greater Demons prefer to direct the battle and give orders to their underlings.

The fighter has an elongated neck/front section and tapered body that ends with several aerial fins that protrude out like boney spikes. The front of the fighter is always resembles some type of head that is a simple skull with horns or some sort of howling demonic face. These faces are always the ship's weapon cluster, with energy beams firing from the eyes and missiles from the mouth. Like the Demon Star and Bone Scout, the Demon Fighter has an organic design and appears to be made of plates of bone, while seams and joints appear to be held together with organic sinew and flesh. Over time, as pilot and Demon Fighter develop more of a union, it changes. The skull of the ship takes on the appearance of one of the Lesser Demons. If the pilot survives many combat engagements and makes more than 15 "kills" in dog fights and space combat, the head once again changes into the visage of one of the Greater Demons. This helps identify experienced pilots and combat aces. Meanwhile, the fighters of squad leaders take on the likeness of the Demon Lord they serve.

As maneuverable and deadly as the Demon Fighter is, it is usually the sheer number of them deployed with other deadly ships of the fleet and Demon Stars that often win the battle.

Demon Fighter

Also known as Bone Fighter and Demon Skull.

Model Type: DF-22

Class: Star Fighter and Interceptor.

Crew: One.

M.D.C. by Location:

Aerial Stabilizer Fins (4) – 250 each

Head (Weapons Cluster) – 350

Main Engines (2) – 300 each

Variable Force Field – 1200 (200 per side)

Reinforced Pilot's Compartment – 200

* Main Body – 850

* Depleting the M.D.C. of the main body destroys the ship. The demons did not build in an ejection system for the pilot, but there is a reinforced pilot compartment.

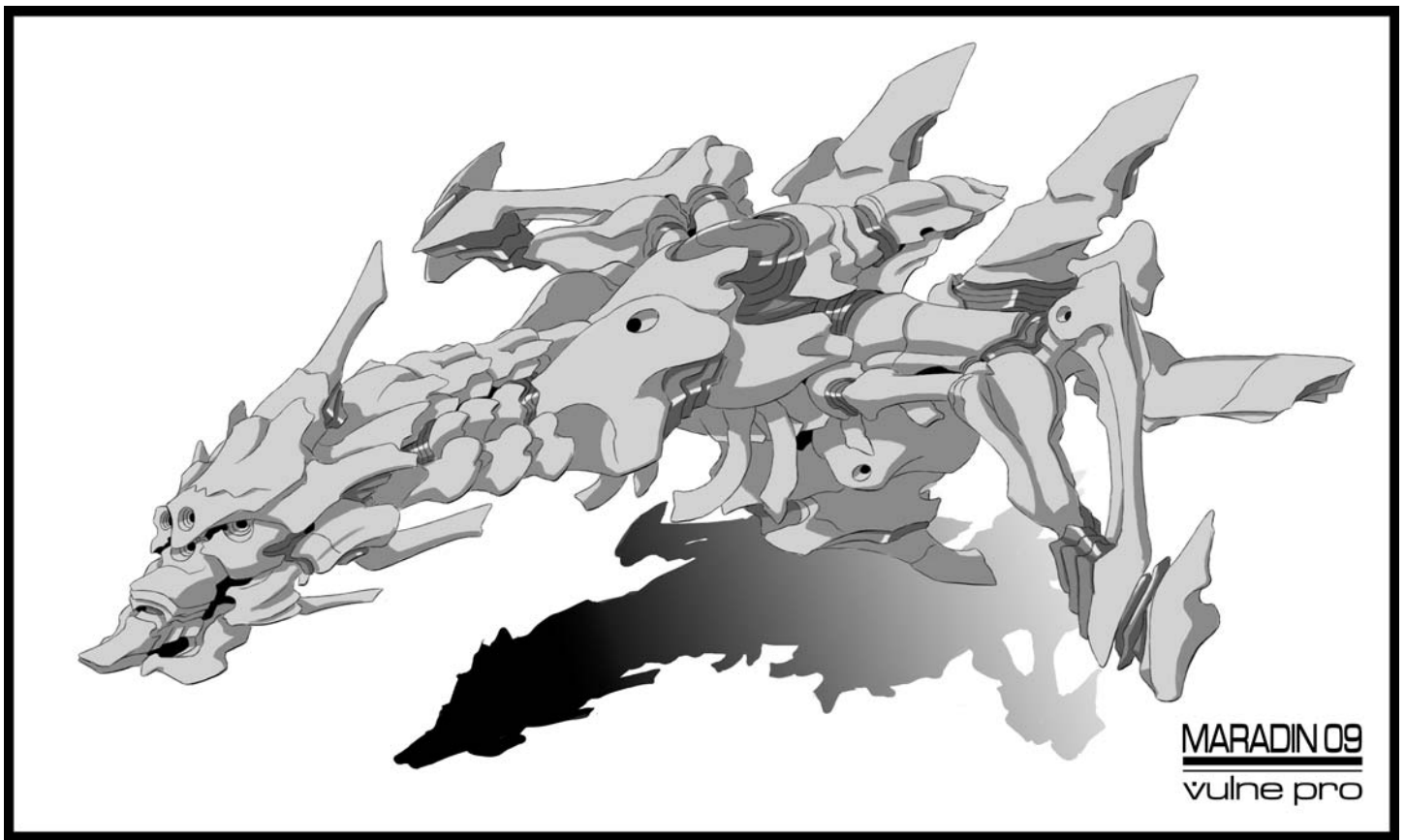
Speed:

Driving on the Ground: Not possible.

Flying: In space the Demon Fighter can travel at a maximum sub-light speed of Mach 15. In atmosphere it is limited to Mach 6. The fighter is not able to achieve orbit from a planet's surface and it needs some type of command craft/carrier to take it into orbit. Likewise, It does not have an FTL or Rift Drive and must be taken to combat locations via a carrier or Demon Star.

Star Drive: None.

Range: Effectively unlimited. For mortal pilots there are enough consumables for three days.



Statistical Data:

Height: 18 feet (5.5 m).

Width: 28 feet (8.5 m).

Length: 42 feet (12.8 m).

Weight: 16 tons.

Cargo: Only enough room for a few small personal items, like a rifle and a survival pack.

Power Systems: Combination of magic and nuclear.

Bio-Regeneration: The living components of the Demon Fighter regenerate just like most other “living” supernatural creatures. When damaged it can restore 1D6x10 M.D.C. per melee round, or twice that amount for one melee round if the Demon Fighter is able to destroy an enemy ship and its pilot or crew by feeding on their life essence.

Market Cost: 50-60 million UTC or more on the open market, but is exclusive to the demons of Hades.

Weapon Systems:

1. Dark Energy Blasters (2): The front of the craft supports the main weapon systems. The eyes fire powerful energy beams that can tear most spacecraft to shreds. The beams are similar to those fired by the Demon Stars, but on a much smaller scale.

Primary Purpose: Anti-Star Fighter.

Secondary Purpose: Assault.

Range: 2 miles (3.2 km), however that's to accurately hit smaller ships like fighters. The beams are actually strong enough to hit large ships 1000 feet (305 m) or larger, and space stations, from a range of 4 miles (6.4 km).

Mega-Damage: 2D6x10 M.D. per beam. They are commonly fired in tandem with total damage being 4D6x10 M.D.

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

Payload: Effectively unlimited as they are tied into the ship's mystic generator.

2. Long-Range Missile Launcher (1): The front of the craft always has some type of demonic head. The mouth of the head always contains a missile launcher where missiles can be fired in large volleys or one at a time.

Primary Purpose: Anti-Star Fighter, Shuttle and Light Cruiser.

Secondary Purpose: Assault.

Range: Varies per missile.

Mega-Damage: Varies with missile type, but typically carries Hell Fury Missiles (see description elsewhere in this section).

Rate of Fire: One at a time or in volleys of 2, 4, 6, 8 or 10.

Payload: 20 missiles total.

3. Mini-Web Disruptor: The Mini-Web Disruptor is a small-scale version of the main web cannon carried by the Demon Stars. However, unlike the larger weapon, the fighter's Mini-Web Disruptor can only disable the electronics of small ships. Any ship smaller than 600 feet (183 m) in size is vulnerable. The energy of the weapon acts like a concentrated EMP burst that damages electronics and knocks out computers, sensor systems (including radar), communications systems and targeting, taking away all bonuses from such things, reducing the number of attacks by half due to sluggish response, and forcing visual navigation by pilots and line of sight targeting by gunners. The only shortcoming of the weapon is that an enemy vessel's shields/force fields

must be breached/knocked out first, in order to use the Mini-Web Distructor.

Primary Purpose: Capture/Incapacitate.

Secondary Purpose: None.

Range: Limited to extremely short range only, one mile (1.6 km).

Mega-Damage: 3D6 M.D. per blast, plus there 01-80% chance of knocking out electronic systems/sensors/communications for 1D6 minutes. Extend the duration 1D6 minutes for each successful EMP strike leveled at the enemy vessel. **Note:** This attack is also effective against combat cyborgs and power armor, though the chance of success is only 50%.

Rate of Fire: Four shots maximum per melee.

Payload: Effectively unlimited.

Hell Bringer

– Demon Combat Shuttle/Dropship

The demons quickly learned that they would need spacecraft that could quickly land troops on planets and space stations. Many of their other ships were too large or cumbersome to even attempt an atmospheric entry, so a smaller short-range craft was devised and soon the *Hell Bringer* was introduced into the fleet.

The Hell Bringer is the demons' "dropship" for landing troops or boarding space stations. These ships use conventional controls and are often piloted by mortals, as these ships are more on par with large shuttles. They are not meant as front line attack craft and may be accompanied by Bone Scouts or Demon Fighters. Troops can range from mortal minions, Demonic Mortals, and power armored troops to Gargoyles or Lesser Demons.

The Hell Bringer looks like a large, round disc made of bone and sinew with a raised center. At the top and Center of the disc is the bridge, which resembles a demonic face looking straight up to the stars. Around the perimeter of where the bridge is are four large spikes and spaced out on the rest of the ship are several turrets concealed among the bones, often looking like spiky bone protrusions. The engines are concealed on the bottom of the spacecraft, making targeting them only possible from directly underneath the craft. These ships are able to carry large volumes of troops or cargo to and from a planetary surface. When landed they can serve as temporary field bases, and may also be used to transport cargo and captured slaves.

The combat transport earns its name, however, not just because it carries troops to the battle zone, but because it can open a Rift directly to Hell, to unleash an army of demons waiting to attack. See #5 under *Magic Resources*.

Hell Bringer Dropship

Also known as Demon Dropship, Demon Shuttle, and Bone Shuttle.

Model Type: DLC-130

Class: Heavy Combat Shuttle.

Crew: Three minimum, which includes pilot, co-pilot and sensor operator, and up to 20 gunners fill out the complement.

Troop Capacity: There are three separate decks not counting the bridge, which is at the top. The upper most deck typically

holds flying demons or Gargoyles, and/or power armor troops. From this deck the secondary hatches can be accessed and they can fly out of the top of the craft to gain a quick advantage on the battlefield. The second level is primarily a troop compartment. There are four ramps to the second level that can be used either for vehicles of ground troops. The second level has several combat turrets and the ships artillery batteries. The final deck has direct access to the main boarding hatches with ramps for large vehicles. This deck usually carries several ground vehicles or hundreds of ground troops. Additional defense turrets are also located on this deck.

The Hell Bringer typically carries one of the following:

One Humanoid Infantry Brigade: 1200 human-sized troops, may include a variety of races up to 11 feet (3.3 m) tall, or Demonic Mortals.

One Mechanized Company: 120 troops in standard armor (may be Demonic Mortals), 12 power armor troopers, and 8 mechanized vehicles such as tanks, or APCs.

One Demon Brigade: 600 demons of various types (actual demons, the Fallen or Sub-Demons/Gargoyles), 6 Infernal Mastodons, 12 Hades Netherbeasts, 12 Hell Cannons and 6 Soul Cannons.

M.D.C. by Location:

Bridge (Reinforced Pilot's Compartment) – 500

Main Boarding Hatches (6) – 400 each

Door Guns (6) – 175 each

Secondary Boarding Hatches (4) – 250 each

Accordion Docking Hatch (underbelly) – 300

Laser Batteries (8) – 120 each

Mini-Missile Turrets (8) – 160 each

Artillery Cannons (4) – 360 each

* Main Body – 4,200

** Main Engines (2) – 900 each

** Booster Engines (2) – 450 each

*** Variable Force Fields – 1,800 (300 per side)

* Depleting the M.D.C. of the main body means the ship is in tatters and floats aimlessly in space; in an atmosphere it crashes. Any troops in the hold are likely to be killed, as the only place of refuge would be in the reinforced pilot's compartment. Depleting the M.D.C. to -1000 causes an explosion that does 1D4x1000 M.D. to a 500 foot radius (152 m).

** Destroying any of the engines prevents the ship from achieving orbit. In space, reduce speed by half if one engine is destroyed. If both are lost the vessel is set adrift and is a floating target.

*** The shields must be down in order for troops to board or exit the shuttle.

Speed:

Driving on the Ground: Not possible.

Flying: Mach 8 in space, Mach 2 in an atmosphere. Magic systems and a pair of booster jets help the Hell Bringer to achieve orbit.

Star Drive: None.



Range: Limited to transporting troops to and from the surface of planets, moons, space stations and combat zones in space. Its life support is not meant to sustain a large number of people for a long duration. At full troop capacity, mortals could last a week tops, otherwise the crew alone would last two months, and demon troopers can last indefinitely.

Statistical Data:

Height: 128 feet (39 m).

Diameter: 307 feet (94 m).

Weight: 6000 tons.

Cargo: See Troop Capacity.

Power Systems: Combination of magic and nuclear.

Bio-Regeneration: Like all demon craft the Hell Bringer is "alive." As a result, the ship can regenerate damage at a rate of 1D6x10 M.D.C. per minute.

Market Cost: Not on the market, but it could easily sell for 500 to 600 million credits.

Weapon Systems:

1. Laser Batteries (8): Eight laser batteries are mounted around the Hell Bringer. The gunner slips into the turret which is self-contained, should it be destroyed. The turrets are meant for defensive purposes such as shooting down missiles and defending the dropship when on the ground. The turrets can be set to fire on automatic in the event that no gunner is present, in which case the guns are +2 to strike and have four shots per melee round.

Primary Purpose: Defense and Anti-Missile.

Secondary Purpose: Assault.

Range: 2 miles (3.2 km) in space, and 4,000 feet (1219 m) in an atmosphere.

Mega-Damage: 2D4x10 M.D. per blast.

Rate of Fire: Each shot counts as one of the gunner's attacks per melee.

Payload: Effectively unlimited.

2. Mini-Missile Batteries (8): The ship's secondary defense measures are eight mini-missile batteries that are mounted on turrets. Like the lasers, the gunner slips into a self-contained turret. The turrets can be set to fire on automatic in the event that no gunner is present, in which case the mini-missiles are +1 to strike and fire volleys of four mini-missiles at a time. A gunner can launch fewer or a greater number of missiles.

Primary Purpose: Defense.

Secondary Purpose: Anti-Missile and Anti-Fortification.

Range: About two miles (3.2 km) in space and half that in an atmosphere.

Mega-Damage: Varies with mini-missile type. The demons seem to prefer plasma (1D6x10 M.D.).

Rate of Fire: One at a time or in volleys of 2, 4, 8 or 10 at a time.

Payload: 40 per launcher, 320 total. Can only be reloaded externally and when the ship is landed or docked somewhere.

3. Mortar Artillery (4): On the boney exterior of the ship are four large bones that seem to be some kind of crown around the top of the craft. They are actually artillery cannons used to shell hardened facilities and defense emplacements. They are useless in space and can only be fired when the ship is firmly on the ground.

Primary Purpose: Bombardment.

Secondary Purpose: Anti-Fortification.

Range: 4 miles (6.4 km).

Mega-Damage: 5D6x10 M.D. per shell to a 12 foot (3.6 m) radius.

Rate of Fire: Two shots per melee round.

Payload: 100 shells per cannon, 400 total. The cargo area typically holds an additional 400 rounds, but if so desired, could hold thousands of rounds for a prolonged siege and a reduced number of troops or vehicles.

4. Door Guns (6): Each hatch has a retractable mini-laser cannon mounted on a retractable seat. It is stored internally and when the doors open, the guns extend out to either side of the hatch to provide covering fire for troops who are either boarding or exiting the craft.

Primary Purpose: Anti-personnel.

Secondary Purpose: Defense.

Range: 3000 feet (914 m)

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

Rate of Fire: Each shot counts as one of the gunner's melee attacks.

Payload: Effectively unlimited.

5. Magic Resources: While the dropship is on the surface of a planet the following TW enhancements are available.

When landed the ship radiates an aura of fear around it (effectively the same as the Necromancy spell *Rattling Bones*) that affects anyone who comes within a 60 foot (18.3 m) radius of the ship.

Ship pilots can also activate the following spells three times each per day: *Stench of the Dead* (a sort of magical tear gas; victims' eyes burn and water and reduces their number of attacks per melee, bonuses and Spd by half; lasts for 10 minutes per activation), *Crawling Bone* (another Necromancy spell) and *Dimensional Rift*.

The most deadly spell in its arsenal is **Dimensional Rift**, via which the dropship can open a dimensional portal to one of its demon bases or Hades itself to unleash a massive number of demon troops to pour out. The size of the portal is 30 feet (9 m) wide and 30 feet (9 m) high, and remains open for 10 minutes per each activation (three times per day). However, it cannot be used again for at least six hours, and while the portal is open the dropship cannot use/cast any other spell nor can the vessel use its force field, and it can *not* Bio-Regenerate from damage inflicted upon it! If the Hell Bringer is destroyed, the Rift instantly closes. However, remember the dropship has its own defensive weapons and troop complement to defend it. **Note:** The Rift can be opened when it is landed on the ground or stationary in space, but not while flying through an atmosphere.

Soul Barge

The Soul Barge is made of the same bone and sinew looking material as the other demon ships, but is one of the more bizarre designs. Its center mass looks like a large, hollowed out rib cage with bones protruding out at all angles. In fact, it appears more to be a mass of giant bones than recognizable as a spaceship. The large bones that stick out appear to have sticky organic webbing that looks like a combination of torn muscle and flesh that still pulses and undulates, and many of these strips of skin resemble war banners.

The Soul Barge is not an active combatant and only returns fire to protect itself. It is something much worse. The vessel plays an important and terrible role, the capture of souls. The Soul Barge hangs back, away from the heaviest fighting, but close enough on the outskirts of a battle to benefit from it. There it hovers like a giant, monstrous vulture and collects the life essence – the souls – of the men and monsters who die in combat within a ten mile (16 km) radius of the barge. Once the Soul Barge collects its fill of souls, the vessel either joins a carrier or makes a quick jump out of the battlefield.

These ships serve as large tankers that carry a ready supply of soul-energy based fuel for the various demon spacecraft. The soul-energy can be converted into much needed P.P.E. and it can be transferred to any of the ships, restoring their magical abilities and doubling their regenerative abilities for 1D4 hours. A single Soul Barge can service one entire Demon Star, two Demon Furies, six Hell Bringers or four dozen fighters. To completely service a Bone Maw, four Soul Barges are needed.

A squad of Bone Scouts, Demon Fighters or Blood Bane power armor are often assigned to provide extra protection, but the Soul Barge is not without its own defenses.

Soul Barge

Also known as the Demon Barge, Bone Barge and the Demon's Rib.

Model Type: SB-404

Class: Support Craft/Fuel Carrier.

Crew: Ten minimum, which includes a Captain, Pilot, Co-pilot, Sensor Operator, Communications Officer, four Witches, and a Greater Demon which is often a Soul Catcher, Baal-Rog, or Night Owl. The ship usually carries a dozen assistants to help the Witches with their duties in maintaining the ship's Soul Chambers and P.P.E. batteries. The crew is predominantly mortals or Lesser Demonic Mortals, with Witches and demons serving as officers and commanders.

M.D.C. by Location:

Plasma Batteries (4) – 666 each

* Point Defense Turrets (12) – 250 each

** Bridge (top section) – 2,600

Accordion Docking Tubes (4) – 300 each

Variable Force Field – 3,000 (500 per side)

*** Main Body – 6,660

* These weapons are concealed within what looks like a rib cage and only the barrels stick out when they fire. It would take a Called Shot at -3 to target these weapons directly.



****** Destroying the bridge cripples the ship, requiring it to be controlled from the engineering deck. It will take 4D4 melee rounds to regain control after losing the bridge. Even then, all attacks per melee round and speed are reduced by half as systems are sluggish.

******* Depleting the M.D.C. of the main body means the ship is a battered wreck, with all systems knocked out and off line, and it crashes, or is set adrift in space. If the ship is reduced to -2,000 M.D.C. it explodes, doing 2D6x1000 M.D. to everything in a 1000 foot (305 m) radius. This is not a Soul Bomb detonation, and souls and P.P.E. dissipate over the next 1D4 melee rounds.

Speed:

Driving on the Ground: Not possible; hovers above the ground or flies.

Flying: The Soul Barge has non-military grade engines and can achieve a top sub-light speed of Mach 9. Speed in the atmosphere is limited to Mach 4. The ship is capable of leaving the atmosphere on its own with the assistance of several magical enchantments.

Star Drive: Phase Drive with a top speed of 2.3 light years per hour, or can make use of its mystic generator and open a Dimensional Rift that has a range of 10 light years. Most Soul Barges tag along with the larger demon ships and utilize Rifts to make longer jumps.

Range: The ship has enough stores for its “mortal” crew members to sustain them for six months in space.

Statistical Data:

Height: 118 feet (36 m).

Width: 260 feet (79.2 m).

Length: 398 feet (121.3 m).

Weight: 16,000 tons fully loaded; no room for cargo.

Cargo: Other than crew, the ship can only hold souls and P.P.E.

Power Systems: The ship uses a combination of magic and anti-matter.

Bio-Regeneration: The living components of the ship regenerate 1D6x10 M.D.C. per melee round.

Market Cost: Exclusive to the Demon Fleet, but it could easily sell for 300-400 million credits at places like the UWW or Kingdoms of Splugorth.

Weapon Systems:

1. Plasma Turrets (4): Soul Barges are armed with four conventional plasma weapon turrets. Each turret is a mini-quad cannon that can fire an enormous volume of plasma bolts, providing excellent defense.

Primary Purpose: Anti-Ship.

Secondary Purpose: Defense.

Range: 8 miles (12.8 km) or two miles (3.2 km) in the atmosphere.

Mega-Damage: 2D4x100 M.D. per cannon.

Rate of Fire: Each rapid-fire, simultaneous four shot burst counts as one of the gunner’s melee attacks.

Payload: Effectively unlimited.

2. Point Defense Laser Batteries (12): Placed in strategic locations on the ship are point defense lasers. Their primary purpose is anti-missile, anti-personnel and anti-space fighter.

Primary Purpose: Anti-Fighter.

Secondary Purpose: Defense.

Range: 3 miles (4.8 km) or 6,000 feet (1828 m) in atmosphere.

Mega-Damage: 2D4x10 M.D. per blast.

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

Payload: Effectively unlimited.

3. Soul Bomb: A *last resort* weapon that may be detonated out of spite or vengeance. The Soul Barge directs all its P.P.E. from its four Soul Chambers, creating a catastrophic chain reaction that destroys the ship and creates a small, momentary Rift in the process. The ship explodes with a force powerful enough to destroy most space stations and decimate most fleets.

Primary Purpose: Self Destruct.

Range: Every ship within ten miles (16 km) suffers the damage, even allies, so this feature is used with extreme caution.

Mega-Damage: The explosion does 1D6x10,000 M.D. to the five mile (8 km) radius epicenter and 1D6x1,000 M.D. over the next five mile radius beyond the epicenter, affecting a total radius of 10 miles (16 km).

The secondary result is to open a Dimensional Rift. Any vessels within 15 miles (24 km) of the blast center are pulled into the Rift and scattered across the Three Galaxies or beyond. Roll percentile dice. 01-10% The Threshold in the Anvil Galaxy. 11-20% CCW space in the Corkscrew Galaxy. 21-30% Kreeghor/TGE space in the Corkscrew Galaxy. 31-40% The edge of the Corkscrew Galaxy. 41-50% UWW space. 51-60% The edge of the Thundercloud Galaxy. 61-80% Orbit around Phase World. 81-90% To the nearest Demon Planet. 91-00% Whisked away to Hades (or some other location dictated by the G.M.).

Rate of Fire: One time only!

Payload: One time only, and very much a last resort. All crew members are killed.

Demon Fury Frigate

In the minds of a demon, bigger is better. Embracing the concept of a fast-attack craft, the Demon Fury Frigate was conceived as a maneuverable and fast destroyer or battleship. Less than a quarter the size of the Demon Stars, these ships are much faster while still wielding a formidable array of weapons. In addition, these ships were made capable of landing on planets and moons and navigating through an atmosphere, where they can provide air support and deploy power armor troops.

Demons are beginning to produce the ship in mass quantities as 3-4 of them can be nearly as deadly as a single Demon Star but offer more versatility. The Demon Furies are starting to become the most numerous of the large demon ships.

Demon Fury Frigate

Also known as the Demon Cannon and Needle-Nose.

Model Type: DF-401

Class: Frigate Combat and Fast Attack Craft.

Crew: 76, typically corrupt mortals and/or Demonic Mortals with Greater Demonic Mortals as officers, assisted by a dozen practitioners of magic (usually Demon High Priests, Witches, Shifters or spell casters of one type or another).

Troop Complement: 160, made up of 50 Lesser Demons and/or the Fallen, 10 Greater Demons, and a marine squad of 100 mortal troops. Under cramped conditions, the ship could hold 50% more troops.

M.D.C. by Location:

Lower Hangar Doors (2) – 1,000 each

Dark Energy Cannons (2) – 1,800 each

* Secondary Plasma Batteries (6) – 600 each

Cruise Missile Launcher (1) – 1,400 each

Point Defense Turrets (12) – 250 each

Forward Accordion Docking Tube – 300

Variable Force Field – 6,000 (1,000 per side)

** Bridge – 4,300

*** Main Body – 8,700

* These weapons are concealed within what looks like a rib cage and only the barrels stick out when they fire. It would take a Called Shot at -3 to target these weapons directly.

** Destroying the Bridge cripples the ship, requiring it to be controlled from the engineering deck. It will take 4D4 melee rounds to regain control after losing the bridge. Even then, all attacks per melee round and speed are reduced by half as systems are sluggish.

*** Depleting the M.D.C. of the main body means the ship is a battered wreck, with all systems knocked out and off line and it crashes, or is set adrift in space. If the ship is reduced to -2000 M.D.C. it explodes, doing 2D6x1000 M.D. to everything in a 1000 foot (305 m) radius.

Speed:

Driving on the Ground: Not possible.

Flying: The Demon Fury has the latest in military grade engines and can achieve a top sub-light speed of Mach 15. Speed in the atmosphere is Mach 7 and it is capable of leaving the atmosphere under its own power.

Star Drive: A Phase Drive with a top speed of 3.5 light years per hour, or it can make use of its mystic generator and open a Rift that has a range of 10 light years.

Range: The ship has ample stores for its “human” crew, enough to sustain them for a year in space.

Statistical Data:

Height: 120 feet (36.6 m).

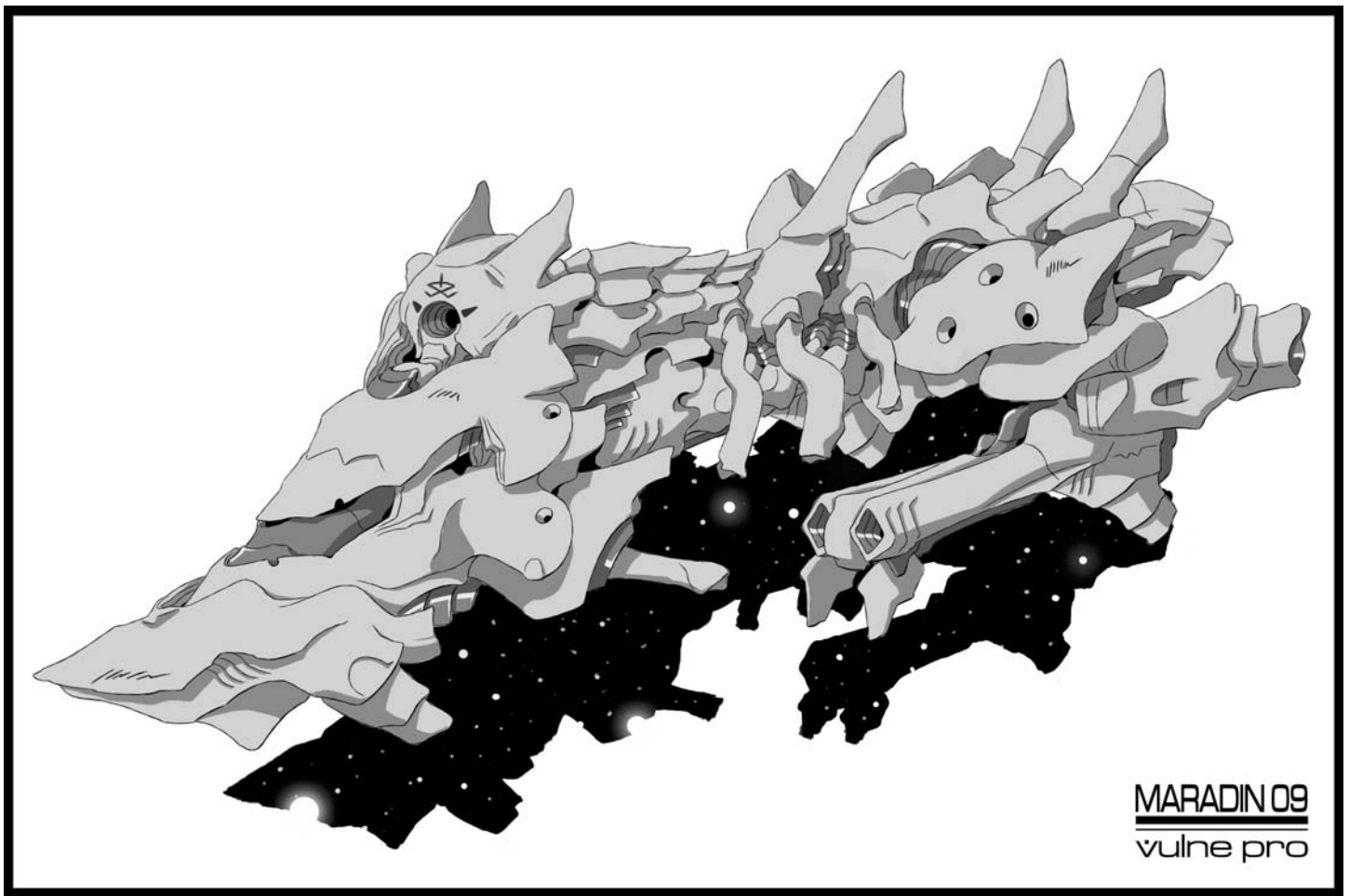
Width: 260 feet (79.2 m).

Length: 620 feet (189 m).

Weight: 15,000 tons fully loaded, plus up to 1,500 tons of cargo.

Cargo: The ship can hold an additional 1,500 tons of cargo.

Power Systems: The ship uses a combination of magic and anti-matter.



Bio-Regeneration: The Demon Furies have an impressive regeneration ability and are able to regenerate damage on the scale of 4D6x10 M.D.C. per melee. When they make a kill, if the target has 100 or more people aboard, the regeneration doubles for 1D4 melee rounds.

Market Cost: Exclusive to the Demon Fleet, but on the open market the ship could easily sell for 500-600 million credits.

Weapon Systems:

1. Dark Energy Cannons (2): This is a double-barreled, scaled down version of the main Dark Energy Cannon found on the Demon Stars. The Demon Furies have a pair of these cannons on either side of the ship.

Primary Purpose: Anti-Ship.

Secondary Purpose: Defense.

Range: 12 miles (19.2 km) or half in atmosphere.

Mega-Damage: 1D8x100 M.D. per single blast, 2D8x100 M.D. for a simultaneous double blast from both barrels, and maximum damage of 4D8x100 M.D. when all four barrels are fired simultaneously at the same target.

Rate of Fire: Once per melee round. A typical strategy is to alternate the cannons in pairs, or fire a single barrel at a time.

Payload: Effectively unlimited.

2. Secondary Plasma Batteries (6): Demon Furies are armed with six conventional plasma batteries. Each battery is a mini-quad cannon that can fire an enormous volume of plasma bolts, providing excellent defense.

Primary Purpose: Anti-Ship.

Secondary Purpose: Defense.

Range: 8 miles (12.8 km) or two miles (3.2 km) in the atmosphere.

Mega-Damage: 2D4x100 M.D. per cannon.

Rate of Fire: Each rapid-fire, simultaneous four shot burst counts as one of the gunner's melee attacks.

Payload: Effectively unlimited.

3. Cruise Missile Launcher (1): Mounted on the top of the frigate (launched from the skulls eye socket) is a cruise missile launcher. With the frigate's speed it can quickly get to within missile range of the enemy and unleash volley after volley of missiles.

Primary Purpose: Anti-Ship.

Secondary Purpose: Defense.

Range: 1,000 miles (1,600 km), but may be launched as close as a few miles from their targets.

Mega-Damage: Varies per missile type, but *Hell Fury missiles* are a favorite, unleashing plasma damage and Plasma Demons upon the enemy. **Note:** Demons and Deevils have also been raiding both the CAF and TGE armories and have a large quantity of Heavy Anti-Matter Cruise Missiles and Singularity Cruise Missiles. It's not uncommon for a mixed complement.

Rate of Fire: One at a time or in volleys of 2, 4, 6, 8 or 10. Up to 5 volleys of 10 missiles can be fired per melee, per launcher!

Payload: 100 missiles. It takes 2D4+2 minutes to reload the launcher with another 100 missiles, and 250-300 missiles are typically stowed on the frigate.

4. Point Defense Laser Batteries (12): Placed in strategic locations on the ship are point defense lasers. Their primary purpose is anti-missile and anti-star fighter.

Primary Purpose: Anti-Fighter and Combat Shuttle.

Secondary Purpose: Defense and Space Infantry.

Range: 3 miles (4.8 km) or 6,000 feet (1828 m) in atmosphere.

Mega-Damage: 2D4x10 M.D. per blast.

Rate of Fire: Each shot counts as one of the gunner's melee attacks.

Payload: Effectively unlimited.

5. Ram Prow: While not as powerful as the Demon Star, the ram prow is extremely effective against small to medium-sized spacecraft. Damage varies with the speed of impact, however it is often enough for the forward docking tube to extend and latch onto an enemy ship for boarding. This, combined with Mystic Portals, enables the troop complement to board an enemy vessel quickly.

Range: Contact/Close Combat.

Mega-Damage: Impact damage is 2D4x100 M.D. for speeds up to Mach 6; 3D6x100 M.D. for speeds up to Mach 12, and 6D6x100 M.D. for greater speeds up to maximum, however boarding speed is usually no less than Mach 7.

6. Aircraft and Military Vehicles: The Demon Fury carries a compliment of six Demon Fighters and three Bone Scouts, or additional elite troops, typically 36 Blood Bane power armor troops or Greater Demons. They are kept in the lowermost

portion of the ship where there is a pair of large hangar doors.

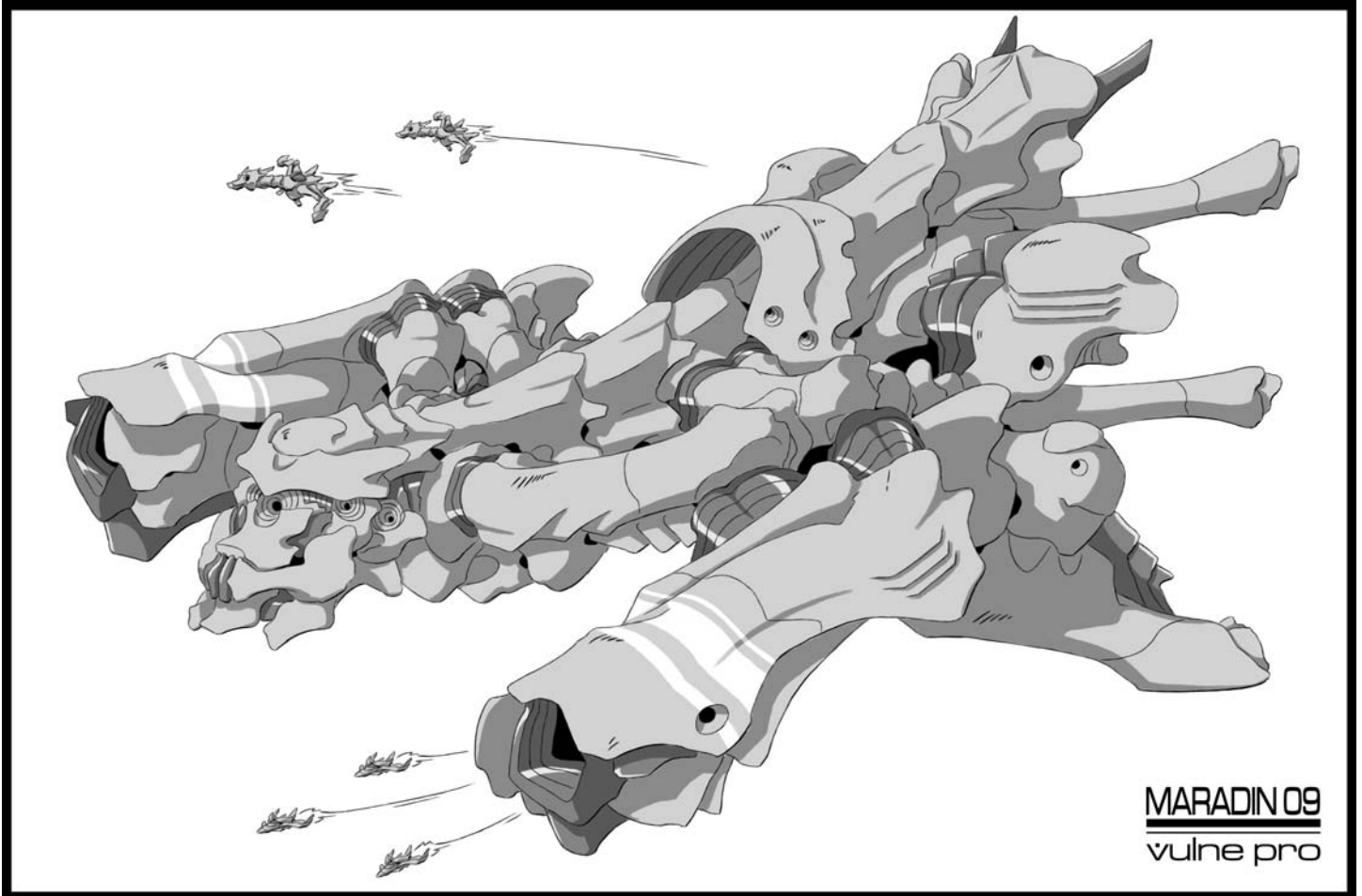
7. Magic Abilities: The ship has the ability to create Mystic Portals to board enemy vessels. The Demon Fury must pull alongside the enemy spacecraft and be no less than 100 feet (30.5 m) away, at which point up to four Mystic Portals can be opened to allow troops to board. Each portal can be held open for seven minutes. The portals are two way, meaning people can go in and out. The Mystic Portal has an energy membrane that does not allow the atmosphere of the vessel being boarded to leech out into space.

The ship's mystic batteries are not very efficient (compared to the UWW) and as a result they require a boost every time a magic ability needs to be performed. In the center of the ship is a sacrificial altar where innocents are slain to power the ship's abilities. There is often a small prisoner complement aboard to provide for these needs. If there are no prisoners all the Mystic Portal ability is limited to three times per day for no more than seven minutes at a time. At which point they require a full day to recharge.

Bone Maw Carrier

A.K.A. The Bone Carrier

With the development of the Demon Fighters, Scouts and power armor, not to mention demons who can fly of their own accord, an appropriate deployment and launch platform was needed.



A vessel that could carry fighters and mobile combat troops across the void. Demon Stars were not equipped to carry any fighters. So the demons took a page out the play book of various militaries around the Three Galaxies and designed a carrier that could also serve as a mobile base of operations: The Bone Maw.

The ship is one of the largest in the Demon Fleets, with its center mass looking like a collection of funnel shaped, gigantic bones pieced together into a wedge with two launch arms. In the front and center of this leviathan is the skull-like head that can open to reveal a maw from which it can launch a dozen Hell Bringer dropships and a half dozen Soul Barges. On either side of the main body are two massive arm-like appendages from which the Scouts, Fighters and flying troops launch. Mounted below these are the ship's main weapons. To add to the already frightening appearance, two-dozen Hell Bringers cling to the surface of the ship's belly, making them hardly distinguishable until they begin to launch en masse.

The triangular wedge toward the back of the vessel contains the engine, troop quarters, life support and storage.

Bone Maw Carrier

Also known as Demon Carrier.

Model Type: DBC-01000

Class: Carrier.

Crew: 2,000 crew members including officers. One Demon Prince is the ship's Captain/Commander, and one Demon Knight is the Chief Combat Officer and head of security.

Troop Capacity: 2,400 fighter pilots and co-pilots/navigation, 500 power armor/robot specialists, 2,000 humanoid (mortal) troops, 1,500 Demonic Mortals, 500 Greater Demonic Mortals, 500 practitioners of magic (Witches, Demon Priests, Demon High Priests, Necromancers, and other mages), 1,000 Gargoyles, 200 Demon Bats, 200 Demon Flies, 100 Lasae, 100 Incubus/Succubus, 500 Alu Demons, 500 Shedim, 200 Baal-Rogs, 50 Brek-Shall (or Gallu Demon Bulls), 30 Demon Locust, 30 Demon Knights, and 10 other Greater Demons (typically Night Owls or Raksasha). A Demon Prince is in charge of the vessel.

M.D.C. by Location:

Bridge (middle section) – 40,000
Side Hangars/Launchers (2) – 20,000 each
Forward Hangar/Launcher (front third of the ship) – 35,000
Dark Energy Cannon (2) – 10,000 each
Secondary Laser Cannons (8) – 600 each
Point Defense Turrets (20) – 250 each
Observation Bubbles (8) – 400 each
Variable Force Fields – 12,000 total (2,000 per side)
Main Body – 140,000

Speed:

Driving on the Ground: Not possible.

Flying: Mach 10 is its top sub-light speed. The ship is not capable of landing or entering a planet's atmosphere.

Star Drive: Demon Carriers are considerably slower than most of their ships, and with a Phase Drive they can achieve a top speed of 2.5 light years per hour. However, as part of its magical abilities it has the capability to open a giant Rift, 2 miles (3.2 km) wide and high (see Magic Abilities, below).

Range: The ships are equipped to last up to a standard year without any supply stops. However, as these ships tear through the galaxy, they take what they need.

Shield Note: Fighters cannot enter or exit the craft while its shields are active. They must be brought down, leaving the ship vulnerable to enemy fire.

Statistical Data:

Height: 2,350 feet (716.3 m).

Width: 3,400 feet (1,036.3 m).

Length: 6,636 feet (2,022.6 m).

Weight: 48 million tons, but can carry an additional 2 million tons of cargo and supplies.

Cargo: Two million tons.

Power Systems: The ship uses a combination of magic and anti-matter.

Bio-Regeneration: Like all demon ships, the Bone Carrier is part living demon, and is able to regenerate damage at a substantial rate. 1D6x100 M.D.C. is restored every melee. If within 5 miles (8 km) of a ship that is destroyed (the ship has to have 2,000 or more people on board), the Bio-Regeneration doubles for 1D4 melees.

Market Cost: 70 to 130 billion credits if one were able to purchase one of these babies on the open market.

Weapon Systems:

1. Dark Energy Cannon (2): Mounted under each of the flight bays is a Dark Energy Cannon. They are the same as found on the Demon Star and act as the Bone Maw's main weapons.

Primary Purpose: Anti-Starship/Space Station.

Secondary Purpose: Anti-Fortifications.

Range: 200 miles (320 km).

Mega-Damage: 1D6x1000 M.D. per cannon.

Rate of Fire: One shot every minute, it's not meant as a front line combatant.

Payload: Effectively unlimited.

2. Secondary Laser Cannons (8): Concealed among the bone and sinew are conventional laser cannons. They are used to engage ships from the sides of the Bone Carrier. Only four cannons can be brought to bear on a single target at a time.

Primary Purpose: Anti-Ship.

Secondary Purpose: Defense.

Range: 80 miles (128 km).

Mega-Damage: 1D4x1000 M.D.

Rate of Fire: 2 times per melee.

Payload: Effectively unlimited.

3. Point Defense Rail Gun Batteries (20): Perhaps the only obvious weapons to be seen are the rail gun batteries that dot the ship. While the Bone Maw is light on point defense weapons, remember the externally mounted Hell Bringers which are often manned and their weapons can also be brought to bear if needed.

Primary Purpose: Anti-Star Fighter.

Secondary Purpose: Defense.

Range: 6 miles (9.6 km).

Mega-Damage: 3D6x10 M.D.

Rate of Fire: Equal to the gunner's hand to hand attacks (typically 4 or 5).

Payload: Effectively unlimited.

4. Fighter Complement: Since the demons offer few amenities to their crews, more space is allotted to their war machines.

150 Bone Scouts

350 Demon Fighters

100 assorted other space fighters; mostly those captured or stolen, such as Star Ghost Phase Ships, Katana Fighters, etc.

300 Blood Bane power armors

30 Hell Bringer dropships

25 Hell Cannons

25 Soul Cannons

Plus 20 Infernal Mastodons, and 30 other Hades Netherbeasts. (**Note:** Netherbeasts and other demons are described in **Rifts® Dimension Book 10: Hades – The Minion War™ Part One.**)

5. Magic Abilities: The carrier's magic abilities are, like the vessel itself, meant to assist the Demon Fleet in transporting combat vehicles and troops, and attacking the enemy.

Create Dimensional Rift: As mentioned previously, it can create a massive Rift that is 2 miles (3.2 km) high and wide, allowing for several ships to travel through for a quick appearance, surprise attack or retreat. This allows the carrier to make jumps of 20 light years at a time, and with the size of the Rift, in addition to itself, it can take two Demon Stars, 15-30 additional large ships, 576 fighters, and 1000 power armor or demon-sized flyers through the Rift with it before it closes. The Rift is usually open for 2-4 melee rounds (30-60 seconds). **Note:** That means some fast acting enemy spacecraft and hitchhikers may also slip through the Rift before it closes.

Create Small Dimensional Rift: It can also open a much smaller Rift to send ships much farther distances. A single Transit Rift is large enough for the carrier to send 2-4 large ships or 2-4 squadrons of fighters through up to 50 light years away.

To counter those enemy spacecraft that use *Rift drives*, the Bone Maw Carrier can create a field (its equivalent to the *Close Rift spell*), that keeps all Rifts from opening, including its own. This anti-Rift/dimensional portal field extends out to roughly 100 million miles. Any ship with a Rift Jump Drive within the field cannot execute a jump – the Rift won't open. This is done to prevent enemy vessels from retreating, at least via any means of travel that creates a dimensional portal. As soon as the field drops, the ships can make their jump. The Bone Maw can keep the field up for as long as four hours before needing to recharge the P.P.E. batteries, which typically involves a major sacrifice.

Demon Stars

Terror once again stalks the depths of space. No longer things of legend, *Demon Stars* have appeared and in great numbers. They are the bedrock of the Demon Fleet, and the second

most common ship after the Demon Fury Frigate. Demon Stars are being deployed in battle groups and spreading terror throughout the Three Galaxies.

Statistical Data: Demon Stars have remained unchanged and their stats can be found in **Rifts Dimension Book 6: Three Galaxies**. Only now they are appearing in larger numbers (3-6 is typical, but as many as a dozen) and are accompanied by other spacecraft. About half the combat vehicles currently in the Demon Fleet are demon spacecraft described in this section, and the other half are spaceships of numerous civilizations from across the Three Galaxies. Most of the mortal built spacecraft are either ships won and captured in combat, or the vessels of demon worshipers and allies.

It is important to note that both demons and Deevils are using *Demon Stars*. Deevil held Demon Stars have been rebuilt from the ruins of past Demon Stars, so they have only a fraction of the ships (12%) compared to the demons. Deevil controlled Demon Stars look less demonic and more bestial in appearance, with fur-covered hulls and horns, making them identifiable from the demons' stock.

Demon Planets

Demon Planets are not a normal part of the hierarchy of Hades demons. They are something much more ancient and powerful, and more akin to an Alien Intelligence. The Hades demons have managed to capture and seize control of one such ancient being known as Cormal, Destroyer of Worlds. The other two smaller Demon Planets are actually offspring of Cormal, created by splintering the monster's essence, but they are deadly in their own right.

See **Cormal, Destroyer of Worlds** for details (or **Dimension Book Six: Three Galaxies**).

New Techno-Wizard Armaments



Hell Fury Missiles

A New Demon Armament

After an engagement with the UWW introduced Star General Halthhag to the *Bottled Demon Missiles* (see **Phase World®**, page 164), the General was inspired to steal the technology and improve upon it. The end result are the Demon Fleet's Hell Fury Missiles.

Like the Bottled Demon Missile, they use summoning magic to bind demons to the missile, but with dramatically different results. Where the Bottled Demon continues to strike its target until destroyed, the Hell Fury is a plasma missile that explodes upon impact, inflicting damage, but also releases a pair of

Plasma Demons that continue to attack! In this regard, the Hell Fury are half explosive missile, half boarding party delivery system, as the intelligent Plasma Demons continue to blast away. Their first agenda is to destroy communications and sensor arrays to cut the enemy ship off from the rest of its fleet and damage its attack/targeting capabilities. Then, the strategy and tactics-minded Plasma Demons usually try to force their way into the ship itself where they target crew, life support and combat systems. While two Plasma Demons might be enough to board and take a small ship, they need backup to take medium to large ships. This is easily accomplished by launching multiple and/or subsequent Hell Fury Missiles, each releasing two Plasma Demons. Against the big ships, the demons hit strategic targets to cripple them or wreak chaos inside after boarding. Don't forget too, that Plasma Demons can hitch a ride on the outside of an enemy spaceship and continue to cause damage, or wait until it relocates and ambush those sent outside to fix the damage.

While the missile is inspired by UWW technology, it is a much more lethal weapon. It is made possible only by the fact that the Plasma Demons are willing participants and love – absolutely love – being unleashed in a plasma explosion to continue to wreak havoc against the enemy. And they have proven to be extremely effective at their assigned task.

Hell Fury missiles can only be created as long-range missiles and cruise missiles. Cruise missiles have four warheads, which means four Plasma Demons can be delivered in a single missile. As a result there is more expense in producing Hell Fury missiles, but it's worth it.

M.D.C. of the Missile: The long-range HF missiles have 60 M.D.C. and the Cruise HF Missiles have 90 M.D.C. If the M.D.C. is depleted the missile explodes before impact and the demons are sent back to Hades, shaken up but okay and ready to be reloaded into some other missile.

Missile Speed: Mach 15 in space and Mach 5 in an atmosphere. (Bottled Demon Missiles are Mach 12 in space and Mach 3 in an atmosphere.)

Range: Similar to the Bottled Demon Missile (BDM), the Hell Fury continues to chase down a target until it disappears 2D4 minutes after it was launched, or it finds a target. Unlike the BDM, a Hell Fury, controlled by the Plasma Demons inside, can elect to pick a new target if the first proves to be too elusive or something better appears.

Mega-Damage: Long-range missile does 2D6x10 M.D. from the initial explosion; a cruise missile does 4D6x10 M.D. upon impact. After that, the Plasma Demons released strike to do as much damage as possible (see the description of Plasma Demons elsewhere in this book).

Duration: If the missile can't find a target after 2D4 minutes, the missile loses power and turns into a regular plasma missile, drifts in space, and the Plasma Demons are teleported back to the nearest Demon Planet, Demon Star or, if neither is within 50,000 light years, Hades.

Bonuses: +4 to strike and +5 to dodge.

Cost: 500,000 UTC just to create the missile. They could go for 10 times that amount on the open market, but are exclusive to the Demon Fleet. The UWW has been unable to copy this missile, mainly because they don't have any battle happy demons

willing to be launched as missiles. Even among the demons of Hades, only the Plasma Demons are willing to be used in this fashion. However, the UWW has come up with the Elemental Fury Missile that is just as impressive and deadly.



Elemental Fury Missiles

– A New UWW Weapon

A new innovation from the Wizards of the UWW is the Elemental Fury Missile. These weapons are pretty simple when compared to the complexity of the Bottled Demon Missile Launchers. This new variety of missile comes in medium-range missiles, long-range missiles and cruise missiles. The missiles are intended for large targets such as cruisers, dreadnaughts, or space stations. If the missile impacts on the hull (the missiles are useless if they impact on force shields) a trapped *Minor Elemental* is Teleported into the ship on which the missile struck. Having been forcibly imprisoned, the Elemental is furious and when released attacks everything on sight. In the depths of space Fire Elementals are the most commonly used as they also consume the oxygen on a ship, plus they naturally inflict much more damage to a ship as they tear through it. However, Earth Elementals have also proven to be engines of destruction. Air and Water Elementals have proven least effective as they will sweep across a level or section of a ship causing chaos and comparatively minor damage before vanishing to the Elemental Plane in 1D4 melee rounds. Fire and Earth Elementals, on the other hand, will linger to inflict considerable destruction.

M.D.C. of the Missile: The long-range EF missiles have 60 M.D.C. and the Cruise EF Missiles have 90 M.D.C. If the M.D.C. is depleted, the missile explodes before impact and the Elementals are sent back to the Elemental Plane.

Missile Speed: Mach 15 in space and Mach 5 in an atmosphere.

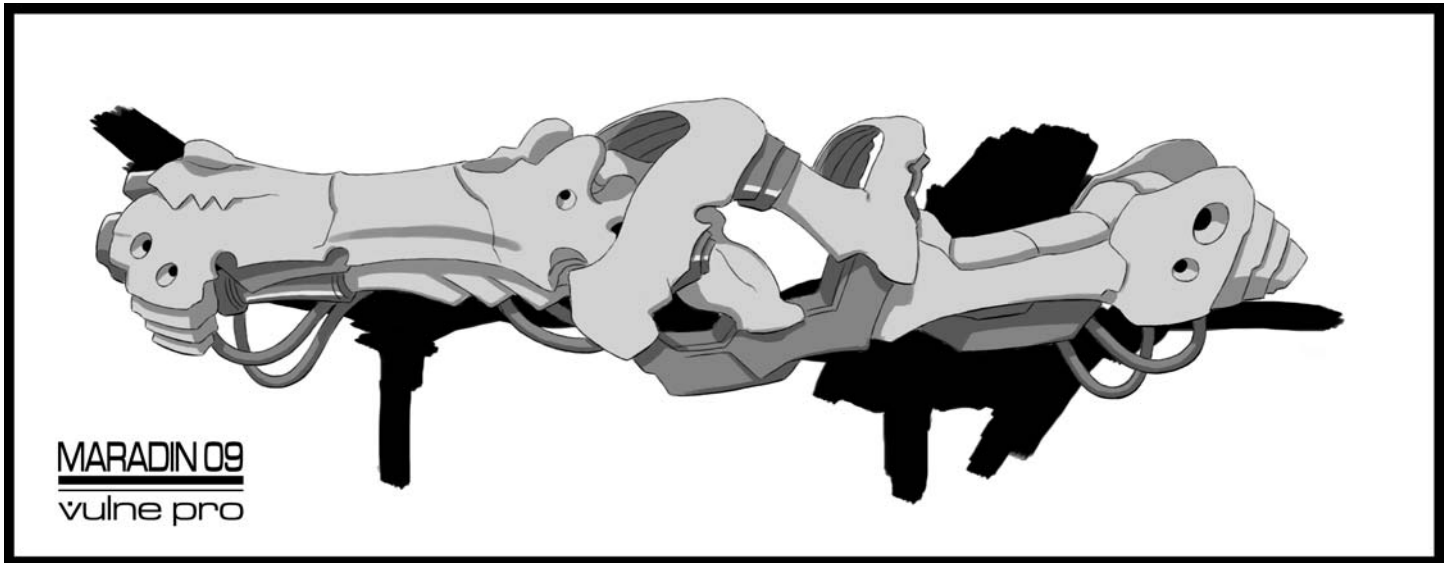
Range: Usual as per missile class/type.

Mega-Damage: Medium-range missiles do 1D6x10 M.D. on impact, a long-range missile does 2D6x10 M.D. and a cruise missile does 4D6x10 M.D. on impact. A couple seconds after impact a Minor Fire (or Earth) Elemental is unleashed inside the ship. Medium missiles carry an Elemental Essence such as a Flame Fiend, the long-range missile carries a Minor Elemental, and cruise missiles can carry two Minor Elementals.

Duration: Fire and Earth Elementals are enraged and unleash their rage by attacking all humanoids they encounter and smashing everything they see, including burning or smashing through hatches or walls, destroying any moving machinery, and anything radiating energy (like engines, power supplies, etc.) until destroyed, magically banished, or the Elemental loses interest. The latter takes 2D4 minutes, but by then the carnage can be considerable. Likewise, if the Elemental accidentally punches a big hole into the hull and ends up in outer space, it Dimensional Teleports to the Elemental Plane.

Missile Bonuses: Same as guided missiles.

Cost: 450,000 just to create the missile, but can sell on the open market for 7-10 times that amount. Exclusive to the UWW, and they do not sell these weapons and track down anyone who might have “acquired” some.



Blood Rifle

This is a large, heavy rifle originally designed for the Blood Bane power armor, but a man-portable version is also being made available to Greater Demons, Demon Knights and Greater Demonic Mortals in positions of leadership (squad or company leader, ship's captain, and so on). It is two weapons in one: The lower barrel fires a heavy laser that is powered by an E-Clip. The primary weapon, however, draws its power from blood and magic. A five pint blood tank can be attached to the rifle, giving it 50 deadly Blood Pulse attacks.

Primary Purpose: Anti-Armor and Anti-Ship.

Secondary Purpose: Anti-personnel.

Weight: 55 pounds (25 kg).

Range: The Blood Pulse has a range of 6,000 feet (1,829 m) and the laser has a range of 4,000 feet (1,219 m) in an atmosphere. All ranges are doubled in space.

Mega-Damage: Blood Pulse: 2D6x10 M.D. per shot. Laser: 1D4x10 M.D. per a rapid pulse.

Rate of Fire: Blood Pulse is single shot only, and the laser only fires bursts which count as one melee attack/action. Each single shot or laser burst counts as one melee attack.

Payload: As a demon portable weapon, the laser has an E-Clip that can fire 12 laser bursts, and a five pint blood ammo drum that attaches to the bottom toward the back of the weapon for 50 Blood Pulses; 10 shots per pint of blood.

Ripper Vibro-Axe

Designed for use by demons and power armor, this knock-off of Naruni's Ripper technology is larger and weighs more. It is popular among Demonic Mortals, Gargoyles, Gurgoyles, and power armor troops.

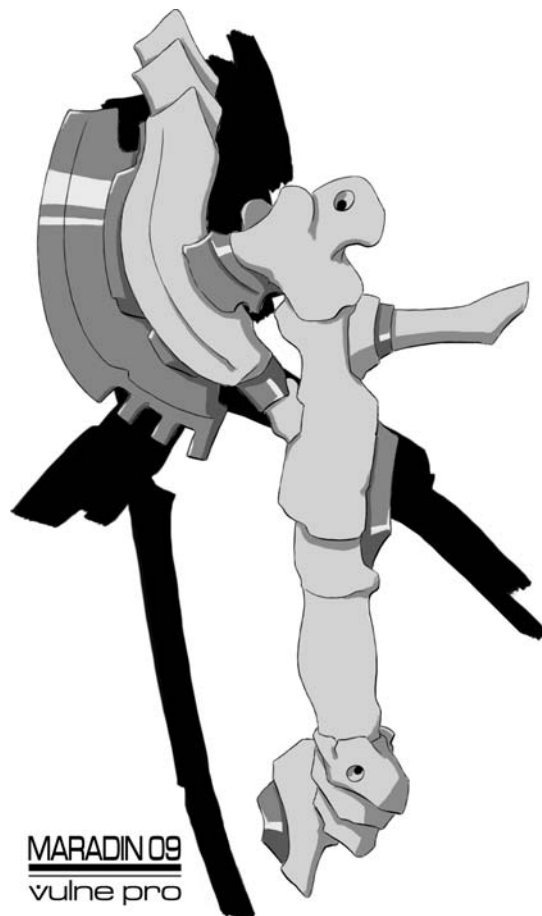
Primary Purpose: Close Combat Melee Weapon.

Range: Close combat/hand to hand encounters.

Weight: 10 pounds (4.5 kg).

Mega-Damage: 4D6 M.D.

Payload: Effectively unlimited.



Blood Bane Power Armor

In the Three Galaxies, the Deevils are making use of the mortals and their advanced equipment with deadly effectiveness. The demons realize this and have changed from sacrificing millions of mortals, to transforming some (Demonic Mortals) and recruiting others to their cause. Star General Halthhag realized that a single mortal in power armor could stand toe to toe with most Deevils and their human stooges, and immediately instructed his designers to create a suit of formidable power armor using technology and magic. The power armor was also effective in numerous environments, allowing them multiple mission roles. With the sheer volume of destruction that these vehicles could deliver, the demons of the Three Galaxies rushed them into production.

Using a similar process to that which Angrar Robotics used, a living demon is incorporated into the power armor. The demon fills the role of an artificial intelligence and onboard computer to assist the mortal pilot inside the armor. Everything from targeting, to feats of acrobatics to daring stunts are all due to the encouragement and help of the demon spirit in the armor. It also corrupts the mortal pilot, slowly making him more ruthless, bloodthirsty and committed to the demon's point of view and ethos. In the end, the mortal pilot ends up becoming as evil as a Demonic Mortal or Lesser Demon. To insure loyalty, there is an addictive aspect to the power armor.

Blood Bane power armor is constructed of Mega-Damage material that, like the demon spacecraft, resembles plates of bone. To add to the creep-out factor, there are a variety of tubes that run around the armor. Whenever blood is splashed on the armor (this is something that the demon spirit encourages) capillary action draws the blood into these tubes, helping to fill the blood tanks from which the armor draws its mystic power and the Blood Rifle its payload. Overall the armor looks a lot like a miniature, humanoid version of the ships in the Demon Fleet, with ribbing, plating, and strange protrusions. Four fins that resemble large, bone feathers are located on the forearms. They can fold back to be out of the way and fan out for flight in an atmosphere.

Model Type: BB-PA1

Class: Powered Combat Armor.

Crew: One.

M.D.C. by Location:

Upper Arms & Shoulders (2) – 100 each

Winged Forearms (2) – 120 each

Legs (2) – 180 each

Blood Tanks (3; back) – 20 each

Blood Rifle – 75

Ripper Vibro-Axe – 50

Mini-Missile Launcher (1; chest) – 50

Syringed Claws (2) – 15 each

* Head – 150

** Main Body – 380

*Destroying the head/helmet has a 1-60% chance of knocking the pilot unconscious. If conscious, the pilot has no combat bonuses from the armor and his head is now vulnerable, which

could be a big problem in the vacuum of space. The head is a small and difficult target to hit, thus it can only be hit when a character makes a Called Shot and even then the attacker is -3 to strike.

**If the armor loses more than 35% of its M.D.C. the automatic capillary action will not function and no blood will be collected to replenish the supply. The pilot may have to resort to using his own blood. If the armor's M.D.C. is depleted it explodes, doing 2D6x10 M.D. to a 10 foot (3 m) radius, killing the pilot. Demons don't want their armor falling into the hands of their enemies.

Speed: Running: 80 mph (128 km) maximum. Note the act of running does tire out the operator, but at 10% normal fatigue rate.

Flying: Mach 4 in an atmosphere, and Mach 10 in space.

Altitude: 80,000 feet (24,384 m) maximum in an atmosphere.

Underwater: The armor has a depth tolerance of 3,000 feet (914 m).

Range: Limited by the pilot's endurance. Emergency food and air will keep the pilot alive for a week.

Statistical Data:

Height: 12 feet (3.7 m).

Width: 9 feet (2.7 m).

Length: 8 feet (2.4 m).

Weight: 1,200 pounds (540 kg).

Physical Strength: Robotic Strength of 40.

Cargo: Minimal, enough for an energy pistol and a small pack.



Power Systems: A combination of anti-matter and magic.

Market Cost: As a rare and unique item it could sell for 40-50 million credits, possibly more.

Weapon Systems:

1. Blood Rifle: This large, heavy M.D. rifle was originally designed for use by the Blood Bane power armor troops. It is two weapons in one, with the lower barrel firing a heavy laser burst that is charged from the suit's fusion reactor. The top barrel is the main weapon and fires something the demons call a "Blood Pulse." As the name suggests, the TW weapon draws its power from blood contained in three Blood Tanks on the back of the armor. So long as there is blood in one of these three tanks, the weapon can fire its main gun with devastating effect. If the tanks are dry, the power armor pilot can opt to use his own blood, and there is an internal mechanism in the armor to draw that blood. However, for every pint of blood drained to power the Blood Rifle, the individual inside the armor takes 1D6+6 points of damage direct to Hit Points.

Primary Purpose: Anti-Armor and Anti-Ship.

Secondary Purpose: Anti-Personnel.

Weight: 55 pounds (25 kg).

Range: The Blood Pulse has a range of 6,000 feet (1,828 m) and the laser has a range of 4,000 feet (1,219 m) in an atmosphere. All ranges are doubled in space.

Mega-Damage: 2D6x10 M.D. per shot, while the laser fires a rapid pulse for 1D4x10 M.D.

Rate of Fire: The Blood Pulse is single shot only, and the laser only fires bursts which count as one melee attack/action. Each single blast or laser burst counts as one melee attack.

Payload: The laser is tied to the power armor's energy supply, making it unlimited. The Blood Pulse is limited to 10 shots per pint of blood. The Blood Tanks hold five pints each, for a total of fifteen pints of blood and 150 Blood Pulse attacks. Additional blood can be drawn from the pilot, see above for details.

2. Ripper Vibro-Axe: The armor comes standard with a large, imposing axe using a knock-off of Naruni's Ripper technology. The weapon is larger and weighs more, but that is not a concern for those in the armor.

Primary Purpose: Hand to hand combat.

Weight: 10 pounds (4.5 kg).

Range: Close combat.

Mega-Damage: 4D6 M.D.

Payload: Effectively unlimited.

3. Mini-Missile Launcher (1): Mounted in the torso of the armor is a mini-missile launcher.

Primary Purpose: Anti-Armor and Assault.

Range: About one mile (1.6 km), double in space.

Mega-Damage: Varies with missile type, but typically 1D4x10 M.D.

Rate of Fire: One at a time or in volleys of 3, 6, or all 9.

Payload: Nine total.

4. Syringed Claws (2): Each hand has 4 high-powered syringes. They are meant to draw blood from their victims to power the Blood Rifle. It is a gruesome sight to see a Blood Bane kneeling over his most recent victim with the needles in the fingers of one or both hands drawing out the blood into the armor. It's even more hideous if the person is still alive.

Primary Purpose: Nutrients and Power Source for Armor and Rifle.

Secondary Purpose: Assault.

Range: Touch/close combat.

Damage: 4D6 points direct to Hit Points on a strike of 18 or higher, otherwise the damage is just S.D.C. and no blood is drawn. The syringes can be energized to do 1D4 M.D. to Mega-Damage beings and supernatural creatures, but the same amount of blood is required, whether the victim is mortal or supernatural. The high-powered syringes and pump-action can draw two pints per melee round.

Rate of Fire: As per hand to hand attacks.

Payload: Effectively unlimited.

5. Magic Abilities: Because the armor is part demon, it has at its disposal a small arsenal of spells to aid the pilot. However the armor has to *burn through blood* in order to Bio-Regenerate or cast spells. To replace 1D4x10 M.D.C. worth of damage to the armor uses up one pint. Each spell consumes one pint of blood. All spells are cast as a sixth level mage: Super-human Strength, Life Drain, Blood Bolt and Death Bolt. For each foe killed as a result of Life Drain or Death Bolt, the Blood Tanks are automatically replenished with 1D4 pints of blood. The usual ranges and limits of the spells apply.

6. Blood Tanks: The Blood Tanks are not very obvious until you get close to the mechanical abomination. Then you're likely to notice the blood sloshing around and pumping through hoses. The blood tanks conform to the armor and are not bulky. The three external tanks attached to the back are for the Blood Rifle specifically. For the power armor, the main tank is in the belly and it holds 4 pints of blood. In the thigh area of each leg is a four pint tank, and in each forearm is a two pint tank. Finally, there is a pint of blood already contained in the network of tubes that flow through the armor, for a total of 17 pints of blood. The armors typically fill up at a blood pool, which is contained in all of the demon ships, and because of the mystic nature of the armor, there are no ill effects for the blood tubes/tanks in space. The basic functions of the armor (life support, flight, etc.) burn up a pint every 24 hours, heavy combat burns up an additional pint every couple of hours, and armor Bio-Regeneration uses up one pint for each regeneration of 40 M.D.C.



Deevil Forces

The Deevils' Response

The Deevils were not expecting war and were blindsided by Hades' attack on Dyval. Consequently, they are on the defensive and playing catch-up in the rapidly escalating *Minion War*.

Deevils prefer strategies and tactics that involve stealth, subterfuge, ambush, sabotage and the manipulation of others. You will seldom see a large *Deevil Fleet*, rather they deploy several small fleets, and even those avoid major confrontations. Instead, the Deevils use guerrilla style tactics to harass, confound and undermine the enemy.

Where the cunning and manipulative Deevils are putting much of their energy is in getting *other people* to do their fighting for them. As a result, Deevils are active behind the scenes of every major force in the Three Galaxies. There, they are being cast in the unlikely roles of peacemakers and arbiters to get the people of the Three Galaxies to reunite and rise up against the invading demon hordes. It is to the demons' advantage to have paranoia and chaos reign across the galaxies, and keep power blocs like the *TGE* and the *CCW* at each other's throats. So it is that the Deevils, masters of manipulation, are working to reveal the demons' treachery and lies to get these powers to realize they are being tricked by the demons to fight each other. Once that evidence is unveiled, the Deevils will work to get the fractioned power blocs to regain control of their own nations of planets, and motivate them to fight the real enemy, the demons of Hades and their mortal henchmen. Furthermore, the Deevils will try to get many of the power blocs to join forces and work together to oppose their common enemy. If successful, the

Deevils won't need to raise their own armies or space fleets at places like the Three Galaxies and Rifts Earth. They can, instead, help put the mortals of those realms in a position to fight back and send the demons back to Hell where they belong.

Meanwhile, the Deevils can concentrate on fighting the demons back home on Dyval, take the war to the demons' home dimension of Hades, and make tactical strikes across the Megaverse to undermine and weaken the demons everywhere, in order to let the "locals" deal with the demon invaders.

It's a good strategy, especially if *Center* does not fall into the hands of the demons (or Deevils) and the Three Galaxies are not easily or quickly conquered. The demons are not really prepared for a long war in the Three Galaxies, not one that lasts more than a few years. However, the demons want the galaxies so badly, they'll pump too much of their resources into their conquest, weakening them there and elsewhere. In the end, if the Three Galaxies aren't conquered, they may become the Achilles' Heel that drains the demons and holds them back from making real inroads elsewhere. If the demons are not careful, their lust for the Three Galaxies could actually cause them to ultimately lose the Minion War. Or at least force them to go back to the stalemate situation that has existed between demons and Deevils for eons. (**Story Note:** This is the most likely outcome of the Minion War.) That would be ironic, because the demons are poised to decimate their infernal rivals if they put their efforts elsewhere and forget about conquering the Three Galaxies. Thus, a war they could and should win (i.e., defeating and conquering Dyval), might fail due to demonic greed (they want the galaxies), pride (they will not admit defeat in this one area), and avarice (they've bitten off more than they can ultimately chew).

The next step of the Deevils' counteroffensive. True masters of deception and manipulation, they intend to turn entire

planetary systems into their pawns. While they'd like to dominate the Three Galaxies themselves, Deevils are happy with preventing them from falling into the hands of demons. And if that means inspiring and helping mortals to rise up and defeat the demon hordes, so be it.

Deevils have had their claws in the Three Galaxies for eons, but as movers, shakers and troublemakers behind the scenes. This means they have contacts, agents and a comprehensive intelligence network across the galaxies and on almost every major planet. This gives them insight and information about demon operations that nobody else comes close to having. Information they share with mortals via any number of ways, but most often in a covert manner so people never know infernals were the source of the information. Since the advent of the Minion War, Deevils have stepped up their secret intelligence gathering operations, and one could argue it is the front line of the Deevils' campaign to undermine their enemy. As a result, Deevils and their mortal agents – most of which are evil and have no love for mortals – are working on behalf of humanity. Whenever they can, agents of Dyval are tipping off the people of the Three Galaxies to demon attacks, demon spies and assassins, demon schemes, locations of secret bases and fleets, and anything that will help mortals and undermine the demons. They are even going so far as to protect mortals who have military, political or industrial importance and value. That means Deevils, usually in disguise, may join groups of humans and mortals to feed them information or protect key personnel, stop assassination attempts, prevent disasters at the hands of demons, and manipulate people and events to foil demon plots and to get mortals to fight the demon hordes on every front. And it could work.

In the United Worlds of Warlock, Deevils have been active for years, and already have numerous agents and contacts among that civilization. Despite the predominance of magic users, the Deevils are able to disguise themselves more easily as men of magic. However, moving up in the UWW is difficult so the Deevils have been targeting the Warlock Navy, where supernatural beings are very likely to be found. Over the years, Deevils have positioned themselves well, with several Deevils having gained fleet commander status, one is a Commandant at the Warlock Naval Academy, and three have managed to infiltrate the College of Warlocks. This quiet infiltration has enabled the Deevils to usurp 10% of the UWW's fleet. When the demons invaded the Three Galaxies, the command went out and corrupted forces and allies deserted the fleet.

Galactic Governments. While governments can be infiltrated, they are not as easily manipulated, especially to take drastic actions such as those the Deevils would like to see them take. There are too many checks and balances in place with most governing bodies, and the best Deevils can do is control a few powerful groups and individuals within the government. Such influence can accomplish great and terrible things, but it's limited and time consuming.

Industry, on the other hand, can be taken over and manipulated much more easily. There is often one man or woman at the top, or a comparatively small group of individuals (i.e. the board of directors), all of whom are much easier to trick, manipulate and control. Once the corporate leaders are in line, everything can happen quickly. Besides, many businesses are as powerful and influential as world or planetary governments. Furthermore,

if a company's leadership proves to be too honest and incorruptible (a rarity, as most function on the same level as the Deevils, with greed and power being most important), a *hostile takeover* can be arranged to seize control of the company and oust its honest leaders. Deevils have positioned themselves in several key business sectors across the Three Galaxies. They started out in industries such as banking, communications, and transportation, and have since branched out into many other areas.

Over the years, Deevils in key positions formed what equates to a secret society they call **Pandemonium's Cabal**. They have managed to recruit many members from a wide range of business giants, spreading their influence even further. Most of the non-Deevil recruits are just as good as Deevils. Their loyalty is to the Cabal first and their company second, and they are easily bought with wealth, prestige, fame, and power.



Corbin Decker

Deevil Mastermind

The attack on Dyval may have come as a surprise to Lord Sahtalus and the other Deevils, but not to Vice Executive Director Corbin Decker. Corbin is one of Dyval's rare *Pandemoniums*. He is ancient, and has been in the Three Galaxies for thousands of years. When the first *Demon Stars* appeared long ago, he was there, and played an instrumental role in helping to destroy the first Demon Fleet. While it seemed that the demons' efforts had been stymied, knowing them as well as he did, Corbin thought it best to prepare for the worst.

Enter Naruni Enterprises. NE is a force unto itself. Its corporate tentacles spread across the Three Galaxies and beyond. Naruni business practices are ruthless to the point that they'll sell arms to both sides of a conflict, and seize lands or mineral rights, even an entire planet or enslave the planet's entire population, to collect the debts owed to it. Corbin Decker, Deevil Pandemonium, couldn't help but respect such a marvelous company, and was able to fit right in. With his natural charm and abilities, Decker was able to quickly climb the corporate ladder, and almost 200 years later, he had attained one of the highest positions within Naruni Enterprises, Vice Executive Director, or VED, as they are known. There is typically one VED per solar system under Naruni's control. Some are also in charge of mega-sized space stations, especially those with industrial and commercial value. Corbin Decker managed to position himself as VED of the NE Corkscrew Galaxies Research and Development division located in the Theta Mintaka system. *Theta Mintaka* has a long history with Naruni Enterprises. Fighting a war against their neighbors in Beta Mintaka (an adjacent solar system a half a light year away), the natives managed to accrue substantial debt with NE. The Naruni were not too concerned, because the agreement was that whatever lands the people of Theta Mintaka won in war would be transferred over to NE. The mineral rights alone were enough to cover all the costs, so the people of Theta Mintaka were not worried either, especially wielding the latest in Naruni firepower. As the war progressed, they indebted themselves more and more, to the point that they were even using planets in their own system as collateral. As fate would have it, Beta Mintaka could not meet the war production needs, so they decided to sell their technological secrets to numerous other civilizations and raked in a bundle of cash to purchase their own Naruni weapons and equipment. When the war ended, Beta Mintaka had thoroughly smashed the people of Theta Mintaka. When the time came for Naruni to collect what was owed to them, they claimed the whole solar system of Theta Mintaka and declared all the people as indentured servants.

This "acquisition" for Naruni Enterprises was orchestrated by Corbin Decker, and it was what earned him his position of Vice Executive Director. The system was rich in heavy elements, which was perfect for ship construction. After several years, a city-sized space station was built complete with dry docks for the largest of Naruni's ships. Corbin also managed to obtain several key scientists to push development even further. All of this has given VED Decker incredible power. He can do almost anything, and nobody questions him.

Today the system is simply known as NE 108-0272, and they produce a high volume of Naruni Fire Eaters and several classes of Naruni warships. These vessels are all standard Naruni ships of the line. However, what makes the system stand out is their development of combat prototypes that are years ahead of anything in the Three Galaxies. Using a combination of meta-materials (a new combination of steel, plastic, and carbon fibers) and engineering techniques, VED Decker has developed new 'stealth' ships that are all but invisible on any scanner.

VED Decker has provided the Board of Directors with volumes of reports that project within 5-7 years they should have a viable product to sell. However, there are still some bugs, and nobody can know how well the vessels perform under combat

conditions until they are thoroughly field tested. For that, NE needs a war.

Corbin Decker has been keenly aware of the demons' build-up in the Three Galaxies for a number of years. He knew something was coming down the pipe, he just didn't know when or exactly where. Anticipating the worst, he put into place a plan to build a Deevil Fleet using Naruni warships and the newly developed, and untested, stealth fighters. He put the paperwork together to finance a secret fleet, client confidentiality kept the client unspecified, and VED Decker's reputation was such that Naruni Enterprises authorized the transaction. The Deevils got a steep discount on the new ships, because they are unproven and because the infernals agreed to test them and all was in readiness. All he had to do was wait.

Shortly after the demons attack on Dyval and spies (Corbin Decker's spies) revealed the demons had built a massive space fleet, he walked into Lord Sahtalus' palace and handed him the paperwork and price for the Deevils' Naruni Fleet in the Three Galaxies. The Lord of Hell authorized the deal with NE. The transfer of funds to Naruni went through, and the fleet was ready to be collected. Of course, VED Decker orchestrated the payment to Naruni Enterprises through numerous shell corporations. This was done for two reasons, one was to avoid tipping the infernals' hands, and the other was to give NE plausible deniability of having any knowledge they were actually selling their wares to the infernals of Dyval in a massive war that would involve countless worlds and massive loss of life.

When the war finally did come to the Three Galaxies (sooner than even Decker had anticipated), the Deevils, thanks to Corbin Decker, had a fleet of their own ready to marshal. It may only be a quarter the size of the Demon Fleet, but it has some of the best and newest Naruni designed warships in the galaxies, including the stealth prototypes nobody has yet seen. Besides, the Deevils planned to get mortal civilizations like the CCW and TGE to take up arms against the demons, they just needed time and a helping hand. As long as the small Deevil Fleet could harass and keep the Demon Fleet off its stride and from easily winning several key strategic targets, the Deevils had a chance of surviving the Minion War. It would soon become clear the *Three Galaxies* was one such strategic resource the Deevils had to keep out of the demons' clutches.

As noted, the Deevils' strategy is to make every battle hard fought, make demon casualties high, and make the Minion War last for as long as possible. The longer the War lasts, the greater the Dyval forces will become, and the demons will get weaker and more worn out.

Vice Executive Director Corbin Decker

Real Name: Chorus of Pain.

Alignment: Miscreant.

Attributes: I.Q. 18, M.E. 24, M.A. 25, P.S. 25, P.P. 20, P.E. 30, P.B. 30, Spd 34.

M.D.C.: 1,520 (On S.D.C. worlds, Corbin has 274 Hit Points, 340 S.D.C. and an A.R. of 14.)

Horror Factor: 14

Height: 12 feet (3.6 m).

Weight: 400 pounds (180 kg).

Age: Corbin has been around since Sahtalus took power making him thousands of years old.

P.P.E.: 432. **I.S.P.:** 750.

Disposition: Shrewd and manipulative, Corbin prefers to have others do his dirty work for him, so he often influences people and convinces them to do his bidding. He is a masterful and patient planner, capable of seeing the fruits of his plans years into the future and massaging events to make sure they come to fruition. Now that he's running the show in the Three Galaxies, he has his lieutenants in Pandemonium's Cabal, NE and elsewhere implement his schemes.

Natural Abilities: As per the Pandemonium Greater Deevil. Nightvision 120 feet (36.6 m), see the invisible, turn invisible at will, metamorphosis: humanoid, dimensional teleport 96%, impervious to poison, resistant to fire and cold (takes half damage from Mega-Damage fire and cold), Bio-Regeneration 3D6 per melee, magically knows all languages, and Gaze of Mesmerism. Also Corbin is practically on par with a Deevil Lord. His power has grown and he has gained several hundred thousand followers. Because of his status in the Three Galaxies, he has gained the following powers and abilities: Corbin is invulnerable to the effects of magic, all spells cast at him are harmlessly negated. Only energy spells such as Call Lightning and Fire Ball (and similar spells) affect him, and then they do half damage. He knows all Phase Powers, has a power boost to his M.D.C., and is able to summon 2D4 Lesser Deevils at will, one time per day.

Skills of Note: Radio: Basic, Radio: Scrambler, Basic Math and Pilot Small Spacecraft: all at 98%, Detect Ambush, Surveillance Systems, Dance, Basic Electronics 94%, Disguise, Lore: Demons and Monsters, Find Contraband, Detect Concealment, and Prowl 89%, Palming 84%, and Literate in Elven/Dragonese, Atlantean, and Demongogian, all at 94%, Intelligence 84%, Concealment and Streetwise 72%, Fencing, Kick Boxing, and Acrobatics.

Vulnerabilities/Penalties: Iron does double damage and weapons made from a Millennium Tree do triple damage.

Level of Experience: 13th level Pandemonium.

Attacks per Melee: Five.

Bonuses: +3 on Perception Rolls, +1 on initiative, +5 to strike, parry, and dodge, +4 to pull punch, immune to magic (see above), considered a Master Psionic and +5 to save vs psionic attacks, and +10 to save vs Horror Factor.

Weapon Proficiencies: Energy Pistol, Energy Rifle, Sword, Knife, and Paired Weapons.

Psionic Powers: Possesses all Sensitive and Physical Powers, plus Detect Psionics (6), Mind Bolt (varies), P.P.E. Shield (10), Bio-Manipulation (10), Mentally Possess Others (30), Mind Block Auto-Defense (special), Mind Wipe (special), Psi-Sword (30), Psionic Invisibility (10), and Hypnotic Suggestion (6).

Phase Powers: Knows all Phase Powers. See **Rifts® Dimension Book 2: Phase World®**.

Magic Knowledge: Only Lore.

Alliances and Allies: Corbin Decker is as clever and cagey as they come. As Corbin Decker he has the trust of Naruni Enterprises behind him and wields the power of one of NE's

greatest divisions. He has contact with hundreds of Greater Deevils throughout the Three Galaxies via Pandemonium's Cabal, an organization Decker founded! These Deevils have great influence over several major corporate powers in the Three Galaxies and influence with governments, political factions, other businesses and some planetary systems. His influence knows no bounds and he is likely to get whatever he wants.

Enemies: Demons, obviously, but nobody even knows who Corbin Decker is. He has kept his identity and influence as a Deevil a well guarded secret.

Weapons and Armor: Corbin has access to all the latest technology Naruni Enterprises has to offer. He only wears a heavy force field worn under a specially tailored suit made of M.D.C. materials (35 M.D.C. and weighs no more than a normal suit).

Money: He is effectively a billionaire with trillions in Naruni assets, namely NE 108-0272, as well as many other business holdings, in addition to his influence in the Three Galaxies and in Dyval.

Description: Corbin has for the last 200 years always appeared as a very attractive, middle-aged man with graying hair, a mustache, goatee and wire rim glasses, and he always talks with an English accent. His charm is unequaled, and the ladies always find him instantly attractive and charming.

Free World Council (FWC)

— A deal with the Deevils

The FWC is a well-known resistance group within the heart of the Transgalactic Empire (TGE). Their open rebellion started more than a century ago, and they have been an inspiration to many worlds under the yoke of the Kreeghor oppression. VED Corbin Decker used an intermediary acting on behalf of the Deevil forces to parley with the Free World Council. In recent months preceding the Minion War and the invasion of the Three Galaxies by the Demon Fleet, the Kreeghor have redoubled their efforts in smashing the popular uprising. For the Kreeghor, enough is enough, and it is time to put an end to the FWC. If they have to bomb each of the FWC worlds back to the stone ages, so be it.

The first of the FWC worlds fell as the Kreeghor began their march to crush the uprising once and for all. Desperate, the FWC pleaded with many of the power blocs that had been secretly aiding them to openly support them. Unfortunately, that would mean declaring war on the Empire and nobody, not even the CCW, wanted that. Besides, the increasing turmoil of the Forge War gave every nation of planets their own concerns at the moment. So help wouldn't be coming anytime soon. It was a terrible blow to the FWC.

A member from Pandemonium's Cabal, representing himself as a mercenary for hire, made contact with FWC leaders. This merc said he believed in their cause and had a vast number of ships available. He lacked sufficient crews to man each one, but if the FWC would supply enough troops, he would be willing to let them *use* his ships to attack Kreeghor installations, and help repel TGE incursions on FWC worlds.

Skeptical at first, the FWC were more than happy to get a demonstration, in which a fleet of mercenary ships intercepted a Kreeghor attack wing, destroying their main ship armed with the Mass Driver as well as crippling several Kreeghor Smashers in the process. The FWC leadership was impressed, and even though they hadn't seen the ships in question, they were privy to communiqués sent out by the Kreeghor fleet as well as having visual confirmation that the Kreeghor fleet had indeed been destroyed.

With the deal made, hundreds of thousands of FWC troops from a dozen different worlds were given warships that are actually part of the Deevils' secret star fleet, including two *Infernal Stars* – the Devil's version of a Demon Star. Many people of the FWC have no knowledge of Dyval or infernals, so when they see them in their natural form, they don't question it, and assume they are aliens from a yet unknown star system come to their aid. The majority of Devil forces assume human appearances whenever around the people of the FWC and are readily accepted as fellow freedom fighters. This also helps avoid anyone figuring out who they really are, i.e., Minons of Dyval. Ruthlessness in combat is simply regarded as "passion" and "heroics" against an equally ruthless and vicious enemy.

Almost overnight, the Deevils had amassed several hundred thousand troops. Unknown to all, they could become corrupted minions of the Deevils, disposable fodder to be cast aside while they built up their forces to fight the demons. The Deevils' plan for the Free World Council isn't entirely developed yet. The original idea was to build a fighting force to ultimately oppose the Demon Fleet when it comes to this part of the Three Galaxies. That fleet would be initially built under the guise of driving back the Kreeghor. However, over time, the Devil Lords are considering revealing their true supernatural nature, but as heroes who saved the FWC, and a force that can make them even more powerful. They hope the FWC will see that with Devil help, they could become a true rival to the TGE and CCW. Hopefully, this would turn the population of all FWC planets into Devil worshipers and give the infernals greater power and a base of operations in the Three Galaxies. That decision has yet to be made, and is likely to be a *fatal mistake*. It is one thing to dupe the FWC, it is quite another to win them over to join the forces of Hell. Of course, rejection would mean the Deevils abandoning the FWC, which could very well spell the doom of the Free World Council. The desperate leaders of the FWC had not been careful enough with whom they were dealing. And when you make a deal with a Devil there is always Hell to pay.

Devil Bases of Operation

Unlike the demons, the Deevils haven't had much time to build or establish as many large bases of military operation, though thanks, in large part, to Corbin Decker, they are in better shape than they would have been. The greatest number of Deevils assembled anywhere in the Three Galaxies is at Center, but that's temporary. Win or lose the Battle of Center, hundreds of thousands of Deevils (and demons) will die, their life essence

returned to their respective Hells, and the majority of the rest will be driven away or make a tactical retreat. Although there are Deevils scattered across the Three Galaxies, they had no actual military outposts, bases or fleets. Unlike the demons, the infernals had no plans for outright war or thoughts of conquering the Three Galaxies. Now that the demons are out to destroy them, the monsters of Dyval find themselves scrambling to respond in kind.

The locations that follow are places being turned into Devil bases, and troops and spacecraft are gathering.

The Devil's Eye

– Thundercloud Galaxy

Located deep in the heart of the Thundercloud Galaxy is a small cluster of black holes called the *Black Maw Cluster*. On the edge of this cluster is a particularly massive black hole. It is in the process of absorbing a super red giant star. Scattered around the system are remnants of several planets. A few still harbor primordial atmospheres capable of supporting life.

No one is crazy enough to approach a system that is being broken up by a black hole, as one wrong calculation, and you can end up beyond the event horizon and swallowed. No one except the Deevils, that is. They find the system perfect, as it suits their chaotic and mischievous natures.

Black Holes are not normally visible because they are so powerful that not even light can escape their pull. In this case, the Devil's Eye is visible because the black hole is pulling the red star into its depths, creating a visible vortex around the outside of the event horizon, and rather looks like water circling a drain as the black hole shreds and pulls the sun's matter into it. There is also a strange sort of cosmic lighting that arcs over the center of the black hole, giving it its ominous eye-like appearance.

There are no true planets per se, because the few planetoids found in the system do not orbit the red giant. For now they are in an elongated orbit around the black hole, trailing in line behind the star. There is enough light and heat from the star to sustain the few planetoids left in the dying system, but eventually the star will either go nova and destroy the remaining planets or be consumed by the black hole and the planets will quickly follow. However, that could take decades, and that's plenty of time for the Deevils' purpose.

The infernals have set up a base on a small planetoid that they have dubbed *Dyzonia*, named after one of the planes of Hell in Dyval. The planetoid used to be a moon of a gas giant, however due to the chaotic forces given off in the dying system, all of the moons have spun out of orbit and the giant, gaseous planet they once encircled is now on a collision course with the black hole.

Dyzonia, just like its namesake in Hell, is a world covered in rainforest and rivers. It is colder than a typical jungle, with the average temperature around 72 degrees Fahrenheit (22 C). The Deevils have found several ancient temples of an unknown and, presumably, long lost civilization, as there are no living indigenous people. The planetoid serves as a massive base where mortal troops and worshipers as well as Deevils and supernatural minions all gather. It serves as the staging area for the Devil Fleet in the Thundercloud Galaxy. There are dozens of training

grounds, airbases, and barracks where recruits practice and wait for their next assignment.

The third and fourth planets in the crumbling star system are of little use. The third planet is an inhabitable desert planet. While it has an atmosphere, it offers little protection and anyone landing on the planet suffers deadly radiation poisoning: After 1D4+2 days the radiation exposure becomes critical and most mortals die.

The fourth is a dead rock.

The fifth and final planet is really a giant comet about the size of Earth. Given its size – an oddity in the Three Galaxies – it would be of much scientific interest. The Deevils have no interest in it, however. That's a shame, as a sensor probe would indicate signs of metal and an energy signature reminiscent of an anti-matter reactor. What it might be is anyone's guess. It might be some kind of relic from a long forgotten civilization, an alien spacecraft (or battleship) of unknown origin, an underground city, an alien artificial intelligence, an old Dominator's outpost, the remains of an ancient Demon Star, or who knows what. (G.M.s, use your imaginations.) It could even be the fabled *Cosmic Forge*! Somehow, it has escaped the notice of the Deevils, who have not bothered to thoroughly investigate all the worlds heading for the black hole. Whatever is buried beneath the surface is likely to be lost once the system is completely consumed, but if discovered before that happens, could it be something that might bring the Minion War to a quick end, or help one side or the other win? Time and chance will tell.

NE 108-0271 Asteroid Station

– Corkscrew Galaxy

The Deevils have scored a major asset in the Corkscrew Galaxy. Vice Executive Director Corbin Decker has sold them an old Naruni Enterprises research and development factory complex. Again, this was done through various shell companies to make it look like a legitimate sale to a company owned by mortal business people. On paper, the facility is supposed to have been an outdated relic sold for twice its real value. In reality, it has been heavily refurbished and turned into a military base and staging area for the fledgling Devil Fleet.

Back in the day, NE built the space factory into a series of nine asteroids ranging in size from 9 miles (14.4 km) across to 15 miles (24 km). Using the various ores and raw materials mined from the asteroids themselves, a series of trellises and structures were built connecting one asteroid to another. The station is shaped like an L, and on the outside of the L is a large framework that houses numerous engines for positioning the station, as well as a dozen trams to get around the station quickly. On the inside and bottom of the L shaped Asteroid Station is the shipyards and docking area. While the old NE facility was supposed to have been stripped, VED Decker skimmed and funneled money into refurbishing the facility and turned it into a military compound with limited manufacturing and repair capabilities. While it cannot build entire spaceships en masse, it can repair any of the Naruni spacecraft and even grind out a half dozen fighters, scouts or shuttles a month.

Each of the asteroids is dotted with dozens of buildings. They have everything they need to repair and modify ships, plus there are asteroid mining stations, refineries, industrial forges, elec-

tronics manufacturing centers, storage bays, research and development labs, offices, dining areas, barracks for troops, gun ranges and even a prison block (can hold up to 100 demon sized prisoners). A major shipment of materials and various supplies arrives by convoy every three months. The convoy consists of at least a hundred ships, most of which are super-freighters able to carry millions of tons in cargo.

NE 108-0271 Corkscrew Galaxy

M.D.C.: See below.

Space Station Size: City Sized, 500 points.

Station's Function: Military base, shipyard for repairs and light manufacturing, and staging area for troops and space fleet. When it was built and maintained by Naruni Enterprises, it was considered a Private Business, but now its primary function is Military. +20 points to Defenses and +10 points to Supplies and Internal Security.

Power Systems: Three Matter/Anti-Matter Reactors. 60 points.

Defenses: Shields (90,000 M.D.C.), Space Fighters, 7 squadrons, 8 Medium Defense Satellites, Medium Weapons x2. 255 points.

Sensors: Enhanced Sensors. 20 points.

Communications: Stellar Communications. 40 points.

Station Maintenance: Top Priority. 15 points.

Supplies: Semi-Self-Sufficient. 10 points.

Internal Security: Local Law Enforcement and Magic Security Force. 20 points.

Security Systems: High-Tech Security Measures. 50 points.

Medical Facilities: Advanced Medical Ward. 25 points.

Environmental Systems: Advanced System. 25 points.

Independent Business: Small Business. 5 points.

Transients: Job Programs. 10 points.

Total Points Available: 540 (Total points spent: 535)

M.D.C. by Location:

Trellises Connecting Asteroids – 30,000 per mile (1.6 km)

External Framework – 50,000 per mile (1.6 km)

Small Ship Berths – 2,000 each

Medium Ship Berths – 5,000 each

Large Ship Berths – 8,000 each

Main Station Engines (9) – 100,000 each

Directional Engines (72) – 2,000 each

External Hangars (8) – 25,000 each

Internal Hangars (6) – 150,000 each

Small Industrial Buildings (500) – 1D6x1,000 each

Medium Industrial Buildings (400) – 2D6x1,000+2,000 each

Large Industrial Buildings (200) – 1D4x5,000+5,000 each

External Gas Processing Centers (4) – 200,000 each

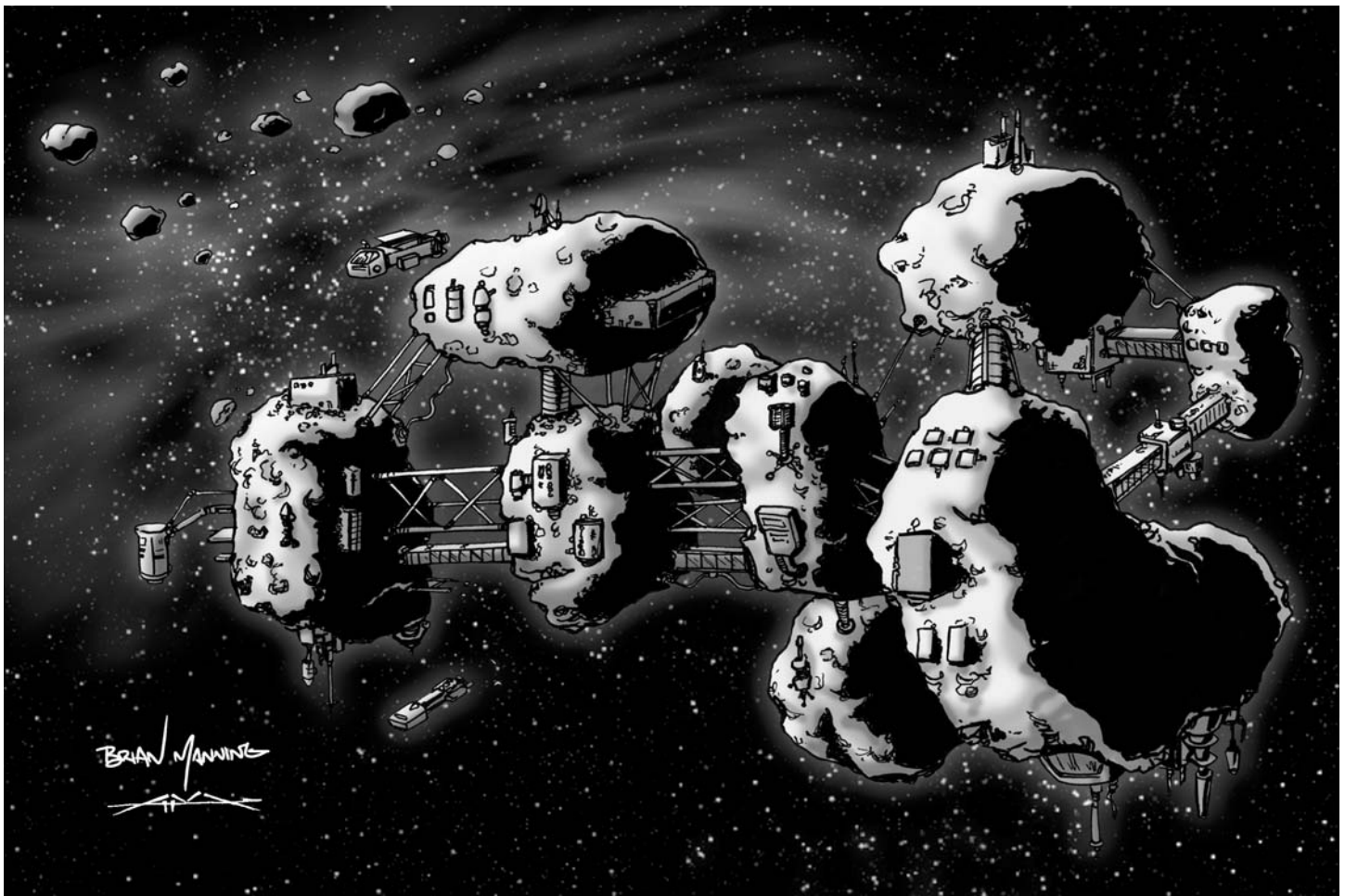
External Gas Storage Tanks (48) – 5,000 each

Station Shields – 90,000 total (15,000 per side)

* Shield Generators (20) – 5,000 each

** Phase Arrays (100) – 3,000 each

Offensive Weapon Towers: Plasma (16) – 8,000 each



Offensive Weapon Towers: Particle Beam (16) – 7,000 each
 Offensive Weapon Towers: Missile Launcher (16) – 6,000 each
 Defensive Weapon Towers (36) – 5,000 each
 Weapon Tower Force Fields (not omni-directional) – 2,000 each
 Defense Satellites (8) – 275 each
 Asteroid Body (9) – 1D6x100,000 each

* Each shield generator destroyed will drop the shields by 5%.

** The Phase Arrays are concealed, and only extend out for FTL flight. While concealed, they are out of sight and only accessible from the station's interior. The station needs a minimum of 75 of the arrays to achieve a stable Phase Field for FTL flight. If any are destroyed beyond that, the Star Drive cannot be used and FTL travel is not possible.

Speed:

Flying: Max speed is Mach 2. However, engines are primarily used to position the station.

Star Drive: The station can move up to a quarter light year per hour. It is not capable of moving any faster and while it is in-flight all energy is diverted to the Phase Drive, making all weapon systems inoperable. The star drive is only used in extreme emergencies.

Range: There are enough supplies on the station to last for at least six years with its maximum population.

Weapon Systems:

1. Offensive Weapon Towers (48): In addition to its arsenal of fighters and killer satellites, 48 Offensive Weapon Towers provide plenty of firepower to take on enemy fleets and space stations. Each weapon tower rises several hundred feet above many of the buildings and fires any number of devastating weapons with the goal of taking down any enemy spacecraft, space stations and approaching ships.

The Asteroid Station has three types of offensive towers, 16 of each, 48 total: One fires medium plasma bolts, one fires long-range missiles, and the last one is a particle beam cannon. Each tower has a dual barreled turret. The turret is capable of rotating 360 degrees with a 120-degree arc of fire up and down. Advanced targeting and computer systems have been programmed to keep the cannons from hitting the station either intentionally or by accident.

Primary Purpose: First Strike Capability.

Secondary Purpose: Station Defense.

Range: *Plasma Turrets:* Ten miles (16 km).

Particle Beam Cannons: 14 miles (22 km).

Long-Range Missiles: 1,800 miles (2,880 km).

Mega-Damage: *Double-Barreled Plasma Turrets:* Fire a high volume of Naruni plasma cartridges in a scatter-shot blast: 5D6x10 M.D. per single barrel blast to a 150 foot (45.7 m) diameter, 1D6x100 M.D. to a 300 foot (91 m) diameter from a simultaneous dual blast. The scatter shot allows the weapon to inflict damage to a wide area when targeting large vessels, and

may hit multiple targets when directed at charging demon hordes, power armor troops or a cluster of small ships.

Particle Beam Cannons: 1D6x100 M.D. per single blast, 2D6x100 M.D. per double barrel, simultaneous blast; each turret has a double barrel.

Long-Range Missile Launcher: Damage varies by missile type. Any long-range missile can be fired, but a common payload is nuclear multi-warhead that inflict 2D4x100 M.D. each (sometimes TW missiles stolen from the UWW).

Rate of Fire: Each single or double barrel blast from the plasma cannons or particle beam cannons counts as one melee attack of the gunner. Each gunner typically has 4-5 attacks per melee round.

Long-range missiles can be fired either one at a time, or in volleys of 5, 10, 15, 20 or 25 per launcher.

Payload: *Plasma Turrets:* 10,000 single barrel blasts or 5,000 double-barrel shots (typical), before needing to be reloaded. Each tower has three reloads, 40,000 blasts total; takes 1D4 melee rounds to reload.

Particle Beam Cannons: Effectively unlimited.

Missile Launchers: 500 missiles per launch tower. Reloading is done with an automatic feed system where all an operator has to do is load a special pallet of ammo into a secure rack and the auto-system takes it from there. Loading takes about 2D4 melee rounds. Each tower has three reloads, 2,000 missiles total.

Bonus: The telemetry from the satellites deployed around the Asteroid Station gives all gunners a bonus of +4 to strike. If the satellites are all or mostly destroyed (less than 40% remain active), the bonus to strike drops to +1.

2. Defensive Weapon Towers (36): These towers can be raised and lowered to cope with changing battle situations or to provide gunners with the optimal shot. The towers look like platforms positioned on two mobile gimbals with a single ball turret in each. Each defensive tower holds three types of turrets: Plasma, laser and mini-missile launcher.

Primary Purpose: Defense and Anti-Personnel/Demons.

Secondary Purpose: Anti-Space Fighter & Anti-Power Armor.

Range: Plasma: 6,000 feet (1,829 m). Lasers: 12,000 feet (3,658 m) and the mini-missiles are two miles (3.2 km) in space.

Mega-Damage: *Plasma Turrets:* This weapon is reminiscent of vulcan mini-guns with increased range and inflict 4D6x10 M.D. per burst.

Laser Turrets: 1D6x10 M.D. from a single barrel blast or 2D6x10 M.D. from a simultaneous double-barrel blast.

Mini-Missiles: Vary with type, but typically 1D4x10 M.D. each.

Rate of Fire: Each blast counts as one melee attack for the gunner. Mini-missiles can be fired one at time or in volleys of 2, 4, 8, 16, 24, 36 or all 40.

Payload: The lasers are unlimited. The plasma cannon has 1,000 bursts plus two reloads (another 2,000 bursts). The mini-missile launchers have 40 missiles per each launcher, plus four reloads (40 each, 160 missiles total available for reloads). Reloads of missiles take 1D4 melee rounds.

3. Defense Satellites (8): Positioned approximately one hundred miles (160 km) from the station in a defensive ring are eight

killer satellites. Half are armed with lasers, half with long-range missiles. Each satellite also has an advanced sensor suite that is tied back to the station. Telemetry feed helps the offensive towers to achieve better lock-ons for their various weapon systems.

Primary Purpose: Defense/Station Targeting Array.

Secondary Purpose: Assault.

Range: The lasers have a 16 mile (25.6 km) range, while the typical range for the missiles is 1,800 miles (2,880 km).

Mega-Damage: Laser satellites (4) do 2D4x100 M.D. per dual blast, 1D4x100 M.D. from a single blast.

Long-Range Missile Launchers: Damage varies by missile type. Any long-range missile can be fired, but a common payload is nuclear multi-warhead that inflict 2D4x100 M.D. each or cruise missiles (or sometimes TW missiles stolen from the UWW).

Rate of Fire: Each blast counts as one of the gunner's melee attacks. A single missile, or a volley of 2, 4, 8, 16, 24 or 32, counts as one melee attack regardless of the number of missiles in a volley.

Payload: Unlimited for the lasers, the long-range missile launchers have 96.

4. Aircraft and Military Vehicles: The station has six dedicated fighter squadrons consisting primarily of Fire Eaters and Broadsword Delta-Wing fighters. There has also been a new squadron added which consists of Rapier-Class Fighters (described elsewhere). They are often used to patrol far beyond the station to keep a watchful eye on all incoming spacecraft. In addition, there are hundreds of Naruni ships in dry dock in various states of repair (1D4x10% are likely to have half their usual M.D.C.) as well as a fleet of ships orbiting the Asteroid Station.

The Avalon System

– Anvil Galaxy

The Avalon System is home to the Rune Warriors Regiment, the third largest military base in the United Worlds of Warlock (UWW). The system is located on the edge of UWW space and has been responsible for protecting the UWW from Splugorth incursions for the last 500 years.

The Avalon System also has historic significance. It was here where troops of the Warlocks and the Elven Star Kingdom gathered and made a stand against the Splugorth. It was also here where first contact was made with the Dwarven Guildmasters. During the formation of the United Worlds of Warlock, it was also the planet of Avalon where all parties met and finally hammered out a treaty forming a single union. Avalon was even one of the candidates to be the capital of the new spacefaring nation, but it was eventually disqualified for fear that it was too close to the Splugorth Kingdoms and was of too great to military importance to also be the capital.

Instead, the planet and its entire solar system were turned into a massive military defense network on a solar system-sized level.

The system as a whole is riddled with ley lines and nexus points. Several travel across and beyond the entire solar system and into several nearby star systems. The ambient magic energy

is perfect for the many Techno-Wizard foundries where ships of the UWW Navy are produced to this day. The system has three yellow stars forming a tri-nary system. The three stars are equidistant apart with ley lines running through them, forming a solar system-sized ley line triangle. The planet of Avalon lies in the center of this formation and the stars actually orbit the planet! Of course, the stars are billions of miles apart and away from the planet. The closest star is twice the distance that Earth is to its sun, but with the other two stars, the planet is in the perfect habitable zone. Three other planets orbit outside the triangle, but they are lifeless and very far from Avalon. They consist of a large gas planet, a non-terrestrial planet, and a frozen rock. Avalon Three has been used as a target range for some years now and Avalon Four has a major communications station on the planet. Messages are relayed through a series of satellites in the system to the planet where a much more powerful transmitter can send and receive messages from light years away.

The planet of Avalon is twice the size of Earth, and has a moderate atmosphere, higher than normal temperature and higher gravity than normal, at 1.4 Gs. The planet rotates on a 48 hour axis, but with the three stars, there is never any night. For that matter, the planet has very minimal polar activity and the lowest temperature anywhere is 70 degrees Fahrenheit (21.1 C). Average temperature is 85 degrees Fahrenheit (29.4 C), and at the equator it's 100 degrees Fahrenheit (37.8 C). The planet has an abundance of magic energy and it has more than its share of dimensional anomalies and tears in space and time.

The planet is covered with a variety of military bases. There are even several underground Dwarven military complexes and mining operations where metal forging and mining are done. These surface bases range from research and development, to full-scale ship and vehicle production, training academies, and strategic defense bases for the whole system, as well as the United Worlds of Warlock (UWW). The importance of Avalon cannot be stressed enough. That's why no expense has been spared to defend the system from Splugorth incursions. In addition to housing the third largest UWW fleet, it also has a host of defense satellites and defense platforms.

The Avalon System has three major lines of defense. At any time there are roughly a thousand ships in the system, ranging from fighters to Dwarven Iron Ships and Arcane Mark II Patrol Ships. The outermost defenses are simply automated perimeter defense satellites with a whole range of sensors to detect inbound ships. These satellites are relatively small, but there are several hundred thousand of them, enough to cover the perimeter of the solar system. The next layer of defense is between Avalon Two and Three, and consists of heavy defense satellites, which also double as communication satellites. There are far fewer than the outer defense satellites, but there are still several thousand strategically placed to form a second line of defense. The third and final line of defense, if one is able to penetrate this far, are the three *Avalon Defense Stations*. These stations are placed in the Lagrange points between the stars, and there is a major ley line running through each one. The ley line helps to power the station as well as add to the planet's defense. The stations are essentially major Techno-Wizard devices that are used to form and activate a *Rift Triangular Defense System*. When activated, a shield forms between the stars, encompassing the entire area between the stars where the planet resides. The stations

can do nothing, not even defend themselves, when the shields are activated. They are forced to rely on their fighters and starships in the system for defense during these circumstances.

Unfortunately, this system and all within, have fallen under the influence of the Deevils. Many Warlock Marines and those in the Warlock Navy are unknowingly following the orders of Deevils who infiltrated the Navy long ago.

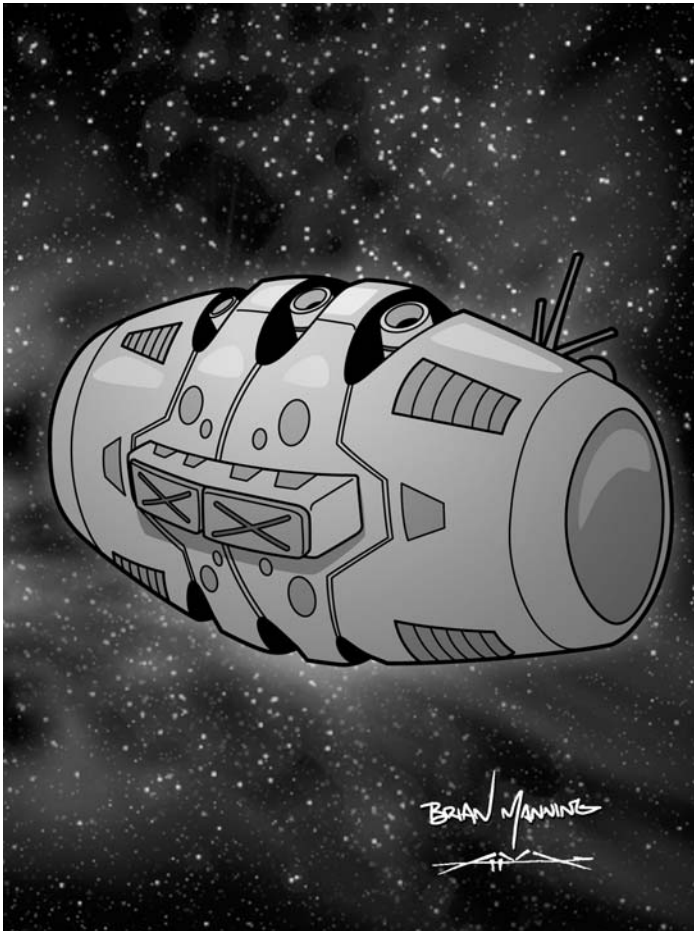
Deevils using their shape changing abilities have attained positions of power throughout the UWW military, but are especially numerous and influential in this strategic solar system. They are using their positions of authority and influence over individual officers to manipulate UWW forces to do their dirty work for them. The Forge War and Splugorth incursions had already placed the UWW Navy on high alert, so nobody questions orders to go here or do that, especially if those orders lead to an encounter with the demon invaders. Only if things came down to fighting their own brethren within the UWW, or if asked to do something heinous, would the mortal UWW troops question orders that seem inappropriate or unusual. Furthermore, Devil intelligence about demon activity will get fed to these moles within the UWW, who will, in turn, make sure the right people within the UWW armed forces get it, and attack the demons.

As noted previously, Deevils are masters of deception, lies and manipulation, and their plan is to trick *others* into doing as much of the fighting for them as possible. The demons have made this easy for the Deevils by openly invading the Three Galaxies with a dramatic show of force. While that show of force was calculated to scare the less powerful worlds to surrender to them, it is scaring most worlds to take action to fight them. Unless the demons can win a few big, showy victories, like taking Center, forcing the UWW, TGE, or CCW into surrender or at least devastating and sending their forces running in retreat, all the demons have done is define themselves as monstrous invaders bent on conquering them all. Consequently, few people in any military are going to question intelligence that warns them about demonic activity, coming attacks or the location of demon forces. Nor are any soldiers going to question orders that ultimately pit them against the demonic invaders. This plays out especially well for the Devil infiltrators manipulating UWW forces in the Avalon System. After all, they hold a highly strategic zone and expect to be, a) called upon to battle the Demon Fleet, and b) targeted by the demons.

For the Deevils, the Avalon System is like a cocked gun, all they have to do is point it and pull the trigger. Best of all, nobody – not the mortals or the demons – knows the resources of the Avalon System are being manipulated by Dyval. In short, at least for the moment, the troops, ships, ley lines and defense systems of the formidable UWW Avalon System are under the Deevils' control, and they didn't even have to fire a shot to get them.

This influence has extended to getting UWW forces to turn a blind eye (or to get the data buried) to unusual amounts of activity along the solar system's ley lines and nexus points. The Deevils have been using the ley lines to open dimensional portals, work magic and bring and hide a large number of their own infernal troops and space fleet in the Avalon System. As long as the UWW doesn't notice them (or doesn't realize how many of them there are), the Deevils and a chunk of their fleet can hide within the Avalon System and let the UWW unwittingly protect

them from the demons. The Deevils have no intention of invading the UWW, they are just using them as a shield to hide and protect them. The Devil Lords are so pleased with themselves over this cunning strategic maneuvering, they can hardly contain themselves. For the moment, nobody is the wiser.



Star Fire Drones

UWW “Outer Defense” Satellites

The Outer Defense Satellites are the Avalon System’s first line of defense. Hundreds of thousands of the Star Fire Drones are placed in a spherical perimeter around the system. The satellites are in clusters, so at any given time 1D4 are within range of a target. The satellites do have engines, giving them the ability to move as necessary.

Model Type: SNS-450

Class: Medium Defense Satellite.

Crew: None – completely automated.

M.D.C. by Location:

Armor of Ithan Shield (2 times per day) – 1,000 each

* Main Communications Dish – 200

** Star Fire Pulse Cannons (6) – 150 each

Sub-Light Engines (4) – 300 each

Bottled Demon Missile Launchers (4) – 250 each

*** Main Body – 700

* Destruction of the Main Communications Dish cuts the satellite off from other satellites and it cannot coordinate attacks with them.

** Recessed, an attacker must make a Called Shot to target an individual cannon, and even then he is -5 to strike.

*** Depleting the M.D.C. of the main body destroys the satellite, causing its reactor to go critical and explode, doing 1D6x100 M.D.C. to a 100 foot (30.5 m) radius and negates the *Swallowing Rift*; see the Kamikaze Strike below.

Speed:

Driving on the Ground: Not possible.

Flying: The satellites can maneuver at Mach 10.

Range: Limited to the Avalon Solar System only.

Statistical Data:

Height: 60 feet (18 m).

Width: 120 feet (37 m).

Length: 100 feet (30 m).

Weight: 150 tons.

Cargo: None.

Automated Firing Systems: The satellites are networked to work together in the event of an invasion. They have several strategy programs that can be used to either swarm specific targets or stay spread out to catch as many inbound targets as possible. This, with advanced targeting and sensor systems, gives the satellites +5 to strike and dodge. They effectively have four attacks/actions per melee and can fire any and all weapon systems per attack.

Power Systems: Mystic Generator powered by a Greater Demon/Deevil or Elemental.

Market Cost: 65 million credits.

Weapon Systems:

1. Star Fire Pulse Cannons (6): These are the satellite’s main armaments and meant to fire in rapid succession at an enemy vessel. Three are mounted on the top and bottom of the satellite. They are not mounted on turrets, but instead are built in, providing additional shielding for the weapons so that they cannot be easily taken out. The only drawback is that only a maximum of three cannons can be fired at a single target at a time.

Primary Purpose: Anti-Starship.

Secondary Purpose: System Defense.

Range: 10 miles (16 km).

Mega-Damage: 2D6x10 M.D. per single blast, 4D6x10 M.D. per dual blast and 1D4x100+30 M.D. per simultaneous triple blast at the same target. The triple blast is the standard attack. The other damage numbers are provided in case one or two of the cannon barrels are destroyed.

Rate of Fire: Four shots per melee.

Payload: Effectively unlimited.

2. Bottled Demon Missile Launcher (4): In the center of the satellite are four missile launchers (two on each side). They are there to supplement the Star Fire cannons. The payload is always Bottled Demon Missiles. Literally, demons sum-

moned and bound into a missile shell for use as an intelligent and aggressive targeting system! The evil creatures are filled with rage and hatred, and when they are fired, fly after the target relentlessly. If it misses, the Bottled Demon Missile turns back and continues to pursue the designated target until the missile is destroyed (inflicting 50 M.D. to the missile will destroy the enchantment and send the demon back to its dimensional realm).

Bottled Demons are slightly bigger than mini-missiles and require special launchers (will not fit normal launchers). However, unlike conventional missile that strike and explode, the Bottled Demon Missiles keeps coming and *strikes repeatedly*, three attacks per melee round, until the missiles are destroyed! The demons will not attack anybody other than the designated target and only as a missile (3D4x10 M.D.). If its target disappears, runs away, escapes or is destroyed, the Bottled Demon Missile vanishes and the demon returns to Hades, because its purpose is fulfilled. The missile also disappears if it suffers 50 M.D.C. points of damage from enemy attacks (it does not suffer damage when it hits its target). **Note:** There is a 3% chance the demon is released upon impact every time it strikes. If released, the demon can stay to fight the enemy, flee, or attack those who imprisoned it (the UWW). There's also a 3% chance of being released when the missile suffers 50 M.D.

Primary Purpose: Anti-Ship.

Secondary Purpose: Defense.

Range: The satellite's targeting computer can pick out targets at 1,000 miles (1,600 km). Once fired, the demon controlled and powered missile pursues the designated target until its target or the missile is destroyed, or the target vanishes from sight/escapes, making it effectively unlimited!

Mega-Damage: 3D4x10 M.D. of magical energy every time the missile strikes (3% chance of releasing the demon every time it hits).

Missile Speed: Mach 10 in space, Mach 2 in an atmosphere.

Missile Bonuses: +4 to strike and +5 to dodge.

Rate of Fire: One at a time or in volleys of 2, 4, 8 or 12 per launcher.

Payload: 96 total per satellite; 24 per launcher.

3. Kamikaze Strike: If all else fails the satellites can rocket toward a target, hit and explode. The ensuing explosion causes a rupture creating a *Swallowing Rift* for 1D4 melee rounds. The Rift is one mile (1.6 km) tall by one mile (1.6 km) wide. Anything within 1D4x1,000 feet (305 m to 1,219 m) has a 45% chance of being sucked in and vanishing to parts unknown.

Primary Purpose: Suicide Attack/Self-Destruct.

Range: Typically lets targets get within 2-4 miles (3.2 to 6.4 km) before making a Kamikaze Strike, and then only under pre-determined tactical protocols or upon a direct coded command from the UWW Avalon Commander.

Mega-Damage: The ram and explosion inflict 1D4x1,000 M.D. to everything in a 300 foot (91.5 m) radius, plus the effects of a Swallowing Rift.

Rate of Fire: One time only.



Def-Com Nova Drones

Interior Defense & Communication Satellites

The Interior Defense and Communication Satellites line the orbit between Avalon Two and Three. These satellites are much larger than the Star Fire Drones, have greater firepower and can withstand far more punishment.

Model Type: DCN-4500

Class: Heavy Defense & Communications Satellite.

Crew: None, but does have room for up to six people, and basic life support for use by technical support teams or as an emergency survival capsule.

M.D.C. by Location:

Armor of Ithan Shield (3 times per day) – 2,000

Main Engines (6) – 500 each

Nova Star Cannon – 500

Cruise Missile Launchers (2) – 400 each

Meteor Cannons (6) – 200 each

* Primary Communications Array – 300

* Secondary Communications Array – 200

** Main Body – 1,800

* Destruction of the Primary Communications Array reduces range of transmission by 10%. Destroying the Primary and Secondary Arrays prevents the satellite from sending or receiving any transmissions, nor can it coordinate attacks with other Def-Com Nova Drones.

**** Depleting the M.D.C. of the main body destroys the satellite, causing its reactor to go critical and explode, doing 2D6x100 M.D.C. to a 100 foot (30.5 m) area.**

Speed:

Driving on the Ground: Not possible.

Flying: Mach 8.

Range: Only within the confines of the Avalon System.

Statistical Data:

Height: 255 feet (77.7 m).

Width: 200 feet (61 m).

Length: 350 feet (107 m).

Weight: 230 tons.

Cargo: None.

Automated Firing Systems: The satellites are networked to work together in the event of an attack or invasion. They have several strategy and tactics programs used to swarm specific targets or stay spread out to catch as many inbound targets as possible. This, with advanced targeting and sensor systems, gives the satellite +6 to strike and +3 to dodge. They have four actions per melee round and can fire any and all weapon systems per attack.

Power Systems: Mystic Generator powered by a Greater Demon, Devil or Elemental.

Market Cost: 200 million credits.

Weapon Systems:

1. Nova Star Cannon: Based on the Nova Rifle, the Def-Com Nova Drone fires out an intense burst of magic energy. The burst is comprised of multiple streams of energy that do damage to a 100 foot (30.5 m) diameter. It is, in effect, a cosmic shotgun.

Primary Purpose: Anti-Starship.

Secondary Purpose: System Defense.

Range: 25 miles (40 km).

Mega-Damage: 2D4x100 M.D. to everything in a 100 foot (30.5 m) diameter.

Rate of Fire: Three shots per melee round.

Payload: Effectively unlimited.

2. Cruise Missile Launchers (2): The drone's next heavy line of defense are its batteries of cruise missiles.

Primary Purpose: Anti-Starship.

Secondary Purpose: System Defense.

Mega-Damage: Varies with missile type. Typically has a mix of standard cruise missiles, Heavy Anti-Matter cruise missiles and Anti-Magic cruise missiles.

Rate of Fire: One at a time or in volleys of 2, 4, 6 or 8 per launcher.

Effective Range: 2,000 miles (3,200 km) in space.

Payload: 80 total; 40 per launcher.

3. Meteor Cannons (6): The Meteor Cannons are meant to shoot down fast flying space fighters, frigates and inbound missiles. Not only do the cannons deal out a fair amount of damage, they fire in a cone shape, making them +2 to strike incoming missiles and +4 to strike fighters.

Primary Purpose: Anti-Fighter and Anti-Missile.

Secondary Purpose: Defense.

Range: 5 miles (8 km).

Mega-Damage: 4D6x10 M.D. to everything in a 30 foot (9 m) radius.

Rate of Fire: Four shots per melee round.

Payload: Effectively unlimited due to the Mystic Generator and ley lines in the solar system.

Note: Due to the large arc of fire, the Meteor Cannon enjoys a +2 bonus to strike incoming missiles and +4 to strike fighters.

Avalon Defense Stations 1-3

Each orbital Defense Station is identical in every way, the reason being that each is a massive Techno-Wizard device that harnesses the power of the ley line triangle in defense of the planet Avalon. Each station has the built-in enchantments that can erect a Ley Line Triangle Defense, which forms a massive shield that can protect the entire planet from an approaching enemy fleet. Each station is meant as a last line of defense until reinforcements can arrive. The UWW estimates that the shield can last up to four days before an enemy vessel can breach it or take it down. After four days, it is believed that each station's delicate network of gems will shatter, requiring their replacement. So far, this has never had to be tested in battle, and it is a *top secret defense* that does not exist anywhere else in the Three Galaxies. Only the upper echelon of the UWW Navy knows about it. Everyone else assumes they are orbital defense platforms and military bases, which they are, but they are so much more.

M.D.C.: See below.

Space Station Size: City; 100 miles in size. 500 points.

Station's Function: Military, planetary defense. Defense +20 points. Internal Security +10 points. Supplies +10 points.

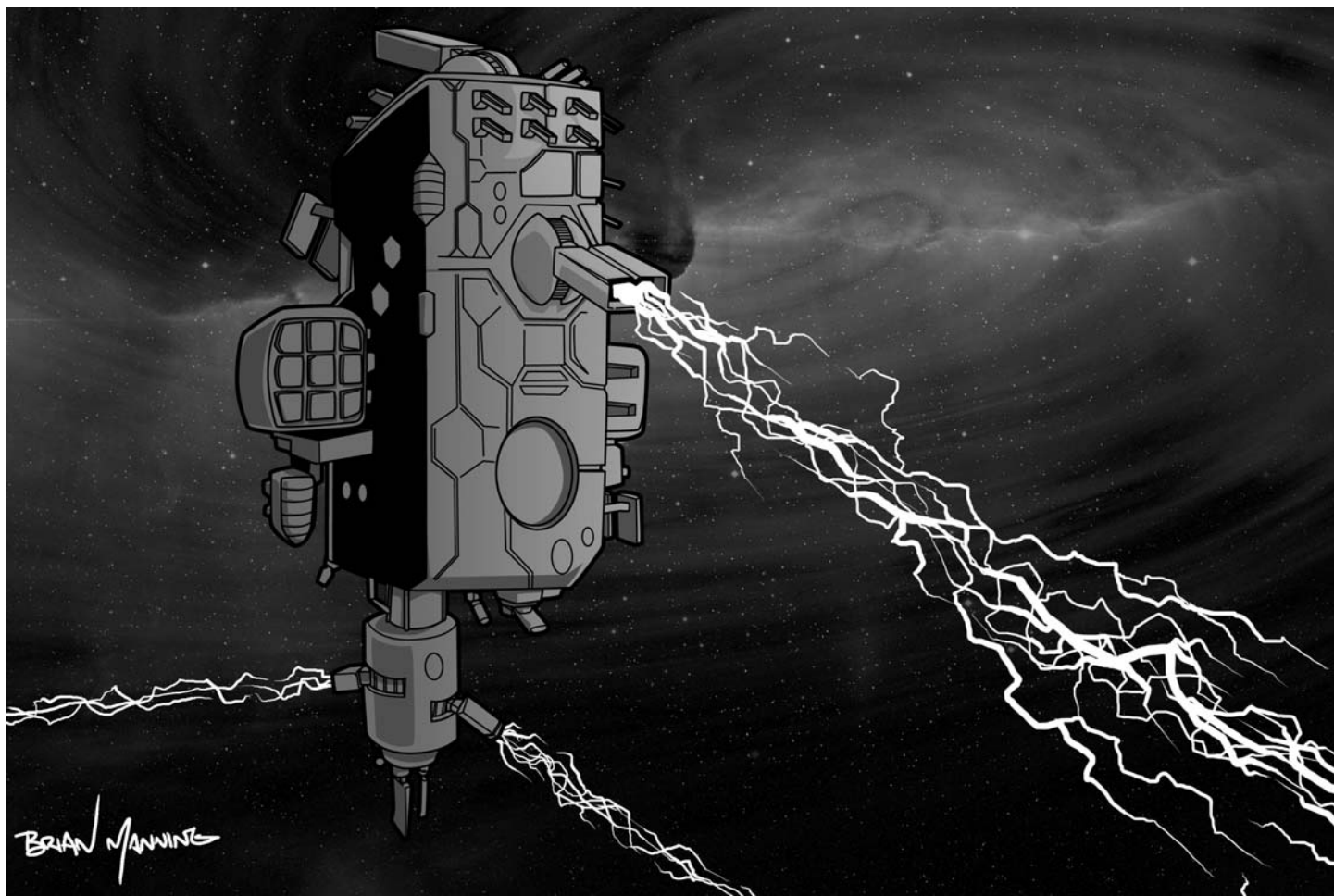
Power Systems: Experimental Mystic Ley Line Generator. This power supply only works as long as the station is on a ley line. While ley line energy is present, the generator can produce an unlimited amount of electrical energy for all of the space station's systems, and it stores enough ley line energy to power the Ley Line Triangular Defense System for 1D4+2 days. The time will truly vary because the generator is likely to overload from being taxed so much. 50 points.

Defenses: The station has Magic Defense, it is doubled up on the Heavy Weapon Systems, has twice the normal Point Defenses, twice as many Medium Weapons, four Fighter Squadrons, an Armored Hull (+25% to M.D.C.) and 12 Star Fire Drone Medium Defense Satellites. 300 points total.

Sensors: Enhanced Sensors. 20 points.

Communications: Advanced Communications for the station itself, costing 15 points. However, it is tied into a series of satellites as well as the main communications station on Avalon Four. As long as that base is there, the station effectively has Stellar Communications.

Station Maintenance: Top Priority, 15 points. Because of the delicate nature of most Techno-Wizard devices, they must be constantly monitored and tended to. Techno-Smiths specializing in Techno-Wizardry make up the majority of the technicians on the station.



Supplies: Semi-Self-Sufficient, 10 points. Since the stations are so close to a planet where supplies are readily available, this has never been much of a concern to the UWW Navy.

Internal Security: As the station is a military station, security is equal to Local Law Enforcement, with the addition of a platoon of Magic Specialists. 30 points.

Security Systems: Magic Security Measures. 20 points.

Medical Facilities: Fully Staffed Medical Bay. 10 points.

Environmental Systems: Basic System. Magic provides many of the necessities. 10 points.

Independent Business: Small Businesses that cater to many of the soldiers' needs are available. Many are entertainment related. There is also a mail/packing service, numerous bars, restaurants, movie theaters, and sports arenas to keep the troops entertained. 5 points.

Transients: 5% of the station's personnel are non-military personnel who have been contracted in a support capacity or are known freelance operatives and mercenaries "passing through" this sector of space looking for work and offering their services. There is also a small percentage of drifters between jobs or looking for asylum. There are a variety of job programs as well as educational services in place to help drifters along, and for those who are really desperate, there are also recruiting centers for the UWW Navy. 40 points.

Total Points Available: 540 (Total points spent: 525)

M.D.C. by Location:

Invincible Armor Shields (can be activated three times) – 50,000

Hangar Bay – 250,000

Main Body – 30 million

Ley Line Projector Cannons (6) – 10,000 each

Cruise Missile Launchers (2) – 5,000 each

Particle Beam Cannons (48) – 600 each

Ley Line Tendril Cannon (48) – 800 each

Asteroid Cannons (48) – 2,400 each

Meteor Cannons (40) – 500 each

Medium-Range Missile Launchers (40) – 800 each

Lightning Turrets (50) – 400 each

Mini-Missile Turrets (50) – 400 each

Statistical Data:

Height: 100 miles (160 km).

Width: 60 miles in diameter (96 km).

Power Systems: Experimental Mystic Ley Line Generator.

Magic Systems: Though not actually "invincible," the **Invincible Armor Shields** for each defense station are impressive. They take half damage from all energy attacks and regenerate at a rate of 1D4x100 M.D. per melee round. They can be activated a maximum of three time per day.

All three stations must work together to activate the **Rift Triangular Defense System**. When activated, all of the stations' magic weapon systems go off line as the mystic energy is poured into the massive shield that encompasses all three stars and the planet Avalon. Like the Ley Line Magic spell of the same name, the shield can be penetrated if attacking ships concentrate their fire in one location and inflict more than 10,000 M.D. This will open a 1D4 mile (1.6 to 6.4 km) gap in the shield for 1D6 melee rounds. While the shield is up, the station can also erect **Swallowing Rifts** on both the top and bottom of the station. Each Rift is 100 miles (160 km) in size, and half as wide. Any ship weighing less than 50,000 tons and within six miles of the Rift is pulled in via intense gravitational forces. The ships reappear somewhere in the Three Galaxies very far away. The Swallowing Rifts can only be activated twice per day. Also see the Ley Line Projector Cannons.

Weapon Systems:

1. Ley Line Projector Cannons (6): A weapon unique to the UWW Avalon System, each station has three bore-like cannons that can channel ley line energy and release it as heavy laser beams, or they can redirect the ley line! By redirecting the ley line, they can recharge numerous Techno-Wizard ships at once. Plus the ships have the temporary effect of being on a ley line. As usual, this weapon cannot discern friend or foe, so the beam will recharge any magic-based spacecraft, power armor, TW weapon or power source.

Primary Purpose: Anti-Starship.

Secondary Purpose: Planetary Defense.

Range: 200 miles (320 km).

Mega-Damage: 2D4x1,000 M.D. per laser blast, or they can recharge 2D6 TW vessels which have mystic batteries, and for 1D6 melee rounds the ship performs like it's on a ley line (TW weapons have their range and damage increased by 50%, plus shields and speed are also increased by 50%).

Rate of Fire: One shot per melee round, per cannon (6).

Payload: Effectively unlimited.

2. Cruise Missile Launchers (2): The station has two cruise missile launchers used for close-in attacks to surprise an enemy. The warheads will vary, but the majority are Anti-Magic Missiles as well as the new Elemental Fury Missiles (described on page 137).

Primary Purpose: Anti-Starship.

Secondary Purpose: Planetary Defense.

Range: 2,000 miles (3,200 km) in space.

Mega-Damage: Effects and damage vary with missile type. Typically a mix of conventional cruise missiles along with Anti-Magic Cloud and Elemental Fury Missiles.

Rate of Fire: One at a time or in volleys of 2, 3, 5, 10, 15, 20 or 25 per launcher.

Payload: 500 total, 250 per launcher. Because of the volatile nature of most TW missiles they are hand loaded (well, operators use vehicles and other various tools) into racks of 25 at a time. It typically takes 5 minutes to load a rack. As the missiles are fired, the empty racks circle around to be loaded.

3. Particle Beam Cannons (48): These weapons are spread all over the station to maximize their effect. However, six at most can be brought to bear on a single target.

Primary Purpose: Anti-Starship.

Secondary Purpose: Defense.

Range: 14 miles (22.4 km).

Mega-Damage: 2D4x100 per cannon blast. At most, only 6 cannons can strike the same target at one time.

Rate of Fire: Three shots per melee per cannon.

Payload: Effectively unlimited.

4. Ley Line Tendril Cannons (48): Thanks to the stations being on a series of ley lines, new innovations were possible, like the Ley Line Tendril Cannon. When the cannon fires at a target, just like the spell of the same name, a massive Ley Line Tendril arcs out, hitting 1D4 targets at a time. The only drawback is that the weapon cannot discern friend from foe, so they are reserved for firing at large clusters of enemy ships. Gunners can target the initial foe but, after that, the Ley Line Tendril arcs to the next closest target be it a fighter, a capital ship, or a Cosmo-Knight.

Primary Purpose: Anti-Starship.

Secondary Purpose: Defense.

Range: 8 miles (12.8 km) per target! So long as there is another target within 8 miles (12.8 km), the energy tendril continues to arc.

Mega-Damage: 1D4x100 M.D. per blast.

Rate of Fire: Four shots per melee round maximum.

Payload: Effectively unlimited.

5. Asteroid Cannons (48): On the surface of the station are numerous tower like structures that appear to have four metal bands arcing out on top. What few realize is that these towers create and propel asteroids several hundred feet in size at approaching vessels. While not very accurate, when enough asteroids are fired, one is bound to hit its target.

Primary Purpose: Anti-Starship.

Secondary Purpose: Defense.

Range: 10 miles (16 km) with any measure of accuracy. Beyond that even the largest of ships should be able to avoid the asteroid.

Mega-Damage: 2D6x100 M.D.

Rate of Fire: Two shots maximum per melee.

Payload: Effectively unlimited.

Note: Each asteroid has 1D4x100 M.D.C. should a ship try and shoot one of these bad boys down before it hits.

6. Meteor Cannons (40): The Meteor Cannons are meant to shoot down fast flying space fighters, frigates and inbound missiles.

Primary Purpose: Anti-Fighter.

Secondary Purpose: Defense.

Range: 5 miles (8 km).

Mega-Damage: 4D6x10 M.D. to everything in a 30 foot (9.1 m) radius.

Rate of Fire: Four shots per melee round.

Payload: Effectively unlimited due to the Mystic Generator.

Note: Due to the large arc of fire the Meteor Cannon enjoys a +2 bonus to strike incoming missiles and +4 to strike fighters.

7. Medium-Range Missile Launchers (40): Used to either barrage larger ships with volumes of missiles, or for precise attacks against fast moving targets, the medium-range missiles serve both roles well.

Primary Purpose: Anti-Starship.

Secondary Purpose: Defense.

Range: Varies with missile type.

Mega-Damage: Varies with missile type. There is often a mix of conventional and TW warheads per launcher.

Rate of Fire: One at a time or in volleys of 2, 5, 10, 15, 20 or 25 per launcher.

Payload: 200 missiles per launcher. It takes 2D4 minutes to reload the launchers.

8. Lightning Turrets (50): In anticipation of fast moving targets such as space fighters, power armor troops, demons, Deevils and Invincible Guardsmen, there are Lightning Turrets scattered all over the station. Each is a turret manned by one gunner.

Primary Purpose: Defense.

Secondary Purpose: Assault.

Range: Two miles (3.2 km).

Mega-Damage: 2D6x10 M.D. per blast.

Rate of Fire: Each shot counts as one melee attack of the gunner.

Payload: Effectively unlimited.

Note: Advanced targeting provides the gunners with a +2 to strike in addition to any Weapon Systems bonuses.

9. Mini-Missile Turrets (50): For each Lightning Turret there is a nearby mini-missile turret. They work to cover each other in battles and when both gunners coordinate their attack, space fighters begin to explode in large numbers.

Primary Purpose: Defense.

Secondary Purpose: Anti-Missile.

Range: Two miles (3.2 km) in space.

Mega-Damage: Varies with missile type. Typically uses conventional warheads, doing 1D4x10 M.D. per mini-missile.

Rate of Fire: One at a time or in volleys of 2, 4, 8, 10, 15, 20 or 40 at a time.

Payload: 200 per launcher. Each launcher takes 4-6 minutes to reload.

The Deevil Fleet

The Deevil fleet is far less uniform than that of the demons, but is still distinct. Caught unprepared for all-out war with the demons across the Megaverse, Deevils are using guerilla tactics to undermine their enemy, rather than engage them in battles they can't possibly win. As noted elsewhere, Deevils are cunning liars and masters of manipulation, so they are wisely putting much of their energy in getting *other people* to do their fighting for them.

At war fronts like the Three Galaxies, the arrogant and overly aggressive demons have made the Deevils' job much easier, because the "demon invaders" are a clear and present danger to the civilizations in that part of space. Furthermore, the cunning, shape changing Deevils have deployed to every major world, disguised as members of that race, to help inspire unity and to rally the mortals to rise up, join forces and engage the demonic invaders as a unified front. If they can get the TGE, CCW, UWW and other power blocs to put aside their differences and battle the common foe the demons represent, the Demon Fleet is doomed. The trick is making it happen. Right now, the demons have succeeded in creating paranoia and chaos across the galaxies. Ah, but Deevils love a challenge, and they are the best when it comes to manipulating mortals. They've just never done it on such a large scale before, or for one specific purpose.

Meanwhile, Deevil troops make surgical strikes at demon leaders, bases and strongholds whenever the opportunity arises. Even more effective, they find themselves in the unexpected role of protecting and helping mortals. Zooming in to help turn the tide against demon attacks (and often just vanishing after they've succeeded), rescuing political and military leaders from the clutches of demon assailants, providing strategic information

and warnings about demon operations and schemes, and so on. Part of the Deevils' initial plan is to simply foil the demons' plans whenever they can, everywhere they can. This not only frustrates and infuriates the demons, but it slows down their military campaign, creates dissension, and keeps throwing monkey wrench after monkey wrench into their plans. The longer things take for the demons, the more likely their forces are to fall apart. More importantly, it buys the people of the Three Galaxies (and other war fronts) *time* to pull themselves together and launch their own retaliatory attack against the demons.

Despite the Deevils's sabotage and covert operations, at war fronts such as the Three Galaxies, there will be direct skirmishes and battles where demons engage infernals in deadly combat. Unable to match the Demon Fleet by building their own (it would take decades!), the infernals have done the next best thing, *buy one*.

Deevils are not without resources, and have the money to purchase warships, and if they must purchase ships, they have decided to buy the best – **Naruni Enterprises**. Consequently, the **Dyval Space Fleet** (about one third the size of the Demon Fleet) is 75% Naruni and 25% a hodgepodge of ships from across the galaxies. The infernals are also encouraging worshippers across the Three Galaxies to join the Minion War, and for some to put their entire planet up for collateral to the Naruni so they can buy more ships. In most cases, the Deevils don't care if the people default and lose their world when the Naruni foreclose on them. This is war!

Deevils have also managed to acquire **Demon Star** technology, and have created a dozen of the Demon Stars for themselves. However, they had to do it the hard way, by recovering

the key components of the Control Altar and Soul Chamber from Demon Stars destroyed in the past. However, unless they can find more (unlikely), what they have is it. As a result, whenever a new Hades Demon Star is destroyed, there is a mad race by Deevils and demons to get the altar and chamber first, so they can rebuild it. Having a handful of Demon Stars also provides the infernals with the ability to make fighters and small, basic spacecraft, except the process is slow and only a few ships can be made every month. That's fine, because the Deevils don't intend to go head to head against the demons.

Corrupted Power Armor

Transformed Warlock Marine Power Armor

For some time now, the Deevils have had agents planted in the United Worlds of Warlock, including the Warlock Marine Academy. There, several battalions of *Warlock Combat Armor* were combined with a variety of Deevils during their creation process, corrupting them without their pilots even knowing it. This has been going on for several years, and there could be thousands of "corrupted" suits running around throughout the Three Galaxies. Their pilots have also been slowly corrupted and turned into evil henchmen for Dyval. Until the Minion War they have either remained with the UWW or have gone AWOL to explore opportunities for themselves, but when called upon to serve the Deevils, they have deserted their posts to do their infernal masters' bidding.

With the Minion War erupting across the Three Galaxies, the Corrupted Power Armor has taken on a Deevlish appearance and exhibits new powers and characteristics. The humanoid legs of both the armor and its wearer take on a more goat-like appearance, and shaggy metallic fur appears in patches. The upper torso, shoulder and legs of the armor appear more organic, and horns curl out from the helmet. Even the weapons morph and change. The result is a suit of power armor that bears little resemblance to the original Warlock Combat Armor. Surprisingly, even though the body of the wearer of the suit changes with the armor, giving him or her a more Dyvalian appearance, the Corrupted Power Armor pilots don't seem to mind. In fact, most embrace it because the transformation makes them more than human, providing them with the equivalent of Robot P.S., greater physical endurance (fatigues at half the usual rate), an animal magnetism (+1D4+2 to M.A.) and increased speed and agility (add 2D6+4 to the Spd attribute and +1 attack per melee round) outside their armor! A gift, they are told, for loyal servitude. Furthermore, the power armor now feels like a comfortable second skin. A skin that heals damage (1D6 M.D.C. per melee round; 4D6 M.D.C. per minute).

Corrupted Warlock Power Armor

Also known as Corrupted Armor and Deevil Power Armor.

Model Type: W-D1 Infantry and W-FD1 (lighter flying version).

Class: Techno-Wizard/Deevil Hybrid Assault Armored Exoskeleton.

Crew: One.



M.D.C. by Location:

W-D1 Infantry Combat Armor:

- Shoulder Plates (2) – 180 each
- Mini-Missile Launchers (2; 1 on each shoulder) – 100 each
- Arms (2) – 200 each
- Legs (2) – 225 each
- Spiked Tendrils (6) – 40 each
- * Helmet – 150 (+60 for Ithan head protection)
- ** Main Body – 500
- *** Armor of Ithan Force Field – 100

W-FD1 Flying Combat Armor:

- Shoulder Plates (2) – 120 each
- Mini-Missile Launchers (2; 1 on each shoulder) – 80 each
- Arms (2) – 150 each
- Legs (2) – 175 each
- Wings (2) – 60 each
- Spiked Tendrils (6) – 40 each
- * Head – 100 (+60 for Ithan head protection)
- ** Main Body – 380
- *** Armor of Ithan Force Field – 100

* Destroying the helmet eliminates all forms of optical enhancement and sensory systems. The pilot is forced to rely on his own senses. However, the mystical transformation of the Corrupted armor and the link between the armor and wearer is such that the wearer can continue to fight, with only minor impediment (-1 one attack per melee and reduce bonuses from the power armor by half). **Special: 1.** Just like the conventional Warlock Armor, whenever the helmet armor is depleted or the helmet is lost, a mini-Armor of Ithan bubble comes on-line, protecting the head with 60 M.D.C. for up to 20 minutes. **2.** The helmet regrows in 24 hours.

Shooting the head/helmet requires an attacker to make a Called Shot with a penalty of -3 to strike.

** Depleting the M.D.C. of the main body to zero or below temporarily shuts the armor down, making it useless and dead weight. Reduce the wearer's number of attacks by half, and all augmentation (P.S., Spd, flight, environmental protection, etc.) and bonuses from the armor are negated; gone. **Special:** The armor Bio-Regenerates 2D6 M.D.C. per melee round. Even if damage to the suit is reduced to -150 below zero it will regrow until it looks like new. It just takes time; typically within an hour. Suffering damage greater than -150 destroys it.

*** The force field can be activated up to three times over a 24 hour period. Each field will last for 10 minutes or until its M.D.C. is depleted, whichever comes first.

Speed from Power Armor Augmentation:

Running: Run 80 mph (128 km) maximum. Note that the act of running does tire out the operator, but at only 10% the normal fatigue rate.

Leaping: Leap 25 feet (7.6 m) across or 10 feet (3 m) high, twice that with a short run.

Flying Speed: Not possible for the heavier W-D1 infantry suit, but the W-FD1 has Contragravity system that provides flight;

maximum speed is 300 mph (480 km) in an atmosphere or Mach Nine in space.

Flying Range: Limited only by the pilot's endurance.

Underwater Capabilities: The armor can move at half its maximum speed under water.

Maximum Ocean Depth: One mile (1.6 km).

Techno-Wizard Enhancements: In addition to the Armor of Ithan, the armor provides its wearer with Supernatural Strength and can Bio-Regenerate 2D6 M.D.C. per melee.

Statistical Data:

Height: Two feet (0.6 m) taller than the actual pilot as the suit molds to fit its owner.

Width: 5 to 7 feet (1.5 to 2.1 m) wide depending on the size of the pilot.

Length: 4 feet (1.2 m) average.

Weight: Averages around 1,000 pounds (450 kg).

Physical Strength: Supernatural P.S. 34.

Cargo: None.

Power Systems: Anti-matter and magic, average life span of 50 years.

Market Cost: Exclusive to the Deevil forces, but could sell for as much as 15 million credits, provided one doesn't mind being corrupted by the armor and turned to Anarchist or an evil alignment with an appreciation for Deevils.

Weapon Systems:

1. Telekinetic Pulse Pike: Regardless of the type of main weapon the Warlock Armor had prior to its corruption and transformation, it converts the weapon(s) into a Telekinetic Pulse Pike that fires telekinetic bolts. It looks like a mini-gun with a pike mounted underneath it. On voice command the pike extends to its full length and the pilot can opt to engage in hand to hand combat. Often victims are impaled on the pike and then the pilot fires a burst into them to finish them off.

Primary Purpose: Anti-Armor.

Secondary Purpose: Anti-Personnel.

Range: 4,000 feet (1218 m).

Weight: 65 pounds (29 kg).

Mega-Damage: Short Telekinetic Pulse: 1D4x10 M.D. Long Telekinetic Pulse: 2D4x10+10 M.D. The pike does 4D6 M.D. If the pike is impaled in its victim when the killing strike is made (by it or the TK blast), it draws in the ambient P.P.E. that is doubled at the moment of death to store and recharge the weapon.

Rate of Fire: Burst fire only. Each long or short pulse counts as one melee attack.

Payload: 50 bursts before requiring 100 P.P.E. to recharge.

2. Mini-Missiles (2): A pair of mini-missile launchers are located on the shoulders.

Primary Purpose: Anti-Aircraft and Anti-Armor.

Secondary Purpose: Defense.

Range: Approximately one mile (1.6 km).

Mega-Damage: Varies with missile type but typically 1D4x10 M.D.

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

Payload: Six total; three per launcher.

3. Spiked Tendrils (6): The spiked tendrils can take on several appearances. Black, Splugorth-like tentacles or tendrils made of chains that end in a wicked spike are the two most popular styles, but, there are variations such as metal cables and others. All have the same effect: They can extend out of the armor to climb, fight, entangle or otherwise help in a fight.

Primary Purpose: Close Assault.

Secondary Purpose: Defense.

Range: Can extend up to 40 feet (12 m).

Mega-Damage: As per Supernatural P.S. 17, +1D6 M.D. from the spiked barbs on the ends of tendrils when used to stab or slash.

Rate of Fire: Even though there are six tendrils, they add only two attacks per melee (not three), and if the pilot has Paired Weapons he can attack with multiple tendrils at once.

4. Magic Abilities: Once the Corrupted Armor fully awakens, the pilot can cast the following spells, each three times per day, equal to a sixth level practitioner of magic: Vacuum Speak, Magic Tether, Shooting Star, Space Fire Stream, and Micrometeorites.

5. Sensor Systems Note: The suit has all standard sensor systems for power armors. In addition the armor can See the Invisible at a range of 200 feet (61 m).

Rapier-Class Stealth Fighter (NE)

Stealth in the Three Galaxies is something of a relic from the past. With the majority of spacefaring races having some of the most advanced sensor systems available, there was little one could do to hide a ship. Today, there are still a few tricks that one can pull on inexperienced sensor operators, however even those tricks are becoming obsolete. Enter the Rapier Stealth Fighter.

Count on the geniuses at Naruni Enterprises to beat the odds and offer the latest in stealth technology. They have designed a new composite material that resonates at just the right frequency to mislead most sensor beams, rendering the ship undetectable. That, added with Naruni patented variable camouflage technology, has produced a spaceship that is completely invisible and does not rely on magic systems to operate. As far as the Naruni Executive Board of Directors know, the ship is not yet ready for a full-scale release and is still going through its testing trials. It is **Vice Executive Director Corbin Decker** who has misled the Naruni Board. The fighters have been in production for two years now, and there are thousands being put into the service of the *Deevils*. While this new space fighter may not have the raw power of the *Broadsword* or the *Fire Eater*, its stealth capabilities and advanced scanners make up for it. The ship is built for speed and stealth, not raw firepower.

Model Type: NSF-119 and NSFJ-119.

Class: Multi-Role Stealth Fighter.

Crew: One pilot and one additional, typically a gunner.

M.D.C. by Location:

* Forward Particle Beam Cannons (2) – 80 each

* Forward Laser Cannons (2) – 60 each

Concealed Mini-Missile Pods (3) – 175 each

Top Vectored Engines – 200

Lower Vectored Engines – 200

Variable Force Fields – 400 per side (2400 total)

Pilot's Cockpit/Escape Pod – 180

** Main Body – 450

* These weapon systems fire from recessed slits. Firing at them requires a Called Shot at –4 to strike.

** Depleting the M.D.C. of the main body destroys the craft, causing the escape pod to automatically eject.

Speed:

Driving on the Ground: Not possible.

Flying: Mach 16 in space, and in an atmosphere it can achieve up to Mach 7. The ship is capable of leaving a planet's atmosphere.

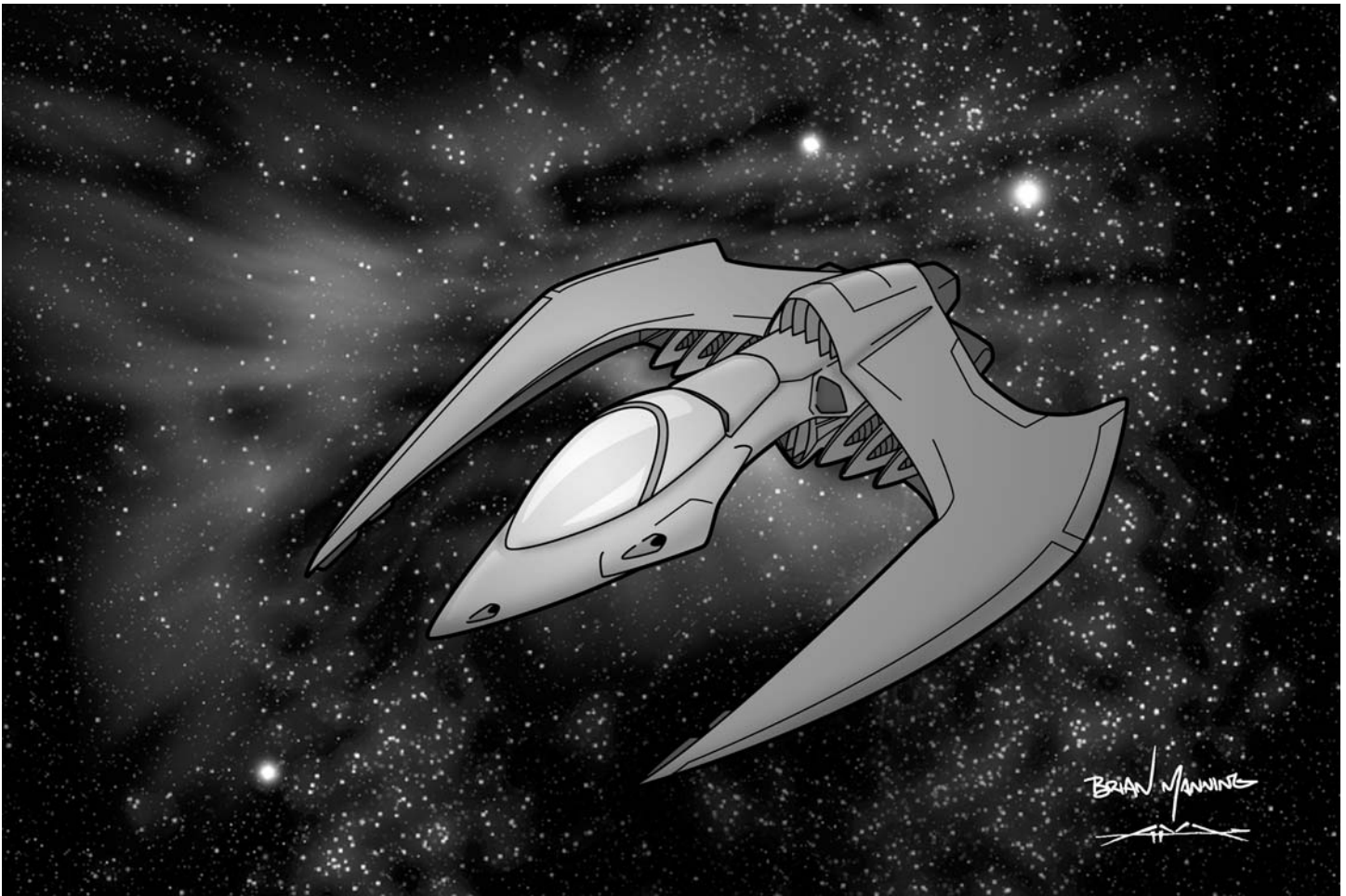
FTL: Only the NSFJ-119 model has FTL capabilities. For now, all are equipped with Phase Drive E models which allow them to go 5.2 light years per hour. While going these speeds, all stealth bonuses are reduced by half, yet another kink to be worked out.

Stealth Capabilities: The fighter's main strength is its element of surprise. There are two ways of detecting a Rapier stealth fighter.

First is recognizing its visual profile. Since there are no reflective surfaces, and the ship incorporates Naruni's variable camouflage technology, it is nearly invisible. Beyond 100 miles (160 km) away the ship is undetectable by most visual scanners. Under 30 miles (48 km) its presence may register as an intermittent ghost image that barely registers and fades in and out of detection. If shot at from this distance, the attacker is –8 to strike the Rapier due to inaccurate readings. Under 15 miles (24 km) the Rapier is slightly more detectable and an opposing fighter *may* be able to lock on for a moment, but inconsistent readings make it –4 to strike. At five miles (8 km) distance there is no penalty to identify and strike at the Rapier, but no bonuses to strike apply as it is still difficult to get a hard lock on the target. Only at two miles (3.2 km) can an opposing spacecraft use its full scanning and targeting abilities with bonuses to strike. However, by then it's usually too late.

The second way to detect the Rapier stealth fighter is by its sensor profile. It is completely undetectable beyond 1,000 miles (1,600 km). Between 1,000 miles (1,600 km) and 501 miles (801.6 km), operators are –70% to detect it on Sensory Equipment skill rolls. Between 500 miles (800 km) and 300 miles (480 km), technicians are –50% to detect it on Sensory Equipment skill rolls. For any distance less than 300 miles (480 km) to the Rapier, the skill penalty is –30% to detect it, and most bonuses to strike from targeting systems are half.

Range: The ship can sustain both its pilot and a passenger (co-pilot, gunner, navigator, etc.) for up to three weeks. The ship holds drinkable water as well as a liquid protein paste.



Statistical Data:

Height: 18 feet (5.5 m).

Width: 36 feet (11 m).

Length: 42 feet (13 m).

Weight: 8 tons.

Cargo: Two small storage lockers big enough to fit a rifle, a space suit, and a survival pack.

Power Systems: Low Energy Emission Fusion Pile; a new, experimental power source that is expected to have a 50 year life.

Current Bugs and Problems: When the fighter is in full stealth mode it can *not* fire any of its weapons, or activate its force fields! The power bleed alone gives the ship away. These problems might eventually be overcome by Naruni Enterprises before it “officially” releases the ship on the market, but since this technology has been, in effect, shanghaied by the Deevils, the Rapier fighter is being rushed into production without NE’s authorization or knowledge.

Market Cost: Not officially on the market yet! But when it does become available it could sell for as much as 120 million. NE believes they have the market cornered for now on stealth.

Weapon Systems:

1. Recessed Particle Beam Cannons (2): Naruni Enterprises had to use an energy based weapon system, as its plasma cartridge cannons used for fighters could not be made out of the same meta-material composite. Instead they opted for a pair of rapid-firing particle beam cannons.

Primary Purpose: Anti-Spacecraft.

Secondary Purpose: Defense.

Range: Two miles (3.2 km) in space, half in an atmosphere.

Mega-Damage: 2D6x10 M.D. per single blast from one cannon, 4D6x10 M.D. from a simultaneous twin blast from both.

Rate of Fire: Each single or double blast counts as one melee attack. May be fired by the pilot or a dedicated gunner.

Payload: Effectively unlimited.

2. Recessed Light Laser Turrets (2): Mounted in the nose of the fighter are a pair of light laser cannons. Fired by the pilot.

Primary Purpose: Anti-Spacecraft.

Secondary Purpose: Defense.

Range: Five miles (8 km) in space; 2 miles (3.2 km) in an atmosphere.

Mega-Damage: 1D6x10 M.D. per single blast from one cannon, or 2D6x10 M.D. from a simultaneous twin blast from both at the same target.

Rate of Fire: Each single or double blast counts as one melee attack. Pilot operated.

Payload: Effectively unlimited.

3. Concealed Mini-Missile Turrets (3): When equipped for a reconnaissance mission the pilot can opt to have these turrets swapped out for a variety of advanced sensor suites ideal for spying and gathering intelligence. In combat situations, they are concealed mini-missile pods that can be used against a variety of targets, including enemy fighters, ground targets and incoming missiles.

Primary Purpose: Bombardment and Anti-Ship.

Secondary Purpose: Defense.

Range: Two miles (3.2 km) in space or one mile (1.6 km) in an atmosphere.

Mega-Damage: Varies with missile type, but typically 1D6x10 M.D.

Rate of Fire: One at a time or volleys of 2, 4, 8 or 12. May be fired by the pilot or a dedicated gunner.

Payload: 24 mini-missiles per launcher; total 72.

4. Recessed Belly Multi-Launcher: The belly of the fighter uses a revolutionary new launching system that can handle a variety of ordnance with little modification. When not in use, the munitions are safely stored in the belly of the fighter. When in combat, the belly opens and the launcher extends out ready to fire its load. Any kind of missile or bomb can be stored, however there are certain limits to the amount carried.

Primary Purpose: Anti-Ship/Bombardment.

Secondary Purpose: Defense.

Range: Varies with missile type.

Mega-Damage: Varies with type of missile carried.

Rate of Fire: Mini-missiles and short-range missiles are one at a time or volleys of 2, 4, 8 or 12. Medium- and long-range missiles are one at a time or in volleys of 2, 4 or 6. For cruise missiles it can either fire one or both at a time. If equipped with bombs (the same as the Fire Eater), they can be released in clusters of eight per melee attack.

Payload: The cylinder drum can hold one of the following missile configurations and they can not be combined: 96 mini-missiles, 48 short-range missiles, 24 medium-range missiles, 12 long-range missiles, 2 cruise missiles, or 32 bombs.

Espandon

Gun Frigate (NE)

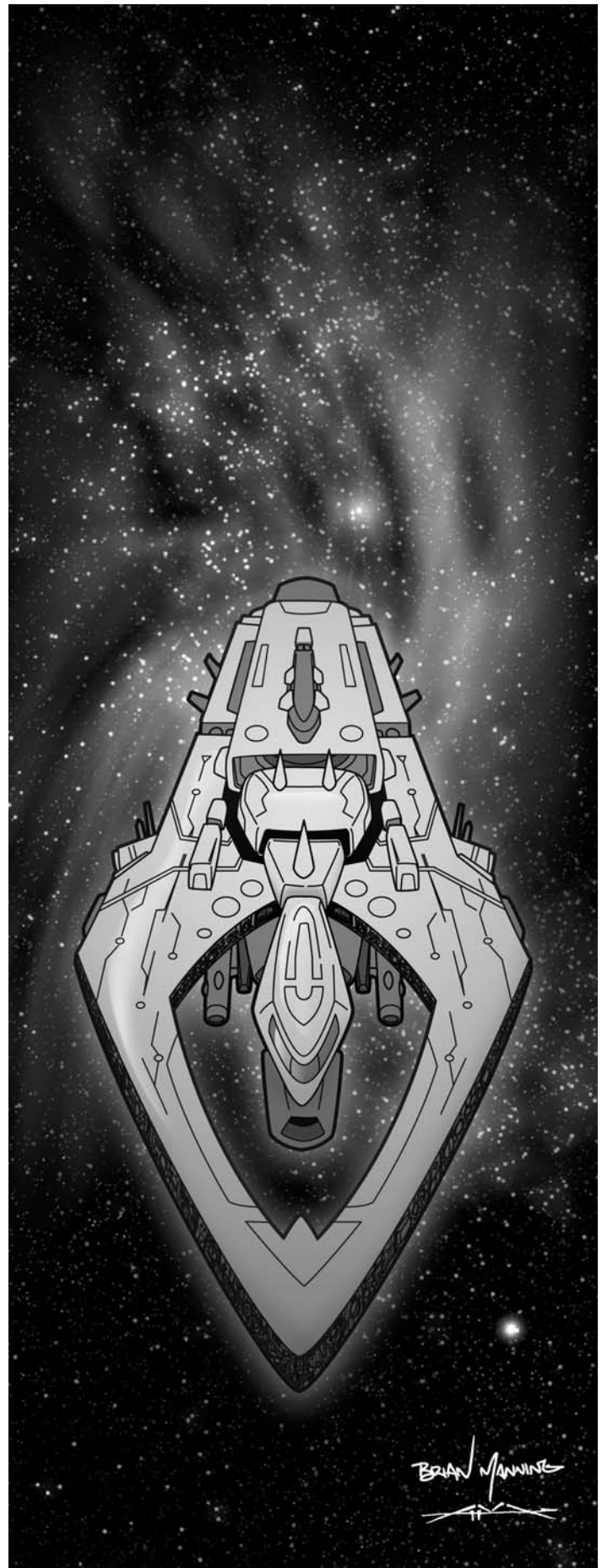
The Espandon was one of Naruni's early experiments to make a fast and maneuverable heavy gunship. They succeeded beyond their expectations and in the first year alone they couldn't keep up with demand, selling well over 10,000 ships, with another 8,000 on order. For its weight and size, the Espandon is one of the fastest ships out there and can fly circles around similar ships such as the *Hunter Destroyer*. In addition, the ship can easily make planet fall, and some planets even use the Espandon as an oversized landing craft. Over the years, the ship has become popular among Runners and Pirates, who find that they can easily modify the ship.

The Espandon is also known as a companion ship to the *Conquistador-Class Cruiser*. Up to four Espandons can link up with the cruiser, adding their firepower to that of the cruiser, making a deadly combination, especially when it comes to raw firepower to protect a space station or to enforce a blockade as well as many other military operations.

Model Type: NSF-1003

Class: Frigate Combat Ship.

Crew: 36 regular crew and a marine complement of 30 troops.



M.D.C. by Location:

Bow Heavy Laser Cannon – 1,200
Cruise Missile Launchers (3) – 1,500 each
Long-Range Missile Launchers (2) – 600 each
Defense Lasers (6) – 450 each
Belly Landing/Boarding Vehicle Ramp – 1,200
Engines (4) – 2,500 each
* Bridge – 2,000
** Main Body – 5,500
Variable Force Field – 1,200 per side (7,200 total)
*** Landing Gear (6) – 550 each

* Destroying the bridge will eliminate the main computer and the controls, but the ship can be controlled from the engineering section deep inside the ship. The secondary control system is less sensitive and is –2 to strike and dodge. It also takes 1D6 melee rounds for engineering to take control of the vessel, during which the ship is helpless.

** Depleting the M.D.C. of the main body means the ship is knocked out of service and in tatters. Life support is on auxiliary power, all major systems are out and the ship is adrift, unable to fight or move under its own power. However, the missile launchers each have their own power supply and can still continue to fire. If the ship is reduced to –1,200 M.D.C. it explodes, doing 3D6x1000 M.D. to all other targets within 1,000 feet (305 m).

*** Destroying more than three of the landing gear will make it impossible for the ship to touch down, even to just deploy troops.

Speed:

Driving on the Ground: Not possible.

Flying: Cruising speed is considered Mach 10! Since the ship is mostly engine it can get up to Mach 13 and some engineers claim she can go as high as Mach 15. Stressing the engines beyond Mach 13 requires far more maintenance than is typical of a ship of this class. In an atmosphere, the ship can go up to Mach 5 and is capable of short bursts of speed to leave orbit under its own power.

Star Drive: The Espandon has the latest in Phase Drives and can achieve a maximum speed of 5.5 light years per hour. Cruising speed is considered 3.5 light years per hour.

Range: The Espandon carries enough supplies to sustain its crew for up to six months in space.

Statistical Data:

Height: 90 feet (27.4 m).

Width: 130 feet (40 m).

Length: 295 feet (90 m).

Weight: 5,800 tons fully loaded.

Cargo: Cargo is limited to 275 tons. Space is rather limited.

Power Systems: Anti-matter, average energy life is 50 years.

Market Cost: 450 to 500 million credits. The lower price is the discount for purchasers who buy four Espandons and a Conquistador. Otherwise single ships sell for the higher price. Of course, Naruni will sell to *anyone* with enough credits, or comparable assets.

Weapon Systems:

1. Heavy Laser Battery: Mounted on the bow of the ship is a heavy laser cannon. The main purpose of this weapon is to augment the firepower of the Conquistador when it is linked up. With the combined firepower of the Conquistador and three other Espandons, the damage and range of the of the heavy laser doubles. When flying solo its complement of missiles is the main weapon for the gunship.

Primary Purpose: Anti-Starship/Cruiser.

Secondary Purpose: Anti-City/Space Station.

Range: 50 miles (80 km) normally, but 100 miles (160 km) when linked up to a Conquistador.

Mega-Damage: 2D6x100 M.D. per single shot. When linked up to a Conquistador with three other Espandons, damage increases to 4D6x100 M.D.

Rate of Fire: Two shots per melee round, each blast counts as one melee attack for the gunner.

Payload: Effectively unlimited.

2. Cruise Missile Launchers (3): When the Espandon is working solo the Cruise Missile Launchers are its main armaments. Boasting three launchers, the Espandon can unleash massive volleys of missiles, making it one mean missile boat.

Primary Purpose: Anti-Ship.

Secondary Purpose: Defense.

Range: 1,000 miles (1,600 km).

Mega-Damage: Varies with missile type. Often carries a mix of cruise missiles from heavy to standard.

Rate of Fire: One at a time or in volleys of 2, 4, 6, 8 or 10 per each of its three launchers.

Payload: 20 per launcher for 60 total. Reloading takes 1D4 minutes as the missiles are transferred from storage to the launchers. The ship typically carries enough for five reloads (300 additional missiles).

3. Long-Range Missile Launchers. (2): The Espandon may soften a target up by launching volley after volley of long-range missiles. They also serve to deter fighters and other smaller spacecraft.

Primary Purpose: Anti-Starship.

Secondary Purpose: Defense.

Range: Varies with missile type.

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or in volleys of 2, 5, 10, 15 or 20 per launcher.

Payload: 160 missiles, 80 per launcher. It takes 2D4 minutes to reload the launchers. The typical complement of missiles in storage is 320 total.

4. Defense Lasers (6): Six laser turrets on ball turrets provide cover for key locations around the ship.

Primary Purpose: Anti-Spacecraft.

Secondary Purpose: Defense.

Range: Three miles (4.8 km).

Mega-Damage: 3D6x10 M.D. per blast.

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

Payload: Effectively unlimited.

5. Power Armor and Military Vehicles: In addition to its main weaponry, the Espandon can carry two Aggressor Mark II Hover Assault IFVs (or two of any of Naruni's hover tanks) as well as a dozen assorted power armors. The power armor varies. Those used by the Deevils in the Minion War usually carry *Space Angels* or *Mecha Knights* when space combat is expected, and for ground combat it's either the *Tech-Warrior Power Armor* or the *Razor Heavy Power Armor*. **Note:** Check out **Rifts® Dimension Book Eight: Naruni Wave 2™** for a variety of Naruni weapons and tech.

Conquistador

Naruni Assault Cruiser

The Conquistador-Class Assault Cruiser is a standard Naruni ship of the line sold all around the Three Galaxies. As Naruni sell to anyone who can meet their price tag, these ships are quite a common sight around the Three Galaxies. Many Independent Defense Forces in the Consortium use these ships over standard Consortium vessels. Even when bought used, the ships are still top of the line and perform well beyond their specifications and years. It's a tough assault cruiser that is in hot demand.

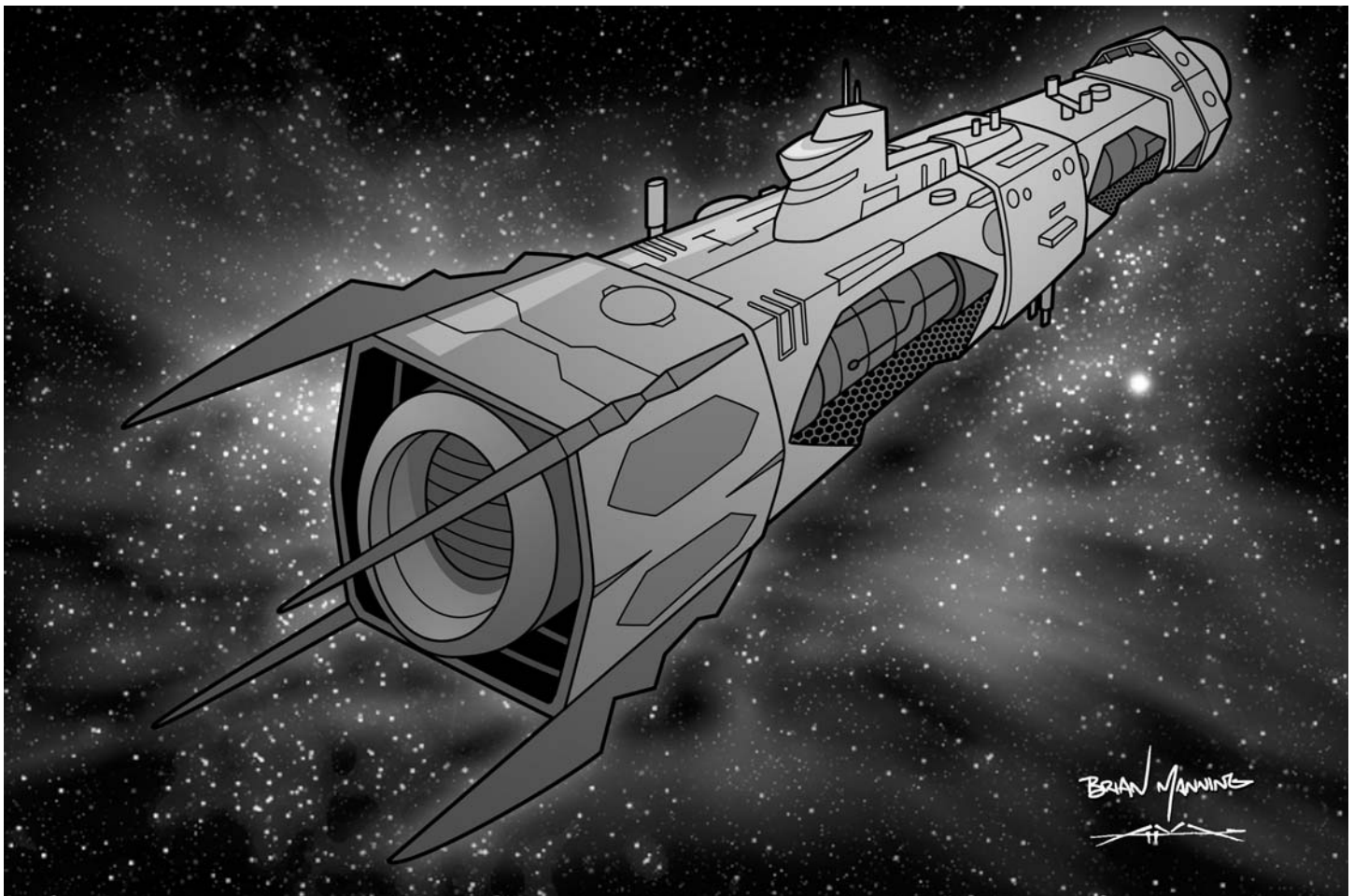
One of the Conquistador's unique attributes is that it can link with four Espandon Gun Frigates to create a mobile space artillery formation.

Big guns like the main cannon on the Conquistador cause a severe power drain on all shipboard systems, including vital systems such as shields and life support. This means the main cannon can only fire once every few minutes. For a variety of reasons, additional anti-matter reactors were not practical on this vessel. Naruni Enterprises' unique solution was to make it so the big ship could draw on the separate power sources of four adjoining Espandon ships. This had several advantages. First, the quintet of spaceships often catch an enemy by surprise as one ship turns out to be five! Second, when the main cannon is not being used, these secondary ships can provide fire support while the cannon is powering up, or they can separate to attack multiple enemies. Third, and most importantly, when all four ships are attached to the Conquistador Assault Cruiser, it can draw on their power supplies to fire the main cannon far more often and all systems remain at full power while the main cannon is being used. It's a unique blending of ship classes that could only come from the minds of Naruni. Of course, the ships are sold separately to maximize profit, but Naruni Enterprises is happy to make package deals that simply can't be passed up. Besides, Naruni always showcases the Conquistador with the Espandons which is enough to convince even the poorest of planets to buy the whole package.

Model Type: NSC-10003

Class: Assault Cruiser.

Crew: 340, including officers. All ship systems could be run by 80 to 100 people without problem; the full crew complement is designed to have enough people to handle four work shifts. This



also includes a security detail of 60 soldiers. In an emergency, the ship can be run entirely by the bridge crew, 10-14 people, but attacks per melee and bonuses for all weapon systems are halved and other problems and breakdowns occur.

Troop Capacity: The ship is equipped to handle a marine force of 180 troops. They are divided between ground troopers, power armor/robot pilots and star fighter pilots, plus a security detail. The Deevil ships are broken down into 96 marines, 20 power armor pilots, 24 fighter pilots, and a 40 man security detail.

M.D.C. by Location:

Forward Neutron Accelerator (forward 1/3 of ship) – 15,000
Heavy Plasma Turrets (8) – 1,000 each
Cruise Missile Batteries (2) – 1,200 each
Long-Range Missile Batteries (6) – 800 each
Mini-Plasma Vulcan Cannons (12) – 300 each
Mini-Missile Launchers (12) – 300 each
Outer Hull Section (40 ft/12.2 m area) – 200
Inner Hull Section (40 ft/12.2 m area) – 120
Hangar Bay – 15,000
Hangar Bay Doors (2 one on each side of the ship) – 3,500 each
Main Engines (2, rear 1/3 of ship) – 18,000 each
* Forward Bridge – 12,000
Rear Bridge – 9,000
** Main Body – 55,000

* Destroying the forward bridge will not cripple the ship as long as the rear bridge is manned. Destroying both bridges eliminates the main computer and controls, but the ship can be operated from the engineering section deep inside the ship. The secondary control system in engineering is less sensitive and weapons are -2 to strike, all skills to pilot and operate the vessel have a -20% skill penalty, and the ship is -4 to dodge.

** Depleting the M.D.C. of the main body means the ship is in tatters with life support and most major systems knocked out; it is unable to fight or move under its own power. The missile batteries each have their own power supply and can still continue to fire. If the ship is reduced to -15,000 M.D.C. it explodes, doing 4D6x1000 M.D. to all other targets within a one mile (1.6 km) radius. Furthermore, there is an intense neutron burst for 1D4 melees that affects all targets within a 5 mile (8 km) radius. Saving throws vs radiation are required every melee for anyone who does not have force shields, or is in a heavily armored suit of armor outside a spaceship.

Speed:

Driving on the Ground: Not possible.

Flying: When not linked to any of its support frigates, the Conquistador has a top speed of Mach 8. Each additional linked up Espandon frigate increases the speed by 1, so if all four fire support frigates were hooked up, its maximum speed would be an impressive Mach 12!

Star Drive: The latest Conquistadors to come out of NE 108-0272 all have Phase Drive Mark F system, with a top speed of 6.7 light years per hour. This does tax the engines, so typical cruising speed is 4.5 light years per hour. The support frigates don't affect the star drive in any way.

Range: The Conquistador carries enough supplies for two and a half years. Careful rationing can stretch this supply out to four years if needed. Patrol missions vary, but fresh supplies are typically loaded every 6-12 months.

Statistical Data:

Height: 321 feet (98 m).

Width: 260 feet (79.2 m).

Length: 998 feet (304 m).

Weight: 140,000 tons fully loaded, plus up to 15,000 tons of additional cargo can be carried.

Cargo: The cargo hold can contain up to 15,000 tons of additional supplies and material.

Power Systems: Anti-matter; average life is 50 years.

Market Cost: 3.5 billion credits for just the Conquistador. The Espandon Gun Frigates are sold separately!

Weapon Systems:

1. Forward Neutron Accelerator: This is a nasty weapon to unleash on a foe. Unlike conventional particle beam cannons, or laser cannons, Neutron beams leave behind an intense amount of radiation that will continue to kill crew members even after the weapon has struck. Even those in full body armor who fail to save will still suffer half damage. Only those who are wearing some kind of heavy shielding (typically greater than or equal to a power armor's) are immune. Because of this, there is much more shielding around the front of the Conquistador, and this shielding has to be replaced often if the ship sees regular combat. If in a prolonged war, the shielding needs to be replaced at least every 3-6 months, or crew members will start to suffer the effects of radiation poisoning.

Primary Purpose: Anti-Starship/Cruiser.

Secondary Purpose: Anti-City/Space Station.

Range: 50 miles (80 km). Limited range when engaging other starships is one of its draw backs, the danger of the radiation is another.

Mega-Damage: 2D8x1000 M.D. per concentrated blast. The cannon fires for a full 15 seconds when activated. If an enemy's ship's shields are up, there is no additional radiation damage. However, for a ship or space station where the shields are down, all crew within 1D4x100 feet (30.5 to 122 m) of the impact area must roll to save vs radiation poisoning (14 or higher to save), or suffer 4D6 points of damage direct to Hit Points. That damage is applied for 1D4 melee rounds. Supernatural beings who fail to save take 8D6 M.D. every melee for 1D4 melee rounds. On a successful save, there is *no* damage.

Rate of Fire: Normally once every four melee rounds/one minute. However, when linked with its four support craft, the weapon can be fired every two melee rounds (30 seconds). If the four auxiliary ships are reduced to two, the accelerator is back to firing once per minute but all systems remain at full power.

Payload: Effectively unlimited.

Note on the Neutron Cannon: Certain organic craft such as Demon Ships or even those used by the Necrons need to make a saving throw vs radiation poisoning when hit. If a "living" spaceship fails to save vs radiation poisoning (14 or higher to save), its Bio-Regeneration stops working for 1D4x10 minutes

per neutron blast it has sustained; reduce Bio-Regeneration by half for an additional 1D4x10 minutes. Ships under 500 feet (152.4 m) are +1 to save. For every additional 500 feet (152.4 m) of length the ship gets an additional +1 to save.

2. Heavy Plasma Cannons (8): A trademark weapon of Naruni is their heavy plasma cannons. They can fire intense volleys of concentrated plasma, inflicting heavy damage at relatively short range. If there is a drawback on the Conquistador it that only four of these cannons can be brought to bear on one target at a time.

Primary Purpose: Anti-Starship/Cruiser.

Secondary Purpose: Defense.

Range: 60 miles (96 km).

Mega-Damage: 1D4x100 M.D. per single blast, 2D4x100 per dual blast, and 2D8x100 M.D. per four cannon blast.

Rate of Fire: Two attacks per cannon per melee round.

Payload: Effectively unlimited.

3. Cruise Missile Batteries (2): Located on either side of the cruiser is a heavy cruise missile launcher. These weapons are perfect for broadsides and for launching long-range attacks on enemies.

Primary Purpose: Anti-Ship.

Secondary Purpose: Defense.

Range: 1,000 miles (1,600 km).

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or in volleys of 2, 4, 6, 8, 16, 32 or all 48!

Payload: 48 missiles per launcher. The cruise missile batteries are built right into the superstructure of the ship similar to a submarine's torpedo tubes. As soon as a tube is clear, the auto-loader kicks into action, replacing the missile. The only delays come from firing all 48 missiles at once, after which it would take four melees to reload the entire launcher. Otherwise the missiles reload very quickly for most ships. The cruiser typically carries 480 missiles in reserve.

4. Long-Range Missile Batteries (6): To defend against space fighters and smaller vessels, the Conquistador is armed with six long-range missile batteries. They are spaced out to cover the ship from all sides.

Primary Purpose: Anti-Spacecraft.

Secondary Purpose: Defense.

Range: Varies with missile type.

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or in volleys of 3, 5, 10, 15, 20, 25, 30 or 35 per launcher! One volley, regardless of the number of missiles it contains, counts as one melee attack for the gunner.

Payload: 70 missiles per launcher. It takes 1D4+2 melees to reload each launcher. The Conquistador typically carries 2,100 missiles in reserve, in addition to what's already loaded in the launchers.

5. Mini-Plasma Vulcan Cannons (12): The Conquistador can put up a massive defensive screen with these mini-plasma cannons. They can stop just about anything that gets within range, including fighters, assault shuttles and incoming missiles.

Primary Purpose: Anti-Spacecraft/Power Armor.

Secondary Purpose: Defense.

Range: 6 miles (9.6 km).

Mega-Damage: 4D8x10 M.D. per burst.

Rate of Fire: Equal to the total number of hand to hand attacks of the gunner (typically 4 to 6).

Payload: Effectively unlimited.

6. Mini-Missile Launchers (12): The Conquistador's last line of defense is its mini-missile launchers. The mini-missiles are often fired in volleys to knock down the incoming missiles of fighters.

Primary Purpose: Anti-Missile and Anti-Fighter.

Secondary Purpose: Defense.

Range: About 2 miles (3.2 km) in space.

Mega-Damage: Varies with missile type, but typically 1D4x10 or 1D6x10 M.D. per missile.

Rate of Fire: One at a time or in volleys of 2, 4, 6, 8 or 10. One volley, regardless of the number of missiles it contains, counts as one melee attack for the gunner.

Payload: 140 missiles per launcher. Total loaded and ready to fire is 1,680! There are 5,040 mini-missiles in reserve. Each launcher takes 1D4 minutes to reload.

7. Aircraft and Military Vehicles: In addition to its main weaponry, the Conquistador can carry a complement of 24 space fighters, 20 power armors, and 10 robots. In the current conflict, Conquistadors of Dyval coming out of NE 108-0272 carry 12 Fire Eaters, 12 Rapiers, 10 Mecha-Knights, 10 Space Angels, 10 (modified for space flight, max speed is Mach 10) Death-Knight Assault Robots, and two assault shuttles.

Minions of the Three Galaxies

The Minion War is a no-holds-barred fight. All the stops have been removed and the demons and Deevils are committed to all-out armageddon against each other. They don't care who gets caught in the crossfire or who might suffer or fall as a consequence of their bloodlust. They see everyone else around them as collateral damage, pawns and fodder in their war. The worlds and people of the Three Galaxies are no exception.

As the Minion War spreads across the Megaverse, both demons and Deevils have selected hundreds of worlds to serve as playing pieces, battlefields and resources in their war. The most vulnerable people to be recruited by these supernatural forces as pawns, servants and worshipers are those whose populations are impoverished, are technologically lacking or behind other civilizations in the Three Galaxies, as well as those with a natural proclivity for war and revenge, as all are easily manipulated.

The following people are known to have thrown in with demonic forces and fight on the side of one or both, serving as demon and Devil troops. Since the people of these worlds may

choose to fight on behalf of either, it is difficult to draw the line as to who is serving who. The only identifying features in combat may be stylized armor or the markings and insignias of a particular Demon Prince or Deevil Regent. Others work to advance the agenda of demon or infernal in secret, and could be your next-door neighbor or fellow worker. Some are evil. Others are selfish opportunists who think they will come out on top when the Minion War comes to an end. Some see joining the war between demon and Deevil as an opportunity to exact revenge upon their own mortal enemies or rivals in the name of some demonic master. Others worship their evil supernatural masters and follow them happily to their doom, while still others simply enjoy the chaos and carnage. Most do not represent any particular planet, people or civilization, but join the Minion war for their own reasons.

Anvil Dwarves, like the Star Elves, are very rare among the demon and Deevil forces, and when they are encountered, they are likely to be part of a *Dark Coven*. O.C.C.s vary widely, but the majority seem to be Witches, Techno-Wizards, Techno-Smiths, or Shifters. Most are found in the Anvil Galaxy and have an average experience level of 1D6+3.

Dragons. The majority of dragons fighting on the side of demon or infernal are young, naïve Hatchlings who know little about the way of the world, and nothing about the *Dragon Shock Troops* used by demons. These young dragons are often trying to take the fast-track to power and think that the Minion War is the key. The vast majority of *Dragon Hatchlings* are level 1D8 in experience, though some are more experienced. There are only a handful of *adult* and *ancient dragons* knowingly working for demons or infernals, and half of them are beings blackmailed or otherwise forced to serve their unholy masters. Those who serve willingly hold prestigious positions among the demonic and infernal forces, while most Hatchlings are given the command of a small squad, or made a member of a special forces team to feed their egos in make them feel important while their masters use them as pieces and a cosmic chess game.

Gene-Tech Monster-X (serve Deevils). So far, these creatures seem to be used exclusively by the Deevils. Most seem to be found in the Anvil Galaxy, but many more are starting to show up in the rest of the Three Galaxies. Average level is 1D4 for basic troops, but those in special ops teams are experience level 1D4+2.

Humans make up an estimated 12% of the overall population in the Three Galaxies, so it should be no surprise that a large number of them serve Deevils or demons in the Minion War skirmishes going on in the Three Galaxies. Humans are despised by demons and infernals, so they usually hold low and secondary positions within supernatural armies. Human O.C.C.s vary widely, from Spacers and Pirates, to rebels from the FWC and Consortium Armed Forces, to practitioners of magic. Average experience level is higher than most other species, as many have had prior experience before joining up to fight on the side of demon or infernal. Roll 1D6+2 to determine level.

In'Valians (serve Deevils). Desperation has gripped the In'Valians as their numbers continue to dwindle from the wasting disease. So far, they are being recruited exclusively by the *Deevils*, with the promise of a cure should the Deevils triumph

over the demons. The truth is the Deevils are no closer to a cure than anyone else and all they can provide is the illusion of being cured. Thanks to the Bio-Vats of Diabolus, several In'Valians have been supposedly cured, while in reality they have simply been altered to better cope with the disease, and it's only a matter of time before the disease once again grips those who think they are cured. For 1D6 years they will be healthy and appear as they once did. Average experience level is 1D4+1.

Kreeghor (serve Demons) are easy for the demons and Deevils to recruit as they are easy to incite. Within Kreeghor society, those who hold lowly positions are jealous of the Royal Kreeghor, and with many non-Kreeghor races attaining vassal status, regular Kreeghor are losing their position in the hierarchy. Those particularly inflamed over this inequity are happy to join demonic and infernal forces to better themselves, gain power, or get the chance to vent their anger on ... well, anyone. Kreeghor tend to be aggressive, violent and power hungry, so joining one side of the Minion War or the other is a means to gain power and feel appreciated. O.C.C.s vary as per the Kreeghor race, however many are ex-Imperial Legionnaires. The average experience level is 1D6+2. **Note:** A Kreeghor may serve Deevil or demon, but for some reason most tend to feel more comfortable with demons, thus, 65% of Kreeghor in the Minion War fight on the side of demons.

Lurgess (serve Deevils). Persecuted all over the Three Galaxies, the Lurgess have actually been able to find acceptance mostly among the Deevils. They have not been promised a cure, but rather a means to exact revenge upon those who shunned them and chased them away. O.C.C. varies as per the Lurgess R.C.C. The average experience level is 1D6.

Noro (serve Deevils). Few Noro have aligned themselves with any side in the Minion War, as their natural good sense and psychic abilities warn them that this conflict is no good for anyone and will only bring discord and loss of life to the Three Galaxies. Consequently, most Noro stay out of the conflict or work to stop it. The few who have joined the Minion War tend to gravitate toward the side of the manipulative and conniving Deevils. Demons tend to regard the spindly Noro as weak and unimportant creatures, while the duplicitous and tricky Deevils can appreciate and find many uses for the Noro's mind and psychic powers.

Ogres. Favored by the Splugorth, Ogres are not a native race to the Three Galaxies. They are commonly found on Splugorth worlds as *Tattooed Warriors*, *Maxi-Men*, *front-line infantry soldiers* and as *slaves*. Both the demons and infernals have "liberated" hundreds of thousands of Ogres from Splugorth controlled worlds and spaceships, so they are found among both demon and Deevil forces. Experience level varies, with the most common being level 1D4. Ten percent are actually Tattooed Warriors or Maxi-Men with an average level of 1D4+3, while Ogre offices and Witches tend to be level is 2D4+1. If given the choice, a thin majority of Ogres (52%) prefer to fight on the side of demons rather than Deevils.

Orcs (serve Demons). Most Orcs in the Three Galaxies are there as a result of a dimensional anomaly or, again, due to the Splugorth. Ogres, Orcs, and Trolls are favored Minions because they share many of the qualities that demons and Deevils see as virtues: Aggressive, warlike natures, brute strength, ruthlessness and savagery. These races also tend to follow their basic in-

instincts and are more akin to the demon race than to civilized people. Most Orcs are level 1D4 Men at Arms O.C.C.s, Spacers, Galactic Tracers, or Runners. While they may serve Demon or Deevil, they lean toward demons (70%).

Prometheans. Despite the battle erupting right in Center, there are very few Prometheans among the ranks of demons or Deevils. The exceptions each have their own reason for siding with one of the two evil forces, but for most, the bottom line is simply the acquisition of power. Several are disenfranchised guardians of Center, others are Phase Adepts, with the rest being an assortment of O.C.C.s. The typical experience level is 2D4+2 and many are given command of ships, elite combat forces and small armies. They may be found on either side of the conflict.

Seljuk (serve Demons). Strong and loyal to the Consortium, it is surprising that any Seljuk have taken up the banner of either the demons or Deevils, but like humans, they are ruled by emotion. Many have been led to believe that a cure for the disease that is ravaging the Seljuk people can be obtained from a higher power like the demons or Deevils. Others have been led to believe that it is members of the Consortium Purist Movement who are trying to eradicate all non-human races, including them. Thus, some have joined out of vengeance, while others join out of desperation, frustration or just a chance to live large before they die. O.C.C.s vary per the Seljuk race with the average level being 2D4. They can be found on both sides of the war but (60%) tend to lean toward demons.

Silhouette (serve Deevils). There are not many Silhouettes among the demons and Deevils. However, they are seen as the perfect spies and agents, and thus far have been aggressively recruited by the Deevils. They are mostly used in the *Transgalactic Empire* in an effort to recruit more Kreeghor and to manipulate the Free World Council. Average level is 1D4+2.

Star Elves (serve Demons). Very rare. Most found in the Minion War are members of a Dark Coven. O.C.C.s vary, but the majority are Witches followed by mages, Shifters, and Spell Thieves. Average level is 2D4+2 and most tend to be found in the Anvil Galaxy serving demonic forces.

Trolls (serve Demons). Not native to the Three Galaxies, the Trolls are the result of cross-dimensional pollination by the Splugorth as well as being swept here by dimensional anomalies. Trolls have long been known to consort with demonic forces. In the Three Galaxies, Trolls are most likely to be Men at Arms O.C.C.s such as *Imperial Legionnaires*, *Pirates*, *Runners*, *Galactic Tracers*, or *Mercenaries*. Average level is 1D6. Most Trolls (75%) fight on the side of demons, but some prefer Deevils.

T'Zee. Despite being Consortium members, the T'Zee continue to not only be a problem, but a drain on CCW resources. The T'Zee population is out of control and they are showing up on numerous CCW worlds and, in some case, taking over; not by force, but by sheer weight of numbers. The T'Zee are one of the main reasons for the *Purist Movement* in the CCW and, as a result, they are starting to be persecuted. It is the Deevils instigating the unrest with the T'Zee, as it undermines the CCW, which is seen as a haven for humans and self-righteous heroes in the Three Galaxies. The unrest among the T'Zee has been driving a surprising number to join the Minion War. Unfortunately, to the Deevils' chagrin, it is a 50/50 split between Deevils and demons. The T'Zee are easy to agitate and incite to aggression,

making them willing front-line troops. As a result, the T'Zee have the highest mortality rate on both sides. Average level of experience is 1D4, with a variety of O.C.C.s.

Wulfen. A shocking number of Space Wulfen have rallied around demons in the Minion War. Many are from independent worlds not associated with either the Consortium of Civilized Worlds (CCW) or the Transgalactic Empire (TGE). Somehow demons have convinced independent Wulfen leaders that the Wulfen in the CCW and TGE are pawns of each empire and that the Wulfen's manifest destiny is to have a single unified Wulfen Empire made possible through an allegiance with demonkind. Not all Wulfen who fight on behalf of the demons are necessarily evil, they just believe the rhetoric being preached and that they can use their demonic overlords as a way to unite their people and become a greater intergalactic power. O.C.C.s vary widely, however many tend to be warrior types with an average level of 1D4+2. There are only a hundred or so Wulfen Quatoria serving demon masters, and most are either brainwashed or evil in their own right.

Other Races. Those races not specifically mentioned either have few members involved in the Minion War, or have simply not been drawn into the war yet. Both the demons and the Deevils are opportunists and as soon as a new world and its people catches their attention, they are likely to use it to their advantage by any means possible. Game Masters should feel free to incorporate any alien people they feel are appropriate for their campaigns. And while the planet or civilization may be able to stay out of the conflict, there will be individuals from most every world who will become involved in it.

New Alien Beings in the Three Galaxies

The following alien beings have been directly drawn into the conflict between the demons and Deevils in the Minion War. In some cases, the people willingly joined the conflict, hoping to better themselves by being on the winning side. The others have either joined for revenge or because they had no choice in the matter. Whatever their reason, they will be forever branded as *servants of evil* and likely to be considered *outcasts* by all of the major power blocs in the years to come.

Note: These new aliens are intended to be non-player character (NPC) villains and monsters, not player characters.

Mercurials

Minion of Hades

The Mercurials are a mysterious race of beings not known prior to the Minion War. This is because it was the demons of Hades who discovered them first. The Mercurials are best described as a very naïve race. Prior to meeting the demons, they never left their home world, nor knew other races even existed. The demons didn't know what to make of the Mercurials at first, and they considered destroying them. Fortunate for the Mercurials, it was a non-demon who realized their potential value and managed to convince his demonic masters that they would make

an excellent addition to their combat forces. Ten years later, Mercurials are serving as front-line troops with deadly effectiveness.

The natural form of the Mercurials is of a liquid metal with many of the same properties as the element mercury. The Mercurials are definitely a non-carbon based life form, and consist of mercury and a trace amount of silicon. If a Mercurial were ever to undergo a physical examination it would be learned the silicon makes up the equivalent of a nervous system, plus a silicon cluster that functions very much like a brain.

This strange being is not like anything most humanoids have ever seen. The natural form of the Mercurials that can be shaped in any form the beings desire. They can also merge together, and there is some speculation that at one point in their evolution they were a single, massive entity.

Indeed, it was this “super” being that made contact with the demon minions. When asked if it could make a more humanoid shape, it detached a portion of itself and took the humanoid form of the being questioning it. This separate form had its own distinct personality, yet remained linked to the primary entity. This super entity realized it could learn much about the universe if there were many more of these separate individuals to go with the demons, and so the Mercurial race, such as it is, was born.

The primary entity (always referred to by the Mercurials as “The One”) could be compared to an Alien Intelligence, because it is a single being and when it creates a separate entity it is like a splintered essence. However, the new individual is just that, a distinct and different personality that has a minor link back to The One. All newly created Mercurials are very naïve, curious, and almost playful. The demons had the perfect race to exploit, and they’ve managed to convince the Mercurials that the demons are a superior race that deserves to be worshiped. Convinced of this, at least for the moment, the Mercurials serve faithfully and smite the enemies of their demon masters. The demons are deploying them all over the Three Galaxies.

Mercurial R.C.C.

Alignment: Effectively Anarchist due to their naïve nature and willingness to blindly follow demons. For the first few months (first three levels as a character), Mercurials look to others around them for guidance and morality. If they were to travel in with a group of characters of good alignment, the aliens would behave similarly. Even those who are Anarchist don’t see their actions as particularly good nor evil, because the concepts are alien to them. Only after several years will Mercurials begin to understand. If allowed as a player character, the Mercurial starts out as Anarchist and by third level must pick a new alignment.

Attributes: I.Q. 1D6+6 (no bonus roll even on a 11 or 12), M.E. 2D6+8, M.A. 3D6+9, P.S. 6D6+10 (Supernatural), P.P. 2D6+5, P.E. 3D6+9 (Supernatural), P.B. 1D6+6, Spd 1D6+6.

Note: Also see Natural Abilities.

Size: 8-10 feet (2.4 to 3 m) tall.

Weight: 1,000 to 1,500 pounds (450 to 675 kg).

M.D.C.: P.E. attribute number x10 to start. +1D4x5 per level of experience starting at level two.

S.D.C./Hit Points: In S.D.C. dimensions, the Mercurials would have 1D4x100 S.D.C. and P.E.x3 for Hit Points, +2D6 Hit



Points per level of experience. They would have a Natural A.R. of 15!

Horror Factor: 15

P.P.E.: 2D4

Disposition: Tend to move slow and deliberately like robots, except during combat, when their movement is quite fluid. Most seem cold, aloof, dispassionate, murderous, and lacking empathy for other beings, but that’s mainly because the Megaverse is all new to them and they find it all strange and curious. Furthermore, their outlook and behavior have been shaped by demon propaganda, so the vast majority of Mercurials all appear to be loyal, dutiful, killing machines and butchers for the demons of Hades.

Average Life Span: Unknown, but it’s likely to be several hundred years. The oldest Mercurial is only 10 years old at the start of the Minion War!

Natural Abilities: Influenced by the demons they first encountered, all Mercurials have adopted the bipedal, humanoid

form with two arms, two legs, one head, neck and torso, and do not depart from it except to 'puddle.' When they leave their home world, their bodies become a solid, but soft and malleable, heavy, dense metal, not a liquid per se. However, the aliens can harden their extremities to make them as tough as M.D.C. steel, and turn into a puddle when necessary. In humanoid form their bodies glisten like shiny, wet chrome.

Supernatural Attributes: Strength and Endurance are Supernatural.

Increasing I.Q. with Experience: Due to the Mercurials unique physiology it may seem that these beings are initially not as intelligent as most races in the Three Galaxies. However, as they take in more of the Three Galaxies, their experiences stimulate their bodies, resulting in an I.Q. boost. Every four levels of experience, add 1D4 to I.Q.

Limited Shape-Changing Abilities: Mercurials have limited shape-changing abilities over their limbs and body.

Weapon Limbs: They are able to shape their limbs into any type of melee weapon or tool that does not have any working parts, such as a sword, axe, pick, mace, hammer, club, and similar, and harden the weapon appendage to use it as an M.D.C. weapon. Damage of blunt weapons is equal to the Supernatural P.S. with a bonus of +4 to strike and +4 to parry with it (these bonuses do not apply to ordinary hands and arms). Blade weapon appendages are +3 to strike and parry, but get a +2D6 M.D. bonus in addition to Supernatural P.S. damage.

Puddle Transformation: Mercurials can turn their entire body into a dense liquid metal to ooze under doors and through large cracks, pipes and openings, or to hide as a surface puddle that usually goes unnoticed until someone steps in it or gets near it. Speed of movement as a puddle is 20% the normal Spd attribute number. **Note:** The character must reform completely into its humanoid form to fight or grab an opponent.

Reform Body: As a semi-liquid metal, Mercurials are able to survive even devastating explosions (they take only 10% damage), but explosions that do more than 80 M.D.C. blow their bodies to pieces! A Mercurial can gather and reform its humanoid body within 1D6+1 melee rounds, but while whole again, any damage suffered from the explosion reduces the character's M.D.C.

Limited Invulnerability:

Recovery of Lost M.D.C.: Mercurials can *not* Bio-Regenerate or heal like most beings, but they can consume Mega-Damage metals to restore lost mass up to their original M.D.C. Any metal will do. Recovers one M.D.C. point per 100 pounds (45 kg) of S.D.C. metal/ore or 10 M.D.C. points for every 100 pounds (45 kg) of M.D.C. metal/ore.

Regeneration (of a sort): If its M.D.C. is reduced below -40 M.D.C., then whatever small fragments of the Mercurial's liquid metal body are left reform into a thin, quivering and weak humanoid form. Having nearly died, consuming metal to gain lost M.D.C. does *not* work to restore M.D.C. beyond a handful of points, and all attributes, skills and bonuses are reduced by half. Consuming M.D.C. can only restore the character to an M.D.C. equal to its P.E. attribute

number and unable to improve. If reduced to below -40 M.D.C. a second time before it can be completely restored, the Mercurial is destroyed, and whatever is left of it turns dull grey and sinks into the ground or becomes a crusty, dry material that blows away.

To be completely restored, the being must be brought back to "The One." This is done by it merging back into The One, and it seems to vanish. 1D4 days later, the Mercurial reemerges completely restored.

While a near death experience is not as painful as it is for humans, the experience *is* traumatic; roll on the *Random Insanity Table* in the core rule book to determine the character's insanity. A Mercurial character who has nearly died and been reformed as described above, also loses being impervious to Horror Factor. Being afraid is a new experience that may shape the being in ways it never imagined, and will make it more understanding of flesh and blood beings.

Note: The link to "The One" diminishes once they leave their home planet, compelling Mercurials to return home at least once a year to merge with and share their experiences (completely) with "The One." This process of communion is also a process of restoration. While Mercurials can reshape their limbs, turn into a puddle and reform if blow into pieces, they lose their ability to turn into a puddle and have difficulty reforming (takes 2D4 times longer) if they do not return to commune via merging with The One, annually. Nothing else bad happens to a Mercurial, but being unable to puddle or quickly reform is disturbing, and the feeling of losing its connection with The One is troubling and even a bit frightening. As soon as the errant Mercurial arrives to its homeworld, those abilities return but are not restored for another year until the communion process takes place. Communion lasts 1D4 days.

Impervious to Gases and Toxins: Mercurials do not breathe.

Impervious to Vacuum and Resistant to Cold: Cold has no effect unless it is colder than -200 degrees Fahrenheit (-128.8 C), at which point Speed and P.P. attributes, attacks per melee and combat bonuses are reduced by half until warmer conditions prevail.

Impervious to Diseases: Metallic beings, they are not harmed by diseases that affect flesh and blood organisms.

Impervious to Horror Factor: They see everything as a new experience and they are often too naïve to realize what kind of danger they are in. Death is a foreign concept to them, and they also have pseudo-immortality.

Resistant to Lasers: Their glistening metallic bodies reflect most light based weapons such as lasers, and they take half damage from laser attacks.

Resistant to Fire and Heat: At temperatures higher than 900 degrees Fahrenheit (482 C), Mercurials begin to feel lightheaded, bonuses and skill performance are reduced by half, and the beings suffer damage at a rate of 2D6 M.D. per melee round. **Note:** Magic fire does full damage.

Resistant to Explosions: All explosions, impacts from falls from a great height and high speed impacts from a vehicle do only 10% damage to the Mercurial, however, if the original damage was greater than 80 M.D. points, the Mercurial is

blown (or knocked) into 2D6x10 pieces! The strange being can reform its body (see Shape-Changing above), but it takes at least a few melee rounds. Less damaging explosions just inflict damage.

Resistant to Low-Speed Kinetic Attacks: Punches, kicks, blunt weapon attacks, blades, arrows, and bullets do half damage. High speed kinetic attacks such as rounds from a machine-gun, rail gun, auto-cannon and similar weapons do full damage.

Note: Energy weapons do full damage, as do most forms of magic and magic weapons. Mercurials have no special defenses against psionic attacks.

Available O.C.C.s: Depends largely on their training. As pawns and trusting allies of the Hades demons, the majority are Men at Arms O.C.C.s, with a few Spacers, Space Pirates, Colonists and others. There is no set training program as The One wants them to go forth and learn about the Megaverse by experiencing it. Unfortunately, their introduction to the rest of the universe is through the eyes of the demons and their war against the Deevils. If something doesn't change, the influence of the demons could make the Mercurials murderous, conquering monsters. **Note:** Cannot be Mind Melters and currently have no interest in, or aptitude for, magic. If allowed as a player character the G.M. should have final say on the Mercurial's O.C.C., and the character should start with an Anarchist alignment. **Skills Note:** Since Mercurials are, in effect, newborns who know nothing about the outside world, and find it difficult to relate to all but the most simple cultures, *modify any O.C.C. selected by reducing the number of O.C.C. Related Skills and Secondary Skills by half.* Likewise, reduce all skill bonuses by half.

Level of Experience: Same as dragons. Most NPCs are first or second level.

Attacks per Melee: Three per melee round, to start; +1 at levels 4, 6, 9 and 12; regardless of O.C.C. or Hand to Hand Combat skills.

Damage: Varies per Supernatural Strength. Add 2D6 to damage when transforming a limb into a bladed weapon.

Bonuses: +2 to save vs psionics, mind control, possession and magic.

Vulnerabilities/Penalties: Extreme heat and cold have adverse effects on the Mercurials. Mega-Damage cold makes their bodies hard and brittle so that physical, low speed kinetic attacks do full damage, and magic weapons made of ice or that inflict cold-based damage do double damage. Likewise, plasma weapons do full damage, and heavy plasma weapons, like missiles, inflict double damage.

Psionic Powers: Minor Psionics; select two from any category except Super.

Magic Powers: None. Their metallic bodies do not hold or conduct P.P.E. well at all.

Alliances and Allies: Mercurials see the demons as their friends, allies and supreme beings and pretty much do anything Greater Demons and Demon Lords ask of them. Likewise, a Mercurial will quickly come to the aid of any demons, including Lesser Demons, who are in danger. As for their demonic masters' other minions, they get along with them all, though there is some fear and resentment growing among the

demons' underlings who feel these newcomers are favored by their demon masters. The Mercurials do not recognize or understand these emotions, and methodically and ruthlessly go about trying to please the Demon Lords by slaughtering their enemies and all who oppose the will of Hades.

Enemies: Deevils are at the top of the list, but all enemies of their demonic masters are their enemies.

Note: The Mercurials appear as large, sexless humanoids made of wet and glistening silver chrome. They lack full human features and more resemble mannequins made of mercury than living, breathing beings. Their limbs seem blocky or large and round like tree limbs. Their flesh looks like liquid metal and is cold to the touch. Mercurials are likely to be confused with *Machine Men* and as a result of the Minion War, both races may face persecution long after the war ends.

Sparklits

Minion of Hades

The Sparklits are a race of greenish crystal cubes found on a sandy world near the edge of *the Halo* in the Anvil Galaxy. They have no society or anything familiar to a humanoid lifestyle. Before humans first made contact with them they existed in the sand, forming various geometric shapes and patterns in the sand. Their powerful psionics allowed them to communicate with each other and even move around to a limited degree. When a human colony was formed on the planet, at first the colonists thought the geometric patterns were an anomaly or some kind of unique geology. Curious, a colonist picked up one of the little green cubes for further examination. That's when the Sparklits realized, via Telepathic probe, that there was much more to their meager existence.

The Sparklit was immediately able to take control of the human female, and it felt a hundred different sensations that it had never felt before. Simple senses such as sight, sound, smell, taste, and touch overwhelmed the little green cube. It was like a drug, and it wanted *more!* It communicated these feelings to its fellow Sparklits and they too wanted to experience these sensations. The rest, as they say, is history. The Sparklits took all of the human colonists as their hosts, and took over the human colony without a whimper before anyone even realized what was happening. In a matter of a few months, 4,000 humans had a small green cube attached somewhere on their bodies and each person's personality and memories were submerged under the Sparklits' overpowering consciousness.

Eventually, the Sparklits were discovered by landing parties that came later, but the beings were not willing to give up their hosts. Negotiations were fruitless, and all the green cubes cared about was securing more hosts for their fellow Sparklits. The human negotiators had a tough decision to make. To attack the colonists possessed by the little green cubes would only kill the very people they were trying to save. It would also put any landing party in danger of being taken over by the things. (Nobody knows how many Sparklits might exist.) One solution would be to atomize the colony and everyone in it. Instead, the Sparklit home world was cordoned off and no ships allowed to approach. All spacecraft found near the planet were attacked, disabled or



destroyed, keeping the Sparklits trapped on their home world. This all started roughly a hundred years ago. In recent years, the demons found the system by accident, ignored the warning buoys, and used dimensional teleport powers to get to the planet without anyone being the wiser. The demons anticipated many possibilities, but they never imagined finding something like the Sparklits.

By this time, most of the Sparklits' hosts had died, and the crystalline beings were inept at breeding and parenting. They were disappointed to discover they had no influence on supernatural beings such as demons, but wanting more hosts, struck a deal with the demon forces. The demons would gather tens of thousands of Sparklits and carry them to new worlds, provided the Sparklits agreed to serve demonkind in the Minion War. The creatures agreed, and were finally able to leave their home planet.

In the Minion War, Sparklits are turning out to be excellent spies and assassins. They can link with most mortal, humanoid species, take over their minds and bodies, and easily infiltrate enemy forces, gain access to targets of assassination, and uncover enemy secrets and strategies. However, Sparklits have a nasty tendency to be reckless with their humanoid bodies, act more arrogant and aggressive, which can give them away, and use their humanoid bodies up relatively quickly by getting them damaged, crippled, and killed. Even with all their psionic powers and direct physical link, Sparklits cannot quite understand humans and humanoids, and in the long run, cannot imitate their

behavior for long periods of time. They love thrills and like to take risks, and push the limits of the bodies they inhabit, like adrenaline junkies who can never quite get enough excitement. This means people controlled by Sparklits love all kinds of physical and emotional thrills, including those from physical action and combat, duels, verbal and physical confrontations, alcohol, drugs, sex and rock 'n roll. Thus, they tend to be unpredictable, short tempered, vindictive, violent, vengeful, brutal, threatening and cruel. Think Gandhi as an abusive spouse and brawler.

Sparklit R.C.C.

Alignment: 20% are Anarchist, 50% Miscreant and the rest are Diabolic. All Sparklits are self-consumed narcissists and thrill junkies consumed with finding new challenges and fulfilling their own desires. They couldn't care less about their host bodies, and see them as disposable vehicles. Now that they are unleashed upon an unsuspecting universe, they are hungry to experience everything.

Attributes: I.Q. 3D6+10, M.E. 2D6+14, M.A. 3D6+9, P.S. not applicable, P.P. not applicable, P.E. not applicable, P.B. not applicable, Spd not applicable. All physical attributes depend on the host body, so roll the physical attributes as per that race.

Size: Varies with the host. The Sparklits themselves are cubes about two inches (5 cm) across.

Weight: As per the host body. A Sparklit is only a few ounces.

M.D.C.: 1D4+3 for the Sparklit itself. The host body may be an S.D.C. or M.D.C. creature, wear armor, or use a force field.

S.D.C./Hit Points: Minor Mega-Damage creature with 1D4x100 Hit Points, 100 S.D.C. and an A.R. of 10 in S.D.C. environments.

Horror Factor: None unless recognized as a Sparklit, then 12.

P.P.E.: None.

Disposition: A thrill seeking, calculating sociopath, with little regard for the law or life. Most are attracted to violence, receiving and inflicting pain, combat and killing, as well as all types of physical and emotional stimulation.

Average Life Span: The Sparklit is effectively immortal, however their host bodies are not. Sparklits have a habit of going through their host bodies within 2D6 years. They see their hosts as disposable and have no respect or concern for them. When a Sparklit sees a body it finds superior or different and more interesting, it may abandon its current body and take a new one.

Natural Abilities: Sparklits have exceptional intelligence and incredible mind powers. They automatically have Telepathy and Mentally Possess Others. However, both are greatly enhanced. The Telepathy can be directed to multiple individuals at once (up to four people), their range is tripled, and they use Telepathy as a universal translator, making them able to understand 90% of the languages found in the Three Galaxies. They are also limited to bonding with mortal, humanoid mammalian races (human, Wulfen, Noro, etc.). They can mentally possess these races at no I.S.P. cost and can maintain it indefinitely. The host's personality and memories are submerged and the Sparklit is unable to access them without relinquishing control. Those trying to resist the Sparklit's powers can resist by making a standard saving throw vs psionic mind control or possession (use which ever bonus is higher). However, once possessed they are completely under the Sparklits' control. See Vulnerabilities to see how a victim can be freed of it's possession.

Sparklits can only possess intelligent, flesh and blood, mortal beings. They cannot bond with or control supernatural or magical creatures, nor animals, nor beings that are rock, mineral, crystal, plant life, or energy. The monsters cannot possess Major or Master Psychics either, and Minor Psychics are +5 to save. Should a Minor Psychic fail his initial saving throw and get possessed, the character can fight the thing and attempt to save again (with bonuses) and force the Sparklit out once every 48 hours. Full conversion cyborgs are also immune.

Most Sparklits prefer humans, because they were the first race they were able to bond with and there is a lasting fondness because of it.

Sparklits are also effectively impervious to pain and see it simply as another unique sensation to relish in. They realize that pain damages their host body, but they still enjoy experiencing it; 33% are masochists.

Sparklits, themselves, are basically an M.D.C. crystalline rock and can survive the vacuum of space, and are resistant to cold, heat and fire. Only extreme temperatures, plasma

blasts and magic fire and cold inflict damage, and even then it is only one third the normal damage.

Attacks per Melee: As per host body.

Damage: By psionics only in their natural form; via psionics, weapons or the natural powers and abilities of the host body when in control of one.

R.C.C. Bonuses: +4 to save vs psionic attacks, +6 to save vs mind control, impervious to possession and Horror Factor, plus any bonuses of the host body from attributes and natural abilities applicable to that species and the capabilities of that body.

Vulnerabilities/Penalties: Most Sparklits don't realize nor care how fragile their host can be. So they often push the host body beyond its limits, causing it to be damaged, break, or die. The mind of the Sparklit is vulnerable to psionic attack and magic. Its crystalline body has only a few M.D.C. and is vulnerable to Mega-Damage attacks; all M.D. weapons can hurt and destroy a Sparklit.

A Sparklit can be *physically removed* from a host body, freeing that person from its control. However, first the mind of the Sparklit must be imprisoned, paralysed, or fooled, otherwise the monster fights to kill using its host's body, weapons and its own very formidable psionic powers. Remember, Sparklits are roughly equal to Mind Melters when it comes to psychic prowess, so they are potentially deadly.

A Sparklit may be teased, lured or tricked into leaving one body for another, especially if the body is that of a powerful, intelligent species it has never encountered before; which are many as these beings are new to the Megaverse. (FYI: Sparklits would go wild over humans and other beings with super powers! They aren't interested in animal life forms and never take them as hosts, suggesting they may not be able to do so. They may need an intelligent being for a host.)

Victims Released by Sparklits: A victim freed from the possession of a Sparklit has no memory of his life while under the thing's control, though he may have haunting nightmares in which he watches himself do terrible or dangerous things. That memory loss could mean *years* that are a complete blank and a body addicted to drugs and/or covered in scars or with bionic body parts, piercings or tattoos. As if that is not bad enough, the victim is likely to learn he has lost or switched jobs, destroyed relationships, and hurt or killed loved ones during the years he can't remember. Furthermore, he might now be a wanted criminal, mercenary, spy, traitor, killer, assassin, mass murderer, terrorist or worse! He is likely to have many enemies and he may be a million light years from home, on the other side of the universe, or even in another dimension. Unless someone explains what happened, the victim has no comprehension of how or why he could have done the things he seems to have done, and has no knowledge of the thing that possessed him all those years. **Note:** The victim cannot remember what happened during his missing months or years, because the memories are not his, but those of the Sparklit and it is gone.

Killing the Sparklit: Killing the little thing while it is attached to a host body is easy to do using any number of precision M.D. tools and weapons. However, killing it is a shock the host's body and sends the person into a coma. Death is

likely as the host gets no bonuses to save vs coma and death; roll to see if he survives.

Sparklits not attached to a host body appear to be an inanimate, translucent crystalline cube of some kind. There is no hint that they are anything more than a crystal cube. However, touching it or picking it up instantly awakes the sentient consciousness inside, and enables the cube to use its psionic powers to take possession of said individual. It then implants itself someplace on the body of its host, but must leave one surface of its cube body exposed and visible. All Sparklits are approximately the same size. When not attached to a host body, the things can be smashed, shot and otherwise destroyed via M.D. weapons and energy; they do not have much M.D.C. (1D4+3 points). However, once the consciousness has been awakened by the touch of humanoid, it stays awake, even if it loses a host body, and can use its psionic abilities to attract a new potential host.

Experience Level: All Sparklits are the equivalent of a 1D4+1 level Mind Melters. However, while their range of power varies, they do not increase in ability by experience. In fact, nobody knows if they can learn and grow like humans. Some may simply have greater psionic ability than others due to their size, shape, or construct.

Available O.C.C.'s: As per host body. While the possessing Sparklit cannot tap into the memories of its victim once the body is taken as a host, it probes the mind before it takes control and maintains a link to all fundamental O.C.C. Skills, but performs them at half the victim's normal skill percentage. O.C.C. Related and Secondary Skills cannot be accessed, with the exception of Physical skills (the monsters love physical skills and abilities). Similarly, the possessing Sparklit has control over the body and any natural abilities the host may possess. As thrill junkies, Sparklits are always quick to test the capabilities and limits of their current body.

Psionic Powers: Master Psionics equal to a Mind Melter, but with half the Mind Melter's usual Super Psionic abilities. These psychic abilities can also be used while in control of a human host body.

Magic Powers: None, not even if the host body is/was a practitioner of magic.

Habitat: Once limited to a planet in the Anvil Galaxy, the demons of Hades have unleashed them across the Three Galaxies and who knows where else they may be taken.

Alliances and Allies: Currently, only the demons. Most mortal species are regarded as potential host bodies, a fact that creeps out even many of the demons' other minions.

Enemies: As noted, Sparklits have little regard for other life forms and see humans and most humanoids as hosts and playthings. This makes them the enemy of most races in the Three Galaxies. However, Sparklits are the demons' secret weapon, and few outside of the demons of Hades even know Sparklits exist. The humans who quarantined the Sparklits' home world don't even realize the monsters have been discovered and thousands upon thousands secretly taken off-world. As word spreads, most beings will come to fear and loathe them. Even after the Minion War the Sparklits will be hunted down and destroyed, or returned to their home world under better guard and quarantine.

Star Hunters

Minions of Dyval

The civilization known as the *Star Hunters* was shattered some 6,000 years ago. Their race had engaged in a genocidal rampage, destroying star system after star system, for reasons beyond the comprehension of outsiders or those they destroyed. They were defeated when a force led by *Cosmo-Knights* finally managed to destroy what many believed to be the Star Hunters' home world. However, it was the Star Hunters themselves who caused the sun to go supernova. They destroyed themselves rather than let their precious technology fall into enemy hands. In that fateful moment, over a dozen Star Hunter colonies as well as their home world and several major military installations were obliterated, and with them, most of their people and civilization. As a result, more than 98% of their people were destroyed. Only a small fraction of Star Hunters managed to escape and they yearn for revenge!

Since destroying their entire solar system, the Star Hunters have slipped into the realm of myth and forgotten history. Only Cosmo-Knights continue to think of them as a threat. For most other people, Star Hunters are completely forgotten, or a phantom bogeyman to blame for strange disappearances or the loss of a spaceship or colony to an unknown assailant. There have been no confirmed encounters with a Star Hunter in 4,000 years.

What is known about them was always sketchy at best. All that was known for certain was that Star Hunters hated humans/humanoids and were, once upon a time, avatars of destruction. Otherwise, Star Hunters were an inscrutable race of arachnid beings. They seemed to have little in common with humanity and were not even carbon-based creatures, but some amalgamation of silicon and methane. They had a crystalline shell that held all their organic organs in a soupy fluid. The shell was semi-opaque and a smoky quartz color. The lower body was clearly arachnid, but with ten legs. They had what appeared to be a vaguely humanoid upper body with a pair of large, gnarled arms and two smaller arms. Their head was shaped like a hammerhead shark, and along the front of the head were a series of bright blue eyes shaped like little five pointed stars. They were native to a planet that had a carbon dioxide atmosphere, pressure that was a hundred times higher than most humanoids could survive, and temperatures hot enough to melt lead. Their home world was not unlike the planet Venus, which is totally hostile to most carbon based life forms. The Star Hunter race could not survive in most alien environments where humans/humanoid/carbon-based life forms were found, so they wore organic, Mega-Damage suits that stuck to their crystalline hides like a second skin. The suits resembled a thick, bumpy hide like that of alligators and crocodiles, with a single, transparent, yellow membrane covering the arachnid's eyes.

Star Hunters never shared many of the same outlooks or values as humanoids. They found everything about humanoid races chilling and regarded them as a disgusting and dangerous blight upon the universe – a virus, if you will – that needed to be purged . . . exterminated. Nobody knows why Star Hunters felt this way, though there are numerous theories. The most popular is that sometime in the creatures' past, at least 10,000 years ago,



they were attacked by a humanoid race, brutalized and possibly conquered and enslaved. To give this theory further credence, historical documents stolen from the Splugorth indicate that approximately 18,000 years ago, their minions discovered an inhospitable planet inhabited by sentient spider-like beings. It is unclear what the Splugorth may have done with these people, but they are known as world conquerors and trans-dimensional slavers. Whether this was the home world of the Star Hunters, a colony world, or a different race entirely is unknown. The information just helps fuel speculation about what might have happened in the past. The Splugorth, of course, are not talking.

Whatever it was that turned Star Hunters against humanity, it was traumatic and long ago. Information gleaned from the interrogation of the occasional captured Star Hunters in the past had revealed the following: The arachnids were psychic and reached out to touch the minds of humanoid carbon life forms. Each time, they found humanoids to be savage, violent beings who fought, murdered, conquered and obliterated other people, especially those very different from themselves. That many humanoids would do anything to make a profit, and that Star Hunters were seen as hideous monsters. Indeed, most humanoids' initial reaction to arachnid people is revulsion, terror and the knee-jerk thought to destroy them. The fear and loathing is so intense that it actually hurt the Star Hunters' minds and left no doubt that they and this species were natural mortal enemies. Thus, Star Hunters were driven to find and destroy the humanoid monsters before they could do more harm to the Star Hunter people and other truly inhuman beings like them. While humans saw Star Hunters as bloodthirsty monsters, the aliens saw themselves as valiant heroes and liberators who fought on behalf of all non-humanoid life forms. They did not destroy their home solar

system to protect their technological secrets, but to prevent their people from being enslaved, tortured, experimented upon, and slaughtered by *human monsters*.

Consequently, it is unimaginable that the Star Hunters, if they still existed, would ever join forces with any humanoid life form. Yet they have allied themselves to the Deevils of Dyval.

Deevils discovered a remote Star Hunter outpost by sheer chance. The Star Hunters were quick to respond and defend themselves against the Deevils' incursion. Knowing that it was Cosmo-Knights who helped to shatter the arachnids' civilization, they were quick to offer a Cosmo-Knight prisoner up to the arachnids in exchange for an opportunity to *talk*. The silver-tongued Deevils, desperate for the aliens' *Star Killer Bomb* technology, would do anything to obtain it. It would take several years of "talking," but finally the Deevils managed to win the Star Hunters as allies in the Minion War.

The Star Hunters have managed to convince themselves that the shape-shifting Deevils are *not* humanoids, but only assume a humanoid appearance so that they can torment and destroy humans and their ilk. They like this idea a great deal, and have come to believe it. They were also impressed that the Deevils did not immediately hate, fear or loathe them. In fact, psychic probes revealed Deevils genuinely wanted to make friends with the Star Hunters and learn from them. They also like the idea that by joining the humanoid-hating Deevils (as they see them), that the Star Hunters now have a powerful ally in bringing chaos and destruction to humanoids across the Megaverse. Of course, the Star Hunters' main goal is bringing as much havoc as possible to the hated people of the Three Galaxies and their Cosmo-Knight 'heroes.' The Deevils, ever masters at giving

people what they want in order to get what they (the Deevils) want in return, have played on the Star Hunters' hatred and are letting them run wild across the Three Galaxies. The Star Hunters do not fully trust the Deevils, but see this as an opportunity to exact bloody revenge against their hated enemies and bring destruction to the worlds of the Three Galaxies.

Among the people of the Three Galaxies, it has been so many millennia since the Star Hunters were a threat that few remember them, their weapons, or strategies and tactics. Old records of the Star Hunters may exist, but locating any kind of hard data is unlikely. Only the Cosmo-Knights realize just how dangerous these beings truly are. To complicate matters further, the Star Hunters starships now look completely different than they did 6,000 years ago, plus they have made even more advances in their technology. A technology they have yet to divulge to the Deevils. The infernals don't mind, as they are not interested in science or technology, they are just happy to have the Star Hunters technology and weapons of destruction on their side.

The Three Galaxies is lucky in two regards: One, there are still not many Star Hunters alive – perhaps 30 or 40 million – of which about 10% fight on behalf of the Deevils. Two, creating the Star Killer Bombs requires a lot of energy and resources that the Star Hunters no longer possess, something the Deevils are not aware of. As a result, the Star Hunters in the Minion War have, at most, 100 Star Killer Bombs at their disposal. Of course, that's one hundred solar systems that can be destroyed, provided the Deevils can convince them to use these precious weapons from their past. For now, the Star Hunters are waiting until the right opportunity avails itself. Star Hunters are the Deevils' secret weapon about to be unleashed. Only the actual *Splugorth* (not their minions) and *Cosmo-Knights* are likely to recognize the technology and energy signals of the new warships as Star Hunters. Of course, both will immediately recognize a Star Hunter when they see one.

Star Hunter R.C.C.

Alignment: Can be any, but with their alien mentality and skewed view of the universe they may as well all be considered Diabolic evil.

If allowed as a player character, the character is likely to start out with an Anarchist or Unprincipled alignment, but may improve. Any Star Hunter that associates with humanoids will be branded a traitor and tortured and killed if captured by its own people.

Attributes: I.Q. 2D6+11, M.E. 3D6+15, M.A. 1D4, P.S. 3D6+5 (Supernatural), P.P. 3D6+5, P.E. 3D6, P.B. 1D4, Spd 2D6+15.

Size: 8-12 feet (2.4 to 3.7 m) tall.

Weight: 800-1000 pounds (360 to 450 kg).

M.D.C.: P.E.x10+100 (On S.D.C. worlds, the Star Hunters would have 1D4x100 S.D.C., P.E.x2 plus 1D6 per level for Hit Points and an A.R. of 15.)

Horror Factor: 13 based on appearance alone, but 15 when it's realized that they are the nefarious Star Hunters.

P.P.E.: 1D4

Disposition: Driven to destroy humanity, they are merciless in combat.

Average Life Span: They can live up to 1000 years due to their unique physiology.

Natural Abilities: Can see in multiple spectrums of light including infrared, ultraviolet, and even x-ray. However it takes them time to concentrate to see in the x-ray spectrum and typically takes 1 melee per 10 feet of M.D.C. material/rock/earth and similar material. They communicate via a combination of ultrasonic frequencies and Telepathy; and can survive limited exposure to space equal to their P.E. in minutes. All have Telepathy and it can be used at no cost and at double the range. Also after scanning a being's surface thoughts for 2D4 minutes, their Telepathy can act as a universal translator. They also have the equivalent of Supernatural Strength.

Available O.C.C.s: Any science and engineering O.C.C.s, while Star Hunters military officers are a rough equivalent to a CAF Fleet Officer or CAF Scientist. Soldiers are roughly equal to a CAF Trooper.

Level of Experience: 1D8 or as set by the Game Master for NPCs. Player characters, if allowed, start at first level.

Attacks per Melee: Standard as per O.C.C. selected, +1.

Damage: As per Supernatural Strength and claws (+1D4 M.D. from claw attacks) or via weapons or psionics.

Bonuses (in addition to those acquired by attributes and skills): +2 to Perception Rolls, +4 to initiative, +1 to strike, +2 to parry, dodge, and pull punch. Despite their higher than normal P.E., all are -1 to save vs magic.

Vulnerabilities/Penalties: Certain sound frequencies bother them to the point that they cannot use their mental abilities; surprisingly the range is around that of a human with a high-pitched voice screaming. Also to them, most humanoid voice ranges are like nails on a chalkboard. The Star Hunters also know little about magic and tend to underestimate foes wielding such power. Any magic spell that does sonic damage does double damage to them.

Psionic Powers: All are natural Master Psychics with the powers of a Mind Melters and they select Psionics just as they do, however they can also select from Mind Bleeder powers.

Magic Powers: None, and they are unable to ever develop these abilities even if one were willing to become a Witch.

Standard Equipment: A suit of Star Hunter "alligator skin" environmental armor (190 M.D.C. for main body, 100 for head, 100 for each leg and 60 for each arm – unless reduced to zero, the M.D.C. of the armor can regrow and recover lost M.D.C. at a rate of 2D6 points per hour until M.D.C. is restored to full). Other items include a spare suit of alligator armor, an energy rifle (standard Star Hunter plasma rifle as shown in the illustration does 5D6 M.D. per blast, has a range of 2,000 feet/610 m, and payload of 20 shots per E-clip), a side arm (typically a laser pistol, 2D6+3 M.D., 800 foot/244 m range, and a payload of 30 blasts), a Vibro-Sword (3D6 M.D.), tool kit, and other odds and ends useful for combat and life in outer space.

Alliances and Allies: Few. They are keeping the Deevils at arm's length and see them as a way to exact revenge on the Cosmo-Knights and humanoids of the Three Galaxies. They would get along with the Necrol, if they ever ran across them, although the Star Hunters are not opposed to technology like the Necrols. As for the other Deevil minions, the Star Hunters see them as mere fodder to be used and disposed of. **Crossover Note:** If the Star Hunters ever came in

contact with the Mechanoids, the two would have much in common, and an alliance between them would be frightening.

Enemies: Cosmo-Knights are hated above all others, humans are next, the Minions of Splugorth (and the Splugorth) third, Dominators fourth, and all other humanoids themselves after that.

Description: The Star Hunters are rarely seen outside of their second skins, which protect them while in humanoid environments. They are large arachnids with 10 legs, a humanoid upper body and four arms (two large and two small); each hand ends in long, vicious claws and the head is shaped like a hammerhead shark. They are crystalline beings that look as if made from smoky quartz that squeaks as they move.

Note: Their weapons technology is a combination of crystalline and organic, and is a bit more advanced than the CAF level of weapons technology, and comparable weapons typically do 1D6 more damage.

Zangerines

Minions of Dyval

At first glimpse, Zangerines seem to be large, bulky humanoids made of stone. Closer inspection reveals their bodies are actually covered in thick plates of Mega-Damage bone. The bone is light to dark brown in color for most, though 20% are a warm brownish grey color. All Zangerine, have a retractable

bone spike or blade that can extend and retract into a bone housing in their forearm. This bone blade is the equivalent of a short sword among the warrior caste, and smaller, more like a large dagger, for members of the non-warrior castes. The bone on the skull forms thick ridges, plates and sometimes even a protruding crest providing considerable protection to the head. Zangerines do not have visible ears, and instead have small indentations along the top of their head that serve the same function. The mouth is wide and the nose indistinguishable from the boney plates on the face, but it's there.

The Zangerines were once enslaved by one of the legendary *Dominators*. The Zangerine race is very old and goes back as far as the Second Dominator Empire. During that era they had just achieved space flight and were fast on their way to breaking the light barrier, when a Dominator showed up. The Zangerines are a proud warrior race with traditions going back thousands of years. When the Dominator recognized this, he turned the Zangerines into his own race of ready-made warriors. Their society is a caste system, with the warrior caste being the largest and most important. The other castes were once an important part of Zangerine society, but over the years, have dwindled to insignificance.

It has only been in the last 210 years that the Dominator controlling the Zangerine home world was finally defeated. The Zangerines, with the help of some unknown ally, were able to sabotage the Dominator's ship and subsequently destroy it. However, even being free of the Dominator did not help them. Within a decade, some of their neighbors tried to claim the



Zangary System for themselves. So the Zangerines have been in a variety of skirmish wars for the last 200 years. To make matters worse, their world has already been strip-mined, making their home planet barren and barely able to support Zangerine life. Their spaceships are antiquated and most of the fleet is a hodgepodge of vessels that are all but falling apart.

Zangerine culture, science and technology all devolved under Dominator rule, and as a result, more than 90% of the Zangerine people are the warrior caste. It is fine to be a race of warriors, but they have no builders, nor scientists, nor healers, and really no future to speak of. All they know is war. Without realizing it, their race had become too dependent on the Dominator who, through his lackeys, was able to provide for the basic needs of the Zangerine people. Without him, they floundered until the Deevils stepped in to help. It was the Deevils who helped the Zangerine warriors overthrow their Dominator overlord, earning the infernals the Zangerines eternal gratitude. Embraced as friends and allies, the Deevils have filled their heads with propaganda, foretelling them that Zangerines have a greater destiny in the Minion War. The Deevils have helped the Zangerines, and to repay their debt, they have pledged millions of warriors to fight on behalf of the Dyval in Minion War.

Zangerine Warriors

Alignment: Any, but the majority (60%) are Aberrant and follow a twisted moral code. Even those of a good alignment tend to be violent and try to solve most problems with threats and violence.

Attributes: I.Q. 2D6+5, M.E. 3D6, M.A. 1D6, P.S. 3D6+10 (Robot), P.P. 2D6+9, P.E. 2D6+15, P.B. 2D6, Spd 3D6+6.

Size: 9-10 feet (2.7 to 3 m) tall.

Weight: 400-600 pounds (180 to 270 kg), all muscle and bone.

M.D.C.: P.E. attribute number x10 +2D6 per level of experience. (On S.D.C. worlds, the Zangerine have 4D6x10 S.D.C. and the P.E. attribute number x2 +2D6 per level for Hit Points.)

Horror Factor: 11

P.P.E.: 2D6

Average Life Span: Most die young because of their warrior vocation, however they can live up to 300 years.

Natural Abilities: The Zangerines are the product of their environment. Their world's gravity is twice that of most populated planets making their bones and muscle denser than average.

Bone Armor: Zangerines have M.D.C. armor plated hides (see M.D.C., above). Lost M.D.C. heals and regrows at a rate of 4D6 M.D.C. every six hours.

Bone Weapons: Bones in their arms protrude to provide natural weapons. Each arm has one blade that can extend and retract like a cat's claws. All Zangerine warriors file the bones of their fingernails down, and make sure their forearm blade is sharp and combat ready. If a Bone Blade is broken or destroyed, it will grow back to full size within 1D8+6 days.

Large Bone Blade (equal to a short sword) does 2D8 M.D. plus Robot P.S. punch damage, and provides a bonus of +4 to strike, parry and disarm. Ninety percent of the warrior caste have this large blade.

Small Bone Blade (equal to large knife) does 1D8 M.D. plus Robot P.S. punch damage, and provides a bonus of +2 to strike, +3 to parry and +2 to disarm. As a rule, only non-warrior Zangerines and a small percentage of warriors (10%) have the small blade.

Great Strength: Physical Strength is the equivalent of Robotech Strength, and for a short duration they can increase it to the equivalent of Supernatural P.S. This can be invoked at will, two times a day per level of experience. The increased P.S. lasts for one melee round (15 seconds) per level of experience. At the end of the duration, the Zangerine warrior feels fatigued and is -1 attack per melee and -2 to strike, parry and dodge for 2D4 minutes.

On planets with light gravity (like Earth), increase Spd by 30% and the warriors can leap 16 feet (4.9 m) high and 30 feet (9.1 m) across.

Nightvision: 120 feet (37 m).

Available O.C.C.s: Any warrior type O.C.C., but reduce the number of O.C.C. Related Skills and Secondary Skills by half; most are the equivalent of Grunts, Military Specialists and Mercenaries. Most Zangerines study to be warriors from an early age, so most have Hand to Hand: Expert, plus two Ancient W.P. in addition to the usual O.C.C. skills. Hand to Hand: Expert can be upgraded to Hand to Hand: Martial Arts for two O.C.C. Related Skills, and Assassin for three. **Note:** Only 10% of the Zangerine people are not warriors. Such an individual can be any O.C.C. except Magic and Psionic.

Level or Experience: 1D8 or as set by the Game Master for NPCs. Player characters, if allowed, start at first level.

Attacks per Melee: Standard as per O.C.C. selected.

Damage: As per Robot P.S., Robot P.S. plus bone weapon damage, or by weapon. Remember, can increase P.S. to Supernatural for short periods of time.

Bonuses (in addition to those acquired by attributes and skills): +1 additional attack per melee, +2 on Perception Rolls, +1 on initiative, +5 to pull punch, +1 to save vs disease, and +4 to save vs Horror Factor and possession.

Vulnerabilities/Penalties: Lack an understanding of magic, dislike it and cannot use it. Lack an understanding of science and technology except as it applies to combat and war. Tend to be easily goaded to violence and anger, and most have a limited range of skills that are mostly combat oriented. Zangerines also lack subtlety and solve problems with their fists. However, they are not savages nor dull-witted brutes. Once, long ago, they were a highly evolved and advanced civilization, they've just been brainwashed for war over the millennia, to the point that now, it is all most Zangerine know. Their story is a tragic one.

Psionic Powers: None, it's not in their genetic makeup.

Magic Powers: A few have become Witches, and they are disciplined enough to learn magic, but few do as they lose the ability to call upon their Supernatural Strength.

Standard Equipment: May use any type of armor, weapons and gear suitable for their large size and bulk.

Alliances and Allies: Deevils. Most people in the Three Galaxies have never seen or heard of Zangerines until they start showing up on the side of Deevils in the Minion War.

Enemies: As minions of Deevils, their enemies are the Zangerines' enemies. As noted above, people being attacked by the Deevils are seeing the Zangerines for the first time. Many races will always associate the Zangerines as being part of the Devil forces. Tragically, Zangerines have such a mercenary mentality that they hold no ill will or grudge for the people they battle in the name of Deevils. To them, that's just how war is, and for the moment, they fight on the side of Deevils.

Space Magic

Space Magic and 64 spells appear in **Rifts® Dimension Book 13: Fleets of the Three Galaxies™** along with guidelines for space combat, ship to ship combat, additional spacecraft and gear, a time-line for the Three Galaxies and new data about key people and civilizations. If you're playing a campaign set in the Three Galaxies, it is a must.

An Alphabetical Listing of Space Magic

Note: The number in parentheses is the amount of P.P.E. needed to cast the spell. Descriptions are found in **Fleets of the Three Galaxies™**. Page numbers correspond to that book.

Anti-Gravity Flight (35) – page 119
Anti-Gravity Zone (110) – page 121
Asteroid Strike (550) – page 125
Block/Seal Against Teleportation & Mystic Portal (120) – page 121
Communications Booster (4) – page 113
Cosmic Armor (45) – page 120
Cosmic Force Field (200) – page 123
Cosmic Ray (35) – page 119
Create Breathable Air (18) – page 117
Create Drinkable Water (16) – page 117
Create Gravity Well (1,100) – page 126
Create Nebula (1,000) – page 125
Create Vacuum (70) – page 121
Create Wormhole (900) – page 125
Detect Leak (4) – page 113
Detect Teleportation & Magic Breaches (8) – page 115
Distress Call (12) – page 115
Gravity Field (180) – page 122
Hide in Space (varies) – page 115
Hull Regeneration (25) – page 119
Impervious to Vacuum (10) – page 115
Intuitive Xeno-First Aid (22) – page 118
Ley Line Speed Doubler (75) – page 122
Locate Life Signs (20) – page 118
Magic Decoy Vessel (40) – page 120
Magic Escape Bubble (15) – page 116
Magic Homing Beacon (8) – page 114
Magic Hull Patch (12) – page 117
Magic Long-Term Escape Pod (35) – page 120
Magic Reentry Bubble (20) – page 117
Magic Tether (10 or 15) – page 115
Magic Tug Tether (22) – page 118
Magnetic Boots (2) – page 113
Metamorphosis: Creature of Light (2,500) – page 126
Meteor Swarm in Space (290) – page 123

Micrometeorites (55) – page 120
Negate Mystic Portal (66) – page 122
Nexus Space Warp (755) – page 126
Nova Blast (30) – page 121
Phoenix Light (1,000) – page 125
Propulsion Blast (1) – page 113
Radiation Shielding (6) – page 114
Recycle Air (5) – page 114
Seal Leak (11+) – page 116
Sense Magic Homing Beacon (8) – page 114
Shooting Star (18) – page 117
Solar Flare (500) – page 125
Space Dust (300) – page 124
Space Fire Stream (20) – page 118
Space Flight (15) – page 117
Space Push (16) – page 118
Space Swim (7) – page 114
Space Walk (5) – page 114
Star Light (45) – page 121
Stellar Navigation (8) – page 116
Sub-Light Space Flight (60) – page 122
Summon Comet (2000) – page 126
Summon Ion Storm (300) – page 124
Summon Meteor Shower (300+) – page 124
Superluminal Speed (FTL) (250) – page 124
Triangulated Teleportation (160) – page 123
Vacuum Fire (28) – page 118
Vacuum Speak (10) – page 114
Zero Gravity Movement (4) – page 113

Demon Magic

By Kevin Siembieda and Carl Gleba

Additional ideas by Wayne Smith & Alex Marciniszyn

Demon Magic is a vile and disgusting form of magic that often involves the sacrifice of innocent beings. Often it is the sacrifice of the living being that gives the spell its true focus and power. This sacrifice may also keep the P.P.E. cost lower than one might expect for a spell of its power. However, the use of Demon Magic, Soulmancy and Blood Magic (which are often intermixed with each other) corrupts the user, and if he didn't start out evil, he quickly becomes evil.

Many of the spells are not simply "lost" or "forgotten" invocations, but magic that mages have forsaken and refuse to pass on to new generations. Thus, today, they are only known to demons, dark gods, Blood Mages, Soulmancers, evil Wizards and other practitioners steeped in dark and nefarious arts. In fact, so-called *Demon Magic* includes what some would consider *Soulmancy* and *Blood Magic* spell invocations, though it is difficult to determine from which discipline certain spells originated. It is quite possible that Blood Magic and Soulmancy may have borrowed from Demon Magic and it may have inspired the creation of additional spells in those areas of magic, or vice versa.

In the Three Galaxies, many of the *Dark Covens* of both demons and Deevils are using Demon Magic to counter forces such as the United Worlds of Warlock (UWW), as do Demon Priests, Demon High Priests, and the Splugorth. With the advent of the Minion War, the practice of Demon Magic, once thought lost or near extinct, is quickly spreading throughout the Three Galaxies, particularly among those who



worship and associate with evil supernatural beings. **Note:** Blood based spells are also used by the Blood Druids of Europe on Rifts Earth.

Alignment Note: No character of good alignment is likely to use most, if any, Demon Magic, Soulmancy or Blood Magic, because all corrupt even those individuals of the purest heart and best intentions. The very fact that many of the spells require the sacrifice of a living creature (be it animal or humanoid), the drinking or other use of blood, and manipulation of souls speaks to the dark nature of these magicks. Except for a small handful of the least offending spells, the practitioners of these magicks can only be *Anarchist* or *evil alignments* willing to associate with demons and kill the innocent. Ruthless individuals who crave power and vengeance often turn to these dark arts.

P.P.E. Note: The Blood Sacrifice required by many of these spells keeps the P.P.E. cost low considering what the spell can do. Meanwhile, other dark magic invocations require a high amount of P.P.E., but all practitioners of Demon Magic, Soulmancy and Blood Magic also know the ritual version of the spell (takes 10-20 minutes on average), know that the murder of several innocent humanoid victims can be used to power their dark magic, and have no qualms about doing so. The usual ritual and sacrifice rules (the P.P.E. of each victim doubles upon their murder) apply. Again, this is why the magic is associated with evil beings and heroic characters avoid it.

Time to Cast: Unless stated otherwise, Demon Magic spells that require a blood sacrifice use up two melee attacks/actions, one to speak the invocation and one to make the kill (usually by slicing the throat).

Demon Magic By Level

Level One

- Death Trance (1)
- Demon Roar (3)
- Friend of the Serpent (3)
- See the Invisible (4)
- Sense Good (5)
- Spew Blood (4)

Level Two

- Acid Blood Spit (5)
- Blood Splatter (8)
- Demon Claws of Vengeance (7 or 21)
- Demon Fire Hide (4)
- Impervious to Poison (5)

- Temptation (6)
- Track by Scent (6 or 18)

Level Three

- Acid Blood Sphere (10)
- Baal-Rog's Fire Whip (10 or 30)
- Blood Armor (7 or 21)
- Blood Blade (6, 12 or 18)
- Demon Talons (8 or 24)
- Eyes of the Magot (8)
- Friend of the Worm (9)
- Pride (7)
- Spew Lava (7)
- Vanity (7)

Level Four

- Dark Yearning (10)
- Envy (9)
- Gluttony (9)
- Lust (9)
- Sloth (9)
- Lava Walk (13)
- Power of the Magot (16)
- Spew (9)
- Wings of the Gargoyle (8)

Level Five

- Blood Bath (13+)
- Blood Mist (8 or 36)
- Cloak of Hate (11)
- Hellfire Bolt (10 or 30)

Level Six

- Blood Bolt (20)
- Cloak of Fire (15 or 45)
- Demon Claw of Hate (20)
- Soul Fire (25 or 75)
- Streaming Energy Snakes (20)

Level Seven

- Beyond Redemption (21)
- Demon Skin: Lesser (25)
- Summon the Bat's Disgrace (40)
- Summon the Bat's Fool (43)

Level Eight

- Demon Blade (40)
- Demon Skin: Greater (45)
- Summon Bat Out of Hades (50)
- Summon Spawn of Pestilence (50)
- Wings of the Demon Locust (35 or 105)

Level Nine

- Blood Lust (80)
- Battlefield Blood Beast (88)
- Consume Soul (60)

Level Ten

- Curse: Corrupted Blood (90)
- Tormented Soul (100)

Level Eleven

- Curse: Hell Binding (160)

Level Twelve

Demon Rebirth (200)
Summon Greater Demon (200)

Level Thirteen

Heart of Darkness (500)

Level Fourteen

Death by 1,000 Cuts (500)

Spells of Legend

Fire and Brimstone (700 or 2,800)
Summon Demon Planet (42,000)

Level One

Death Trance

Range: Self only.

Duration: Three minutes per level of the spell caster.

Saving Throw: None.

P.P.E.: One

A magically induced trance which makes the spell caster appear to be dead. There is no breathing, pulse, heartbeat, or any other signs of life. While in the trance, the mage is quite helpless, unable to speak, move or invoke magic. Only minor physical sensations felt by the character are recognizable, like being jostled, carried or hearing voices, but no specific identification or memories are possible. The magic can be canceled at will at any time.

Demon Roar

Range: Self or two others by touch.

Duration: Instant.

Saving Throw: Save vs Horror Factor 15.

P.P.E.: Three

The creates the bellowing roar that sounds like an enraged massive monster, like the Magot, Gallu Bull or Baal-Rog. It is startling and scary, and all who hear it within 1,000 feet (305 m) must roll to save vs Horror Factor. A failed save has the usual H.F. effect and penalty of losing initiative and one melee attack/action, and cannot defend against the first attack leveled at him, and the spell caster is +2 on initiative. A successful save means no penalties.

Friend of the Serpent

Range: Self or two others by touch.

Duration: Four minutes per experience level of the spell caster.

Saving Throw: Standard, but applicable only if the magic is unwanted.

P.P.E.: Three

This spell makes the enchanted individual nonthreatening to even aggressive and poisonous snakes. They will not attack those protected by the spell unless attacked first or startled. This allows the character to handle, walk or sit among snakes without fear of getting bitten. And should he get bitten, damage from poison is half.

See the Invisible

Range: 200 feet (61 m).

Duration: One minute (4 melee rounds) per each level of experience.

Saving Throw: None.

P.P.E.: Four

The character can see Astral Beings, Entities, Elementals, ghosts, objects, forces and creatures that can turn invisible or are naturally in-

visible. Even if the creature has no form per se, the mystic will be able to discern the vaporous image or energy sphere that is the being.

Sense Good

Range: Self, up to a 90 foot (27.4 m) radius.

Duration: One minute (4 melees) per level of experience.

Saving Throw: None, except a psychic Mind Block, Alter Aura or a Protection from Magic Circle prevents the spell from working on anyone under their influence.

Limitation: This spell can only be used by Anarchist or evil spell casters.

P.P.E.: Five

The Sense Good invocation enables the spell caster to feel or sense the presence of goodness and characters of good alignments (Scrupulous and Principled). It indicates *approximately* how many "good" beings are within the 90 foot (27.4 m) area; one, a few (2-6), several (7-14), or many (more than 15). It can also register the intensity of the goodness, indicating Cosmo-Knights, Creatures of Light, Angels, and Gods of Light, and pinpoint the general location of the source(s) or an approximate distance (very close, near, far, etc.).

Spew Blood

Range: Self. Range of Spew Blood attack 4 feet (1.2 m) +1 foot (0.3 m) per level of experience.

Duration: One melee round or as per blind. Each spewing of blood counts as one of the character's melee attacks.

Saving Throw: The intended victim may try to dodge, except this attack is seldom seen coming and he is -5 to dodge.

P.P.E.: Four

The spell caster projectile vomits blood and chunks of clotted blood that typically cover the chest and shoulder area of an opponent's body. It is a startling and disgusting attack that causes the victim to lose initiative (if he had it) as well as suffer the following penalties: -1 melee attack, -2 to strike, parry, dodge or perform any other combat maneuver for that one melee round. In addition, the blood stains clothing unless washed out within one hour, and a blood covered individual is -2 to his M.A. and -3 to P.B. until the blood is washed away/removed or concealed.

Blinding Attack Option: To Spew Blood into the eyes/face of an opponent the attacker must announce a Called Shot and is -3 to strike. If he hits, however, the victim is temporarily blinded for 1D6+4 melee rounds or until his eyes are rinsed with at least a half gallon (1.9 liters) of water. -10 to strike, parry and all other combat maneuvers while blinded.

Level Two

Acid Blood Spit

Range: 3 feet (0.9 m) per level of the spell caster.

Duration: Instant, plus the acid burns for 1D4 additional melees.

Damage: The initial damage is 1D6 M.D. The acid continues to burn for one melee round per level of the spell caster, doing an additional one point of M.D. per melee round.

Saving Throw: -2 to dodge.

P.P.E.: Five

According to some legends, it is said that the blood of certain demons is acid and burns all who touch it. This spell enables the mage to expectorate a gob of Acid Blood Spit that burns upon contact. The only chance one has is to dodge out of the way, but most opponents never see the attack coming before it is too late.

To spit in an opponent's eye requires a Called Shot and even then the attacker is -5 to strike and the defender can try to parry without penalty. If a parry is successful the eye shot is blocked, however the object, hand or arm used to block the spit attack takes damage as usual. If struck in the eye, the acid instantly destroys that one particular eye but stops burning further. Creatures who can Bio-Regenerate regrow the eye within 2D6+12 hours, mortals permanently lose the organ and are blind in that eye unless it is magically restored or replaced with a bionic or Bio-System eye. Also, reduce P.B. 1D4 points from additional acid burns to the face. Interestingly, the Acid Blood does equivalent S.D.C. damage to S.D.C. organic materials such as human flesh, living plants, etc.

Blood Splatter

Range: 100 feet (30 m) plus 25 feet (7.6 m) per additional level of experience distance.

Area of Effect: Up to a 10 foot (3 m) radius per level of experience.

Duration: One minute per level of experience.

Sacrifice Required: A warm-blooded medium-sized animal at least the size of a cat. This spell also requires a drop of the spell caster's own blood.

Damage: Area effect, see below.

Saving Throw: -3, but can be rolled at the start of every new melee round.

P.P.E.: Eight

This disgusting demon spell splatters blood over a small area. The blood is thick, smells vile, splatters the walls and covers the floor. First, roll to save vs Horror Factor 16. A fail H.F. roll has the usual penalties. Second, roll to save vs magic. A failed roll means the character cannot walk or even crawl across the bloody surface more than a few feet (one meter) without falling into the blood and sliding backwards from whence he came. Until a successful save vs magic is made, the character cannot manage to travel across the blood splattered area. He must either go around it (which may not be possible) or keep trying until he makes a successful saving throw; all characters can try once per melee round. The spell may be used on a room, hallway, staircase or outdoors.

Note: Because the blood is imbued with magic properties, it is useless to those who feed on blood, or for items such as the Blood Bane Power Armor. It can be washed away by magical rain only and that takes 1D6+3 minutes. After the spell duration ends, the blood all runs to the floor and is as easy to clean up as water. Those who slip and fall in the blood get covered in it, which reduces their M.A. and P.B. attributes by 6 points until they can wash up and change or clean their clothing/armor.

Demon Claws of Vengeance

Range: Self or one other by touch.

Duration: Three minute per level of the spell caster's experience.

Damage: 1D6 M.D. to most opponents, but 4D6 M.D. to Deevils and their minions.

Sacrifice (Optional): One male goat must be slain and a sip of its blood taken to cast at minimum P.P.E. cost.

Saving Throw: Not applicable.

P.P.E.: Seven with a sacrifice, twenty-one without one.

The recipient of this magic sees his hands turned into demonic claws reminiscent of the Alu Demon Hound. He can use his claws to parry M.D. weapons and inflict Mega-Damage (see above), but the Demon Claws of Vengeance are designed to combat the infernals of Dyval and do much greater damage to them.

Demon Fire Hide

Range: Self or one other by touch.

Duration: Three minutes per level of experience.

Saving Throw: Not applicable.

P.P.E.: Four

A magic invocation that turns the individual's skin a metallic bronze color and makes him temporarily impervious to fire. Normal, magical and Mega-Damage heat and fires do *no* damage to the enchanted individual or to anything he is wearing or is on his person.

Impervious to Poison

Range: Self or others by touch.

Duration: Five minutes per level of experience.

Saving Throw: None.

P.P.E.: Five

This enchantment makes the person temporarily impervious to poisons, venom, deadly toxins, pollution and poison gases.

Temptation

Range: One by touch or up to 60 feet (18.3 m) away; line of sight.

Duration: One minute per level of experience.

Limitation: Only works on mortals and Lesser Demons and Deevils.

Saving Throw: +2 to save for characters of a good alignment, but -2 for selfish and evil characters.

P.P.E.: Six

This spell encourages the character take rash, reckless and selfish actions based on his emotions and desires, without thinking things completely through. Furthermore, he becomes lost in the joy or satisfaction of his action without consideration for the consequences. "Tell him what you think." "Don't take that." "Strike first." "Take it, who will ever know?" "To Hell with him." "I know she wants me." "I deserve it." And similar thoughts fuel the character's rash and selfish actions.

The duration of the magic is short, because it is meant to fuel passion and choices in the heat of the moment, and once the character has made his initial choice and taken action, he must face the potential consequences. He may be sorry, feel guilty, foolish or ashamed later, but in the moment he has given in to temptation. **Note:** This spell is *not* likely to get the person to do anything that is greatly out of character. The penalty to save, above, becomes an additional -2 to save if a demon, Deevil or others are egging him on, especially in publicly embarrassing situations.

Track by Scent

Range: Self or another by touch or up to 60 feet (18.3 m) away; line of sight.

Duration: Six minutes per level of experience.

Sacrifice (Optional): A canine animal must be slain to cast at minimum P.P.E. cost.

Saving Throw: Not applicable.

P.P.E.: Six with a sacrifice, eighteen without one.

The spell endows the character with the ability to track one specific scent. The scent may be a general type (human, Kreeghor, Deevilkin, etc.) or the scent of a specific individual, and he can track it like a bloodhound. For a specific person, the mage needs a starting point to identify the scent, such as hair, blood, flesh, fingernail clippings or a piece of recently worn clothing or armor. One scent per spell casting can be tracked. **Base Tracking Skill:** 54% +4% per level of the spell caster. +10% to follow a blood scent (i.e., the target is bleeding, has an open wound, or has a wound that is less than six hours old). Roll every 600 yards/meters to see if the tracking character stays on the scent trail. Also roll whenever the scent trail is broken by a shallow body of water or it rains; -50% skill penalty. If the trail is lost, roll three more times to see if the trail is recovered; must roll under Tracking Ability two out of three tries to recover the scent and renew the pursuit.

Level Three

Acid Blood Sphere

Range: 50 feet (15.5 m) per level of the caster to a two foot (0.6 m) radius.

Duration: Instant result, plus the acid burns for 1D4 additional melees.

Damage: The initial damage is 4D4 M.D. The acid continues to burn for one melee round per level of the spell caster, doing an additional 1D4 M.D. per melee round.

Saving Throw: -1 to dodge.

P.P.E.: Ten

This spell creates a sphere of acid blood the size of a grapefruit. Upon impact it splatters to cover a two foot (0.6 m) radius – typically the entire upper body of a human to Deevil-sized opponent. If two human-sized beings are standing close together, both are likely to take full damage from this attack. Acid Blood spells are insidious, because the acid continues to eat through body armor (or flesh) for several rounds after the initial attack. The only chance one has is to dodge out of the way. **Note:** Demons, infernals and most supernatural beings take full damage from acid attacks. Furthermore, damage from acid Bio-Regenerates at half the usual amount. Interestingly, the Acid Blood does equivalent S.D.C. damage to S.D.C. organic materials such as human flesh, living plants, etc.



Baal-Rog's Fire Whip

Range: Appears in the hand of the spell caster, and the whip has a range of one foot (0.3 m) per level of the spell caster.

Duration: One minute per level of experience.

Damage: 4D6 M.D.

Sacrifice (Optional): Any warm blooded animal the size of a cat or larger to cast at minimum P.P.E. cost.

Saving Throw: Parry or dodge.

P.P.E.: Ten with a blood sacrifice, or thirty without.

The spell caster creates a magic whip of flame that does 4D6 M.D. every time it strikes. It can be parried or dodged, but is +1 to strike.



Blood Armor

Range: Self or another by touch, or 10 feet (3 m) distance. Range of hurling the blood glob is 12 feet (3.6 m).

Duration: Two minutes per level of the spell caster.

Sacrifice (Optional): Any warm blooded animal the size of a cat or larger to cast at minimum P.P.E. cost.

Saving Throw: Standard if the magic is unwanted.

P.P.E.: Seven with a blood sacrifice, 21 without one.

Blood armor is a gruesome spell that makes the recipient appear to be covered in blood and gore. This is actually real, and provides for additional protection plus adds to the wearer's Horror Factor. The protec-

tion provided is 13 M.D.C. per level of the spell caster and adds +2 to one's Horror Factor, or provides a base H.F. of 11.

Blood armor also has other advantages:

1. If the wearer lays down with bloody corpses and doesn't move, he too appears to be dead (the equivalent of Death Trance), which is perfect for setting ambushes.

2. The blood is wet and slippery, which means all attempts to grab, hold or entangle the individual suffer a penalty of -4.

3. The wearer can hurl a glob of blood at his foe's eyes once per melee round in an attempt to blind them. This counts as an extra melee attack. It requires a Called Shot, and even then the attacker is -5 to strike. If successful, the victim is blinded (-10 on to strike, parry, dodge and all other combat move) until the blood is washed out of his eyes with water or 1D4+3 melee rounds pass. Those wearing eye protection, a helmet or environmental body armor are not affected, and must simply spend two melee attacks/actions wiping the blood from their visor. It should also be noted that this spell works just fine in the vacuum of space and many Demon Knights make full use of it.

Blood Blade

Range: Touch.

Duration: Five minutes per level of the spell caster.

Damage: Varies with the blade. Does Mega-Damage equal to the S.D.C. damage of the weapon.

Sacrifice Required (Optional): Any warm blooded animal the size of a rat or larger to cast at minimum P.P.E. cost. May use his own blood or the blood of his enemy or an innocent without actually killing them, but the blood must cover the entire blade.

Limitation: Applicable only to *blade weapons*, including spears and pole arms.

Saving Throw: Not applicable.

P.P.E.: Six with a blood sacrifice, 12 with his own blood, 18 with the blood of another.

Despite the number of Techno-Wizard weapons and items available in the Minion War, not everyone has access to a magic weapon. This spell enhances any normal S.D.C. weapon to do its S.D.C. damage as Mega-Damage. All the mage has to do is bloody the weapon with the blood of a sacrificial animal (or person), the blood of a foe, or his own (does a minimum of 1D6+1 points of damage direct to Hit Points) and invoke the spell. For the duration of the spell the blade remains covered in blood and inflicts its S.D.C. damage in Mega-Damage. For example, if an ordinary S.D.C. sword does 2D6 damage, once covered in blood and enchanted, it does 2D6 M.D.

Demon Talons

Range: Self or one other by touch or up to 10 feet (3 m) away.

Duration: One minute (4 melee rounds) per level of the spell caster.

Damage: +3D4+3 M.D. to damage plus Supernatural P.S. damage, if applicable; +1 to parry and disarm.

Sacrifice (Optional): Any warm blooded animal the size of a cat or larger to cast at minimum P.P.E. cost.

Saving Throw: Not applicable.

P.P.E.: Eight with a blood sacrifice, 24 P.P.E. without one.

The spell turns the hands into demonic claws like those of the *Shedim*. The hands temporarily have M.D.C. which means they can be used to block, parry and grab other Mega-Damage weapons such as Vibro-Blades and Rune Weapons with the character's bare hands. In addition to combat and damage, the claws provide a bonus of +15 to climb/scale walls and +10% to digging.

Eyes of the Magot

Range: Self or other by touch.

Duration: Five minutes per level of experience.

Sacrifice Required: A bowl of live maggots (fly larvae) must be eaten by the spell caster or the intended recipient of the magic; there must be no fewer than 66 maggots for this magic to work.

Saving Throw: Not applicable.

P.P.E.: Eight

Two eye stalks appear in place of the eyes, with a third eye stalk appearing from the back of the character's head. The individual looks monstrous, but can see in all directions (360 degrees), cannot be attacked from behind or the sides without him knowing it, can see the invisible, nightvision 120 feet (36.6 m), can recognize if a statue is a work of art or really someone turned to stone via petrification, is +1 on initiative, +1 to parry, +2 to dodge and +3 on Perception Rolls.

Friend of the Worm

Range: Self or one other by touch.

Duration: Two minutes per experience level of the spell caster.

Saving Throw: Not applicable.

P.P.E.: Nine

This spell makes the enchanted individual nonthreatening to the Worms of Taut. They do not attack those protected by this spell unless attacked first or startled. This allows the character to walk among the Worms of Taut without fear of getting bitten or attacked. However, he cannot handle or ride the creatures, and it is always best to keep one's distance from the aggressive beasts.

Pride

Range: One by touch or up to 60 feet (18.3 m) away; line of sight.

Duration: Two minutes per level of experience.

Limitation: Only works on mortals and Lesser Demons and Deevils.

Saving Throw: -1 to save for characters of a good alignment, -2 for selfish alignments and -3 for evil characters.

P.P.E.: Seven

Pride can be a dangerous and destructive thing. In this case, the spell makes the character feel the intense need to look good, be important, and save face. That translates into behaving in an arrogant or demeaning way, being a braggart and a showoff, trying to take charge, arguing with those in authority, making a fool of himself with the ladies, accepting challenges/duels he may not be able to accomplish/win, fighting even when outnumbered or outgunned, taking foolish and dangerous risks, an inability to admit defeat or being wrong, and unwillingness to apologize for his wrongdoings or poor behavior.

Spew Lava

Range: Self. Range of the spewing lava is 5 feet (1.5 m) +1 foot (0.3 m) per level of experience.

Duration: The spell caster can Spew Lava of two melee rounds. Each spewing counts as one of the character's melee attacks.

Damage: 3D6 M.D. from initial attack +1D6+1 M.D. for the next 1D4 melee rounds and while the lava burns, the damage inflicted cannot be Bio-Regenerated. Each spewing attack counts as one melee attack.

Saving Throw: Dodge, but this attack is seldom seen coming and the victim is -3 to dodge.

P.P.E.: Seven

The spell caster projectile vomits burning lava that typically covers the chest and shoulder area of an opponent's body or armor. It is a startling and disgusting attack that causes the victim to lose initiative (if he

had it) and take damage. Unless the lava is scraped away (takes one melee round) or the lava covered armor is removed (burns right through clothes and S.D.C. materials), the damage continues for 1D4 melee rounds. Creatures vulnerable to fire take double damage.

Vanity

Range: One by touch or up to 60 feet (18.3 m) away; line of sight.

Duration: Five minute per level of experience.

Limitation: Only works on mortals and Lesser Demons and Deevils.

Saving Throw: -1 to save for characters of a good alignment, -2 for selfish and evil characters.

P.P.E.: Seven

The character becomes absorbed with his appearance, reputation and how others regard him (respect, fear, love, etc.) and seeks adoration and confirmation of whatever vanity and self-image or desire (to be loved, adored, feared, hated, respected, thought of as a hero or a god, etc.). This may compel the character to behave arrogantly, cruelly, viciously, and certainly react in an aggressive, defensive, vindictive, mean, and possibly violent way to those who criticize him. ("What did you say?!")

In the alternative, if this spell is cast upon a character who is feeling self-pity, rejected, inadequate, depressed or unworthy, it will magnify those feelings to make the character feel worthless, no good and incapable. Penalties from Worthlessness: Reduce the number of attacks and all combat bonuses, except dodge, by half, -20% on skill performance. He may also betray or do something out of vengeance to hurt those who tease, mock or belittle him about what he sees as his own inadequacies and failures.

Level Four

Dark Yearning

Range: One by touch or up to 60 feet (18.3 m) away; line of sight.

Duration: Five minutes per level of experience.

Limitation: Only works on mortals and Lesser Demons and Deevils.

Saving Throw: +1 to save for characters of a good alignment, -1 to save for selfish characters and -2 to save for evil characters.

P.P.E.: Ten

This evil spell fuels the dark emotions of envy, jealousy, revenge and hate, compelling a mortal to give in to his dark instincts and base desires to take what he wants, take down anyone who gets in his way, and satisfy his own deep, dark needs (love, hate, revenge, power, wealth, recognition, etc.). This magic inflames already existing fears, anxieties, damaged pride, jealousy, envy, anger, hatred, depression and other emotions and pushes the individual to take that next dangerous step or two he might not have taken under normal circumstances. This can lead to betrayal, other treachery, lies, cheating to get what he wants, violence against another, spiteful and hurtful words or deeds, and possibly even theft, rape or murder. However, roll to save again if the dark act the character is considering goes against his alignment. The penalty to save is an additional -2 to save if a demon, Deevil or other wicked being is whispering words of encouragement in his ear.

Envy

Range: One by touch or up to 60 feet (18.3 m) away; line of sight.

Duration: Ten minutes per level of experience.

Limitation: Only works on mortals and Lesser Demons and Deevils.

Saving Throw: -1 to save for characters of a good alignment and -3 for selfish and evil characters to save.

P.P.E.: Nine

This spell makes the victim suddenly, intensely and perhaps irrationally believe another character (teammate or NPC) to be better than him, and make him envious and resentful of that character's reputation, respect, position, good looks, intelligence, strength, power, spouse/loved one, possessions (wealth, home, weaponry, spacecraft, etc.) or achievements. The dark, resentful emotions spawned by this magic make the envious character treat the person he envies as his rival and even an enemy. They will constantly clash (if "Mr. Perfect" says black, the envious character says white), and the victim of this magic wants to outshine, outdo, or acquire that which he envies most about his rival, or humiliate him or hurt him in some other way. All of this *may* lead to betrayal, treachery and confrontation. **Note:** This spell may cause the victim to respond out of character and do something for spite or cruelty. The penalty to save, above, becomes an additional -2 to save if a demon, Deevil or others are egging him on, especially in publicly embarrassing situations.

Gluttony

Range: One by touch or up to 60 feet (18.3 m) away; line of sight.

Duration: Ten minutes per experience level of the spell caster.

Limitation: Only works on mortals and Lesser Demons and Deevils.

Saving Throw: -2 to save for characters of a good alignment, -4 for selfish alignments and -4 to save for evil characters.

P.P.E.: Nine

The spell makes the character engage in overindulgence and excessive self-gratifying behavior. He just can't get enough, and eats, drinks, plays, dances, flirts, talks, brags (may say too much within earshot of the wrong people), gambles or engages in other pleasurable activities too much. While so engrossed in self-gratification and overindulgence, the character's guard is completely down. Penalties: No Perception Rolls, no initiative, and loses track of time and what his teammates are doing (or whether they may be in trouble) and forgets his objective. Bonuses (temporary): +10% for any skill that involves his gluttonous behavior and fun (e.g. Dance, Performance, Sing, Cardsharp, Gambling, Seduction, etc.), but all work toward keeping him entertained and self-absorbed. **Note:** There may be other, lasting ramifications as a result of gluttonous behavior such as a hangover, effects of drugs, exhaustion, getting into a brawl, being overheard and targeted or followed by one's rivals or enemies, and other trouble that comes with shooting off one's mouth and partying too hard; G.M.'s discretion.

Lust

Range: One by touch or up to 60 feet (18.3 m) away; line of sight.

Duration: Five minutes per experience level of the spell caster.

Saving Throw: -1 to save for characters of a good alignment, -2 for selfish alignments and -3 for evil characters.

P.P.E.: Nine

This spell promotes lust, but only works when the object of the victim's (perhaps secret) desire is available. Lust is an obsessive desire to acquire a particular someone or something, no matter what the cost may be. That means the character may be willing to lie, cheat, steal and even kill to get what he wants. This spell makes him take action to do so NOW. The character's alignment will determine how far he may be willing to go to sate his lust; the character will not do anything that is *completely* out of character. For example: A Principled or Scrupulous good person will not kill a rival for a woman's affections, but he might play a dirty trick on the guy, do things to make his rival look bad, lie, cheat and be willing to fight the guy. On the other hand, an Anarchist character is likely to take things much farther, with crueler tricks, threats and violence, and an evil character will do just about anything: frame the rival for a heinous act or crime, jump him and beat him up, blow up his vehicle, and even kill him.

While lust often involves sexual desire, it can also be a lust for fame, glory, recognition, respect, power, wealth or even the acquisition of a particular object that takes on an unreasoning significance. If the object of the victim's lust is not available, the magic will make him extremely sensitive and defensive about it, provoking him to argument and violence over it at the slightest provocation. Furthermore, his thoughts about it become so overwhelming he is distracted and suffers the same penalties as below.

In a social situation, the spell can also be used to momentarily make the character feel intensely amorous and attracted to those he or she finds sexually alluring. The character is so lost to his feelings of lust (whether he acts on them or not), that he is largely oblivious to anything else around him. **Penalties:** No Perception Rolls even apply let alone get a bonus, -3 on initiative (unless it's toward the object of his lust), -5% on skill performance and it takes three times longer to do, and he is so completely distracted that he does not notice bad guys coming toward him or sneaking away, a friend in trouble, a particular target, etc., and loses track of time and forgets his objective.

Sloth

Range: One by touch or up to 60 feet (18.3 m) away; line of sight.

Duration: Ten minutes per level of experience.

Limitation: Only works on mortals and Lesser Demons and Deevils.

Saving Throw: -2 to save for characters of a good alignment, -4 for selfish alignments and -3 for evil characters.

P.P.E.: Nine

The spell makes the victim lazy, sloppy, careless and unmotivated unless it involves having fun, drinking or resting. The victim is -20% on skill performance, reduce Spd 30%, tires twice as fast as usual, -3 on Perception Rolls, -4 on initiative bonus and is -2 to strike, disarm and pull punch.

Lava Walk

Range: Self or one other up to 20 feet (6.1 m) away; line of sight required.

Duration: Three minutes per level of experience.

Saving Throw: Not applicable.

P.P.E.: Thirteen

The spell enables the recipient of this magic to walk across the surface of hot lava or any boiling hot liquid without harm from the liquid, the heat or the vapors it is likely to release, and without sinking.

Power of the Magot

Range: Self or other by touch.

Duration: One minute per level of experience.

Sacrifice Required: A bowl of live maggots (fly larva, no less than 66 of them) must be eaten by the spell caster and he must kill a puppy by ripping its throat out with his teeth.

Saving Throw: Not applicable.

P.P.E.: Sixteen

This spell endows the recipient with a running Spd attribute of 2D6+60 and the ability to leap 20 feet (6.1 m) high and 40 feet (12.2 m) across, Supernatural P.S. (if already possessed, increase Supernatural P.S. by 20%), bite attacks that do damage equal to Supernatural P.S. damage and impervious to petrification.

Spew

Range: Self.

Duration: Spell caster has the power to Spew for one melee round. The effects of the Spew lasts for 2D4+2 melee rounds until the spew

wears off. Each spewing of goo counts as one of the character's melee attacks.

Saving Throw: Save vs non-lethal poison (16 or higher). A successful save reduces penalties by half and no chance of vomiting. The intended victim can try to dodge, except the attack is seldom seen coming and he suffers a penalty of -5 to dodge.

P.P.E.: Nine

The spell caster projectile vomits forth a disgusting goo that typically covers the chest and shoulder area of an opponent's body. The Spew has a gut wrenching stench that makes the eyes water and burn, and assails the senses. Victims sprayed with Spew suffer the following penalties for 2D4+2 melee rounds or until the Spew covered garment/armor is removed. -2 attacks per melee round, no initiative or Perception Roll bonuses, -8 to strike, parry, dodge or perform any other combat maneuver, -30% to skill performance and a 01-65% chance of vomiting each melee round affected by the Spew. The act of vomiting causes the victim to lose two additional melee attacks for that round.

Wings of the Gargoyle

Range: Self or one other by touch or up to 10 feet (3 m) away.

Duration: Five minutes per level of the spell caster.

Sacrifice: A bat or other creature with leathery wings must be killed as the spell is being cast, usually by crushing it or biting its head off.

Saving Throw: Not applicable.

P.P.E.: Eight

A pair of leathery bat-like wings appear on the back of the character (if clad in body or power armor the wings are attached to the armor) and give the power of flight. Maximum flying speed is 50 mph (80 km), each wing has 25 M.D.C., and the character is +2 to dodge in flight. Maximum altitude is 40,000 feet (12,192 m) and can fly in space.

Level Five

Blood Bath (Super-Healing)

Range: Touch; immersion.

Duration: Requires one minute of healing time; results are instant.

Sacrifice Required: To be healed, the character must bathe in the blood of slain humanoids. If a bathtub of blood is not already available, the spell caster must spend time killing and bleeding several victims to fill the tub. This will take at least ten human-sized victims and 2D6+20 minutes.

Saving Throw: Standard, but can be rolled every melee.

P.P.E.: Thirteen, +9 P.P.E. for each additional person to be healed, provided the size of the "bath" and amount of blood is sufficient for all to immerse their bodies completely at the same time.

The blood of one's enemies or the blood of the innocent may be used to fill a receptacle with their blood. The receptacle must be at least the size of a bathtub, swimming pool or similar container large enough for one person (or more) to step into it and completely immerse himself from chin to toes. Once the individual(s) is in the tub the spell is cast and the fluid warms to a comfortable temperature. The individual in the Blood Bath must stay in it for one full minute (60 seconds). During that time he (or they) is healed of all injuries.

Healing of the Blood Bath: Restores 5D6+6 M.D.C. (or 2D4x10 Hit Points and 1D6x10 S.D.C.), but in addition, broken bones are set and start to mend (heal completely in about three weeks, one third the usual time), internal bleeding, damage to internal organs, heart problems, and injury related to the heart, internal organs and blood (including damage from poison) are also magically healed. While chronic blood and autoimmune diseases like leukemia, AIDS, and similar are NOT healed, the

Blood Bath *suppresses the disease* and the person can function without progression of the disease or symptoms for one month (30 days). After that, unless another Blood Bath is used, the disease and its symptoms return and progress normally **Note:** The same blood can be enchanted and used several times, equal to the level of the spell caster (i.e., a fourth level mage can cast the spell four times using the same pool of blood), but the blood goes bad after 24 hours.

In the alternative: The Blood Bath can be used to negate the power of a vampire's bite. If a person has been bitten and being subjected to a Slow Kill to be turned into a vampire (e.g., has been bitten once or twice out of three times for a Slow Kill), a blood bath will completely negate the effects and influence of the previous one or two bites. If the vampire really wants this person, he'll have to start anew as if the next bite were his first. Likewise, victims enslaved or under the control of a vampire (Call and Control Victim or Human Enslavement) can be released by taking a Blood Bath. However, that person can be re-enslaved by the *same vampire* with a single bite and he is -9 to save in the battle of wills instead of the usual -6. A different vampire will need to make three nonlethal bites. **Note:** This magic *cannot* be used to turn a vampire back into a mortal human. When used to release the hold of a vampire, no healing is involved except for the bite marks.

Blood Mist

Range: It can be cast up to 150 feet (45.7 m) away per level of experience.

Area of Effect: The mist covers a 20 foot (6.1 m) radius per level of the spell caster.

Duration: Two melee rounds (30 seconds) per level of the spell caster.

Sacrifice (Optional): Any medium-sized or larger warm blooded animal (or person) to cast the spell at minimum P.P.E. cost.

Damage: None; causes impaired vision.

Saving Throw: Standard.

P.P.E.: Eight with a blood sacrifice, 36 P.P.E. without one.

This spell creates a wispy red vapor that obscures vision the same as a dense fog; cannot see more than one yard/meter. However, the magic is such that all that those inside the Blood Mist quickly lose all sense of direction and cannot find their way out of the mist unless they make a successful saving throw. Furthermore, instrumentation, nightvision and thermal optics, motion sensors, heat sensors, etc. do not work in the mist, so those inside cannot be tracked or pinpointed through mechanical means. It is a dead zone for instrumentation. Only close combat (within 3 feet/0.9 m) is possible, otherwise those caught inside of it shoot or charge ahead blind (-10 on all combat rolls). **Note:** Even the spell caster cannot see inside a Blood Mist, although if it is his own creation.

Cloak of Hate

Range: Self or another by touch.

Duration: Two minutes per level of experience.

Saving Throw: None, unless unwanted, then it's standard.

P.P.E.: Eleven

This spell cloaks the recipient of the magic in focused anger and rage, making him +1 on initiative and shielding him completely from Empathy, Empathic Transmission, Telepathy, and Remote Viewing, and he is +3 to save vs psionic or magic attacks that affect emotions or impose any form of mind control.

Hellfire Bolt

Range: 400 feet (122 m) per level of the spell caster.

Duration: Instant, point and cast.

Damage: 5D6 M.D., +3 M.D. per level of the spell caster.

Sacrifice (Optional): Any medium-sized or larger warm blooded animal (or person) to cast the spell at minimum P.P.E. cost.

Saving Throw: -1 to dodge.

P.P.E.: Ten with a blood sacrifice, 30 without one.

Launches a long-range bolt of magical fire that burns in space and hits like a blast of plasma. In an atmosphere it has the smell of brimstone.

Level Six



Blood Bolt

Range: 100 feet (30 m) per level of experience.

Duration: Instant

Damage: 1D8+2 M.D. plus 1D8 per additional level of experience.

Saving Throw: Dodge

P.P.E.: Twenty

The caster is able to fire a bloody, boney shard from his outstretched palm and send it hurling towards a target. One of the effects of the spell is the bone shard erupts from the caster's palm, inflicting 1D4 points (per level of the caster) of damage to him. The bolt can be dodged or parried with a shield, but the victim must know it is coming and even then he is -2. The caster is +1 to strike plus any P.P. bonuses.

Cloak of Fire

Range: Self or another by touch.

Duration: Two minutes per level of experience.

Sacrifice Required (Optional): Any warm blooded animal the size of a rat or larger to cast at minimum P.P.E. cost.

Saving Throw: None, unless unwanted, then it's standard.

P.P.E.: Fifteen with a blood sacrifice, 45 without.

This spell cloaks the recipient of the magic in an aura of fire. Anyone who tries to touch the individual suffers 2D6 M.D. damage, plus his punches and kicks do 1D4 M.D. to opponents (or an extra 1D4 M.D. if the character's attacks already do M.D.). As a magic fire of protection, the cloak does not set fire to surrounding combustibles or the ground where the character walks. In addition, the Cloak of Fire conceals the cloaked character's life signs (cannot be detected as a living being by sensor scans, magic or psionic powers that detect or track life forms).

Demon Claws of Hate

Range: Self or one other by touch.

Duration: One melee round per level of the spell caster's experience.

Damage: 5D6+5 M.D. to Cosmo-Knights, Angels, all good supernatural beings (including deities), and good creatures of magic. Only 1D6 M.D. to Demons, Deevils and other evil supernatural beings

Sacrifice Required: Three doves must be slain and a sip of their blood taken.

Saving Throw: Not applicable.

P.P.E.: Twenty

The recipient of this magic sees his hands turned into demonic claws reminiscent of the *Alu Demon Hound*. The claws can parry M.D. weapons and inflict Mega-Damage (see above), but the Demon Claws of Hate are meant to slay Angels and other good supernatural and magical beings.

Soul Fire

Range: 50 feet (15.2 m) per experience level of the spell caster.

Duration: Instant results.

Damage: Special.

Sacrifice Required: One sentient being must be slain.

Saving Throw: 16 or higher. If successful, damage is half.

P.P.E.: Twenty-five with a blood sacrifice, 75 P.P.E. without.

A magic bolt of energy that looks like a stream of crackling blue energy. The energy blast *bypasses any armor*, including power armor and force fields, and if directed at the right location of a vehicle/space fighter to hit the pilot, it will strike him and do damage. Those struck suffer 5D6 damage direct to Hit Points. If a Mega-Damage creature, damage is 1D6x10 M.D. For beings who can Bio-Regenerate, the damage from this attack can NOT be regenerated for one hour. Furthermore, the shock and pain of this soul rending attack cause the victim to lose one melee attack and initiative for 1D4 melee rounds.

Streaming Energy Snakes

Range: 120 feet (36.6 m) per level of experience.

Duration: Snakes will follow the spell caster and wait to be fired at one or more targets for one melee round, but disperse if not used within that round.

Damage: 1D6 M.D. per each Energy Snake (12).

Sacrifice & Restriction: Requires blood to cast and costs two melee attacks. Takes one melee action to cast the spell, including the tasting of blood (or killing of the snake with a bite attack) and one melee action to fire and direct the snakes at their targets.

Saving Throw: Standard, but can be rolled every melee.

P.P.E.: Twenty + blood.

As depicted on the cover of this book, the spell creates a dozen streams of energy that appear as if they are living, demonic serpents made of energy. They are usually cast as an initial attack spell when leaping through a dimensional portal, Mystic Portal or a conventional hatch or opening in the side of a ship's hull. The snaking energy follows the spell caster through the opening and with the wave of one or both hands, the Energy Snakes rocket forward to strike any opponent waiting on the other side of the opening. Depending on the motioning gesture and configuration of the hands (fingers point means one or two targets, finger spread wide open means multiple foes), the 12 Energy Snakes can be made to all strike the same one target, two different targets or several (usually two snakes each hitting one target when there are several, or if there are enough targets, each of the 12 hitting a different target). +3 to strike.

Each Energy Snake does 1D6 M.D. but strikes with tremendous impact; there is a 01-80% likelihood of any opponent weighing less than 1,000 lbs (450 kg) being knocked off his feet. Enemies who are heavier are not knocked down. Victims of knockdown lose two melee attacks and initiative for that melee round.

Streaming Energy Snakes can be cast when holding one's ground, but the opponents see them coming and the strike bonus does not apply to those who try to dodge the Streaming Energy Snakes.

The spell caster must first take a sip of snake's blood to cast this spell. Some practitioners of Demon Magic carry a vial of the blood, but others prefer to bite into a live snake, killing it or even biting the snake's head off, to cast the spell. If a live snake was killed at the moment the spell was cast, reduce the P.P.E. cost by 20%.

Level Seven

Beyond Redemption

Range: Self or one other by touch.

Duration: Four minutes per level of experience.

Sacrifice Required: One child (a sentient being) under the age of 12 (or equivalent age for that species) must be slain; a pregnant woman at least five months along can be substituted.

Saving Throw: Not applicable for self or anyone who wants this magic (and knows a child is being slain to get it), but those who do not want this enchantment are +7 to save.

P.P.E.: Twenty-one

A spell born of avarice and greed, the character completely gives in to his greatest desire, becoming a ruthless monster hellbent on achieving whatever it is he wants most, typically: power, money, an object of sexual desire, a powerful weapon or artifact, or murderous revenge. The character turns into a creature of chaos and carnage who fights like a demon and will not be denied. During this berserker-like focus, he notices nothing but those who stand between him and his heart's desire and does whatever it takes to get it. This means no words or emotion can touch him or appeal to him to make the irredeemable stop or even pause in his mad quest to get what he wants. The fiend is beyond reason or redemption, which means he is unaware of who he may be hurting or killing, is blind to the carnage he may be causing, may fight to his death or until he succeeds, takes on an overwhelming number of opponents, and is unaware of any new danger that doesn't directly stand between him and his goal. The character can still cast spells and, if psychic, use his psionic powers, but unless there is a true tactical advantage, all attacks use deadly force and are unleashed at maximum damage capability.

- If the character was a Mega-Damage being, increase his M.D.C. 50%. If he was mortal, add his Hit Points and S.D.C. together, and they become M.D.C. for the duration of the spell.
- The character can *pick one* of the following based on what he thinks he's going up against and what he'll need most to survive: Impervious to magic, or impervious to psionics, or Bio-Regeneration 1D4x10 M.D. per melee round.
- +2 attacks per melee round and +2 on initiative.
- +1 to strike with any weapon (melee or long-range) or bare hands, +2 to disarm, and +3 to roll with impact.
- Impervious to Horror Factor and pain.
- +1 to save vs magic.
- +3 to save vs possession and mind control, including illusions.

Consequences of Dark Magic: If the character casting and the character receiving this spell were not evil to begin with, they are now. Even an Anarchist character sees his own alignment instantly change to *Miscreant evil*. If the spell caster or recipient of this magic was evil to begin with, there is no alignment change. If the irredeemable character succeeds at getting what he wanted, he is obsessed with it (loves it) from this day forward and paranoid about losing it, so he will keep it near him always. These consequences are not applicable if the magic was unwanted, but forced upon a character.

Demon Skin: Lesser

Range: Self or one other by touch.

Duration: 15 minutes per level of the spell caster.

Saving Throw: Standard if the spell is unwanted.

P.P.E.: Twenty-Five

A metamorphosis spell that turns the enchanted individual into any one of the following *humanoid shaped* lesser beings of Hades: Any Sub-Demon (Gargoyles, etc.), Lesser Demons (that have a humanoid shape), Demonic Mortal, Greater Demonic Mortal, or the Fallen. HOWEVER, as the word “skin” might suggest, the character only looks and smells like the demon he is impersonating, he does not possess any of the monster’s powers or abilities. Furthermore, the disguise is limited to demons that have a humanoid shape and size, not those who are ghostly, insectoid, bat-like, tiny, and so on.

Summon the Bat’s Disgrace

Range: Within 10 feet (3 m) of the spell caster.

Duration: 12 hours per level of experience.

Sacrifice Required: First, a large bat is killed and its blood dripped or smeared upon a human (or sentient being) who is to be slain at the end of the invocation as a human sacrifice.

Time Limitation: This spell must be performed as an ultra-simple ritual that takes 1D4+1 minutes to perform.

Saving Throw: Not applicable.

P.P.E.: Forty

Upon completion, one winged *Gargoyle* Sub-Demon appears. It loyally serves the spell caster who called it forth from the pits of Hades for the duration of the spell or until the creature is dismissed and sent back, or it is slain. Kill the bat by tearing or chopping off its wings first, and a *Gurgoyle* (wingless Gargoyle) is summoned. See page 35 of **Rifts® Dimension Book 10: Hades** for Gurgoyle stats and page 37 for Gargoyle.

Summon the Bat’s Fool

Range: Within 10 feet (3 m) of the spell caster.

Duration: 10 hours per level of experience.

Sacrifice Required: First, a small bat is killed and its blood dripped or smeared upon a human (or sentient being) who is to be slain at the end of the invocation as a human sacrifice.

Time Limitation: This spell must be performed as an ultra-simple ritual that takes 1D4+1 minutes to perform.

Saving Throw: Not applicable.

P.P.E.: Forty-three

Upon completion, one *Gargoylite* Sub-Demon appears. It loyally serves the spell caster who called it forth from the pits of Hades for the duration of the spell or until the creature is dismissed and sent back, or it is slain. Kill the bat by tearing or chopping off its wings first, and a *Gurgoyle* (wingless Gargoyle) is summoned. See page 32 of **Rifts® Dimension Book 10: Hades** for complete stats.

Level Eight

Demon Blade

Range: Self only.

Duration: Two melee rounds (30 seconds) per level of the caster.

Damage: Mortals: 4D6+4 Hit Point/S.D.C. damage or 4D6+1 M.D. to body armor, power armor, vehicles and other constructs made of Mega-Damage materials.

Creatures of Magic: 1D4x10+6 M.D.

Creatures of Light (Supernatural): 1D6x10+10 M.D., including Cosmo-Knights, Angels, Demigods, Godlings, deities and all supernatural Creatures of Light.

Note: The weapon inflicts H.P./S.D.C. damage to H.P./S.D.C. opponents and objects, and Mega-Damage to M.D.C. material and beings.

Sacrifice (Optional): Slaying an innocent sentient being or hero with a good alignment doubles the duration. Sacrificing a powerful creature of magic, a Cosmo-Knight or Angel increases the duration 10 times (five minutes per level of the spell caster).

Saving Throw: Dodge or parry with another weapon.

P.P.E.: Forty

The spell summons forth a blade of pure energy and evil. Yes, it’s as if the energy blade itself is the evil life essence/energy of a demon. The weapon’s appearance is shaped by the spell caster, but it is always large, even oversized, with jagged edges, while some blades look like vicious battle axes shaped with the head of a demon. The blade is a crackling light blue in color with a black aura around it. It does full damage to those of good alignment (Principled and Scrupulous), half damage to those of selfish alignment (Unprincipled and Anarchist), and 1D6 damage to evil beings. Bonuses: +1 to strike, parry and disarm, and the weapon is indestructible. However, kill the spell caster or render him unconscious and the blade vanishes.

Demon Skin: Greater

Range: Self or one other by touch.

Duration: 20 minutes per level of the spell caster.

Saving Throw: Standard if the spell is unwanted.

P.P.E.: Forty-Five

A metamorphosis spell that turns the enchanted individual into any *humanoid shaped* Greater Demon. HOWEVER, as the word “skin” might suggest, the character only looks and smells like the demon he is impersonating, he does not possess any of the monster’s powers and abilities. Furthermore, the disguise is limited to demons that have a *humanoid shape* and *size*, not those who are truly gigantic like the Magots, or ethereal like the Jinn, or insectoid like Demon Locust. Nor can the enchantment make the character look like any specific Greater Demon or Demon Lord; just a no-name demon. However, in the case of this “greater” spell, the metamorphed character can appear much larger than he really is (Greater Demons tend to be large), have wings or an extra appendage or two (tail, etc.), and gets an extra 30 M.D.C. (if mortal, that’s 30 M.D.C. total). The spell also has a longer duration than the lesser version.

Summon Bat Out of Hades

Range: Within 10 feet (3 m) of the spell caster.

Duration: 8 hours per level of experience.

Sacrifice Required: First, a bat is killed and its blood dripped or smeared upon a human or sentient being who is to be slain at the end of the invocation as a human sacrifice.

Time Limitation: This spell must be performed as an ultra-simple ritual that takes 1D4+1 minutes to perform.

Saving Throw: Not applicable.

P.P.E.: Fifty

Upon completion, one *Demon Bat* Lesser Demon appears. It loyally serves the spell caster who called it forth from the pits of Hades for the duration of the spell or until the Demon Bat is dismissed and sent back, or it is slain. See page 40 of **Rifts® Dimension Book 10: Hades** for complete stats on this Lesser Demon.

Summon Spawn of Pestilence

Range: Within 10 feet (3 m) of the spell caster.

Duration: 8 hours per level of experience.

Sacrifice Required: First, a bat is killed and its blood dripped or smeared upon a human or sentient being who is to be slain at the end of the invocation as a human sacrifice.

Time Limitation: This spell must be performed as an ultra-simple ritual that takes 1D4+1 minutes to perform.

Saving Throw: Not applicable.

P.P.E.: Fifty

Upon completion, one *Demon Fly* Lesser Demon appears. It loyally serves the spell caster who called it forth from the pits of Hades for the duration of the spell or until the Demon Fly is dismissed and sent back, or it is slain. See page 42 of **Rifts® Dimension Book 10: Hades** for complete stats on this Lesser Demon.

Wings of the Demon Locust

Range: Self or one other by touch.

Duration: Ten minutes per level of experience.

Sacrifice Required: The spell caster must eat a locust (it can be alive or dead) and slay a large animal (like a tiger, cow, horse, etc.) or a sentient being at the end of the spell invocation.

Saving Throw: Not applicable.

P.P.E.: Thirty-five with a blood sacrifice, 105 P.P.E. without one.

The spell endows the recipient with the ability to fly at a great speed and even in outer space without a spacesuit.

In an Atmosphere: Mach One per level of the spell caster.

In Space: Mach 5 per level of the spell caster.

Dimensional Teleport: If so desired, can Dimensional Teleport to one of the following locations: To *Hades* (any general location), *Dyval Prime* (only), *Phase World* (at Gateland, the Grand Pyramid or Level 11 only), *Three Galaxies* (Phase World, Kotus Point or along one of the space ley lines only), or *Rifts Earth* (at the Devil's Gate/St. Louis Arch, the ruins of Old Detroit/Windsor, the Yucatan Peninsula, Splynn Dimensional Market or England only). Rate of Success: 20% +5% per experience level of the spell caster. **Note:** Can only use Dimensional Teleport one time per each casting of this spell.

Level Nine

Blood Lust

Range: 100 foot (30 m) radius per level of the caster.

Duration: Three minutes per level of the caster.

Sacrifice Required: An enemy soldier or spy or sympathizer must be slain.

Saving Throw: Standard if the magic is unwanted.

P.P.E.: Eighty

Blood Lust draws out the primal aggression and rage that all species have, making groups of warriors more vicious and bloodthirsty in battle. The demons often cast this spell on their own troops just before a battle, so they can strike with a devastating first blow.

Bonuses: All who are in the radius of the effect feel their blood boil as the magic sends adrenaline surging and provides the following, temporary bonuses:

+6 to P.S., +8 to Spd, and do not feel fatigue.

+2 to strike.

+2 to save vs Horror Factor.

Penalties: The bloodthirsty warriors are charged up and aggressive, but also become more reckless and focus on killing as opposed to self-defense

-2 to parry and disarm, and -4 to dodge.

Furthermore, when the spell ends, the warriors feel a sudden drop in energy and are -1 attack per melee round and all combat bonuses are reduced by half for the next 2D6+3 minutes as the warriors adjust to their normal power level. If Blood Lust is cast on the same group more than once within two hours, the penalties and the duration of the penalties are doubled when the second spell ends. Double them again if the spell is cast a third time within two hours.

Battlefield Blood Beast

Range: Can be created up to 500 feet (152 m) away; line of sight.

Duration: Ten minutes per level of the spell caster or until it or the spell caster is destroyed.

Damage: See below.

Sacrifice Required: The blood of a Lesser Demon or Deevil must be spilled (though the creature suffers, it is not killed) and an enemy combatant/soldier must be slain at the end of this magic ritual.

Limitations: Only one Blood Beast can be created at a time.

Saving Throw: Standard.

P.P.E.: Eighty-eight

This spell can only be used on an active battlefield where soldiers are currently fighting and where many have died and their blood spilled on the ground. The spell draws on the blood spilled across the battlefield and creates a monstrous warrior. It looks like a giant, 18 foot (5.5 m) tall Gallu Bull, only it is blood red, covered in dripping blood and beyond reason. Born of spilled blood, made of blood and gore, and fueled by hate and fear, all it does is fight and kills until all of the enemies are destroyed, it is destroyed, or the spell caster who created it is slain. It will not perform labors, wait, nor defend any one person or place, it kills. When there are no enemies left to kill (and that can include innocent people who are not on the side of its creator), the thing turns into a pool of blood and guts.

Blood Beast Stats:

Attributes: I.Q. 8, M.E. n/a, M.A. n/a, P.S. 40 (Supernatural), P.P. 20, P.E. 30 (Supernatural), P.B. 5, Spd 58 (40 mph/64 km).

Size: 18 feet (5.5 m).

Weight: 8 tons.

M.D.C. by Location:

Head – 30 M.D.C. per level of the spell caster.

Hands (2) – 15 M.D.C. per level of the spell caster.

Arms (2) – 30 M.D.C. per level of the spell caster.

Legs (2) – 40 M.D.C. per level of the spell caster.

Main Body – 100 M.D.C. per level of the spell caster.

Attacks per Melee: Seven.

Bonuses (including Attributes): +3 on initiative, +7 to strike, +5 to parry, +3 to dodge, +3 to disarm, impervious to Horror Factor, possession, poison and disease; does not breathe air.

Natural Abilities: Bio-Regeneration 1D6x10 M.D.C. per melee round. Reforms in one melee round (15 seconds) if blown to pieces but M.D.C. had not yet been reduced to zero; lost limbs, even its head, reform if destroyed within one melee round.

Damage: As per Supernatural P.S. or magic.

Magic: Can cast each of the following once per melee round: Acid Blood Sphere, Blood Bolt, Hellfire Bolt, Soul Fire, Spew Blood and Streaming Energy Snakes.

Skills of Note: Primal fighter/killer, Climb/Scale Walls 90% and Swim 80%.

Consume Soul

Range: Self.

Duration: One minute per level of experience.

Sacrifice Required: One sentient being must be slain so his soul may be consumed.

Saving Throw: Not applicable.

P.P.E.: Sixty

The character actually consumes the soul of another living, sentient being by killing that individual at the end of the spell. The process is unspeakable agony to the soul until it is released at the end of the spell duration. In the meanwhile, the character consumes the P.P.E. and waning life essence, and holds onto the victim's soul inside his own body with the following results:

Unless stated otherwise, bonuses last 2D4 minutes *after* the spell duration ends.

- Spell caster's own P.P.E. Base goes up 50%. This boost remains until the P.P.E. is used or 24 hours passes, whichever comes first.
- If psychic, I.S.P. Base goes up 50%. This boost remains until the I.S.P. is used or 24 hours passes.
- Damage for his own spells increases by 2D6 M.D.; ends with spell duration.
- Hit Points and S.D.C. are added together, the total number doubled, and become M.D.C. (in S.D.C. Settings, triple the Hit Points and double the S.D.C.). If already a Mega-Damage creature, double the M.D.C.!
- Bio-Regenerates damage at a rate of 5D6 M.D. per melee round and lost eyes or limbs regrow in two melee rounds.
- Increase P.S. 30% and it becomes Supernatural P.S.; physical attacks inflict M.D.
- +4 to Perception Rolls. Ends with spell duration.
- +1 attack per melee round and +2 to strike and dodge.
- +1 on all saving throws.
- Impervious to possession and mind control.

Consequences of Dark Magic: If the victim was an innocent person (i.e., not a known villain, demon, etc., regardless of his actual alignment), the spell caster's own alignment instantly changes to Miscreant evil. If his victim was himself known to be evil and deserved to die for his crimes, a spell caster's alignment other than evil or Anarchist changes to Anarchist. If the spell caster was evil to begin with, there is no alignment change. HOWEVER, good, selfish or evil, the use of this spell makes the spell caster crave power and he will covet ways to become powerful. He'll also want to use this spell whenever he can.

Victim Note: -50% to Resurrect a victim who was sacrificed to power this spell and his soul consumed via this magic.

Level Ten

Curse: Corrupted Blood

Range: Self.

Duration: Permanent until removed.

Sacrifice Required: One sentient being must be slain and his blood mixed with the blood or hair or skin/flesh of the person to be cursed. His True Name must also be known to the spell caster.

Saving Throw: Not applicable.

P.P.E.: Ninety

This magic curse afflicts the character's bloodline, causing 1D4+1 of his first offspring to become corrupted, evil and associated with demons and/or demon worshippers. If the victim of the curse has no off-

spring himself, the curse afflicts the children of his kin, starting with those most immediate to him (brother, sister, cousin, etc.).

The only way to negate this powerful magic is to convince the spell caster who inflicted it to lift it (which may require a deal, service or other high price) or kill him. When the spell caster dies the curse is lifted, but it must be done before the "corrupted" reach their 21st birthday, otherwise it cannot be reversed. Of course, a powerful mage and gods may also be able to Remove Curse, so can a Demon Lord.

Tormented Soul

Range: 100 feet (30.5 m); line of sight or by touch.

Duration: One minute per level of experience.

Damage: Special.

Sacrifice Required: One human or sentient being must be slain and his blood wiped around the face of the spell caster from chin to forehead.

Saving Throw: Insanity, 15 or higher; see below.

P.P.E.: One hundred

The victims feel the agony of his very soul in torment. The pain is unlike any physical pain the character is likely to have ever experienced. This pain is more akin to debilitating psychological or emotional anguish that rips at his heart, mind and soul. Victims often drop to their knees, sobbing or moaning, and rocking back and forth. While feeling such torment, the character can barely think or focus. Victims can NOT cast magic spells or use psionic abilities, and are vulnerable to magic and psionics that involve possession, mind control, charms and emotional manipulation; -2 to save against them while their soul is in torment.

Furthermore, the victim must roll to *save vs insanity* (in this case, a roll of 15 of higher with M.E. bonuses) to function at all. A failed roll means he loses all sense of time and self, consumed by the agony of his tortured soul, and can take no action, not even to defend himself. If the save is a success, the victim has only two melee attacks/actions per melee round, no combat bonuses, reduce Spd by 80%, -50% to the performance of any skills, and only one spell or psionic attack is possible, but the effort requires using up both of the character's attacks for that melee round.

Lingering Effects: Roll percentile dice: **01-10%** Random insanity: Roll again on the Random Insanity Table in the core rule book. **11-80%** The victim is quiet, moody, and pensive as he reflects on his life, how he's living and whether he should change his ways, occupation or alignment. This lasts for 1D6 months, during which time he is -2 on initiative, -10% on skill performance, but +2 on Perception Rolls and +1 to save vs mind control and Soul Magic. **81-90%** Obsession: Demons, hates them with a passion. **91-00%** Phobia: Demons, hates and fears them (phobic panic).

Level Eleven

Curse: Hell Binding

Range: Self.

Duration: Five years per experience level of the spell caster; double if cast by a Greater Demon or Prince, triple if by a Demon Lord.

Sacrifice Required: Any warm blooded animal is slain and its blood mixed with the blood or hair, skin/flesh, fingernail clippings, a tooth, etc., of the victim to be bound to Hades.

Saving Throw: Not applicable.

P.P.E.: One hundred-sixty

In the case of supernatural beings with the power of Dimensional Teleport, this spell takes that power away and he cannot leave Hades under his own power. In the case of priests and practitioners of magic,

the Hell Bound individual cannot, himself, cast any form of Teleportation or Dimensional Teleport spells to escape from Hades. He can only leave by two means. One, a Greater Demon, Prince or Demon Lord who uses Dimensional Teleport can take the character out of Hades with him. Two, the victim bound to Hades can leave through an actual Rift such as created by the *Dimensional Portal* magic spell, or a Rift opened at a ley line nexus. Lesser magic and powers like Plane Skip, Teleportation, and Astral Projection do not work on this condemned character while he is in Hades. Even if the supernatural or mortal character *escapes Hades*, he, himself, cannot use any dimension traveling powers, not even Dimensional Portal, because they will all take him *back to Hades*. The character can use portals created by others, but even then there is a 01-05% chance he is pulled away from the intended destination and appear back in Hades. This even applies to Gateland on Phase World and traveling through a Rift.

The only way to negate this powerful magic is to wait for the duration to end, convince the spell caster who inflicted the curse to lift it (this might require a favor or payment) or kill him. When the spell caster dies the curse is lifted. Of course, a powerful mage, Demon Lord or god may also be able to Remove Curse.

Level Twelve

Demon Rebirth

Range: Self.

Duration: Permanent, but occurs at the moment of the spell caster's death.

Sacrifice Required: The spell caster must slaughter a dove, a lamb and humanoid infant, and let a Succubus or Incubus feed on his own blood to the point that he himself hovers near death.

Saving Throw: Not applicable.

P.P.E.: Two Hundred

This is a ritual that Demon Priests or evil mages who are also demon worshippers *may* consider. The magic links their soul to Hades and when the spell caster dies his life essence travels to Hades, and in a similar way as demons slain on the mortal plain are reborn, so too is the mage. Only in this case he is reborn to serve his demonic masters as a *Greater Demonic Mortal*. This happens 1-4 months after the spell caster's death. Reincarnated in Hades as a demonic minion, the Demon Lord he serves can do with him as he desires, and may send him back to the mortal plane (most likely) or keep him in Hades. When the character dies again as a Greater Demonic Mortal, he is dead once and for all and cannot return to life again.

Summon Greater Demon

Range: Self.

Duration: Varies depending on the demon's response.

Sacrifice Required: An eagle is slain to summon a Baal-Rog. A child to summon a Demon Locust. A bull to summon a Gallu Bull. A large, disease ridden animal with rotting flesh and maggots (cow, ox, mule, pig, horse, etc.) to summon a Magot. A large owl or blind humanoid to summon a Night Owl demon. A tiger to summon a Raksasha. **Note:** Demon Beetles, Death Demons, Jinn, Soul Catchers, Lesser Demons, Sub-Demons and Demon Lords cannot be summoned by this spell.

Saving Throw: Not applicable.

P.P.E.: Two hundred

If summoned for a purpose that directly and immediately helps or furthers the plans of the Hades demons, the Greater Demon stays and does what it can to help the demonic cause, and will not leave until its mission is accomplished or it is destroyed.

If summoned to help an evil character, particularly a Demon Priest, Dark Priest or other agent of evil or supporter of demons, the Greater Demon may weigh what's asked of him and choose to stay and help or leave.

If summoned simply to save, protect or help the spell caster for *his own personal gain* (i.e. does not overtly and immediately help the demon cause), the Greater Demon lashes out at the spell caster in anger. Roll percentile to determine the punishment:

01-25% Verbally chastises the spell caster and vanishes, returning from whence he came.

26-50% Beats the character within an inch of his life and leaves.

51-75% Takes the spell caster back to his lair (probably in Hades) and makes him his slave. If the spell caster challenges, fights, or resists the will of the Greater Demon, he is tortured into submission or slain.

76-00% Attacks the spell caster where he stands and kills him outright (or at least the Greater Demon will do his best to do so).

Level Thirteen

Heart of Darkness

Range: Self.

Duration: Permanent results.

Sacrifice Required: Must slay the individual whose powers the character hopes to steal, and then carve open his chest and eat at least 25% of his still warm heart.

Saving Throw: Not applicable.

P.P.E.: Five hundred

The spell caster can steal part of a rival sorcerer, priest or supernatural being's P.P.E. and spell knowledge via this ritual ceremony (takes 45 minutes and requires sufficient P.P.E. that comes from a source *other than* the victim). Upon completion of the ritual, the practitioner of magic gains 1D4x10% of his victim's P.P.E., and 5D6 spells he did not previously know from his victim's memories. The new spell knowledge and P.P.E. are instant and permanent.

Consequences of Dark Magic: The use of this magic requires the character to be an evil alignment. If he wasn't before using the spell, he becomes Miscreant evil upon its completion. Furthermore, a psychic Read Aura will indicate he is both evil and a murderer.

Victim Note: -20% to Resurrect a victim who was sacrificed in the performance of this spell. If the Resurrection is successful, the spells stolen by his enemy are permanently gone/forgotten, and his P.P.E. base is also reduced by the amount stolen by his enemy.

Level Fourteen

Death by 1,000 Cuts (Ritual)

Range: 1,000 miles (1,600 km) per level of experience, or if done on a Demon Planet, two light years per level of the spell caster.

Duration: The ritual takes six hours.

Damage: Special, see below.

Saving Throw: Save vs ritual magic of 16 or higher.

P.P.E.: Five hundred plus ritual mutilation.

This spell is agonizing for the spell caster to perform. It is a grueling six hour ritual.

During the first three hours, a demon (or Deevil) must be bound and bled (but not killed). A pentagram inside a circle is drawn with the blood around the bleeding demon and the intended victim's name is spelled out with the blood as well. An effigy is created from rags or

ragged straw in the image of the victim. The effigy must have a bit of hair, skin, fingernail clippings, or blood from the intended victim attached to it, or a personal item like a piece of jewelry or article of clothing bound to it. If such items are not available, a photo of the intended victim can be pinned to the effigy with a knife stabbed in the throat or heart, however if that is the case, damage is 30% less. At this point the demon can be released, though many like to stay and watch the next step.

The last three hours involve self-mutilation by the spell caster as he cuts himself repeatedly all over of his body with a blade or the lash. Each cut or slicing bite of the lash cuts the skin and does one point of damage. The magic circle keeps the spell caster alive, but he feels the pain of every cut. The more he cuts himself, the more damage he inflicts upon his intended target. He does this while standing over the effigy, his blood dripping on it until it is covered/soaked in it. One thousand cuts is recommended and most mortals cannot survive more than that, but most stop at half that (which is the minimum for this ritual to work). However, if the mage is out to destroy a powerful enemy with a great amount of Hit Points or M.D.C. he'll max out at 1,000.

Here's how the magic works: Every cut the spell caster makes on himself is transferred to, and appears on, his victim. Each cut does one point of Hit Point damage to mortals (S.D.C. beings), or one M.D. point to Mega-Damage beings, including supernatural beings and creatures of magic. At the end of the ritual, the spell caster plunges his blade or jabs the lash into the effigy to deliver the killing blow. At that moment, wherever the target individual is located, he is bombarded by the pain and fury of 1,000 (or whatever number of) cuts all at once.

Saving Throw: The intended victim gets to save vs Ritual Magic, but in this case needs a 17 or higher to save.

A failed roll to save means the victim takes all that damage at once, out of nowhere, with cuts appearing all over his body within one melee round. There is no defense other than staying inside a Circle of Protection: Superior, or a similar Sanctuary magic, but the power of this spell remains in limbo and will strike the victim the second the individual steps out of his magical protection. Most beings are killed instantly. If the damage is greater than half of the victim's normal Hit Points or M.D.C., the shock to his system is such that he lapses into a coma – roll to save vs coma and death with a bonus of +15% to save; do not apply any Bio-Regeneration. Failure to save vs coma and death means the victim still dies! Immediate magic healing *may* help the victim, but most die. If the spell runs its course and the victim manages to survive, it takes 1D4 days before his wounds begin to heal, even if the victim is a creature of magic or a supernatural being who has Bio-Regeneration.

Under this circumstance, the wounds on the spell caster disappear and he is completely healed. He'll also know if the attack succeeded in killing his victim or if he survived. (**Note:** If the attack is delayed, he suffers the penalties below, same as a successful save by the victim, until the attack is delivered.)

A successful save vs ritual magic means the intended victim is struck by a wave of pain so powerful that it staggers him, and he loses half his Hit Points (or M.D.C.) in that instant, but a moment later the pain is gone, there are no visible cuts or damage and he can heal as normal (or via magic or psionics). He is not likely to know what has just happened, as this magic ritual is extremely rare, but he will know he was just attacked by some magical means.

Under this circumstance, the spell caster loses all but 1D6 of his own Hit Points and S.D.C. (or M.D.C. if a Mega-Damage being). He survives and will recover, but is permanently disfigured. Regardless of any magic healing he may apply, the character is permanently scarred, reduce P.B. and M.E. attributes by four points and S.D.C. by 20%. Also roll on the *Random Insanity Table* in the core rule book.

Spells of Legend

Fire and Brimstone

Range: One mile (1.6 km) per level of experience.

Duration: Two melee rounds (30 seconds) per level of experience.

Damage: 2D4x1,000 M.D.

Sacrifice Required: One greater creature of magic (Sphinx, dragon, etc.) or supernatural champion of light (Angel, Cosmo-Knight, a Godling, or similar) must be slain. Triple damage and area of effect if an actual deity or Alien Intelligence is somehow slain.

Saving Throw: Not applicable.

P.P.E.: Seven hundred with blood sacrifice, 2,800 P.P.E. without one.

A capital ship and space station killer, or castle/fortification destroying attack. Bolts of fire and brimstone (hot sulfuric ash) rain down on a 300 foot (91.5 m) radius, inflicting grievous damage; 2D4x1,000 M.D. Fire and Brimstone can only be directed at one target per melee round, but can be repositioned once at the beginning of a new melee round to strike a different target.

Summon Demon Planet

Range: Not applicable.

Duration: Permanent, until destroyed!

Saving Throw: Not applicable.

P.P.E.: Two thousand for the initial contact/communication ritual (may require many attempts), 5,000 to maintain a Communication Rift once contact has been made, and 35,600 for the final summoning.

Truly a Spell of Legend, this spell is only known to exist in an ancient tome called *Cormal, The Destroyer of Worlds*, but in a secret coded language. Unless you know the code, it appears to be an ordinary book on the legend of Cormal. It's unknown when this tome was written, but its age suggests it dates back to the time of the first Dominator Dynasty. Scholars think that a Demon Planet might have been summoned to fight the Dominators. There is no mention of this in any archives or historical records, however, and it's only speculation.

The decoded text details a series of rituals that must be undertaken to summon Cormal, or another ancient Demon Planet. Each ritual ends with the sacrifice of a dozen living beings. Each ritual has a 01-10% chance of opening a Communication Rift and contacting an avatar of a Demon Planet known as the *Floating Horror*. Each time a ritual is done it adds 10% to the chance of contact, so it can take multiple rituals just to make the initial contact. Once contact has been made, 3,000 P.P.E. is necessary to maintain the Communication Rift for one year. The Demon Planet avatar will give the spell caster(s) a time and place to make the final summoning. The time is typically during some type of galactic event like a planetary solstice, or even a planetary alignment. The place is always a location in a secluded part of space where the Demon Planet will not be noticed, but near a solar system where it can feed.

Once summoned, the Demon Planet may choose to work with those who summoned it, provided it is given great freedom to do as it pleases and never feels like a lackey, or it may feast on the very people who summoned it. The vast amount of P.P.E. required to summon this rare and monstrous being usually requires the sacrifice of thousands of people, for only the sacrifice of sentient beings can be used to summon a Demon Planet.

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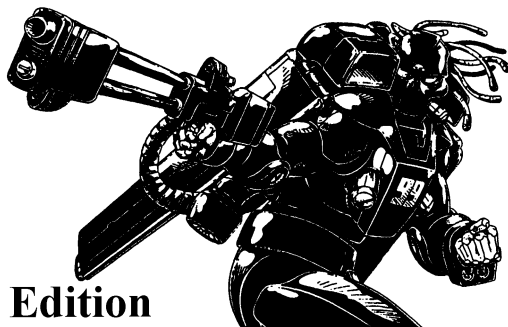
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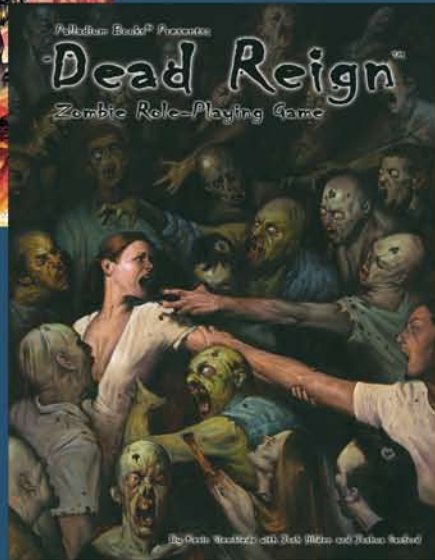
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