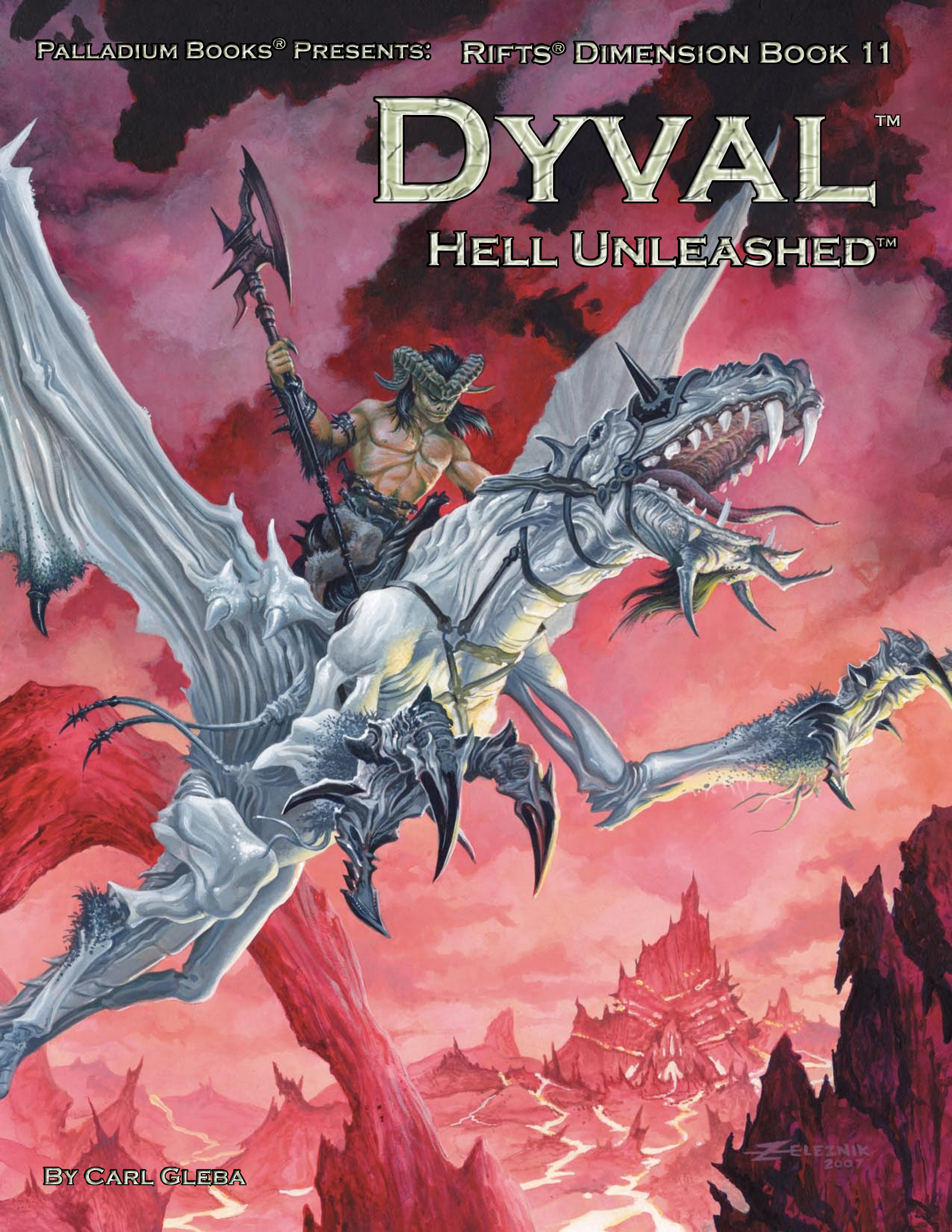


PALLADIUM BOOKS® PRESENTS: RIFTS® DIMENSION BOOK 11

DYVAL™

HELL UNLEASHED™



BY CARL GLEBA

ZELEZNIK
2007

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Dedication

Dedicated to a hell of a woman, my Mom. It was my mother, *Marian Gleba*, who helped to encourage my interest in reading as a youth. No matter where my mother was, she always seemed to have a book in her hand. It was from that love of books and reading that I decided to give it a try. Since I found the types of books I like to read, I have not gone more than a few days without having some type of novel to read. Thanks mom for opening up a whole new world to me.

Love always,
– Carl J. Gleba

Special Thanks

I just wanted to say thank you to my pal *William Maxwell* for his comments and efforts with Dyval. When you get so close to a project like this, it is nice to have a fresh pair of eyes take a gander at your work and help you through some of the rough spots. Thanks man!

– Carl Gleba

The cover, by *John Zeleznik*, depicts a *Deevil* riding a juvenile *Flying Horror* through Dyval. He is about to engage a Baal-Rog demon riding his own monstrous Netherbeast.

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Special Thanks to *Carl Gleba* for coming up with the idea for the Minion War™ and the Hell book series (there is even more good stuff coming), to *Nick Bradshaw* whose artwork and imagination continues to amaze, the other artists, and my wonderful staff: Alex, Wayne, Julius, Kathy and Jason, who always give Palladium everything they have.

– *Kevin Siembieda, 2009*

Contents

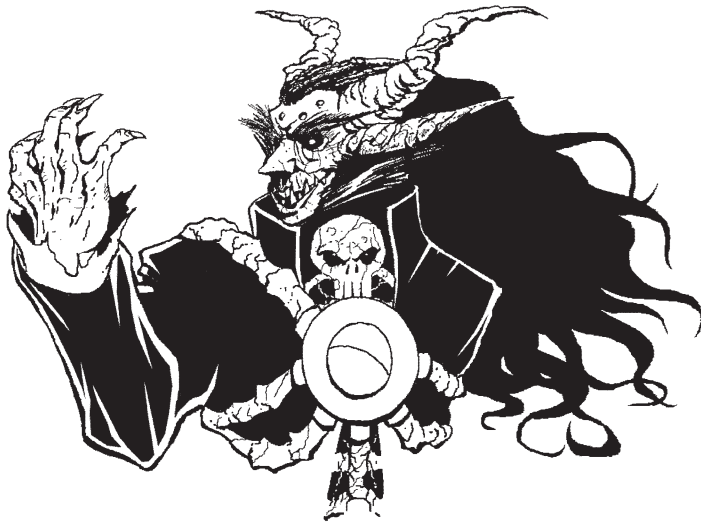
A few words from the Author	6	Infernal Sprite	82
A Narrow Escape	7	Infernal Tri-Tops	83
Deevils, Not Just Another Horde of Demons	8	Lava Serpent	84
Deevil Society	10	Mimic	86
Rogue Deevils	10	Shock Beast	88
Deevil Hierarchy	11	Tiger Beast	90
Sub-Regent	12	Mortal Servants & Worshipers	92
Deevil Lords	13	Notable Monsters of Dyval	92
The Powers of the Deevil Lords	13	Devil Worm	92
Powers of the Regent	14	Fire Scorpion	93
Whats in a Name	15	Ice Worm	94
Death of a Deevil	16	Monsters from Other Realms	95
Deevil Rebirth	17	The Seven Layers of Hell	96
The Minion War	19	Getting to Dyval	97
War & Politics	20	Dyval Prime, 1st Layer of Dyval	98
The Taut Offensive	20	Orchards of Dyval Prime	99
Dyval's Response to War	21	Map of Dyval Prime	100
Evil begets evil	22	Fruit with Magical Properties	101
Deevil Retribution Squads	23	Gardens of Dyval Prime	101
Name Seekers	23	Gateway to Dyzonian	102
Minions of Dyval by Race & Hierarchy	29	The Citadels of Dyval	103
Deevil Squads	29	Hel's Citadel	105
Seek & Destroy	30	Hel's Minions	106
Non-Deevil Troops	31	Deevil Population of Dyval Prime	109
Dyvalians by Species	32	Dyval Prime Encounter Tables	111
The Host of Hell	33	Dyzonian, 2nd Layer of Dyval	113
Cryxon	33	Map of Dyzonian	113
Dyval Stalkers	35	North Gate & South Gate	114
Harpies	37	Northern Dyzonian	116
Shock Dragons	39	Deevil Population	116
Tiger Beast	42	West Sanctuary	118
Other Host and Servants of Evil	42	East Sanctuary	120
Lesser Deevils	42	Dyzonian Southern Preserves	121
Bonelings	42	Deevil Population	121
Deevils	44	Citadel of Diabolus	121
Devilkins	47	Majordomo O'tho'leron	123
Dire Harpies	48	Bio-Vats	124
Fenry, Deevil Wolf	50	South Gate Island	126
Fiends	52	The Infinity Hunters	126
Gorgon	54	Dyzonian Terrain & Encounter Tables	129
Ice Wraith	56	Great Dyval Desert, 3rd Layer of Dyval	131
Special Spells of the Ice Wraith	58	Deevil Population	131
Imps	59	Map of the Great Dyval Desert	132
Naga Deevil	61	Desert Oases	134
Nexus Deevil	62	Forbidden Fruit (Sand Apples)	135
Powers of Dimensional Travel	64	Tundra Ridge Mountains	135
Greater Deevils	65	Deevil's Ridge	135
Deevil Dragon	65	Devil's Tears	135
Arch Fiend	67	Harpy Peak	136
The Beast	69	Desert Gate	136
Horror	71	Harpies Point, Gate to Dyzonian	137
Pandemonium	73	The Bastion	138
Serpents	74	Gorgon's Pass	138
Wraith or Deevil Wraith	77	The Blood Mountains	141
Lords of Dyval	78	The Citadel of Lady Leviathan	141
Infernal Experience Tables	79	The Western Peaks	144
War Steeds	80	The Desert Hatchery	144
Flying Horror	80	The Supreme Triad	146
		Deevil/Monster Encounter Table	149

Tundra, 4th Layer of Dyval	152
Map of Tundra	152
Glacia	153
Deevil Population	153
The Northern Ice Cave	154
Gate Cave	154
Ice Golems	155
Glacier Bridge	157
The Frozen Wastes	159
Deevil Population	159
Winter Storm Ice Demon	160
Tundra Expanse	162
Deevil Population	162
The Fenry Gathering	163
Mount Inferno (Gateway)	165
Magma Golems	165
Citadel of Rhada	166
Deevil/Monster Encounter Table	171
Inferno, 5th Layer of Dyval	172
Map of Inferno	173
Terrain & Weather Dangers	173
Fire Jets	174
Fire Tornado	175
Rivers of Lava	175
Deevil Population of Inferno	176
Fire Summit & Infernal Prison	178
Valley of Fire	179
Apples of the Gods	180
Mephisto's Citadel	181
The Real Inferno Heart	182
Detention Block, Section AA	184
The Vault of Mephisto	187
Eagle Eye Map	188
Notable Minions	189
Wahs Darb	190
Inferno Encounter Tables	192
The Mines of Dyval, 6th Layer of Dyval	193
Deevil Population	193
Devil Winds	194
Map of the Mines of Dyval	195
Copper Mount (Gateway)	196
Imp Mount	196
Citadel of Nickodeamis	198
Diamond Mount	200
Chrysteel Weapons	200
Deevil Armor	201
Screaming Fire Chariot	202
Soul Gems	203
Ruby Mount (Gateway)	203
Iron Mount	204
Halo Stones	204
Key Figures	204
Shadow Devils	205
Mines of Dyval Encounter Table	207
Grim Mortis	208
Arrival to Grim Mortis	209
Map of Grim Mortis	210
The Grim Valleys	210
Dimensional Anomaly Table	210

The Dias	211
Soul Pools	212
Tower Grim	213
The Dark Genesis Tome	215
Deevil Population in Grim Mortis	215
Leaving Grim Mortis	216
Sahtalus' Generals	216

Quick Find

Chrysteel Weapons	200
Deevil: Citadel, Traits of	103
Deevil: Death	16
Deevil: Heirarchy	11
Deevil: List of	29
Deevil: Lords	13
Deevil: Minion	12
Deevil: Slave	11
Deevil: Squads of	29
Deevil: Retribution Squads	23
Deevil: True name	15
Deevil: War Steeds	80
Deevil: Winter Storm Ice Demon	160
Deevil Lord Power	13
Demon Hide Armor	202
Dragon Hide Armor	201
Diabolus' Bio-Vats	124
Diabolus' Laboratory (East Sanctuary)	120
Fruit, Apples of the Gods	180
Fruit, of Dyval Prime	101
Fruit, Sand Apples	135
Gem: Chrysteel Blue Diamonds	200
Gem: Devil's Tears	135
Gem: Halo Stones	204
Gem: Soul Gems	203
Golem: Ice	155
Golem: Magma	165
Harpies, Dire	48
Harpies, Mortal Host	37
Ice Magic (Ice Wraith)	58
Imp, Description of	59
Imp, King	196
Invasion of Dyval	20
Minion War, The	19
Petrification, see Gorgon	54
Regent	12
Regent, Powers of	14
Shock Dragons	39
Shock Dragon, Hatchery	144
Son of Mephisto, see Wahs Darb	190
Stalkers, description	35
Tiger Beast, description	90
Triad, The Supreme	146
True Names of Deevils	15



A Few Words from the Author

Hades and Dyval are literally, Hell. They are places where no mortal man should tread, and certainly no place one wants to visit. For generations these names have inspired fear, especially for those who are god-fearing men and women. These are places where one could lose his very soul or suffer eternal torment.

The mythic idea of Hell conjures up images of lava flowing freely; the land rumbles and shakes, the whole place smells of sulfur, creatures of the darkest evil reside in its embrace, and the damned are destined to reside in suffering for all eternity.

This description aptly fits the Hell dimension known as **Hades**. But I wanted Dyval to be different.

Dyval, unlike Hades, had very little published background material. The few tidbits out there were helpful and an inspiration, but did not describe the dimension as a whole. So I decided to do something different with Dyval. Why make it just a single dimension? It seemed that with seven very distinct personalities running these realms of Hell, the preferences of each Deevil Lord would influence each level or dimension of Dyval. Thus, I decided to make Dyval not just a single dimension, but at least *seven* (if not more) intrinsically linked dimensions, i.e. the seven levels of Hell – each different, but each part of one unified Hell, Dyval.

This unique make-up means the various levels are like the floors of a building fitting together like some great multi-level complex. Each Deevil Lord controls one of these seven floors or levels of Hell and rules over the minions who reside within it. Dimensional Rifts serve as the “elevators” to the next level/floor, only these permanent “portals” are known and closely guarded, so visitors can’t just come and go to any level they want without being noticed and raising an alarm. There are, however, “service elevators,” *dimensional focal points* where one can descend deeper into Dyval, but with each new level, the land changes. One minute it is a beautiful forest, the next it’s a scorching desert or icy tundra. With the dimensional nuances, the possibilities are endless.

Dyval is also an infernal realm of hate and conflict, locked in the Minion War. So the demons attacked and invaded. It’s not enough to stop the invasion, they must retaliate in kind. If the

demons think they can invade and conquer Dyval, Dyval will show Hades who is better by trying to conquer them!

In this sourcebook, you’ll learn what’s at stake for the Deevil Lords and how it might benefit them to crush their hated enemies in Hades. You’ll see Dyval’s response to Hades’ attack. Never a simple matter, wars are ever complex events that never unfold as the participants predicted they would. One such consequence is this war cannot be contained to the realms of Hell. Dyval’s response, while not as swift as it should have been, will be fully committed and far more vicious than the demons could have expected. When the two evil factions engage each other, everyone around them is of no concern, and they have little care for the consequences or events that unfold across the Megaverse as a result. This war will not be limited to just Dyval or Hades, but everywhere evil can be found! The consequences of the Minion War will crop up on the streets of the Chi-Town ‘Burbs, Splynn, Europe and the Calgary Kingdom of Monsters, just as it will have consequences on Phase World and throughout the Three Galaxies. However, the sweeping shadow of evil won’t stop there, and is cast upon other mortal dimensions like the Earth of Heroes Unlimited, Palladium and others. Will anyone survive unscathed? Could this war destroy entire planets and change everything? These events and more are planned for several upcoming books as the Minion War explodes out of the two Hells, turning the Megaverse into the demons’ battlefield! No mortal, demon, or god is safe. Heroes will be challenged, and everyone will have to take a stand.

A Word of Caution

Game Masters and players alike should be warned that the dimension of Dyval is not for the squeamish or the very young. Many of the Deevils are wicked, profane monsters who engage in gruesome torture and subjugation of lesser beings. Dyval itself is a horrible place by human standards, where the very heart of evil resides. Traveling through Dyval is not an easy task. Unlike Hades, where most of the dangers are rather obvious, Dyval is a realm of deception, misdirection and treachery, where little is as it appears. Also, Dyval is much smaller than Hades and therefore the concentration of Deevils is greater, making encounters with monstrous villains and treacherous tempters that much more likely.

Nor is Dyval and the whole Minion War saga for inexperienced role-players or beginner Game Masters. Hades, Dyval and the Minion War are, in general, best suited for experienced gamers. Because of the chance of encountering scores of demonic beings, I would suggest characters should be, at a minimum, level six, probably higher, especially if the player group is small. On the other hand, low level characters and small groups might defy all odds and play an unexpected role in the salvation of one or countless worlds.

The Minion War is intended to be an epic scale conflict, and the player characters should play a key role in the events as they unfold. Ultimately, they will strive to save the Megaverse from being engulfed in flames and destroyed, or conquered by the forces of darkness.

As with any epic event, we can’t possibly see every story or aspect of it. Instead, the player characters, great and small, are just one small part of this epic tale, only we follow their story

because it has dramatic importance. Outside of their adventures are a million other tales of conflict, heroism, triumph and tragedy, but they are tales for another time and place.

If you haven't had the wits scared out of you yet, read on and see what terrors await.

- Carl J. Gleba, 2007

A Narrow Escape

Alex struggled with shaping the dimensional fabric even as a Rift was beginning to form in front of him.

Dyval was different from most dimensions. It was like cutting an *onion* with many layers and Alex and his friends had traveled to its depths, going from one layer or level of the *dimensional onion* to the next. Each layer they passed through, the deeper and deeper into the pits of Hell they traveled. From each level their knowledge of the Deevils broadened. However, the deeper they went, the more difficult it would be to get out of Dyval and back home. To make matters worse, the *Citadel of Sahtalus* somehow manipulated the dimensional make-up of Dyval, making it all but impossible to dimensionally teleport in or out of Dyval without opening an actual dimensional Rift. Fortunately, Alex and his allies caught a break, and were able to follow several Deevils through such a Rift directly to *Dyval Prime*, the outermost layer of this Hell.

Their luck did not last long, however, for the Rift carried them directly to the *Citadel of Hel*, the home of the Lady Dyval. Alex and his companions found themselves surrounded by devilish minions. If the Rift they arrived through closed, they were doomed, so Alex struggled to keep the Rift open, find a path home and open it wide enough to let him and his comrades back through it. A task made all the more difficult by the raging infernals charging toward them.

Murdock, the group's only remaining man at arms, fought *Dragon Shock Troops* – corrupted Dragonoid creatures built like men, but with the strength and abilities of dragons. Magic sword in one hand and an energy rifle in the other, Murdock the Crazy could hold them at bay for a minute. He only hoped it would be long enough for Alex, their Shifter and leader, to use the Rift to escape before they were overwhelmed.

Mark, the group's resident Ley Line Walker, wove his magic to hold off the swarm of Dyvalian defenders. Magic energy shimmered around him as if he were a living, sparking battery. His hands glowed as lightning arced from them to strike down his targets, dropping the Hell-spawned warriors as fast as he could unleash his magic.

The group's Techno-Wizard, wearing souped-up body armor and wielding an arsenal of specialized Deevil fighting gear, flew around the battlefield and unleashed a fury of Telekinetic bolts to slow the onslaught racing upon them.

A Beast led the Deevil horde. If he could be taken out or kept pinned down, the underlings who served him would be hesitant and slow. Without the Beast's leadership, they might even break off and flee. But taking down such a monstrosity would be difficult.

As the battle raged, the ghostly apparition of Geist, the adventurers' Psi-Ghost, appeared to save Alex from certain death.

Without the Shifter, they'd be stuck in Hell and left to a most horrendous fate. A well placed strike to the base of the neck with his mystic blade sent a lesser minion to its death.

After what seemed like the most intense 45 seconds of their lives, Alex was finally able to tear through the dimensional fabric via the Rift portal to form a connection between Hel's realm of Dyval and some other dimension.

"Move it! Don't know how long I can hold her open!" shrieked Alex.

As if on cue, Mark erected an Energy Field that would provide for a small measure of cover while his teammates dove into the rippling energy vortex of the Rift.

The Techno-Wizard unleashed a fury of Goblin grenades, releasing smoke to help obscure their escape. It was only by the grace of Thoth that they all managed to enter the Rift. Glancing over his shoulder, Alex could see the Energy Field buckle under the onslaught of scores of Deevils. Beyond them, hundreds more poured out of the vast Citadel of Hel.

As the Rift slammed shut behind him, Alex would later tell us, he was relieved to see the familiar image of the city of Center at *Phase World* come into focus. Truth be told, he had forced the dimensional Rift so quickly, he wasn't sure if he had reached Phase World or not. Considering the certain death we faced on Dyval, he figured any dimension or world would be better than Hell. He was just glad it was, indeed, Phase World, nestled in the Three Galaxies. A familiar place and safe harbor from the carnage of the Minion War. Many of them would need to tend to their wounds and Alex needed to contact Thoth and report his findings.

Alex had a substantial report for his deific patron. In the short few weeks he had been in the Dyvalian dimension of Hell, he had discovered many of Dyval's secrets. It was not a realm per se, but a series of linked dimensions, like the floors of the same building. Each floor was completely different from the ones above and below it. The Deevils were definitely armed for war, the demons of Hades had launched their attack, the minions of Dyval were retaliating, and combat raged. The *Minion War* was becoming a rapidly escalating battle spilling across the Megaverse. There was no telling how far and wide this war could spread, though Alex knew it would be his next assignment to see where the war was exploding onto other worlds and if anything could be done to stop it!

Just as Thoth had feared, the Minion War was much more than a simple skirmish between rival Deevils and demons, or even all-out war. It was unchecked carnage that was about to sweep the Megaverse, fueled by eons of hatred and anger. The question was, how many dozens of innocent worlds would become pawns in a war between twin evils, and how many more would be completely destroyed in the wake of that war? The face of the Megaverse was about to be shattered and rearranged unless somebody could stop the madness. But even a god like Thoth seemed powerless to stop the Minion War, and if the gods were powerless, how could mere mortals stand a chance? Yet there they were, putting their lives on the line, searching for that one, slim chance to put a stop to the madness, somehow, while there was still hope.

- From the *Tales of the Tolkeen Megaversals*, as told by Angelina Forester, *Rogue Scientist of Noble Tolkeen in Flames*.

Deevils, Not Just Another Horde of Demons



Dyval (pronounced “die vawl”) is a manifestation of *Hell* that is home to legions of evil supernatural beings different from the demons from the fire-baked pits of Hades. Like so many supernatural beings, the minions of Dyval, better known collectively as “Deevils,” are dimensional nomads who wander the Megaverse bringing chaos and evil wherever they tread. More often than not, infernal Deevils (as well as demons) travel as lone individuals, pairs, small packs of self-serving predators, or small groups or clans looking to corrupt and defile all that is good and beautiful in the mortal world. Most individuals and

small bands of Deevils are satisfied with bringing down the human spirit and inspiring depression, suicide, cruelty, depravity, and violence. They delight in all forms of wickedness, causing betrayal, suffering, and murder wherever they go. Whatever their agenda, nature, and lies, Deevils, demons and other evil supernatural beings like them should never be trusted, and only a fool thinks he can contain, control, command or outfox them for any length of time (which is why so many people fear and loathe Shifters and Summoners).

From a human perspective, Deevils are just another type of demon. That is true only in the sense that Deevils, like the demons of Hades, the demons and spirits of the Hells of the Yama Kings, Brodkil, Thornhead, Neuron Beast, Daemonix, Splugorth, and many, many other “demonic creatures,” are evil supernatural beings whose very nature is evil, magical and cruel, and whose mission in their miserable life is to harass, hurt, prey upon, torment and bring down humans and other mortal beings. While this description fits *Deevils/Dyvalians* and many evil supernatural beings in the broadest sense of the word, *demons* and the many subsets of *demons* consider themselves to be a breed apart from *Deevils*. And they hate them for it.

The minions of Dyval are monstrous and frightening supernatural creatures of base desire, powerful emotions, dark magic and foul natures. Like demons, they see humans and all mortals as their inferiors to be used as pawns and playthings, food and chattel.

Unlike demons, they are creatures of duality, themselves envious and resentful of humans, but who hide their animalistic, monstrous facades behind masks of humanity and lies that speak to human emotions. Most Deevils are masters of deception, lies, manipulation and treachery. Even the primordial and animal-like Fenry and Dire Harpy can spin a convincing web of lies when they need to. Many can take the shape of mortals, and even in their monstrous forms, can appear uncomfortably attractive as they whisper words of hot persuasion and temptation. Indeed, most minions of Dyval are tempters and corruptors of consummate skill. They’d rather work in the shadows, behind the scenes, manipulating mortals to act upon hot emotions and cold-hearted disdain to get them to partake in the most treacherous, vile and loathsome acts of selfishness, cruelty, depravity and destruction.

Greed, envy, jealousy, hate, lust, desire, and revenge are their favorite weapons and tools of personal and mass destruction. With them, Deevils promote and justify lies, backstabbing, blackmail, theft, vices, rape, murder, war, genocide and anarchy.

Physically, Dyvalians share the common theme of the “beast,” giving most of them the appearance of human and animal. A look at the most famous Deevils provides clear evidence of their dual human and bestial nature.

The Deevil is a hulking brute with a human upper torso, but the legs of a goat, a devil’s tail, and the horns of a ram or similarly crowned beast. Deevils can make their faces look completely human, but it is yet another deception, for in reality, their face is hideous and has the features of a goat or bull complete with curled or crooked horns, pointed ears, snout or pug nose, fangs, and yellow eyes; the body, even the human parts, is covered in hair.

The Devilkin is slight of build and seems much more lithe, delicate, vulnerable and human. However, the small goat horns protruding from his or her forehead and the lower body of a goat and devil’s tail reveals their true, animalistic and inhuman nature.

The Dire Harpy has the upper body of a human, usually female, but the face and head is a hideous, twisted mockery of humanity, the arms are wings covered in black and red feathers, and their feet, massive taloned claws.

The Fenry makes no attempt to disguise its predatory and gluttonous nature, and appears as a giant wolf or wolfish humanoid that walks on all fours, and lives to hunt and kill.

The Fiend appears to be the living shadow of a human made solid, with yellow slits for eyes, and a mouth filled with sharp, canine teeth lit by the yellow glow of its infernal insides. Its black body a reflection of its dark nature.

The Gorgon (also known as the Medusa) is a strangely sensuous and alluring female with the shapely body of a human woman, except her skin is cool to the touch, covered in the finest of tiny scales, her green or yellow eyes, those of a cobra, and her hair a mass of snaking vipers that move with a hate-filled life of their own. Her heart as cold as stone.

The diminutive Imp has the cherubic body and structure of a human infant, but its cloven feet and small pair of horns are those of the goat. The creature’s eyes are large, but white, empty and lifeless, as if they lacked a soul. A pair of small bat wings protrude from the back and a devil’s tail snakes around its hoofed feet as it spins its lies.

The Arch Fiend is a larger, more powerful being of blackness.

The Deevil Beast is a giant, bronze skinned humanoid with sunken eyes and an ugly, human head crowned in massive ram’s or segmented horns. The lower body is that of a goat with a devil’s tail.

The Deevil Horror is a snarling nightmare monstrosity with a basic human form, stone-hard hide, gaping maw, and dozens of eyes that cover its monstrous head and shoulders.

The Deevil Serpent is an oddly beautiful serpent with metallic gold scales accented with black or blue markings. Its skin is warm to the touch, and the Serpent speaks in a soothing, human voice that seems to implore trust.

Even the **Deevil Wraith** has a human-like head and upper torso, though it is more like a ghostly skeleton than a man and driven by instincts and cunning of the beast to spy, tail and kill.

Likewise, the lesser known minions of Dyval, such as the *Nexus Deevil*, *Deevil Dragon*, and *Naga Deevil*, all exhibit aspects of the beast.

Whether it be instinct and nature, or countless millennia of hatred and rivalry, all demons – the demons of Hades in particular, regard *Deevils/Dyvalians* as their natural enemies and rivals. However, most archaic demons and other demonic powers will stay out of the conflict, unless forced into the fray, or out of their own rivalry and/or hatred and jealousy of the powerful Hades Demons.

Certainly, the demons of Hades and the minions of Dyval are two of the most successful, numerous and widespread groups of any evil supernatural beings in the Megaverse. That fact alone makes the two extremely dangerous. Now that they’ve gone to war, both demon and infernal will draw upon the resources, henchmen, pawns and worshipers of a thousand worlds across the Megaverse to destroy their rival. An untold number of worlds may be destroyed and hundreds more are certain to suffer as a result.

You see, the problem with a war between demons and Deevils spanning multiple dimensions and galaxies, is that neither knows any limits. These supernatural horrors, left unchecked, will fight, kill and use countless mortal people as

pawns and knights in a contest that could last millennia on end, with no regard for the people and civilizations destroyed in their wake. All that matters to them is that they *win*, and they will fight until there is a winner, or something or someone brings the war to an end. But what power in the Megaverse can stand up against two warring super-powers among the supernatural realm?

Deevil Society

While *Hades* has its cities, its slaves, and some crude type of commerce and infrastructure, *Dyval* does not. Despite their evil and chaotic nature, the Demon Lords of Hades have accomplished much under Lord Modeus, even if it is an evil and self-serving society. *Dyval* has no such socioeconomic structure, nor is it complete anarchy either. The minions of *Dyval* have much more personal freedom and autonomy. Though each serves one of the Deevil Lords and must give that Lord unquestioning loyalty and fidelity, many are allowed to do as they please, provided it makes their lord and master powerful and achieves his goals. This has promoted a sort of Deevil colonialism across the Megaverse, where the minions of *Dyval* have influence or command secret (and not so secret) power centers.

Dyval and Deevil society is set up along *feudal* lines, like that of ancient Europe. Each infernal minion (often referred to, as a whole, as “Deevils” regardless of specific race or species) serves one of the Deevil Lords. Like one large, grand army, each member group within that army is expected to obey their Lord and his appointed warlords and leaders, without question or hesitation. They are his subjects to command and it is their duty – their obligation – to obey. For the most part, the minions of *Dyval* know their place quite well and, overall, follow the edicts of their all powerful Deevil Lords of the Realm to the best of their ability.

Like serving in any army, life in Deevil society comes with its perks and its downside. Minions of *Dyval* are at the beck and call of their Lord of the Realm, as well as those who their Lords put in charge of the various rank and file. There is no questioning of orders. It’s obey or die. It is really that simple. And it is that firm, tyrannical hand that keeps anarchy from reigning.

The perks are being able to indulge in wanton destruction and bloodshed on a grand scale, or to engage in acts of espionage, sabotage, treachery, deception, corruption and mind games, usually directed at mortals. Many minions of *Dyval*, two of the most famous being *Deevils* and *Devilkins*, prefer deception, subterfuge, scheming, the manipulation of others, and treachery rather than outright combat. It’s not that the infernals of *Dyval* are cowards or weak, quite the contrary, many are savage, powerful, bone-rendering monsters who delight in slaughter and war. It’s just that they are naturals at subterfuge, lies and deception, and they use that natural talent to their wicked best. Masters of corruption, intimidation, manipulation, and subterfuge, they take great glee in using other people to further their own ends and the schemes of the Deevil Lords. They love to trick and deceive. It’s in their blood – part and parcel of their vile nature. Such tricksters and deceivers are often sent to other worlds to undermine the plans of demons, shatter the hopes and dreams of mortal heroes, start cults, or just to cause trouble in general.

Ultimately, **Deevil Lords are truly dedicated only to themselves** and their own needs and schemes. Their goals, needs and desires may change over time, but usually involve the acquisition of wealth and power, the display of power, and revenge, among other carnal, depraved and selfish whims and desires. To embarrass a Deevil Lord in public (or even in private) is like sticking a dagger through his heart, and the fiend will seek to punish and/or destroy the individual(s) responsible, be he god, angel or man. Consequently, all Deevil Lords have numerous hated rivals and enemies.

The minions who serve as the troops and underlings of the Masters of *Dyval* live to serve their master and follow their own selfish desires. Those Deevils not on a specific assignment in the service of their master, roam the Megaverse indulging their own lust and intrigue. Some of their exploits may ultimately serve the goals of their hell-spawned master, while other endeavors are likely to be their own, personal plots for revenge, power, or pleasure.

As a result, there really is no organized Deevil civilization or society to speak of. When Deevils gather, it is usually at the behest of a superior or a Deevil Lord. The only place these beings gather in truly significant numbers is at the *citadel* of their powerful Master. Army and platoon-like encampments are common sights around such citadels, sometimes giving the area the *appearance* of a city or military compound where infernal society might flourish, but that is not the case. These gatherings are fleeting, with a constantly changing group of supernatural servants coming and going. Any tents or building-like structures that might be erected are usually temporary, or the equivalent of a shanty town. Most structures around the citadel are constructed by dimensional merchants who make a living traveling from one dimension to the next. Selling to the inhabitants of *Dyval* or any Hell is, of course, risky business, and merchants who are careless may earn the enmity of infernal (or demonic) beings who thrive on revenge and love to inflict prolonged suffering before destroying the person who wronged them.

There are, of course, those minions who do not serve any one particular Deevil Lord. These **Rogue Deevils** tend to be dangerous in their own right, as most are experienced cutthroats and deceivers. Minions of *Dyval* who do not serve a specific Deevil Lord need to find their own fun and wander the Megaverse in search of victims and opportunity. They don’t have the luxury of calling for help from other Deevils, so they often gather their own group of evil henchmen and establish a network of villains to serve them and satisfy their needs. This sometimes puts them at odds against other forces from *Dyval*, but more often than not, they find themselves in competition with mortals and demons.

Mortals are regarded as pawns and playthings to be manipulated and abused. Demons are rivals to be tricked, undermined, embarrassed, tormented and destroyed. Excellent chess players, Rogue Deevils (as do most minions of *Dyval*) engage in complex plots of treachery, lies, controversy, framing, blackmail, political gamesmanship and corruption. As much as they enjoy killing, Deevils understand and appreciate that there is more than one way to skin a cat, and enjoy using other people, treachery and lies to torture and destroy their rivals and enemies.



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Deevil Hierarchy

The minions of Dyval have a military structured order similar to the demons of Hades. It helps to keep the minions in line even if they do enjoy anarchy. It's a system that has been in place since Sahtalus first took charge of Dyval, forcing it on the rest of the Deevils to prove he was in charge. To make certain nobody doubted that he, Sahtalus, was the *Supreme Ruler of Dyval*. While there was some initial resistance and unrest, the beings of Dyval quickly acquiesced and since then have learned to enjoy the perks of having a ranking system. For the first time ever, there was a true pecking order that even the lowliest of Deevils could appreciate. For those who resisted, well let's just say they ended up on the lowest rung of the ladder or forced out altogether.

The following is the ranking system used in Dyval. Some Rogue Deevils, as well as Deevil Lords, may have some additional ranks meant to distinguish certain achievements of an individual, group or a unit. However, they may not be recognized outside that Lord's own domain.

The Hierarchy of Dyval, from the lowest to the exalted:

Slave: The lowest of the low in Dyval are slaves. Most are suffering mortals brought to Hell and forced to serve infernal masters, or else. There is no hope of promotion from slave, and the only way to become free is by escaping from Dyval or hoping that when your master is killed you become freed somehow.

Slaves perform the least desirable jobs in Dyval, typically physical labor of some kind.

Unlike Hades, there are not an overwhelming number of slaves in Dyval. Most tend to be prisoners and even playthings a minion might keep around. However, when the infernal tires of its servant or plaything, the slave is beaten to death, killed and eaten, kept and routinely abused, or traded or sold to another Deevil.

Mortal Pawns: Even more than demons, individual minions of Dyval, especially Deevils, Devilkins, Beasts and Serpents, are likely to have hundreds to thousands (sometimes millions) of mortals under their thrall. These can be deluded mortal allies, unwitting fools who don't realize they are being used and manipulated by evil forces, loyal worshipers, Witches, opportunists and villains of every stripe. Such pawns are used as the Deevil deems suitable or necessary and may serve as seducer, spy, thief, kidnapper, extortionist, assassin, killer, cultist or soldier. It is not uncommon for Deevils to send entire armies to war, instigate riots, stage coups d'état, and engage in all sorts of skullduggery on a small and large scale.

Like their counterparts on a chess board, all mortal pawns are expendable pieces in a much larger game.

Abomination: There are two types of Abominations, those Deevils slain in a mortal realm and *reborn* on Dyval as powerless shadows of their former selves (and remain so for 2D4x10 years), and those deliberately *stripped* of all or most of their powers by their Deevil Lord. The former is commonplace and eventually returns to full status over time. The latter is a usually a *traitor*, *usurper* or *outcast* who, instead of being killed outright, is stripped of his powers and abilities, and banished to the planes of Hell (i.e., to wander the levels of Dyval). The latter is a fate worse than death, for the stripped Deevil retains his demonic appearance (and M.D.C./S.D.C.), but none of his magic or psionic powers nor natural abilities! This means they are unable to protect themselves as usual nor travel to other worlds and dimensions under their own power. Most are trapped where they are (typically a level of Dyval), where they live in shame and fear, and are taunted, beaten and tormented by other Deevils. However, while other infernals like to threaten and torment Abominations, most keep those who have been stripped of their powers at an arm's length to avoid being associated with them. That means most Abominations are shunned rather than enslaved or made into henchmen.

Mephisto seems to take the most delight in turning traitors and failures into powerless Abominations, and he is even said to do it to the messengers who bring him bad news.

The Known: Deevils whose true names are known to mortals are only a cut above an Abominations. They are not stripped of their powers, but they are shunned. A Deevil who can be *forced* to serve mortals and other non-Dyvalians, because his name is known, can never be trusted and lives under a perpetual cloud of suspicion and fear. They are teased and mocked by other Deevils, given the most remote and least important assignments, and are often forced to become rogues who wander the Megaverse alone.

Deevil Worshipers and Witches: Deevils have always manipulated and used, well, anyone they can. They take pride in tricking and manipulating other beings, from demons and other

supernatural beings to mortals (any race), dragons and gods. Such is the Deevils' nature, and why they have so many "associates" and "allies" across the Megaverse.

The most trusted and exalted of their pawns are the willing ones. Witches and people who know they serve evil, supernatural beings from the pits of Hell, and do so of their own free will. These Deevil Worshipers and Witches are responsible for establishing cults and religions in the name of one or more of the Deevil Lords, and function as spies, assassins and support personnel in Deevil operations. **Note:** Unlike demons, Deevils do not have dark priests, but cultivate Witches via blood pacts, to lead their cults, covens and secret organizations.

The Host or Deevil Host: Mortals, be they human or D-Bees, generally fall under the categories of Slaves, Pawns, Worshipers and Witches. However, there are some exceptional beings who are counted among the *Deevil Host*. The Host are conquered beings who have become, in effect, loyal sub-Deevils. To be counted among the Deevil Host, the people must number into the hundreds of thousands, if not millions, and function as loyal warriors and pseudo-minions for generations. There are four notable members of the Host: *Cryxon*, *Stalkers*, *Shock Dragons* and *Tiger Beasts*.

Minion: Lesser Deevils who serve greater infernals and Deevil Lords are ranked under the category of *Minion*. They may be considered the foot soldiers of the Dyval Hell, the masses who serve and fight and most obediently follow higher powers despite their anarchist nature.

Minions who prove themselves in some way, shape or form can be promoted. However, most rise to positions of power through cunning, lies, and treachery. If they are able to maintain their position and not be defeated by another Lesser Dyvalian, their new rank stands. As a result, there are many secret alliances and back alley deals formed to protect and hold one's position. Similarly, Deevils of low rank will pin their failures squarely on the shoulders of underlings, outsiders, mortal intervention and scapegoats rather than accept responsibility themselves. It is the only way to avoid demotion or worse.

With the onset of the Minion War, lowly supernatural creatures like *Deevil Stalkers* and *Cryxon* have been elevated to "Minion" or Lesser Deevil status.

Master Minion: Minions who prove themselves either in the service of their infernal Lord, or in battle, can be promoted to *Master Minion*. It's a step up from being one of the nameless, faceless grunts and puts the Deevil in a position of authority equal to a *Corporal*, *Sergeant*, or *supervisor*. A Master Minion may be placed in charge of combat troops as platoon leader, slave master, assistant manager, or supervisor of other Lesser Deevils and groups of non-Deevils. Master Minions can also be trusted with solo missions and independent operations, and may be dispatched into the outside world as a spy, infiltrator, assassin, blackmailer, tempter or instigator. However, the nature of Dyvalians being what it is, even a Master Minion working solo will cultivate "local" henchmen, crooks and associates to help him on his mission. While it's rare, non-Deevils have been promoted to the rank of *Master Minion*. However, most of these beings aspire to be something more, and in the end, their ambition gets them killed.

Sovereign or Sovereign Master: The rank automatically assigned to all *Greater Deevils* is that of *Sovereign*. All Sovereigns are seen as the *Lieutenants* and *Captains* of the infernal hordes, and can command any Deevil of lesser rank, including Master Minions. Sovereigns may work or lead a squad to large groups, brigades and battalions. Sovereign Deevils may also take autonomous action, work alone, or with other Sovereigns (Greater Deevils), but in the latter case, as equals. Sovereigns have the best chances of rising through the Deevil hierarchy. First, they are generally far more powerful than Lesser Deevils/Minions, and second, they are *favoured* by the Deevil Lords. This is a tremendous advantage over the Lesser Deevils, who are generally seen as mere grunts and flunkies. As a result, a Lesser Deevil who achieves the rank of Sovereign is often snubbed and looked upon with contempt and distrust by the Greater Deevils.

Sub-Regent: A rank that is typically reserved for Greater Deevils of superior cunning, intellect and power. They are always appointed by one of the Deevil Lords and serve as the *Colonels* and *Majors* within the Deevil hordes, or function as the equivalent of a *Baron*, *Duke*, *Mayor*, or similar *regional power*. Sub-Regent is the rank that may also be given to those who hold special or *honorary positions*. For example, the Deevil Beasts who serve as the *royal guardsmen* to any Deevil Lord are all Sub-Regents. Sub-Regents can also gain their title on the field of battle for acts of strong leadership, cunning strategies and tactics, and impressive victories.

Unlike other lesser "titles of power," a Sub-Regent (and Regent) sees his power level increase as follows: M.D.C./Hit Points and P.P.E. increase by 10%. Furthermore, authority in Dyval is power, and the very rank of Sub-Regent gives the individual great respect and power over those of lower rank. While it doesn't happen very often, Sub-Regents who win the favor of a Deevil Lord may also be granted *one* of the *Regent's powers* (described below). Such a boon is a rare and cherished reward (or bribe to accomplish some nearly impossible goal) bestowed only upon an infernal Sub-Regent, and *never* a mortal or non-Deevil.

Regent: Sub-Regents and Sovereigns who amass a small power base, and who have their own base of worshipers, can aspire to be a *Deevil Regent*.

Regents are the equivalents of *Generals*, *Princes* and *Kings* in Dyval. Most are personally appointed to the position by a Deevil Lord after proving themselves loyal and worthy of the position. Although most (as in 98%) Regents are Greater Deevils, theoretically, any Deevil with the ambition, cunning and influence (including blackmail) can become a Regent. They had just better have the power to back it up, because the authority of a Regent may be challenged by Sovereigns and Sub-Regents seeking greater power and position themselves.

Upon becoming a Regent, a transformation takes place. Deevil Regents gain a measure of newfound supernatural power. Increase M.D.C., I.S.P. and P.P.E. by 20% and select two special abilities from the description of **Powers of the Regent**. These two abilities manifest when the Deevil first becomes Regent. All Regents command at least 200,000 infernal followers, and at least 10 times as many intelligent, non-Deevil races, including mortals or other supernatural beings who worship or

willingly follow the Regent. This does NOT include slaves and conquered people *forced* into submission, because they are likely to despise their evil master. **Note:** The average experience level of a Regent is 1D6+6. Add one Regent power at levels 10, 15, 20 and 30. Each Regent has a fair amount of experience, cunning and power, which is how they have managed to climb the ranks in the Deevil hierarchy.

Deevil Lords have power on par with most gods and wield *Deific Powers* (see the **Dragons & Gods** sourcebook). Each of the seven Deevil Lords (including Supreme Lord, Sahtalus) has his or her own thronging multitude of Deevils who are not only worshipers, but who act as shock troops and loyal minions. Each of the Deevil Lords commands a particular level of Hell where he or she resides, usually in a fortress or castle-like citadel. If a Regent is able to reach and hold on to the rank of *Deevil Lord*, he commands a minimum of *one million Deevils* and many times (100x) more non-Deevils.

To become a Deevil Lord, the infernal must have been a Regent first. When a Regent attains the god-like status of a Deevil Lord, his M.D.C. is doubled, I.S.P. and P.P.E. base are increased by 50%, and the Deevil Lord automatically gains the abilities listed under *The Powers of the Deevil Lord* (below), +1 additional Power of the Regent at levels 15, 20, 25 and 30, as well as 1D4 Deific or Proto-Deific Powers.

It is possible for a Deevil to attain the rank of Deevil Lord by acquiring a massive quantity of followers who accept and worship him as a god. However, this is rare, because the existing Deevil Lords don't appreciate a new kid on the block joining their exclusive club or stealing away their followers. Thus, the current Deevil Lords are vigilant of ambitious, power-monger upstarts, and actively work to undermine the efforts of such social climbers. The other seven Lords may steal the upstart's infernal followers, destroy his mortal worshipers, undermine his operations in every way possible, and, when necessary, even kill the upstart before he attains the power of a Deevil Lord. However, in the chaos and vast reaches of the Minion War it seems inevitable that at least one or two power-hungry Regents may escape notice in some corner of the Megaverse and rise to power to join the pantheon of Dyval. **Note:** All Lords of Dyval automatically possess the abilities to *Dispel Infernal Power*, *Corrupt Holy Water* and *Agonize Followers*.

Supreme Lord Dyval: The highest position most Deevils can hope to attain is *Regent* or *Deevil Lord*. That was, until Sahtalus took charge and declared himself the *Supreme Lord Dyval*. He is an arrogant ruler who wants to stand a head above the crowd. Many of his rivals and detractors insist it is a meaningless title. However, Sahtalus has quite a bit more power than the other Deevil Lords as well as having amassed a substantial number of followers and minions.

Furthermore, Sahtalus possesses the Deific Powers of *Deific Traveling Between Dimensional Realms* and *Godlike Perception*, as well as the Proto-Deific Powers of *Agonize Followers*, *Corrupt Holy Water*, *Create Deific Portal*, *Hellfire Blasts*, *Manifestation*, and *Bio-Regeneration: Deific*. In addition, he can strip 10 minions of Dyval of their powers at once, for the same P.P.E. cost as the other Deevil Lords need to strip one infernal of power.

The Powers of the Deevil Lords

All Lords of Dyval possess a large number of the powers described under the Powers of the Regent, but only Deevil Lords possess the abilities to *Dispel Infernal Power*, *Corrupt Holy Water* and *Agonize Followers*, as well as one to four Deific powers.

1. Dispel Infernal Power: The ability to strip any minion of Dyval (excluding other Deevil Lords) of one or more (as many as ALL) of the pitiful creature's Natural Abilities, including magic spell knowledge, P.P.E., psionic powers, I.S.P. and specific abilities listed under Natural Abilities (Nightvision, Bio-Regeneration, etc., but does *not* affect alignment, attributes or skills). The dispelling of infernal powers is done, a) to punish minions for failure or treachery, b) to mark traitors and fools as Abominations to be shunned, and c) to keep their Deevil minions, great and small, in line, obedient, and afraid. The ability only works on fellow *minions of Dyval*, not demons of Hades, nor other supernatural beings, or creatures or practitioners of magic.

To dispel a Deevil of his supernatural abilities, the specific character must be brought before his Deevil Lord and touched upon his forehead. The magical process takes 10 agonizing minutes during which the infernal feels as if he is being torn apart from the inside out. To strip a single ability costs a Deevil Lord 60 P.P.E., to strip all abilities (magic and psionics included) costs 666 P.P.E.

2. Corrupt Holy Water: The ability to turn Holy Water back into ordinary water (up to one gallon/3.8 liters of Holy Water per level of experience per day); or to corrupt Holy Water, turning it into an oily black liquid that acts like acid when splashed on those of good alignment (can corrupt 16 ounces/0.47 liters of water per level of experience per day).

Damage: Does M.D. to Mega-Damage creatures and S.D.C./Hit Point damage to mortal beings. One drop does one point of damage, a whole vial (6 ounces) does 2D6 damage, double to Angels and other good supernatural beings. The Corrupted Holy Water (and it must have been Holy Water, not ordinary water, to begin with) burns and blisters the flesh, and even after the damned water stops inflicting physical damage the burning sensation lasts for 1D4+4 minutes.

Special: Deevils and devout worshipers and Witches can drink the vile concoction to heal 3D6 S.D.C. (or M.D.C.). However, if a demon or good supernatural being drinks the Corrupted Holy Water, it is poison that inflicts 6D6 S.D.C. (or M.D. depending on the setting) for 1D4 melee rounds; they are -2 to save vs poison and the damage inflicted can NOT be bio-regenerated for 2D6+6 minutes.

3. Agonize Followers: When the Deevil Lord is within the presence of any of his followers or minions, he can inflict Agony as per the 7th level spell. It can be cast in one melee action (as opposed to the normal two) and costs the Deevil Lord only one P.P.E. point to unleash upon one individual or several. The Agonize Followers ability can only be used in this fashion, at a cost of one P.P.E. point, three times per day on a specific follower or group of followers (otherwise it can be cast as a spell at the usual P.P.E. cost), but can be used to agonize as many as 20 followers/minions simultaneously, per level of the Deevil Lord's experience! Followers/minions get to save vs magic, but

at -3 to save. In this case, because of their union with their lord and master, a successful save means half the pain and damage, for half the usual amount of time. Duration of Agonize Followers is normally two melees per level of the Deevil Lord. Its use often makes an impressive display when dozens to hundreds of followers are dropped to their knees in pain. **Note:** This power cannot be used on anyone who does not follow or worship the Deevil Lord.

4. Possesses 1D4 Deific or Proto-Deific Powers from the following list at the normal cost: *Bio-Regeneration: Deific, Create Deific Portal, Deific Curse: Pox, Deific Curse: Pestilence, Mobile Sphere of Destruction, and Manifestation*. For a detailed explanation of what each power can do, please consult **Dragons and Gods** for the **Palladium Fantasy RPG®**.

Powers of the Regent

Regents also possess 2-8 unique powers. They start with *two* powers from the list below and get an additional power at levels 10, 15, 20, and 30. They may also may get an extra power or two as a reward from their Deevil Lord (rare). A Regent *NEVER* gets the four Deevil Lord powers previously described.

The Deevil Lords can grant *Sub-Regents* one of the Powers of the Regent as a reward or bribe, but never powers #10, 11, or 13. Those are reserved for Regents and the Deevil Lords themselves.

A power, as listed below, can only be selected ONCE.

1. Arcane Power: +2 to Spell Strength, +3D6x10+100 to existing P.P.E. base, and the infernal gets 4D6+15 new spells selected from *Spell Invocations* (selections can be made from spell levels 1-13) or the Regent may be given ALL spell invocations from levels 1-5 (roll 1D4+1 for random determination). Specific spells granted under both options are limited to invocations/incantations only, unless the Deevil specializes in a different form of magic, such as knowing Elemental magic, in which case he can select 2D6+10 spells from any level of that specialized category or a related category (i.e., if the Deevil already knows all Elemental Fire magic, he can select related Air Elemental spells because air fuels fire).

2. Psionic Master: Gains all the psychic abilities from one of the following psionic categories: Healing, Sensitive, Physical, or Mind Bleeder. Or instead of one full category, they can select six Super Psionic abilities and six from any one of the aforementioned other categories. +1D4x100 I.S.P.

3. Combat Prowess: +1 attack per melee round, +3 on initiative, +2 to strike, +1 to parry and dodge, +2 to roll with impact, +4 to pull punch, +2 to entangle (+4 if a Gorgon) and +2 to disarm. Critical Strike (double damage) on a Natural 18, 19, or 20, and Paired Weapons.

4. Limited Invulnerability: Invulnerable to one of the following types of attack. Pick ONE. All bonuses are accumulative and in addition to attribute and skill bonuses.

Fire and cold.

Electricity/lightning.

Energy/light (includes laser and energy weapons have no effect).

Fatigue (never tires).

Possession (cannot be possessed by an invading life force, spirit or Entity, but is still vulnerable to hypnotic suggestion, illusions and charm magic).

Normal weapons (S.D.C. or M.D.C. depending on the environment, melee weapons such as swords, clubs, etc., as well as projectiles, do no damage. The Deevil only takes damage from magic weapons and weapons to which he has a vulnerability, such as silver).

Magic (+5 to save vs magic attacks of all kinds, including saves vs illusion, and magic weapons do half their normal damage).

Psionics (+5 to save vs psionic attacks and +1 to save vs all manner of charms and mind control, +1 on Perception Rolls).

5. Superior Metamorphosis: Humanoids and Animals: The Deevil can take the form of humans and D-Bees, to demons or other humanoid or animal-like supernatural beings, including their fellow Deevils. (Does not include energy beings, gods or Alien Intelligences.)

The Regent can take the form of *any* animal, (except creatures of magic such as dragons, the Sphinx or Faerie Folk), as small as a fly and as large as an Infernal Tri-Tops. Though the Regent's appearance is that of an animal, the Deevil *does not* gain any of the creature's natural abilities, but keeps his own powers, including the ability to speak and cast spells in animal form. Duration is indefinite and can be maintained for years if so desired.

6. Inner Power. Pick *one* of the following: Increase one mental attribute of choice 1D4+4 points and add 4D6x10+60 to P.P.E. or add 3D6x10+40 to I.S.P. Also +10% to all skills and natural abilities that use percentile determination, plus select 1D4+3 additional skills from any skill category (no limitations, and each gets the +10% bonus).

7. Raw Power: +1D6x100+360 points to M.D.C. (In S.D.C. environments, reduce the number by half, 30% of that halved number are Hit Points, and the remaining 70% S.D.C.; +2 to the character's A.R.) and increase one physical attribute of choice by 1D6+6 points.

8. The Power of Flight. The infernal can hover above the ground, float in the air, or fly at a Spd of 1D6x10+100 (75-109 mph/120 to 174 km) at will; also +2 to roll with impact and +2 to dodge in flight. Unlimited altitude, does not need to breathe air, and can survive the vacuum and cold of space.

9. Wisps of Hellfire. The Regent or Deevil Lord can unleash bolts of magic fire or lightning that shoot from his hands or are spat from his mouth. Damage: 1D6x10 and inflicts M.D. to Mega-Damage opponents and S.D.C./H.P. to S.D.C. opponents, double damage to *demons and Deevils!* (Maximum for a Sub-Regent is 6D6 damage.) Range: 2400 feet (731.5 m). Bonus: +2 to strike with Wisps of Hellfire.

10. Dimensional Master. +20% to the ability to *Dimensional Teleport* and can flawlessly Dimensional Teleport back to any level of Dyval, at will. This is a natural ability that counts as three melee attacks/actions every time it is used, but does not require spell casting, opening a Rift or the expenditure of massive amounts of P.P.E. (only needs to spend 13 P.P.E.). Dimensional Teleport only transports the character himself and the posses-

sions carried on his person at the time of the teleportation; no passengers, vehicles, stationary objects or nearby items.

11. Mask the Supernatural. The character can hide his supernatural nature completely. This is especially effective when disguised via metamorphosis as a mortal (of any race), animal or shunned Abomination. This ability conceals his P.P.E., I.S.P., M.D.C., extraordinary amount of M.D.C. (or Hit Points/S.D.C.) and inhuman, supernatural nature. In short, the Regent appears, in every way, from aura to ambient energy readings, to physical examinations, to be ordinary and powerless. Perfect for pretending to be human or a stray animal.

12. Empower Weapons of Destruction. The character can channel mystic energy into any ordinary handheld melee weapon (sword, club, etc.) to turn it into an enchanted weapon that can harm other supernatural beings, Mega-Damage beings and creatures of magic. It costs 20 P.P.E. to evoke the magic, but the enchantment lasts until the Regent's physical hold on the weapon is broken. (Instantly returns to normal when the weapon is thrown, dropped, sheathed or put away. Cannot enchant magic items, guns, bombs or blasters.) Damage: Double the usual amount for that ordinary weapon and it inflicts M.D. to Mega-Damage opponents and S.D.C./H.P. to S.D.C. opponents. Furthermore, the weapon can unleash wisps of Hellfire that do 5D6 M.D./S.D.C. per blast (only 3D6 M.D./S.D.C. for Sub-Regents), and the blasts inflict double damage to *demons and Deevils*. Range of Blast: 2000 feet (610 m), otherwise the melee weapon is good for close combat.

13. Master of Hell. A *Deevil Lord* can summon 2D6+6 Minions/Lesser Deevils, or Non-Deevil Monsters, or War Beasts (the equivalent of Dyvalian Netherbeasts), or 2D4+2 Greater Deevils, all of whom obey and serve the summoner as loyal minions. Half that number for a *Regent*.

What's in a Name?

One of the few constants throughout the Megaverse seems to be the power of one's true name. Like the Demons of Hades, the minions of Dyval are also vulnerable to having their *true names* known. Anyone who knows the infernal's true name can command him and the monster must obey (though they can try to warp and twist the command to frustrate and harm the one who commands them). How this weakness ever came to be shall forever remain a mystery, however, it is powerful and dangerous knowledge to possess.

Deevils are even more protective of their true names than demons, and because of their shrewd and deceptive nature, they seem better adept at taking control of the situation and turning things back around in their favor. Most Deevils find ways to trick a mortal master into releasing them from servitude, or manage to lash out at their slave master, and even kill (or blackmail) him into keeping their true name a secret from the rest of the world. This usually involves promising more power to the mortal and preying on his weaknesses, insecurities, or desires. A common tactic is for the Deevil to convince his mortal master that he can command even more Deevils and trick them into revealing their own true names. When too many supernatural beings are summoned, the mage loses control over the ones he had already enslaved, and he is slain. Or the Deevil offers to save his life, provided he never calls upon him again nor tells anyone

else his true name. However, the most reliable method of silencing someone with the knowledge of his true name is to kill him.

Knowledge of a *true name* can be used against demons, other demonic beings, sorcerers, and even other Deevils. Although this is not as common in Dyval as it is in Hades, Deevils will hold power over their brethren by learning their true name. Of course, Deevils love to get the true name of their hated demon rivals and love to use that information to force demons to betray their brothers in Hades. Much chaos and mayhem has already been reaped by such tactics at the onset of the Minion War.

Deevils, like demons, can be summoned via magic circles and certain spells. While this power over them is limited, it can become indefinite if their *true name* is known. The Deevil Lords are very possessive of their troops and minions and don't like it when others, especially mortals and demons, compromise them by learning their true names. Each Deevil Lord has a small, specialized group of hunters who seek out those who possess this forbidden knowledge and destroy them. It's not because they fear others having power over them (though they do hate it), but ultimately they hate to call anyone else their master, and a Deevil Lord is not about to share his power (via his minion) with a mere mortal. It is Deevils who manipulate and use people, not the other way around.

Only **Deevil Lords** are immune because of their godlike power. If someone tries to summon a Deevil Lord by using his real name, there is no result, unless the Deevil Lord *chooses* to answer the call. This is dangerous in the extreme, for the summoner has no control over the dark lord and unless he has some valuable bargaining chip with which to cut a deal, the summoner is slain, or worse, taken captive and enslaved in the pits of Hell, or tortured and tormented (sometimes for decades) until he is driven mad or finally dies.

Even most mortals are smart enough not to attempt to summon and control a Deevil Lord, or even a Regent. However, sometimes a Deevil Lord or Regent sees an opportunity to make a pact or use this mortal in one of his schemes or for recruiting new followers. Of course, any deal not written in blood is a pack of lies, and the mortal nothing more than a foolish pawn.

Deevil Host (worshiping monsters/Sub-Deevils), **Abominations** and **the Known** are most likely to accept a mortal master, as they are used to a life of servitude or suffering. To them, might makes right, and if this person wielding their true name is more cunning or powerful than they, then it is their punishment and failing to serve a being they might otherwise despise or destroy. Likewise, lesser infernals, especially the Deevil Host, are more easily tricked into revealing their true name (or the name of a hated rival or enemy) than a Greater Deevil, however, only the bestial Dire Harpies, Fenry, and Gorgon are among the most likely candidates to be tricked into revealing their true name. The other Lesser Deevils are cunning tricksters and tempters, themselves, and too clever to give up their true name easily. **Note:** Most lesser infernals do NOT know the true name of their fellow Lesser Deevils let alone the true name of any Greater Deevil, Regent or Deevil Lord. Speaking the true name of a Greater Demon is an affront punishable by the dispelling of one's powers and being branded an Abomination, and/or banishment, torture and death. Using a Greater Deevil's true name to control him, of course, is a humiliation that earns the person responsible that Deevil's eternal hatred and enmity.

Like most enchantments, even this knowledge cannot be used to force a Deevil to commit suicide. However, the infernal can be banished or commanded to leave a particular dimension never to return (although the Deevil's interpretation of "never to return" is "until the day that individual dies" or "leaves that land"). A Deevil cannot, however, be banished from Dyval, because it is the monster's native home. On the other hand, the infernal can be commanded to remain in Dyval, but that only lasts until a Sub-Regent, Regent, Lord, or someone else who knows his true name commands him otherwise.

Only one individual may command a named Deevil at a time. If, for example, another mage who also knows an infernal's true name tries to summon or usurp command, he can't do it. The individual currently in command retains control, because the Deevil was under his thrall first. The only exception is a Deevil Regent, Lord or god who summons or commands the infernal. Otherwise, the Deevil must obey *He Who Knows Thy Name* until he dies, leaves that plane of existence, or releases the infernal. **Note:** Such authority over a Deevil cannot be given to another person (especially a mortal) by commanding the demon to "obey Alex and do anything he bids you to do." The demon may agree, but it is a ruse. His true name *must be known* and used in a mystic ritual for one person to control him at any given time.

Wielding power over demons and Deevils is alluring and intoxicating to most mortals, but is also very dangerous. Most Deevils, including the lesser *Devilkin*, *Deevil*, *Imp* and *Fiend*, are highly intelligent, charismatic and skilled tricksters and liars who love to play dumb until they turn the tables on their "master," or their "would-be master" realizes they have been using him the entire time. The more feral Deevils (as well as most Lesser Demons) are like commanding a wild animal eager to tear out the throat of its "so-called master." The rebellious and cruel spirit of a Deevil can NEVER be completely broken, domesticated, or controlled. Deevils, like demons, are supernatural forces of evil, and it is their nature to deceive, torment, kill, and destroy – it can *never* be purged from them or completely controlled. Any mortal who thinks otherwise is fooling himself and headed toward eventual sorrow and treachery at the hands of his infernal servant.

If the Deevil is able to communicate back to Dyval, or other Deevils learn that such knowledge has been leaked out, the mortal who possesses the knowledge is hunted down. More than demons or any other supernatural being, Deevils are relentless in wiping out mortals who learn too many secrets or learn the true names of Deevils. As a result, people with such knowledge find themselves hunted by **Deevil Retribution Squads**, like the **Name Seekers**. Even the infernals under the mortal's command will be unable to save their slave master from deadly retribution. Most DR Squads understand that the mortal will most likely command his Deevil to defend him, and it is accounted for. Thus, and the mortal is attacked when most vulnerable, or when his Deevil servant(s) is elsewhere. However, if one or more Deevils must die (usually reborn back in Dyval), it is a small price to pay.

Over the millennia, Deevils have developed "nicknames," "traveling names" and "common names" they use to be recognized and communicate with the outside world. These names

never have anything to do with their "true name" and are often a title, nickname or label placed upon the creature by an outsider or for some notorious feats or reputation, such as the Destroyer, the Dark One, Shadow Fist, Kym the Cruel, Zaal Ramshorn, Brutus Black Claw, Lucifer the Deceiver, Brath the Tempter, and so on. Sometimes a Deevil's common name may represent his rank and/or title, such as Lord of Lies, Prince of Betrayal, Commander of the Fenry, and similar. Such a rank or title may be earned through deeds, or given by a Deevil Regent or Lord. When Deevils work together, whoever is the leader tends to assign designations to those under his command, if it is even necessary. These names can be anything, but tend to reflect the nature of the individual, his quirks, reputation, notable traits, assignment, or even the deeds committed in a previous assignment or battle. These code names, nicknames or traveling names are not the true names of the Deevil. They are only temporary and hold no power over these supernatural beings.



Death of a Deevil

For as long as anyone can remember, there has always been friction between the demons of Hades, and the Deevils of Dyval. Why? Is it because they are both two sides of the same coin? Their goals and ambitions are the same. When they're not trying to undermine each other's actions, they are trying to subvert mortals to walk their path of evil and depravity. It's a good thing these beings are at war and not working together, for they would be a force to be reckoned with if it were otherwise. Fortu-

nately, evil tends to prey on itself, just as much as it preys on the innocent and the weak. It would almost seem that these beings were designed to be mortal enemies, as if created by some great power to spur each other on through competition and treachery. Alas, their origins are lost to the mists of time and long forgotten. There are not even any references to the creation of these beings, and they may very well be a reflection of the evil side of man that has always existed.

Like their rivals, Deevils are all immortal beings who can not be killed unless it's done in their native plane of existence – i.e., in the planes of Dyval! This seems to be either a curse or a boon that both Deevils and demons share. Perhaps it's this way because evil can not be truly ever crushed out completely, but must be conquered each day like temptation. There are always trials one must go through in life and perhaps these creatures represent the darker sides of temptation and immorality.

When a Deevil dies on another plane other than Dyval, his body feels the agony of death. When all S.D.C./Hit Points/M.D.C. are depleted to the Deevil's P.E. attribute below zero, the Deevil dies in that current plane of existence. A few moments later, the physical body disintegrates into a puff of foul smelling smoke, a pile of ordinary ash or sand or worse (see table below). If killed in Dyval (anywhere), however, the corpse remains, but rapidly deteriorates. After 4D6+4 hours the body rots into mulch and mucus. However, during this period, the teeth, claws and bones of a slain demon may be gathered, cleaned and preserved. Such bones possess inherent magical properties that can be used in magic or turned into magic weapons.

Game Masters can roll on the table below or select the fate of the Deevil when slain outside of Dyval.

01-50% Vanishes in a puff smoke. On the final strike that slays the Deevil, its body bursts like a balloon into a cloud of foul smelling smoke. The face of the Deevil can be seen in the smoke as it dissipates over the next 1D4 minutes. Sorry, no remains are available.

51-65% The body transforms into a pile of sand. The Deevil's body turns to sand from head to toe over the course of 15 seconds. When the body is fully turned to sand, it falls to the ground and blows away or seeps into the earth. There is no value to the sand, but there is a one to three percent chance that 2D6 ounces of Deevil bone is left behind.

66-80% The Deevil's body becomes engulfed in flames. The body of the Deevil immediately combusts, with flames coming out of its eyes, nose, mouth and all the wounds it took. The body burns intensely for two melee rounds (30 seconds), and the entire time the Deevil screams in agony. When the flames go out (and no amount of water or chemicals can stop the fire until it is done), all that remains is a pile of ash that blows away with the first breeze. The flames may ignite highly combustible substances (like gasoline) on fire and start a larger blaze, but as a rule, the fire is contained to the Deevil itself. There are no remains left behind.

81-90% A Rift forms within the Deevil. The abdomen of the Deevil glows bright with a blue-white light as a Rift forms from within its body. 15 seconds later, the Deevil is pulled inside out, and into this Rift, and vanishes. There is a one percent chance that pieces of Deevil bone (3D6 ounces) are left behind.

91-00% A Random Rift appears above the Deevil and either a giant hand or massive tentacles spring forth from the Rift, grab the Deevil (only the Deevil, no one else is at risk) and pull it through the Rift. The Deevil does not struggle and it and the Rift are gone in an instant (1D4 seconds), as if they were never there. No remains left behind.

Deevil Rebirth

When slain in any plane other than one of the levels of Dyval, a Deevil is *reborn*. First, its life essence/spirit wanders the Megaverse for 2D6x10 years in search of a way back to Dyval, the only place where they can be reborn.

Many seem to end up on the Astral Plane, where they wander for decades. Only a small percentage remain in the dimension they were slain, and all are eventually compelled to find their way home to Dyval.

Once the evil essence finds its way to Dyval, the lost soul tries to make it to its native level of Hell and the Citadel of its Deevil Lord. Here the spirit goes deep into the ground around the citadel, where it turns into a insect-like pupa which gestates and grows back into its former body over a period of 1D4x10 years (double for Regents and Deevil Lords).

Note: If they so choose, a Deevil Lord can grow and bring back as many as 100 Deevil life essences per level of experience, within 2D6 months. However, the physical cost of doing so leaves the Deevil Lord in a weakened and vulnerable state (reduce his or her M.D.C., P.P.E. and I.S.P., attacks per melee and combat bonuses by half, until the fast growing minions are reborn), so they seldom do so.

Reborn through mortal birth. The only other choice the disincorporate Deevil has is to possess an unborn infant! An unborn child in the womb of a Deevil follower/worshiper or other evil mortal (but seldom a Witch) can be completely taken over and molded into the previous form of the slain Deevil. It is truly a savage and destructive way of rebirth, but one that is also humiliating to the Deevil as well. These beings must go through the entire birthing term and be brought into the world at the hands of a *mortal*. There is only a slight chance (01-05% on a percentile roll) that the mortal mother will survive giving birth to a Deevil, and those who do are quite insane (roll 1D4 times on the Random Insanity Table). The lucky females die in childbirth.

The reborn Deevil is the size of a baby and remains that way for 1D4 years. After which, the infant grows to look full-grown, but *all* of its former powers, natural abilities and memories take 2D4x10 years to return. Until that time, the reborn Deevil is laughed at and mocked as an *Abomination*. Only a Deevil Lord has the power to reduce the restoration period from decades to 2D4 months, but most are reluctant to do so as the painful adolescence helps to reinforce the monster's deep rooted depravity, lust for life and desire to make other people (not fellow Deevils) suffer as it has suffered.



bradshaw
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The Minion War

Endless rivalry spawns a war

Demons and Deevils have been natural rivals and enemies as long as either side can remember. This means they work to undermine or destroy each other whenever and wherever they run across one another.

The trouble and woe they inflict on others is compounded by their eternal rivalry, resulting in no-holds-barred, open competition (may the most cunning scoundrel win). This often involves behind the scenes manipulation of their mortal pawns and worshipers to attack the minions, servants and worshipers of the other. This may include cruel practical jokes, sabotage, treachery, scandal, religious or political persecution, genocide, anarchy, war, and worse. All of it part of an endless game of wickedness, treachery, and one-upmanship.

Make no mistake, these two supernatural rivals hate each other to such a degree that neither would ever come to the other's aid or work together even against a common enemy or toward their mutual benefit. A demon of Hades would rather die before making a deal with a Deevil, and the denizens of Dyval feel exactly the same about the monsters of Hades.

Direct conflict between the two evil forces may result in murder, assassination, dirty tricks, brawls, skirmishes and, sometimes, all-out war that involves two or more kingdoms. However, such *open combat*, until the Minion War, was always isolated and localized events. Nothing on the scale of a Megaversal conflict that involves hundreds – perhaps thousands – of worlds and dimensions. In fact, large scale clashes in the past seldom escalated to include more than a couple of rival cities, nations or corporations. A global conflict resulting from demon and Deevil rivalry was as bad as it usually got. Sure, minions of Hades or Dyval might be behind some aspect or faction of a larger conflict, but it seldom pitted entire worlds against other worlds.

For countless millennia, one of the places where the demons of Hades and infernals of Dyval let off steam in brutal combat was the *Great Rift* on the **Palladium World**. Here, both actively recruited worshipers (especially among the monster races) and engaged in dark plots, foul works of magic, murder, and no-holds-barred combat against the other. But even the endless battle of the Great Rift was, in effect, *a game*. A place and method to blow off steam, win temporary bragging rights against the other (at least until the other side took back the position they had won), thump chests, and *feel* as if they were showing the other side who was superior. Truth was, the ongoing battle was pointless and each victory was a hollow win. Every demon and infernal slain in combat would reappear decades later in his home dimension of Hell to be reborn. There were rules of engagement and there would never be an ultimate winner nor an end to the battle.

Meanwhile, demons and Deevils were both active across the face of the **Palladium World**, even before the rise of man. Beyond the Land of the Damned, and among the streets of human

and inhuman civilizations, demons and infernals engage in subtle competition with one another. Here, they work behind the scenes pretending to be the henchmen or advisors of evil masters, whispering dark secrets and bloody advice into the ears of disturbed minds to advance wickedness and injustice. The influence of demonic and infernal evil forces doesn't end on the Palladium World and may be found across the Megaverse wherever jealousy, selfishness, hatred, revenge, and genocide reign. Other evil games play upon the fears or desires of mortals and inspire all manner of vice, cruelty and wickedness. As part of the rivalry and games, demons and Deevils solicit the worship of mortals, start secret cults, empower Witches, and pose as the servants of evil wizards, tyrants, warlords and madmen. In the guise of serving their mortal master, they instigate and engage in a menagerie of malevolence and crime that would fill half this book if we tried to list them all.

In the end, however, it is all just part of the same game of one-upmanship and cruel pleasure at the expense of mortals. (“Hah, you think that's something? My human stooge has slept with the queen and is about to launch a coup to overturn the government and claim her for himself. The fool is going to fail, but the amount of bloodshed he'll cause is going to be spectacular.”)

So it has been for eons on worlds across the Megaverse. The Palladium World is just one of many worlds where demon and Deevil compete for dominance and will feel the sting of the Minion War as the shadow of supernatural evil shrouds the land. The war will bring about turmoil the likes of which have not been seen in thousands of years. Men and the northern canine people teeter on the brink of war as the result of demonic and infernal manipulation; the battle of the Great Rift has reached a magnitude of violence that boggles the mind; specters of evil locked within the Land of the Damned for more than 60,000 years struggle to escape; mountains tremble with the stirring of evil, and malevolent forces seek to unleash ancient magic and godlike monsters best left undisturbed as the result of this endless rivalry turned war.

Elsewhere in another dimension, demonic and infernal forces are rising on **Rifts Earth**. This world, drenched in magic and upheaval, offers not only great sources of magic energy, but doorways to thousands of worlds across the Megaverse. Whichever side in the Minion War can seize total control of the ley lines and Rifts, probably wins the war. Of course, Rifts Earth offers plenty of other resources by way of strange, new magicks, ancient mystic artifacts, mortal practitioners of magic, and a host of alien beings to corrupt and use as foot soldiers and pawns. However, the magical forces let loose on Rifts Earth are even more than the monsters of Dyval and Hades can control, and numerous other powerful beings – mortal and supernatural – lay claim to parts of the planet. They are barriers to the demons' and infernals' goals and must be eliminated or manipulated in their favor for the monsters to get what they want.

And this is just the beginning.

The **Minion War** is something new and terrifying. Its massive scale and unrelenting escalation of violence has the potential of ushering in a new age of chaos that could destroy worlds and reshape the Megaverse.

War & Politics

War! Since the beginning, Demons and Deevils have been in contention with each other over . . . well, everything. The two are natural rivals. They have tried to win over each other's worshippers, subvert each other's cults, steal each other's positions of power, or wealth, or possessions, and entire worlds.

Each actively works against the other to thwart each other's plans in any way they can. This has led to countless skirmishes, localized conflicts, and lasting enmity, but never large scale engagements that went beyond a single world, and never an invasion on their home soil.

For as long as anyone could remember (and Demons and Deevils are eternal creatures), there was a place where the two rivals could unleash their fury and frustration. It was a place called *the Great Rift*. A giant gash in the ground that makes the Grand Canyon on Earth seem small. It was located in an isolated area of the *Palladium World* where permanent dimensional portals to both Hades and Dyval existed. Here, within the bottomless canyon of **the Great Rift**, in a region known as the **Land of the Damned**, the two demonic forces engaged each other in a never-ending battle to prove who was better, stronger, smarter, superior.

The two sides fought in escalating numbers, first by the hundreds, then thousands. Since the battle of the Great Rift was seen as a *contest*, the two sides each dispatched equal numbers into the fray. Sometimes the demons would gain the upper hand for a while (a month, a year, a decade), then the Deevils. Inevitably, the pendulum would swing back and forth in an unending stalemate, as both forces were roughly equal in power and treachery. Neither side gained any solid footing or advantage over the other for any significant length of time; at least not by an eternal being's frame of reference.

Outsiders sometimes wondered if the stalemate was the result of a lack of commitment from both sides. After all, neither committed their best troops. Each side played by a set of arbitrarily established rules. Each side seemed more interested in events and activities elsewhere. Indeed, the Lords of Dyval decided if the demons could be focused on the contest in the *Great Rift*, that all other thoughts of conquest would be forgotten and Deevils could go about their business across the Megaverse. For the most part, this worked. So the least important infernal troops and those considered cannon fodder were sent to fight in the Great Rift. That meant the Deevil Lords (and the Lords of Hades) could focus on their own plots and ambitions without having to worry about all-out war. As is always the case, the Deevil Lords were more concerned about rivalry between each other than any outside force. For eons, demons and Deevils would dance around each other, plot against each other, and at times, thwart each other's plans while a limited battle raged on a distant world.

As the battle of the Great Rift stretched across the eons, it seemed only to fuel hatred and resentment, creating a sort of status quo where demon and Deevil seemed satisfied to prove themselves *equals* rather than seek the total annihilation or subjugation of the other.

That has all changed with the **Minion War**.

When *Modeus* became Lord of Hades, he vowed to himself that he would, someday soon, make the Minions of Dyval bow down before him and accept demonkind as their lords and masters. To this end, Modeus spent decades plotting, planning and building an army. When the demons attacked Dyval, albeit in a poorly executed onslaught before the rest of their armies were ready, it was a shocking breach of the status quo and an unofficial protocol that had stood the test of time.

Prior to the Minion War, the Deevil Lords were content to let their minions roam the Megaverse and dispense their own brand of misery, grief and domination on the mortal coil. So long as it did not interfere with their respective Dyval Lords' plans, individual Deevil minions had a free hand in the torment of mortals. The most powerful, cunning and aggressive established cults, churches of darkness and kingdoms of their own. Like feudal kings, the followers, subjugated people and holdings accumulated by their minions, belonged to the Dyval Lord who the minion called master. Thus, it was to the advantage of the Lords of Dyval to let their minions gather worshippers, dupes and pawns, and amass kingdoms and followers, because it only made *them* richer and more powerful.

Face to face, the Lords of Dyval were allies, but as soon as one turned his back on the other, the plotting and backstabbing began. For some, it was all about power. **Mephisto** has always craved the seat of ultimate power, making Sahtalus, Lord of Dyval, the most hated of rivals. For others, life is a game of manipulation. **Nickodeamis** had also coveted the power held by Sahtalus, and for a long time he has played the fool hoping that Sahtalus would underestimate him and let his guard down so he might strike to destroy him and assume the throne of Hell. Others spend their time on schemes of revenge or are lost to lust, inflicting torment or engaging in depravity. For the longest time, **Leviathan** has been obsessed with the downfall of Rhada. It's because of these petty differences and consuming pastimes that the Deevil Lords *failed* to see the obvious signs of a pending demon attack.

At least for now, it seems they have put their petty differences aside to focus on the more immediate threat from the demons of Hades. It has been a very long time since the Deevil Lords have come together for a single purpose: The total and complete destruction of Hades and the Demon Lords!

The Taut Offensive

- The invasion of Dyval

Trying to gain some ground in the battle at the Great Rift, **General Zukel** devised the *Taut Offensive* (see **Rifts® Dimension Book 10, Hades** for more information). It was to be a massive, sweeping assault upon Dyval itself. Such an attack had never been attempted and he knew the Deevils would be caught completely unprepared. If executed properly, they would catch the minions of Dyval asleep at the switch and Dyval would fall to demon cunning within a matter of days.

The invasion of Dyval would start with unleashing millions of the monstrous Worms of Taut via several dimensional portals. The rampaging monsters would create havoc, confusion and panic. Before the Deevils knew what hit them, the demon armies would follow in short order, slaughter millions more, and conquer Dyval before the Deevils could react effectively. With-

out a chance to mount a proper defense, the minions of Dyval would be slaughtered. Survivors would be given the chance to swear allegiance to the Lords of Hades or be destroyed, and Dyval would become an extension of Hades.

It was a well conceived scheme, and might have worked, had someone not gotten over-anxious, and unleashed the Worms months before the demon troops were ready to follow. It doesn't really matter who was responsible or how it could have happened, the fact is, the Worms of Taut were unleashed upon Dyval with great success. The Deevils were caught by surprise, widespread panic ensued, hundreds of thousands of Deevils were killed and . . . without the follow-up by the invading demon troops, Deevils have had time to restore order, they have regained control of the dimensional Rifts, and the Lords of Dyval plot their revenge.

From the demons' point of view, the Taut Offensive was a great (if partial) success. However, the demons have been too slow to follow-up their initial attack with the invasion force originally conceived as part of the plan. This has given the minions of Dyval time to respond to the Worm threat, gather their resources and plot their retaliation. Not only that, but the demons never had a contingency plan if their invasion didn't go off as they had planned. Thus, they have grossly underestimated the resources and ire of their Dyval rivals and are unprepared for the Deevils' retaliatory response.

Dyval Under Siege

As far as the Deevil Lords knew, a demon had never set foot in Dyval who wasn't a prisoner or a slave. So while warning signs began to filter in, Sahtalus, Lord of Dyval, paid them no mind. He knew the balance of power in the Great Rift would be returned to normal once a new Deevil General rose up and devised a new plan to retake their positions there. He knew (or so he thought) the demons would *never* attack them in their home dimension. No demonic or infernal being had ever mounted an invasion of the other's home dimension. It just wasn't done.

As a result, Lord Sahtalus and all the inhabitants of Dyval were stupefied when legions of Worms of Taut and their demonic handlers poured into their realms of Hell through select dimensional portals. While it was too late to do anything to stop the mass invasion, Hel was able to contain the Demon Worms and force back the few thousand demon troops who followed the monsters into her level of Hell. Elsewhere, however, hundreds of thousands (perhaps millions) of Deevils perished and millions more were injured. Dyval was in turmoil and vulnerable. Had Modeus dispatched the demon troops he had on hand at the time, he might have conquered Dyval. Instead, he waited, underestimating how quickly the Deevils could recover from the invasion by the Worms, and believing it was best to wait and send in superior numbers of demonic troops to crush his hated rivals. Lord Modeus mistakenly believed the Deevils would need a year or more to regain their wits and even begin to mount a proper defense or counterattack, and his demon army would have invaded long before then.

Worms of Taut remain a problem in Dyval and the recovery from the onslaught continues, but for the most part, the Worm infestation is under control and the Deevils are angry as hornets. The Demon Lords would pay for this, and pay dearly.

Dyval's Response to War

To say that the Deevil Lords were surprised when the demons of Hades launched a direct attack on Dyval is an understatement. More like fury fueled by outrage and insult.

Until the Taut Offensive, conflict between Dyval and Hades had always been something of a secondary concern to the Deevil Lords. Sure the Deevil Lords always hated the Demon Lords, but all-out war was never a perceived reality. In the Great Rift, the Deevil Lords worked to maintain the status quo. They had reliable generals to run and manage the situation, and when one of them fell, another rose up to take his place. The many smaller skirmishes, backstabbing and acts of treachery played out across the Megaverse against one another were expected as the price of doing business, and fundamental rivalry. Both factions always messed with each other, causing trouble and hardship whenever they could, it was part of the game.

The Deevil Lords were under the misguided understanding that a direct assault on each other's realm was out of the question. They believed the Megaverse beyond their respective realms of Hell was their playing field. To the minions of Dyval, it was all a chess game to them, with moves and countermoves. Annoying, blocking and taking the pawns and henchmen of their demon rivals was all part of that game. In the long run, it was a game they ultimately meant to win, but a game nonetheless. Now it's war.

Before the Taut Offensive, Lord Sahtalus had been more concerned about personal intrigue and the internal affairs of Dyval than those of Hades. He had been blind to the demons' increased aggression and military buildup. He dismissed it out of hand as yet another attempt to break a long running stalemate and never considered the consequences of his "inaction." There had been many signs that he missed that could have prevented the invasion, and he only had himself to blame. Not that he was willing to take the blame, nor were any of the other Deevil Lords equally at fault. If not for Modeus' arrogance in underestimating the Lords and Minions of Dyval, and his failure to attack quickly, Dyval may have fallen. Given a second chance, the Deevil Lords were out for blood. If the demons wanted war, they'd give them war.

Sahtalus knew he needed to guarantee the loyalty and commitment of the other Deevil Lords. He would need all the resources they could muster and he couldn't be worried about attempts to overthrow him while orchestrating trans-dimensional war.

The first thing Sahtalus did was to slay several rival Deevil Generals and his most outspoken critics. Of course, most of these people were servants of the other Deevil Lords, and were replaced with those loyal to him but capable of feigning loyalty to the Deevil Lord over them. This would put Sahtalus in much greater control of the rulers of Dyval and the resources they commanded; e.g. millions of minions.

His next action would be to have his Deevil forces seize control of the Great Rift. It was important that it be taken by the minions of Dyval, because it would draw Modeus' attention and distract the demon hordes from his real objective. It would also seal off one of the portals to Dyval.

Step three, Sahtalus knew Modeus was prepared for war and that demons would soon bear down on Dyval. That left him with

one option, to surprise the enemy by taking the offensive and striking first. Not a head-on invasion of Hades (that, he reckoned, would come later), but to create *multiple battle fronts* across the Megaverse. This would spread demon forces thin and delay, if not prevent, their planned invasion of Dyval as the demons scrambled to hold their own strategic positions and resources. So it was, Sahtalus ordered his generals to attack hundreds of known demon dominated worlds, cults, and strategic positions throughout the Megaverse.

Step four, Sahtalus instructed his leaders to mount attacks at key junctions within Hades. Unlike Dyval, Hades was vulnerable on several fronts and Deevil troops could be sent there quite easily. The constant fear of invasion would keep the forces in Hades off balance and force troops earmarked for the invasion of Dyval to remain in Hades to repel a “potential” counter-invasion by Dyval. This cut one third of Modeus’ fighting forces out of the fighting to defend their home realm. By contrast, to attack Dyval, demons had to send troops through specific dimensional portals located in Hades and on various other worlds. Worlds the Deevils would also seek to seize and dominate to block Hades’ invasion routes. In essence, each of these locations would become the main fronts in the Minion War and bottleneck the invading demons.

The Deevils have also taken advantage of the **Forest of Pain**, as it is easy for the Deevils to enter that region of Hades unnoticed and remain undetected. Others, led by Sovereign Casteel, attacked **Demon’s Gate** and keep the demon defenders constantly on guard.

In turn, all of this should spread out and diminish the capabilities of Hades, and leave numerous demon strongholds unmanned and vulnerable to Deevil attacks. Indeed, with their forces being attacked all over the Megaverse, as well as on their home soil, demon forces are constantly being recalled and redeployed to protect valuable resources and strategic positions.

Always the masters of lies and deception, the Deevils use their enemy’s own fears, desires and goals against them by manipulating the war and dictating where it is fought. Likewise, they use deception, lies and manipulation to undermine demonic forces as well as deploy infiltrators, spies, double-agents, and assassins against the demon hordes. Deevils disguised as mortals or demons via magic or metamorphosis are scattered throughout Hades, where they seek information that can help their side, or a chance to otherwise kill or hurt the enemy. A specialized squad known as the **Double Dealers** takes a front row seat among the elite when it comes to treachery, murder and sabotage. They easily infiltrate demon ranks because the squad is made up of *demons* who have their own reasons for hating Modeus and seeking retribution against Hades. Not only do the Double Dealers gather intelligence, but they engage in operations that turn the tables on the demons, including acts of blackmail, smear campaigns, corruption, betrayal, assassinations and sabotage, bringing chaos to demon ranks wherever they are sent.

An advantage the Deevils always had over the demons is far more contacts, cults and followers around the Megaverse. Deevils have entire planets under their thrall, many functioning as the secret power behind a kingdom or world government. Likewise, Dark Covens and criminal networks may act as a front to much broader evil operations. In addition, not all dark

cults belong to Deevils. There are those comprised of demon worshipers or the followers of other dark gods and forces of evil. A fact that Deevils use to cover their own trail, throw off lawmen and enemies, and forces they manipulate for their own sardonic schemes.

With the onset of the Minion War, sightings of Demon Stars, Demon Planets and violence by cults and dark religions have skyrocketed. Likewise, demons and Deevils, but especially Deevils, are manipulating planetary governments, crime syndicates and even heroes to lash out at demon bases of operations, cults, and dark churches, causing a backlash of violence, murder and destruction on a thousand worlds. Notorious tempters and corruptors, Deevils are instigating coups to overthrow governments, destabilizing entire solar systems, causing riots and unrest, and inciting violence and evil of every nature, all to undermine their demonic enemy or cover their own secret operations. Secrecy and subterfuge helps to keep their demonic enemy, as well as Cosmo-Knights and other heroes, off balance and off their backs. If billions of people suffer or die in the process, it doesn’t matter, because neither Deevil or demon cares about mortals. In fact, in some cases, the global carnage demons or Deevils may cause is to *remove* mortal worshipers and/or the resources those mortals might supply the enemy by way of prayer and P.P.E., or physical or magical power, weapons or troops.

Meanwhile, both demons and Deevils seek powerful allies, recruit mortal pawns, and lust for powerful magic artifacts to give their side the upper hand. This has plunged numerous societies and entire planets into anarchy and war, as they seek to please supernatural masters, destroy their master’s enemies, or think they can make a deal with the devil and outfox him to avoid the consequences. They are wrong, and chaos and turmoil is erupting across the Megaverse.

Open warfare can appear almost anywhere, including worlds that have had no past association with demonic or infernal beings, but which possess some magic, resource or strategic advantage the monsters want. Other times, innocent people and planets are inadvertently caught in the crossfire of demonic destruction or are drawn into conflicts as pawns in the *Minion War*. There are only so many Cosmo-Knights, heroes, lawmen and well intentioned armies to keep the peace or protect their world, and even they sometimes become unwitting pawns in this cosmic war.

Evil begets evil

Hundreds, if not thousands, of other worlds and dimensions are already feeling the repercussions of the Minion War. In the **Three Galaxies** alone, Cosmo-Knights struggle against demonic and infernal forces, criminals and other hostile forces taking advantage of the chaos, and men and monsters after the secrets and power of the Cosmic Forge. Whole planetary systems are falling into turmoil. Internal strife has struck the **Consortium of Civilized Worlds (CCW)**, and the **Transgalactic Empire (TE)**, seeing its longtime enemy weakened, has begun to attack the outer fringe of the CCW, putting a strain on the already taxed Consortium Armed Forces. The **Free World Council (FWC)** is making the best of the chaos and attacking the

Kreeghor, but at a cost that may be more than they bargained for. Finally, the **United Worlds of Warlock (UWW)** are fighting on numerous fronts. Not only are they the only galactic government to immediately recognize the *true threat* of the Minion War, but they are being harassed and plundered by both demons and Deevils, as well as other demonic and magical forces. For the first time in ages, the Three Galaxies is crumbling in turmoil, and only the reappearance of the Cosmic Forge may be enough to restore peace. However, does anyone really know where the Cosmic Forge is hidden? And what would happen if it fell into the hands of a Demon or Deevil Lord, the Splugorth or other evil power?

Deevils have counterattacked on multiple fronts, and the demons are striking back with deadly force. Neither side is pulling its punches nor letting anyone or anything stand in their way, not even the gods! No dimension is safe. Not one filled with thousands of *superheroes* nor the magic rich, dimensional nexus that is *Rifts Earth*. In fact, such places are more likely to become *targets of conquest*, and failing that, *destruction*, lest the enemy capture and use its resources in their campaign to win the Minion War!

Rifts Earth. If not for the hundreds of separate, powerful factions on Rifts Earth, such as the Coalition States, Federation of Magic, and Triax, but more to the point, supernatural powerhouses such as the Splugorth, Mrrlyn, the Yama Kings and other powerful supernatural beings, the planet would no doubt have already been overrun by both sides in the conflict. Still, not even Rifts Earth is safe. It is only a matter of time before demons (who already have a strong presence on the planet) and Deevils come to the planet to seek out powerful allies, make deals to topple kingdoms, try to acquire powerful magic, and seize control of the many dimensional Rifts and ley lines for their own dark purposes.

Modeus wanted a war with Dyval and now he has it on a Megaversal scale.

Deevil Retribution Squads

Deevil Retribution Squads have been in use long before the Minion War. Ever paranoid, the Lords of Dyval felt it necessary to preserve their secrets and avenge their failures with *Retribution Squads*. Bands of monsters who deal in Black Ops style spying, revenge, sabotage, assassination, extortion, and the slaying of Dyval's enemies from heroes, angels and Gods of Light to the Minions of Splugorth, dragons and supernatural evil.

The composition of a DR Squad may be handpicked and experienced Lesser and Greater Deevils, or a combination of Minions of Dyval and otherworldly beings. Non-Dyvalian members are always evil and may include rogue demons, Demigods, Temporal Raiders, True Atlanteans, dragons, shape-changers, monsters and even mortals of considerable power and cunning. Each squad is led by a *Regent* or *Sub-Regent*, greater minions who have proven themselves trustworthy and loyal many times over. The exact number of minions in a squad can vary from 5-30, but most are around 8-15. Failure is unacceptable, and each squad knows not to return until the job is done. Anyone who has a Deevil Retribution Squad on his heels has much to

fear, as these beings are relentless and will go to any length to accomplish their goals.

Deevil Retribution Squads have toppled world governments, slain god-like heroes, taken on Cosmo-Knights and superhumans, undermined Splugorth operations, and have kept the very nature of Dyval a secret. (Very few beings know the true nature of Dyval, that it is not a single dimension, but a multiple dimensional realm clustered together in layers. For the longest time, DR Squads would track down and slay anyone who discovered that secret.)

Each Deevil Lord has his or her own Deevil Retribution Squads that answer directly to them. While Deevils, in general, are the masters of deception, the members of DR Squads are the best of the best. Each squad adopts a name and a mark (insignia) for their particular unit. The **Name Seekers** are by far the most infamous of the DR Squads, with the **Chaos Legion** a close second, currently the two most well known groups in Dyval. Given the current state of the Minion War, all of the Retribution Squads can be expected to see a lot more action and sooner or later the Brass Guard II is bound to run right into one of these teams.

Name Seekers

Retribution Squad

The **Name Seekers'** symbol is a face with no eyes or mouth, and its members include the most popular and famous Deevil Retribution Squads in Dyval. They are handpicked by *Lord Sahtalus*, and as the Supreme Deevil, he is able to recruit the cream of the crop from his own select minions.

Name Seeker Squads are dispatched to hunt down and kill poor fools who have learned the true name of a Deevil Lord, Greater Minion of stature, or the true name of Sahtalus himself! This knowledge is too great to be left in the hands of anyone, and it is the job of the Name Seekers to make sure no one possesses such knowledge, especially the true name of Sahtalus.

Name Seekers also hunt and destroy those who have uncovered other secrets their master would like kept quiet. They are expert interrogators, and will seek out, identify and silence anyone with a secret that could hurt their master. This includes stealing, invalidating and/or destroying books, computer files and other methods of recordation and distribution that might hold or disseminate the name or secret. Likewise, upon the command of Sahtalus, Name Seekers will try to uncover the names of demons and other supernatural enemies, as well as pry secrets out of others. This makes them spies, interrogators and assassins.

Name Seekers are led by a *Deevil Beast* and all answer only to Lord Sahtalus. The group is one of the oldest in Dyval and their popularity has risen over the years with tales of their adventures and triumphs to keep Dyval safe.

There are 113 Name Seeker Squads, but the most famous is **Squad Prime**, led by the supreme leader of the Name Seekers, Regent Boz. With the demon attack, the Name Seekers' reputation has suffered a little tarnish. Many have openly questioned why the Name Seekers had not uncovered any hint of Hades' plan to invade Dyval. Some even blame them for the loss of life

that resulted from the Taut Offensive. Truth be told, the Name Seekers had uncovered a number of secrets that suggested the demons of Hades were amassing an army, developing weapons and even that Lord Modeus planned to invade Dyval. Sahtalus and the other rulers of Dyval chose to dismiss and ignore the warning signs, believing that Modeus would never launch an invasion into Dyval. Ever the loyal servant to Sahtalus, Regent Boz and the Name Seekers kept their mouths shut and their voices silent. Better it is they who suffer any recrimination for the attack on Dyval than Sahtalus and the other Lords. It is just one more secret locked away from prying eyes, even those of their own people.

Regent Boz is anxious for some payback and hopes that he and the Name Seekers will be sent to Hades to cause mischief and destruction. For now however, Sahtalus has them waiting in the wings, only sending them on assignments when absolutely necessary, and usually to realms other than Hades.

Name Seeker, Squad Prime

Regent Boz

Regent Boz is the leader of the Name Seekers. He won the position through treachery and trickery. He was able to learn the true name of the group's former leader and pretty much commanded him to step down and appoint him as the new commander of the Name Seekers. To this day Bal'thus remains under the control of Regent Boz and Sahtalus has yet to object to the change in leadership, despite the fact that he had originally handpicked another person for the job.

Over the years, **Regent Boz** has tried to learn the true names of many demons and Deevils that let their true names be known to mortals and use them to his advantage. Often the information can be easily coaxed from a mortal prisoner. As a result, this has given the Regent a fair number of demonic and Deevil servants who must obey his every command. Aside from the Deevil Lords, themselves, Regent Boz probably has the largest collection of true demon and Deevil names in Dyval. He has consolidated the information into a large demon-sized tome which is made of pages pressed from the flesh of various mortal beings. The book's cover seems to be made of some type of reptilian hide, probably that of a dragon.

In battle or on assignment, Regent Boz is fearless and cunning. He is no coward, but does recognize when he is over-matched and as a result, will make a tactical retreat and return later with overwhelming odds, or conduct an ambush that puts him in an advantageous position. Few Deevils can match him in battle, probably because they are busy watching their backs rather than concentrating on Regent Boz.

Boz is large and towering even for a Deevil Beast. Upon becoming Regent, his skin turned coal black with bulging red veins coursing through his body. His horns are a golden color with black swirls, and his eyes always seem to have a red glow to them.

True Name: Bozal Cur.

Race: Deevil Beast.

Alignment: Miscreant.

Attributes: I.Q. 22, M.E. 19, M.A. 18, P.S. 41, P.P. 22, P.E. 26, P.B. 13, Spd 30, 80 flying.

M.D.C.: 1100 (On S.D.C. worlds, Regent Boz has 186 Hit Points, 60 S.D.C., and an A.R. of 17.)

Horror Factor: 15

Size: 17 feet (5.2 m) tall, 2100 lbs (945 kg).

Age: Unknown

P.P.E.: 234

Disposition: A thinker and problem solver, Boz enjoys the challenge of a good riddle, tactical response, or problem to be solved, which is why he has taken so well to leading the Name Seekers as a whole, and the elite Prime Squad personally. They certainly have one of the more difficult tasks in Dyval, which Regent Boz accepts with great pride. Because of his position, Boz considers himself *untouchable*, and this makes him arrogant in the extreme.

Natural Abilities: As per a Deevil Beast: Nightvision 120 feet (36.6 m), see the invisible, metamorphosis into a humanoid (any, including beings up to 20 feet/6.1 m tall). Can also transform into a raging bull, dimensional teleport 88%, is resistant to fire and cold (half damage), bio-regenerates (4D6 M.D. or Hit Points/S.D.C. per melee round) and magically knows all languages. In addition, because of his status and position as Regent of the Name Seekers, he has gained a power boost (namely, additional M.D.C./Hit Points and S.D.C., and Combat Prowess).

Skills of Note: Literacy: Demongogian, Dragonese, and American 98%, Anthropology 72%, Detect Ambush 88%, Detect Concealment 83%, Gymnastics, Impersonation 76%, Interrogation 88%, Land Navigation 79%, Lore: Demons and Monsters 98%, Swimming 98%, and Tracking 83%.

Weapon Proficiencies: W.P. Sword, W.P. Pole Arm, W.P. Energy Pistol, W.P. Heavy M.D Weapons.

Experience Level: 10th level Deevil Beast.

Attacks per Melee: Seven attacks per melee.

Bonuses (Includes those gained from attributes & being a Regent): +6 on initiative, +10 to strike, +8 to parry and dodge, +8 to pull punch, +6 to roll with impact, and a critical strike on a natural 18-20, +9 to save vs magic and possession, +2 to save vs psionics, and +10 to save vs Horror Factor.

Vulnerabilities/Penalties: If Boz has any weaknesses it's that he underestimates his enemies, overestimates his own level of power, and he is obsessively fearful that his own true name might be learned and made public knowledge. Whenever there is a hint that someone knows his true name, he will go to great lengths to find that individual, uncover all he knows, and where the information was obtained, then kill him. His true name was used against him once in the past, and he has vowed never again. This paranoia has sent him and his Name Seekers on more than a few wild goose chases.

The Regent also has a nasty habit of making enemies as a result of his insufferable arrogance and punishing treatment of those beneath him. Chief among them are Sub-Regent Bal'thus, who dreams of making Boz suffer and die.

Psionic Powers: None.

Magic Knowledge: P.P.E.: 234. Knows all Spell Invocations levels 1-3, plus Animate and Control Dead (20), Banishment (65), Call Lightning (15), Circle of Flame (10), Desiccate the Supernatural (50), Domination (10), Energy Disruption (12),

Exorcism (30), Fire Ball (10), Heal Wounds (10), Lightblade (20), Magic Net (7), Multiple Image (7), and Turn Dead (6).

Weapons and Armor: Boz has collected an assortment of gear from his many adventures. He has a fondness for Splugorth Bio-Wizard items and powerful magic weapons of all kinds. Among his favorites are a Splugorth Psionic Scepter and a Psi-Interrogator, two sets of D-Shackles and Living Shackles, two Mouth Wraps, a TW Firebolt Pistol, TW Shard Pistol, and he just loves his TW Force Cannon. He also has a half dozen P.P.E. clips for each weapon. Regent Boz's primary weapon in battle is a Rune Halberd named Gore-Drench, that has all the standard abilities, does 6D6 M.D. (6D6 Hit Points in S.D.C. settings), plus has the following abilities: Foe Bane, Armor Piercing, and double damage to good beings.

Money: Approx. 17 million credits worth of precious stones, gold coins, pieces of art and various other treasure items; doesn't include his magic items.

Alliances and Allies: Mainly the 700 or so who serve under him in the Name Seekers and Lord Sahtalus are his main allies, most other minions of Dyval respect and/or fear him and the Name Seekers. He also knows the true names of 1300 Greater Deevils and 4600 Lesser who are obligated to serve him when called upon because he knows their true names. In addition, he knows the true names of a few hundred Greater Demons and about 600 Lesser Demons who must also serve him if summoned, but will do so under protest.

Enemies & Rivals: Many! There are countless Deevil Abominations as well as demons who have suffered or died as a result of Regent Boz and his Name Seekers, all of whom have friends or relatives (or have returned to life) who crave revenge. Many have been killed in other planes and forced to wander the Megaverse until they are able to find their way back to Hell to regenerate and live anew. Needless to say, there are many beings, Deevils, demons and mortals alike, who would like to see Regent Boz fall from grace and suffer. Among them, Sub-Regent Bal'thus, who hates Boz beyond measure.

As for rivals, there are many jealous of Regent Boz's position, but most fear him enough to leave him alone. There is a friendly rivalry between the Name Seekers and the next most famous Deevil Retribution Squad, the **Chaos Legion**. This Retribution Squad reports directly to *Mephisto* and are known for their fighting skills and Commando-like operations. The two squads have worked together as well as bumped heads on many occasions, but have somehow managed to work things out to stay on good terms. While uncharacteristic of Deevils, this would imply that there is some underlying plot in which both groups may be involved. Or that both groups actually have some mutual respect for each other.

Sub-Regent Bal'thus

For the longest time, Regent Bal'thus was the *leader* of the Name Seekers. He was a Devilkin who rose through the ranks using subterfuge and assassination. By backstabbing his way to the top, he quickly rose to power and found that it was more than he could handle. The constant pressures from the Deevil Lords were very demanding, and he found himself constantly

watching his underlings for signs of betrayal while trying to avoid the scrutiny of his superiors. Then, at a moment of weakness, and when his very life was threatened, his second-in-Command, *Sub-Regent Boz*, tricked him into revealing his true name. Boz took advantage of a situation that transpired in the depths of the Mines of Dyval, while tracking a Rogue Deevil who revealed a little too much about Dyval. Bal'thus made several foolish decisions that endangered himself and several of his teammates. Seeing an opportunity, Boz took it and somehow managed to pry Bal'thus's true name out of him. The exact circumstances are unknown, but it is suspected that Boz had some kind of damning information over Bal'thus. No one knows the details, but when the dust cleared, Regent Bal'thus was demoted to Sub-Regent, and his number two, Boz, was elevated to Regent. So it has been now for decades.

Sub-Regent Bal'thus is resentful for being made a fool and he spends his time plotting many ways to get even with Regent Boz. However, the fact that Regent Boz knows Bal'thus's true name means the Regent is able to force the Devilkin into obedience as well as revealing his plots for revenge against him. Regent Boz has made Bal'thus his personal whipping boy, beats and belittles him regularly, and gives him the worst assignments just so everyone knows who's boss.

Bal'thus is not a very imposing Devilkin. These days he walks with a slight hunched over look and appears miserable and broken whenever he is in the presence of Regent Boz. It's only when he's on a mission that he shows initiative and ability. As far as Devilkins go, he has become very unkempt, with matted fur, hair, and dried blood and dirt on his face and body.

True Name: T'all Lokit

Race: Devilkin Sub-Regent.

Alignment: Diabolic.

Attributes: I.Q. 17, M.E. 13, M.A. 19, P.S. 21, P.P. 22, P.E. 18, P.B. 15, Spd 17.

M.D.C.: 130 (On S.D.C. worlds, Sub-Regent Bal'thus has 48 Hit Points, 29 S.D.C., and an A.R. of 12.)

Size: 6 feet (1.8 m) tall, 200 lbs (90 kg).

Horror Factor: 12

Age: Unknown, presumed to be hundreds of thousands of years old.

P.P.E.: 300

Disposition: Bitter, resentful, and hate-filled. He does enjoy his job, however, even more now than when he led the group. He revels in cruelty, torture and bloodshed, be it from mortals or supernatural victims. The only thing he hates about the Name Seekers is serving under Boz. If the opportunity should arise to betray Boz, he will take it, unless such treachery might hurt the Name Seekers or Lord Sahtalus. Despite everything, Bal'thus remains loyal to Sahtalus and Dyval.

Natural Abilities: Standard for a Devilkin, including nightvision 90 feet (27.4 m; can see in total darkness), see the invisible, turn to mist, metamorphosis: human or animal, dimensional teleport 66%, fire and cold resistant (half damage), bio-regeneration 3D6 M.D. per melee round (S.D.C./H.P. in S.D.C. environments), magically knows all languages, and can leap 30 feet (9.1 m) high or across. Can leap twice as far with a full running start. Having once obtained

the rank of Regent, Bal'thus gained the abilities of Arcane Power and Impervious to Psionics.

Skills of Note: Literate in Dragonese/Elven, American, Demongolian, Dwarven, Greek, German, and Spanish 98%; Cardsharp 73%, Climb 83/73%, Computer Operation 98%, Computer Hacking 73%, Concealment 69%, Dance 88%, Escape Artist 88%, Find Contraband 75%, Forgery 78%, Gambling (Standard) 88%, Gambling (Dirty Tricks) 69%, Intelligence 81%, Interrogation 88%, Land Navigation 90%, Lore: Demons and Monsters 98%, Math: Basic 98%, Palming 78%, Pick Locks 88%, Pick Pockets 83%, Pilot Hovercraft 88%, Pilot Motorcycle 98%, Prowl 83%, Safe-Cracking 69%, Seduction 47%, Sing 98%, Streetwise 69%, Surveillance 83%, Swim 93%, and Ventriloquism 65%.

Weapon Proficiencies: Knife, Blunt, Energy Pistol, W.P. Battle Axe.

Experience Level: 10th level Devilkin.

Attacks per Melee: Six.

Bonuses: +1 on initiative, +6 to strike, parry, and dodge, +3 to pull punch, +3 to roll with impact/fall, +2 to Spell Strength, +4 to save vs all magic, +5 to save vs psionics and saves as a Master Psionic (due to his elevation in power) and +6 to save vs Horror Factor.

Vulnerabilities/Penalties: The usual vulnerabilities that all Devilkins have, in addition to his true name being known by Regent Boz. The latter makes him totally subservient to the Regent, who likes to keep Bal'thus on a very short leash when not under his heel.

Psionic Powers: None.

Magic Knowledge: P.P.E.: 300. All Levels 1-4 Fire Elemental magic, plus Armor of Ithan (10), Aura of Power (4), Chameleon (6), Calling (8), Call Lightning (15), Compulsion (20), Cure Minor Disorder (10), Curse: Phobia (40), Deathword (70), Dispel Magic Barriers (20), Domination (10), Energy Disruption (12), Heal Wounds (10), Life Drain (25), Light Target (6), Lightning Arc (30), Luck Curse (40), Magic Net (7), Mute (50), Mystic Portal (60), Paralysis: Lesser (5), Power Bolt (20), Remove Curse (140), Sickness (50), Trance (10), Turn Dead (6), and Words of Truth (15).

Weapons and Armor: None! All that he had owned has been taken by Regent Boz. This just makes Bal'thus that much more resentful. Bal'thus is forced to find and pick up weapons while out on assignment, because Boz won't let him keep anything. Relies a great deal on his natural abilities and magic.

Money: None, Boz has taken it all. It's the same as with his weapons and armor.

Alliances and Allies: None really. He has fallen from grace and even among his own team, who regard him as a pathetic whipped dog and a has been. However, Bal'thus has friends among others whose true name is known by Regent Boz and are treated poorly by him. This includes a few other members of the Name Seekers, including Spar and Bloodline.

Enemies and Rivals: All warriors of light and the demons of Hades, but especially Regent Boz!



Hollowshade, Quick Stats

Hollowshade has always had lofty and ambitious goals. Even when he was under the command of Bal'thus he coveted the position of group leader. Back in those days, he plotted his rise through the ranks and planned on discrediting and ultimately destroying Bal'thus to usurp leadership of the Name Seekers. It just so happens that Boz beat him to it.

Hollowshade made the mistake of underestimating Boz and never considering him much of a threat. That was a mistake he has vowed not to repeat. With the change in leadership, Hollowshade has had to rethink his plans and reassess his resources. For now, he watches and waits for an opportunity to strike.

Hollowshade is a typical Fiend who wears a black, hooded robe with gold runes sewn into it. The robe is a unique magic artifact that provides him with some unique abilities (see Weapons & Equipment, below). Hollowshade commands his own squad of a dozen Lesser Fiends. They are his faithful servants who obey his every command. They function in a support role in the

Name Seekers Squad Prime, and do whatever is required of them without hesitation, provided their orders come from Hollowshade.

True Name: Mrrhalo Barr

Alignment: Diabolic.

Race: Arch Fiend.

Attributes: I.Q. 20, M.E. 17, M.A. 21, P.S. 26, P.P. 22, P.E. 26, P.B. 13, Spd 28.

M.D.C.: 180 (On S.D.C. worlds Hollowshade has 56 Hit Points and 46 S.D.C. with an A.R. of 14.)

Experience Level: Eighth.

Disposition: Cold, calculating, always plotting. He sees the Name Seekers as a means to power, however Boz has already stolen the position he coveted most.

Skills of Note: Intelligence 75%, Track (people) 75%, Prowl 65%, and Lore: Demons and Monsters 80%.

Weapons and Equipment: Hollowshade has amassed a small fortune in gold, gems, and various magic items. In total, he probably has 3-4 million credits worth of treasure, plus magic items worth a small fortune several times that amount. His most prized possession is an ancient, Greater Rune Robe, named the *Glorious Woven One*, he took from a foolish mage in the Western Empire of the Palladium World.

The Glorious Woven One, Greater Rune Robe has the eight standard abilities, a Diabolic alignment and has the following special powers: **1)** +2 to the Spell Strength of the wearer. **2)** Doubles the wearer's base P.P.E. and he can channel an additional 10 P.P.E. per melee round from ley lines (when available). **3)** Doubles the sensing range of ley lines and dimensional portals. **4)** Adds +10% to successfully Teleport or Dimensional Teleport. **5)** Self-cleaning, making dirt and stains, even blood, vanish every six hours. **6)** The robe is indestructible, and takes no damage itself, even from Mega-Damage energy attacks, bullets, shrapnel, and so on, but offers no protection from blunt attacks (clubs, falls, punches, kicks, etc.) or the impact of an explosion, nor gas attacks. (On S.D.C. worlds it provides an A.R. of 16 to blades and other sharp, or pointed weapons, but little protection, A.R. 8, against *blunt* weapons, falls or attacks). The robe is impervious to fire, but the wearer is only resistant to fire and heat (takes half damage inside the robe) and will suffer from smoke inhalation and other airborne attacks.

The robe is not without its drawbacks. First, it has the *curse of rags*. Any other armor worn under the robe is destroyed in a matter of weeks, and any other clothing worn under the robe turns to tattered rags with 48 hours. The robe also makes the wearer crave power. It's not an overwhelming need for power, but over time, little things occur that begin to make the wearer feel he deserves power and all that comes with it. However, this lust for power is immediate and all consuming when the character who dons it is a selfish alignment. If worn by a character of good alignment, the robe feels cold to the touch, the wearer senses an oppressive evil all around him, embracing him, whispering how he will *die soon*, and most good people feel claustrophobic inside the robe to the point of extreme panic and cannot breathe while inside the robe; roll to save vs *Horror Factor 18*. A failed

roll means the wearer loses 1D4+2 melee attacks as he struggles to pull the robe off of him and will *never* put the robe on again. If the good character beats the Horror Factor and keeps the robe on, he is cursed with misfortune. (Penalties as follows: -4 on Perception Rolls, -3 on initiative, -5 on all combat rolls and saving throws, -20% on all skill performance, and NONE of the robe's usual bonuses apply; in short, the Glorious Woven One is trying to kill him.)

Spar – Quick Stats

Spar acts as Name Seeker Prime's lead scout. It is his job to scout ahead and look for potential danger, and to assess the strengths of any potential targets. One of his favorite ploys is to act like an enslaved or frightened Imp who begrudgingly follows the commands of mortals, if only to assess their strengths and weaknesses. He does his job well for the most part, but he would rather be causing mischief, drinking and engaging in gluttony and debauchery.

Spar was part of the Name Seekers, Squad Prime, prior to Regent Boz taking over. However, at some point one of the Deevil Lords branded a mark on his forehead, marking him as an Abomination. The brand can not be healed, covered, or removed save by one of the Deevil Lords. Furthermore, Regent Boz knows Spar's real name and delights in tormenting the Imp. When not on a mission, Spar must perform menial servant tasks for the Regent. This is making him very resentful of the Regent and if ever Sub-Regent Bal'thus were able to move against him, Spar would be right at his side.

True Name: Kr'leba Sedah

Alignment: Anarchist.

Race: Imp.

Attributes: I.Q. 10, M.E. 13, M.A. 19, P.S. 15, P.P. 14, P.E. 21, P.B. 14, Spd 8.

M.D.C.: 51 (On S.D.C. worlds Spar has 42 Hit Points, 20 S.D.C., and an A.R. of 10.)

Experience Level: 5th level Imp.

Disposition: The once happy-go-lucky Imp is moody and forlorn. Ever since his true name was revealed to Boz by a group of adventurers, Boz has treated him like his personal slave. The only pleasure the Imp finds these days is in the interrogation of prisoners and tricking people into revealing forbidden knowledge.

Skills of Note: Intelligence 46%, Land Navigation 50%, and Prowl 35%.

Weapons and Equipment: A captured bone spear stolen from a Gargoylite, and a collection of worthless mementos gathered from his various travels.

Enemies & Rivals: Despises Boz and would love to see him suffer.

Bloodbath Lightpaw – Quick Stats

Bloodbath was summoned by Sahtalus and commanded to go and defend Dyval from the demons invading during the Taut Offensive. Bloodbath said he would be more than happy to comply, so long as his mistress, Rhada, was freed from her captivity. Not in a very good mood, Sahtalus was about to destroy the

Fenry when Regent Boz stepped in. He pleaded with Sahtalus, insisting that the young pup would be more useful alive, and while not directly involved in the Minion War, he would be his servant nonetheless if placed with the Name Seekers. All that the Regent needed was the Fenry's true name so that he could prevent any further poor behavior. Sahtalus agreed, with the condition that Bloodbath never set foot in his citadel again.

Bloodbath has since become a reluctant and unhappy member of the Name Seekers. He is the team's tracker, and if he gets a scent, he can follow it with astonishing success (higher than usual for his level of experience). He is compelled to follow any order that Regent Boz gives and he is frequently abused by his sardonic leader. For now, Bloodbath must obey, but he dreams of the day when Regent Boz is killed. At least for now, no one else knows the Fenry's true name. One of Bloodbath's biggest fears is his name becoming public knowledge.

True Name: Ruul Le-ahr

Alignment: Aberrant.

Race: Fenry.

Attributes: I.Q. 14, M.E. 14, M.A. 14, P.S. 30, P.P. 20, P.E. 21, P.B. 8, Spd 160.

M.D.C.: 150 (On S.D.C. worlds, Bloodbath has 61 Hit Points, 25 S.D.C., with an A.R. of 10.)

Effective Level: 5th level Fenry.

Disposition: Totally dedicated to the Deevil Lord Rhada. While he is not privy to the particulars of why she is imprisoned, he thinks whatever she is charged with is unfounded or too extreme, and that her incarceration is a plot by Mephisto to expand his power base by seizing her minions and territory. This is something Bloodbath cannot tolerate. He was one of the thousands of Fenry keeping a vigil outside of Rhada's citadel and he remains loyal to her and other Fenry above all others.

Description: A large wolf with intelligent, yet sad-looking eyes.

Skills of Note: Track Blood Scent 82%, Track (people) 75%, Prowl 50%, and Detect Ambush 45%.

Weapons and Equipment: None; didn't have any to begin with.

Bloodletter – Quick Stats

When Sahtalus became fully committed to the Minion War it became apparent that he would need someone, or something, able to manipulate the Rifts and provide easy access in and out of Hades. Humans were too unreliable and untrustworthy, and most infernal troops would not have worked with them anyway. His only choice was to recall thousands of Nexus Deevils roaming the Megaverse.

At first, none heeded the call. Sahtalus had no patience for their arrogance, so he immediately dispatched the Name Seekers to round up scores of them and have them brought before him. Regent Boz was more than happy to comply. Seeing an opportunity, the Regent was quick to request that he be allowed to keep one of the Nexus Deevils to add to his own, Prime Team. However, given their chaotic nature, he would only be able to control one if he knew its true name. Sahtalus agreed.

Boz selected a Nexus Deevil named Bloodletter, the infernal who had given his men the hardest time and was able to slip past them numerous times, if only for a little payback. Now with the onset of the Minion War, Bloodletter has been forced to stay put in one location for much longer than he is used to. This, in addition to the constant beatings he gets from Regent Boz, has forced him to become more compliant and a reluctant team player. In an effort to undermine or slay Regent Boz when an opportunity arises, Bloodletter has formed a secret alliance with Sub-Regent Bal'thus. He has to keep reminding himself that the enemy of my enemy is my friend, for now!

Note: Bloodletter was finally captured in Splynn. The Name Seekers caused quite a commotion and Lord Splynncryth is not pleased as this resulted in many disturbances, especially in the Dimensional Market. While the demons in Splynn were not specifically targeted, a few were killed and several injured, creating something of a diplomatic incident.

True Name: Kil Borryl

Alignment: Miscreant.

Race: Nexus Deevil.

Attributes: I.Q. 15, M.E. 17, M.A. 14, P.S. 12, P.P. 18, P.E. 20, P.B. 8, Spd 18.

M.D.C.: 200 (On S.D.C. worlds Bloodletter has 100 Hit Points, 30 S.D.C., with an A.R. of 12.)

Experience Level: 8th level Nexus Deevil.

Disposition: A prankster at heart, Bloodletter loves to cause all kinds of trouble. He often loves to pose as important officials and make crazy decisions for as long as he can get away with it, then he splits. If he can, he'll hang around long enough to watch the person who he impersonated suffer the consequences of his actions.

Description: He can assume any humanoid form, but his normal appearance is that of a red-haired male with a freckled face and the lower body of a white goat with streaks of red hair.

Skills of Note: Dimension Lore 80%, Imitate Voices/Impersonation 72/56%, Intelligence 70%.

Weapons and Equipment: A Demon Claw Blade (5D6 M.D. or S.D.C. depending on the setting and returns when thrown) is his favorite weapon. He also uses a Faerie Dark Lightning weapon he managed to steal from the Splynn Dimensional Market.

Other Members of Squad Prime

One Deevil Dragon, two Dragon Shock Troopers, two Stalkers, two Lesser Fiends, one Gorgon, three Devilkins, four Deevils, three Fenry, one Pandemonium and one Horror.

Other teams have other combinations of minions. As assignments are handed down, Regent Boz will assign various teams to complete them. Teams vary in size according to the assignment and may range from as few as four to as many as 30. Even the Regent and Squad Prime may go on assignments, although only the ones he feels will bring him the most glory and profit.

Minions of Dyval by Race & Hierarchy

The Host

- Cryxon (armored warrior/infantry soldier)
- Harpies (warrior/aerial infantry)
- Shock Dragon (warrior/infantry soldier)
- Stalker (hunter, tracker, warrior)
- Tiger Beast (warrior & War Steed)
- Mortal servants and worshipers (henchmen)

Lesser Deevils

- Bonelings (disposal of remains)
- Deevil (warrior, instigator, undercover ops)
- Devilkin (tempter, spy, undercover ops)
- Dire Harpy (winged warrior/infantry soldier)
- Fenry (warrior/infantry soldier)
- Fiend (assassin, spy, torturer)
- Gorgon (warrior/infantry soldier)
- Ice Wraith (mage and destroyer)
- Imp (trickster, tempter and spy)
- Naga Deevil (torturer and spy)
- Nexus Deevil (dimensional traveler, tempter, undercover)

Greater Deevils

- Arch Fiend (strategist, schemer, commander, assassin)
- Beast (warrior, commander and mage)
- Deevil Dragon (warrior, commander and mage)
- Horror (warrior, commander destroyer)
- Pandemonium (warrior, spy, psychic & assassin)
- Serpent (schemer, spy, commander)
- Wraith or Deevil Wraith (schemer, spy, commander)

Deevil Squads

While there will be all out war and titanic battles involving armies of thousands to millions of infernal warriors in the Minion War, many confrontations will involve close combat and small squad operations (especially where *player characters* and *role-playing games* are involved). This is true of the minions of Dyval much more than the demons of Hades. The sneaky and treacherous nature of Deevils is such that they have many, many times more operations involving espionage, blackmail, murder and assassination. Likewise, the Deevils' choice to respond using hit and run, guerilla tactics means secret operations behind the scenes, surgical strikes, fast in and out raids, stealing, sabotage, and all sorts of secret schemes, spying and skullduggery. Deevils are happy to steal powerful magic items from demons and others so the demons can't get them, sabotage demon operations, impede supply lines, cut communication lines, and engage in all manner of activities designed to undermine and harass the enemy. That all spells small squad, platoon and company sized operations. That also means humans and other mortal people caught in the middle of the war factions are likely to encounter

Deevil squads and platoons working to trick and use them against their demonic enemy, or become embroiled in a Deevil or demon plot of one kind or another. Remember, Deevils are liars, cheats, and manipulators, and everyone is a potential target, henchman, pawn, sucker or impediment to be removed in their war against the demons.

Specialized squads and companies are designed for special operations such as *Reconnaissance*, *Seek and Destroy*, *Assassination*, *Intelligence Gathering/Scouting*, *Espionage*, *Robbery/Acquisitions*, *Sabotage*, *Rescue*, *Surgical Strikes*, and so on. These teams typically involve squads of 6-16 troops, a platoon (40-60 troops) or a company (120 to 240 troops).

Such groups are likely to include Deevils and operatives with specialized skills, magic, powers and dispositions best suited for the task at hand. Specific types of Deevil are chosen, and in many cases, the members of the most elite squads may be hand-picked by their Commander, Sovereign, Regent or Lord, and some may answer only to a top official in the infernal hierarchy.

Of course, rivalry between the different Deevil Lords of Dyval and their underlings remains ongoing, so some Special Forces groups may not answer to another military commander or even another Deevil Lord, and groups within the Deevils' combat force may be at odds with *each other* or not trust or like one another. Some Deevils in power use the Minion War to get rid of their own "problems" by forcing troublemakers, prisoners, rivals and undesirables into military service. Their hope: a) to get them out of town and out of their hair at least for now, and b) that they perish in combat and never return.

Common Dyval Military Combinations. Though the creation process is less than perfect, some formidable forces and specialized squads are in place. The following are some of the most notable.

Reconnaissance Groups

The purpose of any reconnaissance group is to acquire "intelligence" – information – on the regional environment as well as on enemy positions and operations. Small squads are quick, flexible and mobile. Reconnaissance groups are supposed to slip into enemy (and unknown) territory, gather intelligence, locate enemy positions, troop movement, fortifications, encampments and resources (supply lines, bunkers, ambush sites, etc.), assess enemy strength, and slip out unseen by the enemy to report their findings. Deevils are much better at this than undisciplined and hot-tempered demons, who often engage the enemy at the slightest provocation. In addition, many minions of Dyval are adept at deception, disguise, stealth, and trickery, all of which help in reconnaissance operations.

Light Air Reconnaissance Squad: 1-2 Dire Harpies, 1-5 Harpies, 2-4 Devilkins on winged War Steeds, and 1-2 Imps or other flight capable minions or mortal underlings. A Wraith or Deevil Dragon is squad leader.

Heavy Air Reconnaissance Squad: Two Imps, 2-4 Dire Harpies, 4-8 Harpies, 2-4 Deevils or Fiends riding winged War Steeds (probably Infernal Sprites), one Wraith, one Deevil Dragon, and one Beast, one of whom is squad leader.

Harpy Air Reconnaissance Squad: The entire squad of 6-16 are all Dire Harpies or half Harpy Host and half Dire Harpies, led by a Beast, Horror or Deevil Dragon. However, since Dire Harpies are so aggressive, volatile and hot tempered, especially when in a flock, such squads are most often limited to all out combat, search and destroy missions, and border patrols where intruders are to be destroyed, rather than operations that require finesse, stealth and self-control. **Note:** Most Greater Deevils and even their lady and mistress, Leviathan, see Harpies and Dire Harpies as expendable cannon fodder.

Reconnaissance Light Ground Squad: Four Stalkers (excellent scouts and trackers), four Fenry, two Harpies, and a Fiend Master Minion or Horror as squad leader. **Note:** This team is fast, silent and versatile.

Reconnaissance Heavy Ground Squad: Four Fenry, four Shock Dragons, one Deevil, one Naga Deevil or Gorgon, one Tiger Beast or Fiend, and a Horror or Beast as squad leader. **Note:** This team is dispatched when there is reason to expect the squad is likely to encounter the enemy and need extra firepower and versatility to silence that enemy before he can sound an alarm to their presence.

Reconnaissance “Special” Squad: Two Fenry, two Deevils, two Fiends, two Naga Deevils, one Nexus Deevil, one Imp, one Horror, and an Arch Fiend as squad leader. **Note:** This elite team can track, evade, and engage the enemy in light combat and gather intelligence. Sometimes put into the field to harass or sabotage the enemy, sever lines of communication, take out snipers, and similar tasks.

Reconnaissance “Tracker” Squad (Ground): 2-4 Stalkers, 2-4 Fenry, 1-2 Bonelings or Imps, two Shock Dragons or Deevils, two Fiends or three Dire Harpies, and two Horrors, one of which is squad leader. **Note:** This group is unleashed to track, locate and capture or destroy an *enemy reconnaissance team*, or to track an escaped fugitive, prisoner or other specific person or group trying to evade them. Sometimes sent into the field to locate and retrieve lost warriors or another reconnaissance team.

Seek and Destroy Squads

It is the job of Seek and Destroy squads to find enemy intruders, enemy base camps and key personnel, and liquidate them. Seek and Destroy units often vary and may be combined with Reconnaissance or Infantry units. Many infernals want to be on a Seek and Destroy squad, because they think it is glamorous and fun to inflict collateral damage on the enemy.

Battlefield Cleanup Squad: 2D4+6 Bonelings, 3-6 Harpies or Dire Harpies or mortal henchmen, 1-2 Naga Deevils, and a Deevil, Devilkin, or Gorgon Master Minion as squad leader. **Note:** It is the responsibility of a cleanup squad to systematically go over the battlefield, finish off the dying, strip the dead of weapons and valuables, and devour or dispose of their remains. Numerous squads and cleanup companies may be dispatched depending on the size of the battlefield.

Battlefield “Harpy” Cleanup Squad: 6-16 Harpies, 2-4 Dire Harpies with the largest Dire Harpy or other minion on a winged War Steed as squad leader. **Note:** Harpies and Dire Harpies are carrion feeders as well as infantry troops.

Heavy Seek and Destroy Squad: 4-6 Cryxon, 4-6 Shock Dragons, two Stalkers, two Fenry, two Gorgons or Dire Harpies, two Deevils or Naga Deevils, and one Horror or Dragon Deevil as squad leader.

Light Seek and Destroy Squad: 2-5 Harpies, 2-4 Imps or Bonelings, 2-4 Devilkins or Fenry, two Stalkers, one Naga Deevil or Tiger Beast, and a Deevil or Fiend Master Minion or Deevil Dragon as squad leader.

Seek and Destroy Harpy Squad: 6-8 Harpies and 4-6 Dire Harpies with the largest Dire Harpy or other minion on a winged War Steed as squad leader. Their desire to kill and destroy, coupled with their aggressive, combative nature and abilities to fly and see for great distances, make them ideal for seek and destroy operations, raids and scorched earth tactics.

Seek and Destroy “Special” Squad: Two Stalkers or Fenry, 4-6 Shock Dragons, two Fiends, two Horrors, one Ice Wraith, one Nexus Deevil, one Wraith, one Deevil Dragon, and a Beast, Deevil Dragon or Serpent as squad leader.

Commando/Special Forces

Elite squads are usually a mix of minions of Dyval who have specialized skills or abilities suited for a particular task. They may provide specialized intelligence gathering, first strike capabilities, special operations, offer troop support or add firepower. These groups can vary greatly.

Commando Assassination Team: Two Stalkers, two Deevils, two Shock Dragons, one Fiend, one Naga Deevil, one Gorgon, one Nexus Deevil, and a Beast, Deevil Dragon or Arch Fiend as squad leader.

Commando Assault “B” Team: 3-5 Shock Dragons, 2-4 Cryxon, two Deevils, two Fenry or Tiger Beasts, two Gorgons or Dire Harpies, one Ice Wraith or Nexus Deevil, one Horror, and a Deevil Dragon or Beast as squad leader. **Note:** Fast, deadly, reliable, and suitable for most missions.

Commando Assault “A” Team: 2-4 Shock Dragons, two Deevils, two Fenry or Tiger Beasts, two Fiends, one Ice Wraith or Gorgon, one Nexus Deevil, two Horrors, one Beast or Pandemonium, one Dragon Deevil, and an Arch Fiend or Serpent as squad leader. **Note:** The “heavy hitters,” this team is deadly and versatile with a combination of brute strength, speed, magic and psionics.

Dimensional Raiders: 1D4 Nexus Deevils, 1D4+1 Devilkins or Dire Harpies, 1D4+1 Deevils or Shock Dragons, two Gorgons, one Beast, one Deevil Dragon, and one Horror lead by an Arch-Fiend or Serpent.

Espionage Infiltration/Undercover Squad: Two Nexus Deevils, two Devilkins, two Deevils, two Fenry, one Fiend, one Imp and an Arch Fiend, Beast or Serpent as squad leader. **Note:** This team uses metamorphosis, disguise, stealth and espionage techniques to insinuate themselves (in disguise) within a community, group or even the enemy camp to gather intelligence and undermine the enemy.

Espionage Intelligence (Spy) Team: 1-2 Imps, 1-2 Bonelings, 1-2 Naga Deevils, 1-2 Dire Harpies, one Nexus Deevil, two Devilkins, one Deevil or Stalker, one Fenry, one Fiend, and an Arch Fiend or Beast as squad leader. **Note:** This squad “spies” – e.g. watches, observes, follows, locates, and en-

gages in acts of surveillance and intelligence gathering only. No combat unless necessary.

Espionage TFE (Theft, Framing, & Extortion) Team: Two Devilkins, two Nexus Deevils, two Fiends, 1-2 Deevils (the strongman of the group), one Imp, one Naga Deevil, one Stalker, and an Arch Fiend or Serpent as squad leader. **Note:** This squad specializes in “acquisitions” – breaking and entry, the theft of magic items, theft of incriminating, damning or important documents/maps/plans, kidnaping, framing the innocent and blackmail.

Magic Squad: 2-4 Shock Dragons, two Ice Wraiths, two Dragon Deevils, two Beasts, 1-2 Horrors, and a Serpent as squad leader. May include 1-6 additional mortal henchmen, including Witches, Necromancers, Temporal Raiders/Wizards and other practitioners of magic or creatures of magic.

Infantry

The main fighting forces.

Host, Light Infantry Company: 60% Stalkers, 10% Shock Dragons, 10% Tiger Beasts, and 20% other mortal henchmen. Captained by a Deevil or Fiend Master Minion, or a Horror. A company has 120-240 troops.

Host, Heavy Infantry Company: 30% Cryxon, 50% Shock Dragons, 10% Stalkers, and 10% Tiger Beasts. Commanded by a Horror, Deevil Dragon or Beast. A company has 120-240 troops.

Host, Heavy Armored Infantry: 60% Cryxon, 30% Shock Dragons, and 10% Tiger Beasts ridden by armored Deevils. Commanded by a Horror, Deevil Dragon or Beast. A company has 120-240 troops.

Light Infantry Squad: Four Stalkers, 2-4 Devilkins, two Deevils, four Fenry or Dire Harpies, and one Deevil or Fiend Master Minion as squad leader; x4 for a platoon.

Light Deevil Infantry Company, Mixed: 30% Devilkins, 20% Deevils, 20% Fenry, 10% Dire Harpies, 10% Bonelings, 10% Stalkers (Host). A company has 120-240 troops.

Light Infantry Company, One-Breed: 90% of the troops are all one of the following: *Devilkins, Dire Harpies, Fiends, Fenry, Imps, Nexus Deevils* or *mortal henchmen/pawns*. 10% some other Lesser Demon or Host (probably *Bonelings* or *Stalkers*) or nonhuman or D-Bee mortal henchmen. Captained by a Beast, Deevil Dragon or Horror. A company has 120-240 troops.

Armored Infantry Company: 40% Cryxon, 30% Shock Dragons, 20% Deevils on War Steeds, 10% Horrors or Beasts. Commanded by a Beast or Deevil Dragon. A company has 120-240 troops.

Chaos Infantry Company: 30% Dire Harpies, 30% Gorgons, 15% Cryxon or Shock Dragons, 10% Fiends, 10% Imps, 3% Ice Wraiths, and 2% Horrors or Naga Deevils. Commanded by a Horror or Dragon Deevil. A company has 120-240 troops.

Heavy Infantry Company, Mixed: 20% Beasts, 20% Cryxon, 10% Deevils, 30% Shock Dragons, 10% Horrors, 5% Ice Wraiths, 5% other Greater Deevil (any). Commanded by a Beast or Horror. A company has 120-240 troops.

Heavy Infantry Company, One-Breed: 90% of the troops are all one of the following: *Beasts, Cryxon, Deevils (probably on War Steeds), Gorgons, Horrors, Shock Dragons, or Tiger Beasts*. 10% Arch Fiends, Dragon Deevils, Pandemoniums, other Greater Deevils, or powerful, nonhuman, mortal henchmen. Commanded by a Beast or Arch Fiend.

Cavalry Companies

Air Cavalry Company: 50% Harpies, 30% Dire Harpies, 15% Deevils on flying War Steeds, 5% Imps and other flyers. Captained by a Deevil Dragon, Beast or Horror upon a flying War Steed. A company has 120-240 troops.

Heavy Air Cavalry Company: 25% Harpies, 40% Dire Harpies, 5% Deevil Dragons, 10% Wraiths, and 20% Deevils and other infernals upon flying War Steeds. Captained by an Arch Fiend, Beast or Horror.

Light Cavalry Ground Company: 60% Fenry and 40% Deevils and Devilkins riding Tiger Beasts and Shock Beasts. Captained by a Beast or a Horror.

Heavy Cavalry Ground Company: 30% Fenry, 30% Shock Dragons or Deevils riding Infernal Tri-Tops, 30% Deevils or Devilkins riding War Steeds and 10% Beasts or Horrors riding Flying Horrors! Commanded by an Arch Fiend, Beast or Serpent.

Non-Deevil Troops

Any combination of mortal slaves, followers, worshipers, allies and mercenaries can be assigned to or turned into armies, companies and squads. While Dyval is filled with infernals, the Minion War is being fought on many fronts and in many different arenas. That means mortal (human and D-Bee) pawns, worshipers and allies all across the Megaverse. While some will fight alongside their infernal masters, others may launch battles against other mortals that ultimately help the Minions of Dyval. Still others may be unwitting pawns and dupes of Dyval or the demons of Hades. Dyval is especially adept in espionage, subterfuge, and trickery, and have spies, agents and henchmen (mortal and infernal) everywhere. Or at least, so it seems. They enjoy pulling the strings of others behind the scenes and cherish the idea that Hades can't attack an *unseen* or *unknown enemy*. Thus, Deevils are busy weaving elaborate schemes and manipulating mortals to strike out at their demon enemies.

Demons and Deevils are happy to *use* just about anyone and anything to get their way, though they rarely see any ally as more than cannon fodder, pawns and henchmen. Ironically, both Deevils and demons often recruit the same mortal mercs and allies from the same races. Consequently, while there may be some specific racial divisions, both sides have the same mortal, D-Bee, and monster races as their pawns and henchmen. Some are people easily corrupted with the promise of power, wealth or glory. Others are wicked people who find opportunity in war or kindred spirits in Deevils or demons. All of it makes for a murky tapestry of conflict and treachery.

Dyvalians by Species

By Kevin Siembieda

The Host

Cryxon
Shock Dragon
Stalker
Tiger Beast
Other servants and worshipers.

Lesser Deevils

Bonelings
Deevil
Devilkin
Dire Harpy
Fenry
Fiend, Lesser
Gorgon
Ice Wraith
Imp
Naga Deevil
Nexus Deevil

Greater Deevils

Arch Fiend
Beast
Deevil Dragon
Horror
Pandemonium
Serpent
Wraith or Deevil Wraith

Most heroes and adventurers in **Rifts**® (and many other RPG settings) are aware that Deevils and demons exist. They know they are cruel, vengeful monsters, vindictive and bickering predators and manipulative tempters.

The demons of **Hades** and the Deevils of **Dyval** are well known because they are involved in skullduggery across the Megaverse and because they and their fellow demons have formed a sort of *pantheon* or “family” of creatures via a lasting alliance and association with each other. This also applies to the so-called *Russian Demons*, *China Demons*, *Daemonix*, *Vampires* and *Splugorth*, among others.

Deevils tend to be either more anarchist and animal-like, relying on primal, instinctive and bestial urges, or tempters and corruptors. *The Fenry*, *Dire Harpies*, *Gorgon* and *Horror* represent the animalistic predators and warriors of Dyval, and while their fury and vengeance are well known, it is the duplicity, manipulation and treachery of the infernal tempters – such as the

Deevil, *Devilkin*, *Imp*, *Fiend*, *Beast* and *Serpent* – that are *legendary*. The tempters are the masters of lies, kings of corruption, bringers of temptation, and weavers of destruction. As much as they enjoy torture and bloodletting, they revel in the mastery of tearing an opponent down to his soul and leaving him broken and empty. They live for the ecstasy of taking an unwitting person, especially a hero or good person, and slowly, inexorably corrupting him until he has become a creature of darkness and evil like them, or a shattered fragment of his former self lost to regret and recrimination. Thus, the minions of Dyval are also known as infernals, Princes of Lies and Destroyers of Men, among many other names.

As infamous as many Deevils are, there are infernals within the *Dyvalian family* who remain little known. The *Nexus Deevil* is often mistaken for the Devilkin, the Deevil Dragon for the Beast, while the *Ice Wraith*, *Boneling* and others just don't associate much in the mortal realm, so they are largely unknown except to those who are versed in the study of infernals and demonology, or who have suffered firsthand experience dealing with them. These lesser known minions of Dyval either enter the realm of mortals in disguise (many are shape changers) or seldom leave the embrace of Hell and typically serve as Lesser Minions and/or special operatives.

We present these lesser known, new, Minions of Dyval at the *beginning* of each of the two subsets of Dyval infernals: *Lesser Deevils* and *Greater Deevils*. Also see the Host prior to this section.

Conversion Notes

Damage is listed as Mega-Damage (M.D.) for the **Rifts**® and **Phase World**® settings, but conversion to S.D.C. settings like **Palladium Fantasy RPG**®, **Heroes Unlimited**™, **Nightbane**®, **Beyond the Supernatural**™ and similar settings is *incredibly easy*. Unless listed otherwise, damage is a straight *point to point conversion*. So if a bite attack does 3D6 M.D., it does 3D6 S.D.C./Hit Point damage in non-Mega-Damage worlds that are S.D.C. settings. As supernatural beings, Deevil physiology *adjusts* to their environment and they go from Mega-Damage creatures to Hit Point and S.D.C. beings on S.D.C. worlds. The same is true of the Deevil Host and most supernatural beings as well as creatures of magic.

Hit Points, S.D.C. and Armor Rating (A.R.) are listed in each description.

Skills, Magic and Psionics all function essentially the same in M.D. or S.D.C. environments, only the type of *damage* (M.D. or S.D.C.) or type of *physical protection* (M.D.C. or S.D.C.) varies.

Appearance, disposition, abilities and everything else are the same in either environment.

The Host of Hell

Also known as Deevil Host

Deevil Host are inhuman, often supernatural or magical beings who serve the minions of Dyval as allies, dedicated worshippers or conquered people. These monster races fill the role held by *Sub-Demons* in Hades, without actually being demons or Deevils at all. They are beings with minor powers compared to true demons or Deevils, many of whom survive by using animalistic instincts and powerful emotions that drive them to hunt, kill and serve evil. A few, like the *Cryxon* and *Stalker*, have recently been given elevated status as *Lesser Deevils*. Most are like wild dogs unleashed upon an unsuspecting world at the behest of their Deevil masters.

Cryxon

By Carl Gleba and Kevin Siembieda

The Cryxon (pronounced “cry-zon”) are a race of supernatural, insect-like humanoids from a hostile level of Dyval where they scratch out a dog eat dog existence.

Cryxon are hulking brutes, with powerfully built legs, arms and upper body covered with a hard exoskeleton that is bristling with hairs, barbs and blades. Their hands have thick, stubby fingers and a thumb with long, thin claws that function as slashing short swords. The head has compound eyes and bug-like mandibles, with an inner mouth that gives the appearance of their head splitting in half when they use their biting attack. The mandibles can hyper-extend, and the mouth is filled with rows of small sharp teeth. It can open wide enough to bite off the head of an Ogre. Their exoskeleton ranges in color from flat black or reddish brown (the color of dried lava) to dark green and blue, while some have a combination of all these colors.

The Cryxon fight amongst themselves over everything. They are highly competitive, enjoy combat, and believe all problems can be solved by combat or the threat of violence. This makes them ideal warriors and willing combatants in the Minion War.

The majority of Cryxon revere and worship Deevils, particularly Lady Hel. However, there are several small factions and tribes who worship other gods, some worship the demons of Hades and some even follow the Gods of Light. Even if these minority factions were to join together, however, they are so far outnumbered that their demise would be inevitable, so they hide in plain sight, pretending to be loyal minions of Dyval. These rogues are wild cards that can, in isolated instances, help the enemies of Dyval or save the lives of innocent people.

The canny **Deevil Lord, Hel**, uses the war-like nature of the Cryxon to her advantage, recruiting millions of them to her own diabolic cause. These Cryxon warriors worship her as a goddess and dedicate their lives to serving her every desire. Lady Hel has won over such large numbers and earned their blind obedience by promising the Cryxon a permanent place among her personal minions as *Lesser Deevils*. However, typical of Deevil manipulation, Hel has played upon the Cryxon’s dreams of immortality and lust for respect and power without actually giving them anything but a few empty promises. The Cryxon are min-

ions in training. They must *prove themselves* in the Minion War by word, deed and personal sacrifice in war to *earn* their elevated position as Lesser Deevils on a permanent basis. Furthermore, Lady Hel has used their competitive spirit to her advantage by issuing them a challenge: Both the *Cryxon* and the *Stalker* races have been offered a chance at becoming a Lesser Deevil, but only *one* can win. Making this a contest, she has both races scrambling to outperform the other. The one people that proves the best will become Lesser Deevils, the other will remain a Deevil Host. Competition is something every Cryxon (and Stalker) understands, and it is a challenge they have accepted and a prize they expect to win.

Hel has two monster races falling over themselves to give her their all. They happily fight and die in the Minion War, so that their people may achieve an honored place among her minions. This clever manipulation has tripled the size of her infernal



army and gives her a substantial advantage in the Minion War. With these eager fighting forces, Lady Hel is likely to win more battles, conquer more worlds, destroy more demons and build a greater reputation than any of the other Deevil Lords. If all goes according to plan, this strategy will make her the most powerful Ruler of Dyval, second only to the *Supreme One, Sahtalus*. And if Hel plays her cards right, maybe she can even usurp his position of power to become the Supreme Lord of Dyval, herself. Of course, Hel cares nothing about the Cryxon or the Stalkers. They are just pawns in a much larger game of war, politics and the acquisition of power. If she plays the game right, her pawns will never be the wiser even though the two races are likely to be devastated in battle.

One of the Deevil Host

Alignment: Any, but Anarchist (30%), Miscreant (40%), and Diabolic (20%) are most common. Any who are good are seen as outcasts and if not killed outright, are driven off or stripped of their powers by a Deevil Lord and shunned as Abominations.

Attributes: I.Q. 2D6+1, M.E. 1D6+6, M.A. 1D6+4, P.S. 5D6+10 (Supernatural), P.P. 2D6+8, P.E. 2D6+12 (Supernatural), P.B. 1D4, Spd 4D6.

Size: 10-12 feet (3 to 3.6 m) tall, and weigh 800-1200 pounds (360 to 540 kg).

M.D.C.: P.E. attribute number x10. (On S.D.C. worlds the Cryxon have P.E.x3 for Hit Points, 1D6x10+13 S.D.C. and an A.R. of 17.)

Horror Factor: 16

P.P.E.: 2D6

Disposition: Emotionally charged, short-tempered, aggressive and warlike, the Cryxon fight about everything. Among their own people, might makes right and the strong rule. They lack the guile and cunning of most Deevils and are killing machines that thrive on combat and conflict.

Average Life Span: 1D6x100 years, but most die before the age of 250 because they are so violent and warlike. **Note:** When permanently elevated to the status of *Lesser Deevil*, the Cryxon will effectively become *immortal*, the same as any "true" Deevil. Another reason they eagerly serve Hel without question.

Natural Abilities: Impervious to acid and similar caustic chemicals (no damage even from M.D. acid), resistant to heat and fire (including M.D. heat and fire), climb any surface similar to a spider at full speed, hang from ceilings, run along the side of walls, etc., but makes a clattering sound moving any faster than a Spd of 7. Can also leap upward or across one foot (0.3 m) per P.S. point, Supernatural P.S. and P.E., hard exoskeleton, and bio-regenerates 3D6 M.D. per hour and regenerates lost spikes, spines, finger blades, and mandibles within 24 hours (eyes, arms and legs take 96 hours to regenerate).

Compound Eyes (special): Provides polarized vision, nightvision 600 feet (183 m), see infrared spectrum of light, and cannot be surprised from behind; they effectively have a peripheral vision of 360 degrees, which allows them to see all around them. Compound Eyes are also effectively armored and have 1D6x10+42 M.D.C. each!

Sub-Vocal Communications (special): Cryxon hear and make sub-sonic sounds that are outside the range of normal human hearing. Only those with hearing equal to the Ultra Ear have any chance of hearing them. Cryxon magically understand all languages, but their own sub-vocal chirps and squeals are impossible to hear by most humanoid races which creates a language barrier when dealing with other people. With great effort, a Cryxon can make audible squeals or manage to say single, short words like "die," "go," "kill," "leave," "come," and so on.

Spit Acid (special): Acid secretion and spit attacks are among the monster's favorite tactics. They can spit the acid only twice per melee (each acid strike counts as one melee attack).

Range: 100 feet (30.5 m) per spit attack; line of sight. The usual bonuses to strike do NOT apply to spit attacks, +1 to strike only.

Damage: As the Cryxon become more experienced (older), their acid becomes stronger; increase by 1D8+1 M.D. every three levels of experience. Thus, acid inflicts 1D8+1 M.D. at first, 2D8+2 at level three, 3D8+3 at level six, 4D8+4 at level 9, 5D8+5 at level 12, 6D8+6 at level 15. Damage is instant but the burning pain and sensation lasts another 4D6+6 minutes, during which the victim sees all his combat bonuses reduced by half and skill performance is -20% (number of attacks are unchanged), as he is distracted by the pain and the horror of seeing his flesh boil and melt away. Leaves permanent scarring. Full damage to skin, animal hides, leather, bone, wood and similar organic material. One third damage to plastic, ceramic, metal and similar materials. No damage to stone, glass and its own resin weapons. Damage varies with the setting (M.D. in Mega-Damage settings, S.D.C./Hit Point damage in S.D.C. environments).

The Cryxon may cover one of their resin weapons with the acid rather than spit it out (counts as one melee attack/action). This adds 2D4 M.D. damage to all attacks made by that weapon for one full melee round (M.D. is in addition to the weapon's damage).

R.C.C. Skills: Acrobatics (+10%), Climbing (+30%), Detect Ambush (+15%), Detect Concealment (+15%), Dowsing (+10%), Holistic Medicine (+10%), Intelligence (+10%), Land Navigation (+20%), Prowl (+10%), Lore: Demons and Monsters (+10%), Wilderness Survival (+20%), W.P. Paired Weapons, W.P. Spear, W.P. Targeting, and magically understands all languages 68%.

Level of Experience: 1D4+2 on average, or as set by the Game Master for NPCs. Not generally available as a player character, however, if an outcast with a selfish or good alignment is made available as a player character, he or she starts at first level and uses the Psi-Stalker experience table.

Attacks per Melee: Five to start, +1 at levels 4, 8, 12 and 15.

Mega-Damage: Melee Combat: As per Supernatural Strength +1D6 M.D. because of the monster's rock hard exoskeleton covered in sharp barbs and blades. **Claw Strike:** A slashing or stabbing claw strike does Supernatural P.S. damage +2D6 M.D. **Bite:** As per Supernatural P.S.

Throw Spines (Special): Able to regrow lost spines and blades within 24 hours, Cryxon can break off the scores of spikes and blades that cover their exoskeleton bodies to

throw at an enemy. **Damage:** Small blades/spines are dagger size (has 1D6x10+60 of them) and do 1D4 M.D., a medium one is short sword sized (has 1D4x10+30 of them) and do 2D4 M.D. and a large one (has 3D6+11 of them) does 2D6 M.D. **Range:** Melee combat or thrown up to 400 feet (122 m).

Note: Like most supernatural creatures, P.S. and damage adjusts to the environment and does M.D. in Mega-Damage settings and S.D.C./Hit Point damage in S.D.C. environments.

Bonuses (in addition to attributes and skills): They are +6 on initiative (in large part due to their 360 degree vision), +4 to Perception Rolls, +2 to strike, +4 to parry, +1 to dodge, +2 to disarm, +3 to pull punch, +1 to roll with impact, +5 to save vs Horror Factor, and automatically have paired weapons.

Vulnerabilities/Penalties: Sonic based attacks do double damage. Furthermore, extremely loud noise (a spell like Thunder Clap, a Boom Gun blast, the roar of jet engines, high pitch squeal, etc.) within 90 feet (27.4 m) of a Cryxon hurts their ears and sends a jarring shock wave through their nervous system that inflicts the following *penalties*: -1 attack per melee round the sound persists, reduce initiative, Perception Rolls, and skill performance by half. They have sensitive hairs all over their body that pick up sound, and as a result, they are quite susceptible to very loud and high-pitched sounds. **Note:** If they are in proximity to an explosion (typically within 100 feet/30.5 m of the blast radius) they take 10% of the damage from the explosion.

Magic: None.

Psionics: None.

Cybernetics and Bionics: Not possible.

Habitat: Cryxon come from a plane of Dyval that is a hot, parched wasteland filled with volcanoes. This desolation is broken by large jungle valleys teeming with wildlife, all manner of plant life, shade and water. These valleys are the centers of life and fought over for their resources and because they are rare and beautiful. The tribe that can hold onto a jungle valley is rich and respected. Those who cannot wander the blistering wastelands.

Rivals and Enemies: Cryxon accept all Deevils and hate all demons and their allies. For them it is just another competition. Their Deevil Lords say all demons are bad and the enemy, and the Cryxon accept it without question. As the hated enemy, they are to be destroyed. The end. Such is the simple and deadly logic of the Cryxon.

Competition is so great in their native realm of Dyval, that Cryxon tend to see *everyone* as a rival at best, and an enemy at worst. That includes their own kind. In their home realm of Dyval they are fighting each other over the jungle valleys, water, food, shade, a female to mate with, etc. Thus, Cryxon see conflict, competition, war and death as an inevitable part of life, and accept battle without fear or hesitation.

In the Minion War, *Stalkers* are their competitors – rivals – in winning respect and a place among the ranks of the Lesser Deevils. Consequently, the Cryxon have taken it upon themselves to discredit, sabotage, backstab and outperform any Stalker who gets in their way. As a result, these two races do not work well together and might kill each other

without Deevil supervision and intervention to keep them focused on things other than one another. Competition is high.

Allies and Alliances: They only work well with members of their own race and other Deevils (Lesser and Greater). Everyone else is regarded as a rival to best or an enemy to be conquered. They can be very obedient when led by a high ranking Deevil, if only to assure their place within Deevil society.

Note: Cryxon have minimal creative and manufacturing capabilities and rely upon brute strength and raw ferocity. Cryxon are capable of creating resin melee weapons, such as swords, spears and clubs, but little else. They love magic weapons, but the thick fingers and long finger-blades of the Cryxon makes it difficult for them to use modern-style guns, operate machinery or pilot a vehicle.

Dyval Stalkers

Also known as Forest Stalkers and Green Stalkers

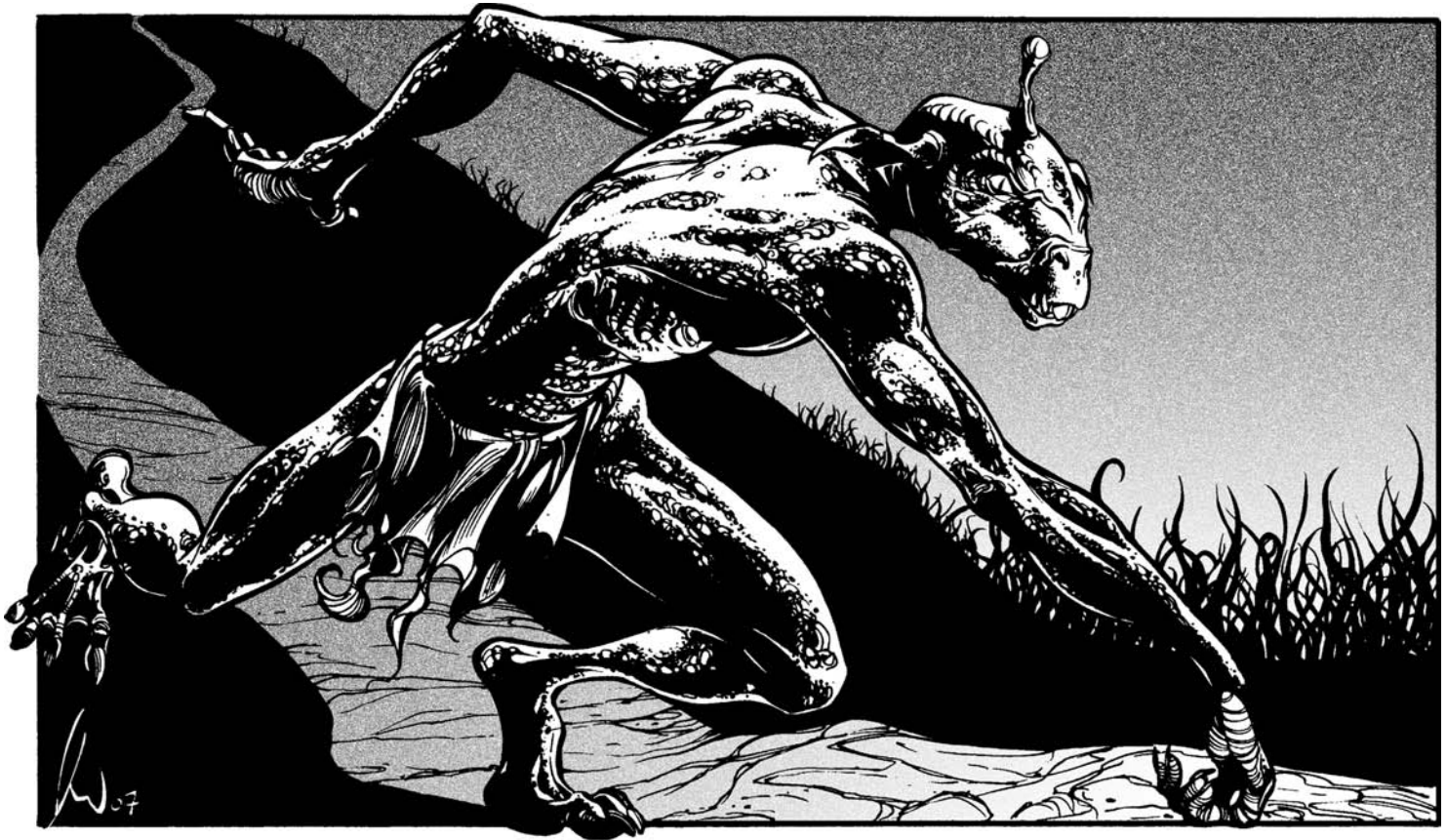
By Carl Gleba and Kevin Siembieda

Where Cryxon overpower their foes with brute strength, ferocity, blades, spikes and armor, Stalkers use stealth, surprise and magic. It is unclear whether they are lesser supernatural beings, Sub-Demons or some sort of (alien) creature of magic. Whatever their point of origin, they were conquered ages ago by the minions of Dyval and have served the Deevils for generations as one of the Host.

In an effort to assert herself and take her rightful place among the Deevil Lords, *Lady Hel* has chosen several races to compete for her favor and take their place as her personal minion. Dyval Stalkers are one of them, and she has brought several million to *Dyval Prime* to join her army in the Minion War. (The other is the Cryxon, described previously.)

Forest Stalkers live up to their names as world class hunters. They come from some forested dimension where they are predators at the top of the food chain. In their home dimension they stalk other humanoid species as well as large animals and fellow Stalkers for food and sport. That makes them cannibals who sometime hunt, kill and eat members of their own race, usually rival tribe members. They quietly prowl the forest, whether it be through the treetops or by foot on the floor of the forest. All are skilled hunters and vicious warriors who use ambush and surprise to overcome large prey and intelligent opponents.

Forest Stalkers are organized along tribal lines with a chieftain for a leader. The chieftain is always the most cunning or strongest of the tribe. That is of course, until he is defeated by a new challenger or stabbed in the back by a treacherous usurper. Such claims to power better be successful or the one(s) responsible can expect quick and deadly retribution. While treachery is accepted as a fact of life, failure in its execution is despicable. A failed attack or challenge to rule, or other act of treachery, results in those identified in its failed attempt being passed sentence upon as deviants, and their becoming *the hunted*. Stalkers love to hunt, and enjoy gorging themselves on the blood and guts of their prey, rivals, traitors and enemy misanthropes. It is



tradition for the hunter who makes the kill to eat the heart and organs of a slain enemy, and give the rest of the corpse away for others to feast upon.

Tall, thin, scaly humanoids with long, muscular arms and clawed hands, Dyval Stalkers sometimes look deceptively awkward and ungainly. Their legs are also thin and muscular, with four-toed feet that end in clawed toes useful for climbing and running. Their limbs sometimes seem to bend oddly, because Stalkers are triple jointed, and they typically run in a slouched position or on all fours. Their skin is either black or dark green, scaly and oily to the touch. They have three eyes, one on each side of the head and one mounted on an eye stalk on the top of the head. The head itself is long and horse-shaped. The mouth is small for its muzzle, with large, flat teeth in front and sharp ones on the side.

One of the Devil Host

Alignment: Anarchist (20%), Miscreant (45%), Diabolic (15%), Aberrant (15%), but a few are Unprincipled and good alignments (5%).

Attributes: I.Q. 2D6+3, M.E. 3D6+5, M.A. 2D6+9, P.S. 3D6+11 (Robotic), P.P. 2D6+9, P.E. 3D6+7, P.B. 2D4, Spd 4D6+13.

Size: 7-10 feet (2.1 to 3 m) tall and weigh 400-600 pounds (180 to 270 kg).

M.D.C.: 3D4x10+30 M.D.C. (On S.D.C. worlds Stalkers have P.E. attribute number for Hit Points, +2D6 Hit Points per level of experience, and 1D4x10+13 S.D.C. with an A.R. of 13.)

Horror Factor: 13

P.P.E.: 2D6x10

Life Span: 1D6x10+90 years. Typically half that because of their violent way of life.

Disposition: Free spirits, Forest Stalkers have minimal self-control over long periods of time, hate rules, don't like to follow orders and are generally disruptive and anarchist. Sneaky, alert, observant, and always ready for action, it's in the Stalker's blood to track and hunt, and they love it. That makes them excellent scouts, bloodhounds, surveillance operatives, hit men and wet-works Special Ops in the Minion War.

Natural Abilities: P.S. is equal to *Robot Strength* (not Supernatural), resistant to heat and fire (normal fire does no damage, M.D. fire does half damage), bio-regenerate 2D6 M.D. every 30 minutes, and magically understand and speak all languages.

Natural Jungle/Forest Camouflage (special): Their bodies are like natural ghillie suits giving them an edge in forest and jungle environments. This is reflected below in their Prowl and Camouflage abilities.

Superior Sense of Smell & Tracking (special): Allows the creature to track prey like a bloodhound by following the scent of sweat, other chemical secretion, fear and blood at 78% +2% per level of experience.

Triple-Jointed (special): Highly flexible and can contort their bodies to bend and squeeze through narrow openings and fit inside impossibly small areas, containers, etc. This is reflected in their Escape Artist and Acrobatics skills as well as roll with impact.

Eye Stalk and Superior Vision (special): The middle eye is mounted on a stalk that can lay flat against the head in combat, and extend up and bend to look in all directions when

stalking, hiding or on the prowl. When extended and looking around, the Dyval Stalker literally has an eye in the back of its head, has circular vision and cannot be attacked by surprise.

All three eyes have nightvision (1000 feet/305 m), can see into the infrared and ultraviolet spectrums of light, and have *thermal optic vision* – can see heat radiation from prey that thinks it is hiding in underbrush or behind a thin wall (can see through walls and barriers up to a foot/0.3 m thick and up to 400 feet/122 m away; half that range underwater).

Innate Stalking/Hunting Magic Spell Knowledge: See Magic.

R.C.C. Skills: Acrobatics (+10% where applicable), Camouflage 76%, Climbing 80%/75%, Detect Ambush 60%, Detect Concealment 60%, Dowsing 60%, Escape Artist 72%, Fishing 70%, Horsemanship: Exotic 60%, Hunting, Land Navigation 70%, Intelligence 70%, Prowl 60%, Skin and Prepare Animal Hides 70%, Tailing 76%, Track and Trap Animals 80%, Trap/Mine Detection 60%, Wilderness Survival 86%, three Ancient Weapon Proficiencies of choice. All skills increase at a rate of 3% per level of experience.

Level of Experience: 1D6 on average, or as set by the Game Master for NPCs. Not generally available as a player character, however, if an outcast with a selfish or good alignment is made available as a player character, he or she starts at first level and uses the Wilderness Scout experience table.

Attacks per Melee: Four to start, +1 at levels 3, 6, 10, and 15.

Mega-Damage: As per Robotic Strength or by weapon, psionics, or magic.

Bonuses (in addition to likely attribute and skill bonuses): +3 on initiative, +6 on Perception Rolls, +3 to strike, +2 to parry, +3 to automatic dodge (the act of dodging is rolled as usual, but does not use up a melee attack; the Stalker bends and weaves out of harm's way), +4 to roll with impact, and +1 to pull punch.

Vulnerabilities/Penalties: Cold. Forest Stalkers don't function well in cold climates. While they are not cold-blooded, their bodies do not handle cold well. Reduce all combat bonus by half in temperatures between 75 and 51 degrees Fahrenheit (24 to 11 C). In temperatures 50 to 33 degrees Fahrenheit (10 to -1 C) reduce Spd and attacks per melee by half, and skills are performed at a penalty of -20%. In temperatures *at or below freezing*, all combat bonuses are gone, Spd is at 10% of normal, skills are -50%, has only two attacks per melee regardless of level, magic cannot be cast and the character suffers 6D6 M.D. per 12 hours from exposure and is likely to die within 2-6 days. Cold based magic and weapons do double damage.

Magic: P.P.E. 2D6x10 to start, +1D4+3 per level of experience. All Forest Stalkers instinctively know the following spells: Armor of Ithan (10), Chameleon (6), Cleanse (6), Climb (3), Death Trance (1), Energy Bolt (5), Electric Arc (8), Energy Disruption (12), Impervious to Poison (5), Invisibility: Simple (6), Magic Net (7), Magic Shield (6), Negate Poison (5), See Aura (6) and Swim as a Fish, plus one spell of choice selected from Spell Invocations Levels One or Two at experience levels 3, 6, 9, 12, and 15.

Psionics: None.

Habitat: Stalkers are most at home in forests and jungles. Many tribes have settled in Dyzonian and Dyval Prime.

Allies and Alliances: Just other Stalkers, although they do respect power and usually submit to it. Their race has served the Lords of Dyval for centuries and hope that someday they will be rewarded by being made immortal Lesser Deevils themselves.

Rivals and Enemies: Thanks to the competition Hel has instituted, *Cryxon* have become their number one rival, Tiger Beasts number two! Otherwise, Forest Stalkers see all mortal beings, particularly humanoids, as potential prey and rivals. They hate demons, particularly Alu, Succubus/Incubus and Night Owls. They don't like being told what to do or pushed around, so they dislike most Deevils, especially Greater Deevils, but obey out of fear and respect for their power. They function best in the Minion War when sent on scouting, tracking and hunting missions, as well as bushwhacking operations, laying in ambush and seek and destroy jobs. They also do well in any battle where they can just cut loose, go wild and not follow any set strategies or tactics. Any ops where there are constraints, rules and timing issues, Dyval Stalkers become a liability (like to jump the gun and attack early, be disruptive, etc.).

Harpies

A Harpy is a gigantic, monstrous bird with the head and upper body of a hideous woman, reeking of decay and defecation. The half-bird, half-woman creatures hate everything that is good and beautiful and seek out all things of beauty and goodness to molest, deface and destroy. They torture and kill for pleasure and cannot be reasoned with nor befriended, for Harpies are the living embodiment of envy and hatred.

They are lesser supernatural monsters that feed on the carcasses of carrion, and fill the skies of battlefields, where they come down to feed upon the carcasses of the dead, and finish off the dying. They also kill and eat the weak, sickly and attractive whenever the opportunity presents itself. In large numbers where they outnumber their opponents ten to one, the winged monstrosities attack any humanoids they see, ripping them to shreds with their taloned feet and pointed teeth. When sent out as a hunting party or infantry force, Harpies attack and destroy every living being they encounter, gorging themselves on the entrails of their victims and coming back when the battle is over to pick at the dead bodies and carry them off to their roosts.

Seeing large flocks of Harpies is, thankfully, uncommon in most mortal worlds. Harpies are so foul tempered and difficult to control, that only the most powerful wizard or dark priest can manage them. Even then, to see more than a few dozen to a hundred under the command of a single mortal is a rarity. The Minion War is a different story. Harpies and Dire Harpies are minions of Dyval answering directly to Lady Leviathan. Savage and destructive, Harpies led by Greater Demons are being unleashed by the thousands, sometimes millions in the war between Demon and Deevil. As shock troops and air infantry, Harpies are bloodthirsty combatants who enjoy battle and revel in killing, creating chaos and causing destruction. Seldom unleashed in such great flocks, they are eager to prove themselves



as valuable warriors, fighting relentlessly, without mercy, and often to the death. Carrion eaters, Harpies and their larger, more powerful supernatural cousins, Dire Harpies, are also used to clear battlefields in the aftermath of conflict by feeding upon the flesh and bones of the vanquished enemy, and finishing off any survivors.

Harpies have periodically appeared on Earth and the Palladium World for eons. The ley lines and dimensional portals that open along them on Rifts Earth have given Harpies (and Dire Harpies) renewed and easy access to our small blue planet, as well as access to others and plenty of attractive life forms to torment and kill. That was before the Minion War, leading many to wonder *when*, not *if*, *Rifts Earth* will become a battle site in the escalating war between demons and Deevils. It would not be the first time, as legends about the Great Cataclysm and the Two Hundred Year Dark Age tell of flocks of Harpies descending upon the land in an orgy of murder and carnage.

One of the Deevil Host

Alignment: Miscreant (45%) or Diabolic (55%) evil only.

Attributes: I.Q. 1D6+1, M.E. 2D6, M.A. 2D6, P.S. 2D6+9 (Augmented), P.P. 2D6+10, P.E. 2D6+10, P.B. 1D6, Spd 2D6+8 running or 1D4x10+40 flying.

M.D.C.: 4D6+24 M.D.C. in Mega-Damage settings. (On S.D.C. worlds, Harpies have P.E. attribute number +20 for Hit Points, +1D6+3 Hit Points per level of experience, and 2D4+20 S.D.C., with an A.R. of 6.)

Horror Factor: 12

P.P.E.: 1D6x10

Size: 7 feet tall (2.1 m), and an 18 foot (5.4 m) wingspan.

Weight: 200 pounds (90 kg).

Average Life Span: 2,000 years, typically half that because of their violent way of life.

Disposition: Angry, cruel, vindictive, spiteful creatures who hate all beautiful things, from the living to works of art and places in nature. Harpies are savage monsters who cripple, maim, disfigure, torture and kill for pleasure. They hate rules and have minimal self-discipline, but respect and obey powerful beings. They like to hunt, love to fight and delight in killing and causing destruction. Left unchecked in battle, they will slaughter everyone and destroy everything they can. This all makes them best suited for infantry combat, all-out war, laying siege, and seek and destroy missions in the Minion War. Threatening to unleash an army of Harpies or Dire Harpies upon an enemy is a powerful tool of intimidation, especially if people have seen what these creatures can do.

Natural Abilities: Winged flight, P.S. is equal to Augmented Strength, Nightvision is 90 feet (27.4 m; can see in total darkness), keen color vision (can spot a human or a corpse at two miles/3.2 km distance), but has a poor sense of smell. Recovers lost M.D.C./Hit Points at a rate of 1D6 per hour, is impervious to spoiled meat and disease, resistant to poison (half damage), resistant to heat and cold – in fact prefers hot climates (90-120 degrees Fahrenheit/32-48 C) and doesn't mind temperatures as cold as freezing (no damage or discomfort).

Stench (special): The body of every Harpy reeks of a horrible stench that causes all who breathe the putrefied air to gag and vomit, thus reducing attacks per melee by *half* and victims also suffer these additional penalties: -2 on initiative, -2 to strike, and -3 to parry and dodge. Range of the stench is a 25 foot (7.6 m) diameter around the Harpy. Victims get the standard saving throw versus nonlethal poison/toxin; a successful roll (16 or higher) means no ill effect. Characters in full environmental armor breathing re-circulated air (not outside air) are *not* affected, nor are those in gas masks. Characters wearing air filters suffer half the penalties, above, and lose two attacks/actions per melee round instead of half.

Sense Good or Evil (special): The Harpies' supernatural aspect enables them to sense the presence of good or evil within 120 feet (36.6 m) or by looking at a person; an automatic psionic-like ability, but one that does not cost any I.S.P. or make the creature psychic.

Language (special): Speaks no language recognizable by humans. Communicates in shrill whistles and shrieks. However, Harpies understand Demongogian, Gobblely and Dragonese at 65% proficiency, and may pick up bits and pieces of (1D6+1) other languages at 45% via frequent exposure.

R.C.C. Skills: Climbing 70%/60%, Detect Ambush 50%, Detect Concealment 60%, Dowsing 75%, Hunting, Land Navigation 86%, Prowl (flying) 55%, Tailing (from the sky) 80%, Tracking (people) 50%, and Wilderness Survival 90%. All skills increase at a rate of 3% per level of experience.

Level of Experience: 1D4 on average, or as set by the Game Master for NPCs; Harpies are creatures of instinct and murder. Not recommended as a player character.

Attacks per Melee: Four in M.D.C. settings (three in S.D.C. settings).

Mega-Damage: Supernatural in M.D. settings, Augmented in S.D.C. settings.

Bonuses (in addition to likely attribute and skill bonuses): +1 on Perception Rolls, +4 to damage with claw attacks, +2 to dodge in flight, +2 to save vs magic, +4 to save vs poison/toxin/drugs and +2 on all magic saving throws.

Vulnerabilities/Penalties: Vulnerable to M.D. weapons in Mega-Damage settings, vulnerable to normal weapons in S.D.C. settings. Easily provoked to fight, which can distract it from other things going on around it, and even from following its orders. Similarly, Harpies instinctively want to feed after they make a kill, and in large flocks, 1D4 other Harpies will descend to feed on a fresh kill. That means 1D4 Harpies plus the one that made the kill, will usually pause for 2D4 melee rounds (30-120 seconds) to feed every time one makes a kill. This might give other characters a window of opportunity to make an escape, regroup, or attack (the attackers automatically get the initiative on feeding Harpies). Harpies fear and respect power and will often flee when facing a powerful opponent unless they outnumber him ten to one, and even then will flee if he manages to slay one third of them or seriously injures half of them quickly. Only powerful beings may command them.

Magic: None.

Psionics: Roll percentile dice: 01-15% have Minor Psionic abilities, 16-22% have Major Psionics, 23-25% have Master Psionics, and 26-00% have NO psionic ability. **Note:** Those who possess Major or Master Psionics usually hold positions of power and leadership within the flock.

Habitat: Seem to prefer to roost along rocky coastlines, islands, and mountain ranges, but can be found causing mayhem anywhere.

Allies and Alliances: Mainly other Harpies and Dire Harpies. Mortal Harpies fear and respect power and submit to it. Thus, they fear and respect their Dyvalian cousins, Dire Harpies, and obey them without question. Their race has served the Lords of Dyval for millennia.

Rivals and Enemies: Hate all beautiful and attractive beings, and see them as their natural enemy or as prey. Tolerate other Host races and obey all Greater Deevils and Deevil Lords. They hate demons, particularly Alu, Shedim, and Succubus/Incubus. In battle, they are best used as an overwhelming force, pillagers and destroyers.

Shock Dragons

By Carl Gleba and Kevin Siembieda

Shock Dragons are Deevil Host who serve as *shock troopers* in the Deevil army. They are among the deadliest of the Deevil Host and a tragic story. Shock Dragons are the spawn of *Deevil Dragons* and *true dragons* sold into slavery before they are ever born. Long ago, Deevil Dragons were once mortal, dragonoid beings considered to be a race of lesser humanoid dragons akin to true dragons. In an insane quest for power, they cut a deal with the Lords of Dyval to make them immortal Greater Deevils. The price for that “deal” was to forsake their young, turning over 95% of all eggs to their Deevil masters, without question, to do with as they may. What the Deevil Lords do is

put the eggs of the Deevil Dragons into Bio-Vats, where they are mutated into the powerful Deevil Host known as *Shock Dragons*. Likewise, the eggs of true dragons are sometimes stolen and similarly mutated into Shock Dragons.

Most Shock Dragons have no idea how they come into existence, nor do they really care. They are bred and trained to be highly skilled warriors for their Deevil masters from birth and most accept their fate without question. Their training makes them appreciate and revere power and cunning, and accept all minions of Dyval, including Lesser Deevils, as their superiors. However, Shock Dragons take an immediate dislike toward Deevil Dragons and are glad they seldom have to work directly with them.

Although formidable and unique, Shock Dragons are creatures of magic, not supernatural beings, and are not as powerful



as most true Deevils. There are four types of Shock Dragon Troops:

Shock Dragons – infantry ground troops.

Flying Shock Dragons – aerial troops.

Magic Wielders – specialized spell casting Shock Dragons with innate and instinctive magic powers.

Elite Shock Dragons – winged, capable of flight and more powerful than the rest, but incapable of spell casting. Might be thought of as the Commandos of the group.

The ground troops and the flyers are the most common on the battlefield and can be seen often leading the charge with tooth and claw, or wielding melee weapons from clubs to swords and spears. Only officers and elite may use weapons stolen from vanquished mortals, demons and other enemies, while the magic wielders tend to rely on their innate magic abilities. Shock Dragons might be thought of as the Marines, and while they can engage in a standup shooting war, they serve best as elite forces who engage in surgical strikes, sabotage, seek and destroy missions, rescue operations, scouting, intelligence and similar skilled combat operations.

All Shock Dragons are dragonoids, meaning they have a humanoid body with two arms, two legs and human form, but the head and tail of a dragon and scaly skin. They have broad chests and shoulders, a powerful build, clawed hands and feet, and a very dragon-like head crowned by a pair of long, slightly curved horns. The eyes are small and set wide apart, and the mouth is large, like that of a lizard or dinosaur, rimmed with small, sharp teeth. The neck is short and thick, the ears large, leathery and bent toward the tips. Only Flyers and Elite Shock Dragon troops have a set of dragon-like wings (similar to their Deevil Dragon parents) that can fold up to be surprisingly compact. Shock Dragons range in color from various shades of gold, bronze, and red to green, blue and black, with a lighter colored neck and underbelly that can be a creamy yellow, green, orange pink, purple or white. This color scheme applies to all but the *Shock Dragon Magic Wielders*, who are typically shades of blue, silver or white and often have an iridescent or metallic quality to their scales.

One of the Deevil Host

Alignment: Any, but most are Anarchist (25%), Aberrant (30%), Miscreant (30%) and Diabolic (10%). Any who are good are seen as outcasts and if not killed outright, are driven off or stripped of their powers and shunned as Abominations.

Attributes: I.Q. 2D6+2 (3D6+4), M.E. 2D6 (2D6+4), M.A. 3D6 (3D6+6), P.S. 2D6+20 (3D6+22) (Supernatural), P.P. 2D6+10 (2D6+12), P.E. 2D6+12 (2D6+16), P.B. 2D6 (2D6+4), Spd 1D4x10+24 running (Spd Flying: 2D4x10+36). **Note:** The numbers in parentheses are for the *Elite Shock Dragons*, and the ability to fly only applies to the *Elite* and *Flying Shock Dragons*.

Size: 8-11 feet (2.4 to 3.3 m) tall. Elite troops stand an additional 1D4 feet (0.3 to 1.2 m; 3.6 to 4.6 m).

Weight: 500-900 pounds (225 to 405 kg); all muscle.

M.D.C.: P.E.x6 (+90 for Elite troops). (On S.D.C. worlds the Shock Dragon has P.E.x3 for Hit Points, 2D4x10+13 S.D.C.,

and an A.R. of 14. Elite Troops have 10% more Hit Points and S.D.C. and an A.R. of 16.)

Horror Factor: 14

P.P.E.: 6D6 (only Magic Wielders have more).

Average Life Span: As the mutated spawn of Deevil Dragons or true dragons, these warriors have a life span of 1D6x1000 +1200 years. As mutants they cannot reproduce and bear young.

Disposition: Aggressive and violent, but also disciplined and skilled in the arts, strategies and tactics of war. In combat, they represent organized chaos and generally work well in large or small groups, pairs or as lone agents.

Natural Abilities: Supernatural Strength and Endurance, Bio-Regeneration 2D6 per melee round, resistant to fire and cold (half damage even from magic attacks), resistant to poison (half damage, half the penalties and duration), immune to fear, even against overwhelming odds, and magically understand and speak all languages 88%.

Special Powers: Standard troops and Flyers have two mutations/powers, Magic Wielders have one, Elite Shock Dragons have three. See the mutation table below for specific powers.

First roll to see which type of Shock Dragon the character is:

01-50% Shock Dragons (Infantry/Ground Troops); no wings, two mutations/powers.

51-80% Flying Shock Dragons (Air Support). Has a pair of leathery wings, the ability to fly, two mutations, and is +1 to dodge while in flight.

81-90% Magic Wielding Shock Dragons. No wings, one mutation but a natural spell caster. See Magic for spells and details.

91-00% Elite Shock Dragons. Bigger, stronger, and more powerful, has wings and can fly, and has three mutations.

Shock Dragon Mutations: G.M.s may pick the mutations or roll for random determination.

01-16% Breath Weapon. The Shock Dragon has a breath weapon just like a typical dragon. Roll to determine the type. Range is 50 feet (15.2 m) unless otherwise indicated. **01-40% Fire** 5D6 M.D.; 100 foot (30.5 2 m) range. **41-70% Ice/cold** 4D6 M.D. **71-90% Acid** 3D6 M.D., plus continues to burn and inflict an additional 1D6 M.D. for 1D4 melee rounds or until washed away. **91-00% Poison Gas** that fills a 20 foot (6.1 m) diameter and can be sent up to 50 feet (15.2 m) away. Everyone in the area of effect needs to save vs magic (13 or higher) or suffer from the effect. A failed save inflicts 1D6 damage direct to Hit Points (or does 2D6 M.D. to Mega-Damage beings) and causes nausea for 1D6 minutes. During that time victims are -1 attack per melee, and -2 on initiative and all combat bonuses. There is no effect to those who save or who are breathing an independent oxygen supply. However, they need to make a saving throw each melee, as the cloud will last for 1D4+1 melee rounds before it dissipates. **Note:** A Breath Weapon can only be used twice per melee and counts as one of the creature's melee attacks.

17-23% Increased Strength. +1D6+4 to their Supernatural P.S. and increase M.D.C. by 10%.

24-31% Combat Prowess. +1 attack per melee, Paired Weapons, +1 to initiative, +2 to Perception Rolls, +1 to strike, parry, and disarm, +2 to pull punch.

32-39% Energy Blast. The Shock Dragon Trooper can fire a bolt of M.D. energy (01-33% fire, 34-66% electricity, or 67-00% ion-type blast) from his hand or eyes (pick one). **Damage:** 2D6 M.D. +1 per level of experience. **Range:** 1,600 feet (488 m) +50 feet (15.2 m) per level of experience. **Payload:** Can only use an energy blast twice per melee round and each blast counts as one of the monster's melee attacks.

40-46% Enhanced Bio-Regeneration. Double the amount of M.D.C. (or Hit Points/S.D.C.) the Shock Dragon recovers every melee round.

47-53% Iron Hide! Add 1D6x10+30 M.D.C. (2D6+6 Hit Points, 6D6 S.D.C. and +1 to A.R. in S.D.C. environments.)

54-60% Turn Invisible at Will. The Shock Dragon can turn invisible at will. Invisibility lasts as long as desired or until the Shock Dragon attacks. While invisible, the monster cannot be detected by any visual or optical means, not even infrared, thermal imaging, ultraviolet or passive nightvision optics. Opponents trying to attack the Shock Dragon strike as if blind (-10 to strike). Only motion detection is applicable and even those using it strike at a penalty of -3. To make an attack himself, the Shock Dragon must turn visible, but can become invisible again the moment he stops fighting or moves back to reposition. +2 to strike when coming out of invisibility for his initial attack.

61-68% Spider Walk. The monster can climb and run across any porous surface (rock, wood, plaster, etc.) like an insect and move at full Spd. Slick, smooth nonporous surfaces may be scaled and walked across but only at 20% the character's usual Spd; going any faster causes him to slip and fall to the ground.

69-76% Superior Resistance. +1 on *all* saving throws, +2 to save vs mind control and illusions. Magic Wielders are also +1 on Spell Strength.

77-84% Weapon Tail. The Shock Dragon has a full prehensile tail that ends in a dagger or spiked morning star-like tip. This Weapon Tail provides +1 attack per melee, is +1 to parry and dodge, does damage as per Supernatural P.S., and can pick up and use melee weapons at half the monsters' usual bonuses. The tail may even aim and fire a gun, but without benefit of any bonuses to strike; natural die rolls only.

85-92% Psionics. 1D6+1 psionic powers selected from the category of Physical or Sensitive. I.S.P.: M.E. attribute number x2 +3 I.S.P. per level of experience. Considered a Minor Psionic.

93-00% Weapon Knowledge. The Shock Dragon can pick up and use ANY type of ancient or modern weapon without penalty and with a bonus of +2 to strike (and when applicable, +2 to parry). Inflicts double damage on a Critical Strike roll of a Natural 18, 19, or 20. A natural roll to strike means NO bonuses are added to reach that number.

R.C.C. Skill Equivalents: All Shock Dragons: Climbing 80%/75%, Escape Artist 60%, Horsemanship: Exotic Animals 70%/50%, Land Navigation 60% (+12% for Flyers and

Elite), Lore: Demons and Monsters 80%, Math: Basic 80%, Prowl 35% (+12% for Elite), Rope Works 80%, Swim 80% (-20% for Flyers and Elite), Track 50% (-12% for Flyers and Elite), Wilderness Survival 80%, and W.P. Paired Weapons, plus 1D4+1 of choice selected from Domestic, Espionage, Military, Rogue or Technical skills (+10%).

Flyers: In addition to those above, Flyers also get Detect Ambush 75%, Detect Concealment 65%, Intelligence 75%, and W.P. Targeting.

Elite Troops: In addition to those above, Elite Troops also get Detect Ambush 80%, Detect Concealment 75%, Intelligence 80%, and W.P. Targeting.

Note: All skills advance at a rate of +3% per level of experience.

Level of Experience: 1D8+1 on average, or as set by the Game Master for NPCs. Not generally available as a player character, however, if an outcast with a selfish or good alignment is made available as a player character, he or she starts at first level and uses the Dragon experience table.

Attacks per Melee: Four +1 at levels 3, 6, 9, 12, 16, 22, and 30; +1 attack to start for the Elite Shock Dragons, plus those that might be acquired via mutant ability.

Mega-Damage: As per Supernatural P.S. or by weapon, special power, psionics or magic. Typical Supernatural P.S. of 26-30 does 5D6 S.D.C. on a restrained punch or tail slash, 3D6 M.D. with a full strength punch, head butt, kick or tail slash, 6D6 M.D. on a power punch or kick (counts as two melee attacks; cannot do a power head butt or tail slash), and 4D6 M.D. from a bite. Plus any possible mutant abilities. (In S.D.C. settings, the damage is the same number of dice as listed above, but damage is Hit Points and S.D.C.). Elite Shock Dragons usually do a die more damage.

Bonuses (in addition to attribute and skill bonuses): +1 on initiative, +1 on Perception Rolls, +2 to strike and disarm, +1 to parry and dodge, +4 to pull punch, +2 to roll with impact, impervious to Horror Factor, and immune to magic and psionic attacks that use fear, +1 to save vs magic and +3 to save vs possession.

Psionics: None, unless a mutant ability.

Magic: Only Shock Dragon Magic Wielders may cast magic spells. P.P.E. base is 2D4x10 +P.E. attribute to start, +1D6+8 P.P.E. per level of experience. Has the *Ley Line Walker abilities #1-7*.

Spell Knowledge: *All Level One Spell Invocations*, plus *Armor of Ithan (10)*, *Call Lightning (15)*, *Fire Ball (10)* and *Turn Dead (6)*. The Shock Dragon also selects two additional spells for each new level of experience starting at level two. Spell selections may be made from the Spell Invocation level equal to the character's own experience level. Thus, a fourth level Shock Dragon may select his two new spells from levels 2-4; at fifth level the character can select his two spells from levels 2-5, and so on.

Habitat: Mainly Dyval Prime, Inferno, and Grim Mortis. Most have seen a lot of action in the Great Rift on the Palladium World and are a primary force in the Minion War. Unlike other Host and minions, Shock Dragons are not wasted as

cannon fodder and are sent where experienced warriors are required. They may be thought of as the Marines of Dyval.

Allies and Alliance: Shock Dragons are bred to work together as a combat unit and get along well with their own kind and reasonably well with other Host and all Deevils. They get along best with Deevils, Devilkins, Fenry, Naga Deevils, Beasts, and Horrors, all of whom are also warriors.

Rivals and Enemies: Dragons and demons – especially Alu, Shedim, and Gallu Demon Bulls – as well as creatures of light, but ultimately, the enemies of their masters are their enemies. They have little regard for mortals and consider them to be vastly inferior. Among their own kind, they dislike the Cryxon and Stalkers, both of whom Shock Dragons regard as barbarians and bootlickers. They also instantly distrust and dislike Deevil Dragons and true dragons, and dislike Dire Harpies, Fiends, and Gorgons as undisciplined, chaotic monsters.

Tiger Beast

As much beast as Deevil or man, the Tiger Beast has become a welcomed ally, companion and riding creature used in the Minion War. Some have speculated that they may be Neanderthal-like cousins to the Raksasha, which might explain why they hate the demons so intensely, but that is unlikely. Truth is, Tiger Beasts like to give vent to their animalistic nature and enjoy hunting and killing supernatural prey like demons.

For complete details, see **War Steeds of Dyval** in the Monster section of this book.

Other Host and Servants of Evil

The creatures mentioned previously number into the millions and deserve specific mention, because they represent such a dynamic and formidable force in their own right. That having been said, there remain fragments of old, devastated Host races and potential new candidates for membership among the Host.

Likewise, there are countless dragons, other supernatural beings, Demigods, Godlings, sorcerers, D-Bees, humans and other mortals who are willing to serve Deevils (and demons). They just don't count as members of the Host. They are slaves, pawns, worshipers, henchmen and Witches who are never likely to enjoy an elevated status or real power in Dyval. They may play an important role in the Minion War, but the Host are more than human and more than mere pawns. They are a second-class race of beings who live in the planes of Dyval.

Any race or occupation may become a *servant of evil* – without limitation. **In the Minion War**, the question everyone must ask themselves is on which side do you stand? On the side of demons, Deevils, or humanity? The former are at war with each other. The latter works to stop the war and bring some sort of calm to the Megaverse. (Peace is not likely to be possible between these two supernatural rivals, but a return to the status quo should be achievable.)

For more ideas about allies, pawns, worshipers and even additional superhuman Host, consider the following books: **Rifts® Conversion Book One, Revised Edition, Rifts® Dark Conversions, Rifts® Sourcebook One, Rifts® Sourcebook Three: Mindwerks, Rifts® World Book One: Vampire Kingdoms, Rifts® World Book Two: Atlantis, Rifts® World Book 4: Africa, Rifts® World Book 8: Japan, Rifts® World Book 18: Mystic Russia, Coalition Wars®/Siege on Tolkeen Book Two (the Daemonix)**, and the demons in the **Chaos Earth® Sourcebook: Creatures of Chaos**.

From the Palladium World – Minotaurs (of old), Gromek, Ogres, Trolls, Orcs, Lizard Men, Loogaroo, Lizard Mages, Za and even humans, among others, are the most likely to worship, follow or work for Deevils. While not supernatural in nature, they can be easily organized, follow orders and specific groups or could have a profound impact on the Minion War. Then of course, there are the unknown forces in the Land of the Damned, where ancient demons and arcane supernatural beings are still said to exist, including Harpies and the legions of Undead (Aberrations, Blighters, Blood Wraiths, Bone Fiends, Eviscerals, Festulents, Gravediggers, Harbingers, Jaliquettes, Mortoi, Rawheads, Revenants, Sladka, and Sleepwalkers).

On Rifts Earth, what role might the C'ro Demon Mage, Temporal Raiders, Neuron Beast, Brodkil, Black Faeries, Daemonix, Witchling, Thornhead, Pogtal “Dragon Slayer,” dragons, Srrynn Cannibals, Mrrlyn, Gene-Splicers, True Atlanteans, Splugorth, Naruni, Tautons, Phoenix Empire, the Oni of Japan, the Yama Kings and the demons, spirits and ghosts of China, and countless others play in the Minion War? Perhaps none. Perhaps a great deal.

Lesser Deevils

Bonelings

By Carl Gleba and Kevin Siembieda

Bonelings are supernatural horrors who appear as small, skeletal creatures with a humanoid shape, clawed fingers, long bone tail and evil-looking, skull-like face, with red glowing eyes, and an elongated forehead crowned by a pair of small, curled ram's horns.

Bonelings are scavengers and killers who enjoy torturing the living before killing them, drinking their blood and eating their entrails and soft organs. They may also feed on dead bodies, but only if there is still warmth to the corpse.

Bonelings usually appear on the battlefields *after* the fighting is done. They scour the battlefield searching the bodies, to flush out the living among the dead and to slice the throats of the injured and dying. They gorge themselves on those they kill, feeding on them or pointing them out to other, more hungry Bonelings, War Steeds and minions before continuing on with their grim task. They enjoy helping mortals to their grave, and when not slaughtering the injured, Bonelings are happy to lead healthy mortals to their doom.

When encountered individually or in pairs or trios, Bonelings are big cowards who are likely to try and run away or



hide. If captured or cornered, these Lesser Deevils feign submission, fear and reluctant cooperation. However, like most Deevils and their henchmen, Bonelings are cunning liars and tricksters skilled at pretense and deception. They love to *pretend* to be terrified, helpless and intimidated into helping a mortal or enemy of Dyval. In reality, however, the Boneling is busy plotting ways to trick, capture, hurt, or kill his foolish captors. As a result, Bonelings love to lead people into all kinds of danger, traps and ambushes. They are also quite good at instigating conflict and causing confusion and chaos within the ranks of others. (“He treats you so poorly. It’s unfair. Wasn’t it you who found the secret entrance? Yet, it is he who takes all the credit. I’m so sorry. As a Lesser Deevil I know what it’s like to be treated with contempt. I get so angry, I’d like to fix my master good. Hey, maybe I can help you?” And similar.)

In a pack of 12 or more, Bonelings are nasty, aggressive predators who attack anybody who is injured or disabled in any way. They may even attack small groups of healthy individuals and try to separate and capture or kill them one or two at a time. Bonelings like to take prisoners *alive*, so they can torture them for days, sometimes weeks (2D6+6 days). However, Bonelings are sneaky, sinister little torturers and back stabbers, so even the bravest or most bloodthirsty of them flees when faced with a powerful opponent like a Baal-Rog, powerful mage or superior number of humans. In short, if an opponent proves to be too tough and dangerous Bonelings flee, leaving him for one of the bigger, tougher Deevils or a band of Host to deal with. If an opponent is weak or hurt, then they are vicious and cruel monsters who have their way with him, like a cat with a mouse.

Bonelings have a secret. Unknown to most mortals, the little skeletal creatures can combine to become one large monster. It takes at least *eight Bonelings* to make *one Giant Boneling*. To do so, 8-12 gather around in a huddle formation, like football players. Then, all seem to collapse into a pile of bones that magically rearrange themselves to form a giant bone monster made of their combined parts. The Giant Boneling (10-12 feet/3 to 3.6 m, has all the combined M.D.C. of the little Bonelings) is a frightening sight to behold. Worse, the giant is fearless, and willing to attack just about anything. If the giant construct is able to take its prey down, the Bonelings separate and begin to gorge on their victim’s remains. On the other hand, if the Giant Boneling loses half or more of its M.D.C., the little monsters separate and scatter in retreat (all share the damage inflicted equally).

In their normal form, Bonelings are roughly the size of a chimpanzee, and like a chimp, can stand erect, on two legs and walk (at half Spd) on two legs. However, they run on all fours when they want speed and are also good climbers, swinging through trees or rafters like monkeys. The Deevil Lords allow them to prowl their citadels, where they serve as watchdogs and are allowed to interrogate captured intruders and torture prisoners.

A Lesser Deevil

Also known as “Deevil Ghouls” and “Death Rattlers.”

Alignment: Diabolic (80%), Miscreant (15%), and Aberrant (5%).

Attributes: I.Q. 1D4+6, M.E. 2D4+2, M.A. 2D4, P.S. 3D4+13 (Supernatural), P.P. 3D4+10, P.E. 3D4+8 (Supernatural), P.B. 1D4, Spd 3D4+13 (double swinging through trees).

Size: 3-4 feet (0.9 to 1.2 m) from head to toe, plus a 3-4 foot long tail, and weighs 70 pounds (31.5 kg).

M.D.C.: 1D6x10 +P.E. attribute. (On S.D.C. worlds a Boneling has P.E.x2 for Hit Points, 4D6 S.D.C., and an of A.R. 14.)

Horror Factor: 11 as an individual, but 14 in a pack or in giant form.

P.P.E.: 2D6

Disposition: Cunning, cruel, and sadistic, Bonelings love to torture, hurt and kill. They are the classic Napoleonic bully who is cruel and menacing when they have the upper hand, but submissive and timid when they do not. However, the little fiends are always ready to lash out and hurt or kill whenever the opportunity avails itself.

Life Span: Effectively immortal.

Natural Abilities: See the Invisible, Nightvision 300 feet (91.4 m), Track by scent 40% (+20% to track the scent of blood or burnt flesh), adept diggers and climbers, can breathe without air (indefinitely), understand and speak all languages 80%, impervious to disease (no damage), resistant to cold, heat, fire and poison/drugs (half damage), dimensional teleport 18% +4% per level of experience, and bio-regenerate at a rate of 1D6 M.D.C. per melee round.

Combine into Giant Boneling (special): M.D.C. is equal to that of the combined number of Bonelings (8-12) used to create the giant.(In S.D.C. worlds total the Hit Points, and S.D.C. is half of the combined M.D.C. number, and A.R. is 15.) **Giant Attacks per Melee Round:** One per each

Boneling used to make the giant (typically 8-12). **Bonuses:** Same as it is for one lone Boneling, but the giant is much braver. **Damage:** As per Supernatural P.S. which is 6D4+26! **Natural Abilities & Skills:** The same as a single Boneling with an experience level of four.

R.C.C. Skills: Barter 75%, Biology 80%, Climbing 88%/78%, Field Surgery 60%, First Aid 80%, Math: Basic 70%, Performance 70%, Prowl 46%, Tailing 40% and Xenology 70%. Skills improve at a rate of +2% per level of experience.

Level of Experience: 1D6 on average, or as set by the Game Master for NPCs. Not available as a player character.

Vulnerabilities/Penalties: Ordinary S.D.C. weapons made of silver or wood inflict the normal S.D.C. damage as M.D. That means a wooden club that does 1D6 S.D.C. does 1D6 M.D. to the Boneling. (In S.D.C. worlds, the S.D.C. damage is doubled). Holy weapons and Demon or Deevil Slaying magic weapons do double damage.

Attacks per Melee: Three to start, +1 at levels 4, 8, and 12; +3 attacks in giant form.

Mega-Damage: As per Supernatural P.S.; typically 3D6 S.D.C. on a restrained punch or claw attack, 1D6 M.D. on a full strength punch or kick, 2D6 M.D. on a power punch or kick, 2D6 M.D. on a claw strike or bite attack (roughly triple damage in giant form). 1D4 M.D. from a tail strike (4D4 M.D. when giant). (On S.D.C. worlds use the same damage dice except they inflict S.D.C. and Hit Point damage.)

Bonuses (in addition to likely attribute and skill bonuses): +2 to initiative, +1 to Perception Rolls, +2 to strike, +1 to parry, +3 to dodge, +3 to roll with impact, impervious to disease, resistant to heat, fire, cold and poison/drugs (half damage), and +1 on all saves, except Horror Factor.

Magic: None.

Psionics: None.

Habitat: Found primarily in the Shadow Realms of Grim Mortis, however packs have been known to wander around the various Deevil Lord citadels watchful of intruders, torturing prisoners and looking for an easy meal. They are also common in the Mines of Dyval.

Allies and Alliances: They tend to stick to their own kind (pack mentality), but may associate or be commanded/led by *Deevils*, *Deevilkins*, *Fiends*, and any Greater Deevil, as well as mortal Necromancers, evil Shifters and other powerful beings. Bonelings respect and fear power. However, Bonelings respect *Fiends* and *Arch-Fiends* above all others, enjoy working with them, and obey them without question.

Rivals and Enemies: Among their own kind, Bonelings dislike the mocking Imp and resent all of the Deevil Host, who they regard as their rivals. Otherwise, they despise demons, especially Ghouls, Couril and Lasae, humans and other mortals, and whoever their Deevil Lords tell them to hate and kill. Generally speaking, Bonelings hate the living, especially those who are powerful, respected, beautiful, happy and loved, and the little monsters delight in tearing them down.

Note: Bonelings seldom use high-tech items unless it is a Vibro-Knife, laser scalpel or similar wonderful toy useful in torture and dissection.



Deevils

Deevils (and Deevilkins) are infamous for their lies and treachery even among their fellow Deevil kinsmen. In fact, Deevils are so well known and recognized by mortals that all Dyvalians are lumped together under the label of "Deevils." An annoying happenstance that is eagerly perpetuated by the demons of Hades, who refuse to call Dyvalians anything but "Deevils" regardless of their actual race or title.

The supernatural being known as *the Deevil* appears as an ugly, fanged humanoid. The face has human features and can be made to look completely human via metamorphosis, but its natural appearance is more bestial than human. Deevils have a large, muzzle-like mouth, wide pig-like nose, small serpent-like yellow eyes, bushy eyebrows, a large pair of ram's horns crown the forehead, and, unless it is deliberately cut, a shaggy black mane of hair adds to their wild look. The upper body is that of a muscular male, but the arms, shoulders, chest and back are covered in short black hair and the fingertips bear long, claw-like fingernails. The lower body is that of a goat, with cloven hooves and a devil's tail to complete their infernal visage.

Deevils are aggressive, violent and vengeful, plus there are more Deevils than any other minion of Dyval, all of which makes them perfect as *Dyval's foot soldiers*. They are happy to fight, kill, sabotage, coerce or manipulate others to bring about

the destruction of their enemies or anyone who opposes them or the Lords of Dyval.

As masters of lies, deception, and manipulation, Deevils enjoy manipulating and using others to bring pain, suffering and revenge upon their enemies. In fact, they exhibit surprising patience in laying out plots of sabotage, blackmail, and treachery, and are willing to play games and wait to achieve the greatest level of retribution and satisfaction.

More *instigator* than true tempter, Deevils might be thought of as rabble-rousers who sow and nurture the seeds of fiery emotions like discontent, jealousy, hate and revenge, and help bring them to a destructive outcome (rioting, revolution, rape, murder, persecution, genocide and every act of cruelty and injustice imaginable). They enjoy setting violence and wickedness into motion and often work with their famous tempter cousins, Devilkins, who love pulling the strings of others. Deevils also delight in bringing people, nations and entire civilizations that are loved and respected down to their knees. Wicked and vengeful, Deevils are quick to encourage others to strike out at the world around them. Gifted with excellent timing, they seize the heat of the moment and stoke the fires of hot emotions to create a meltdown of violence or a spreading conflagration.

Their favorite targets are humans and other mortals, who they love to provoke, corrupt and inspire to engage in wanton acts of selfishness, cruelty, vengeance (petty and grand), and wickedness. As the masters of lies, somehow they make cruelty and wickedness sound just and reasonable. He took something of yours, so now you take something of his, like his wife, his children, his business, his reputation, etc., even if the actual affront was insignificant or accidental. Deevils are big on tit for tat and escalating violence and depravity. They are the epitome of the saying, "Give him an inch and he'll take a mile." Deevils always want to take as much as they can, which includes inflicting as much pain, suffering and destruction as possible, whenever it is possible. Why get the man arrested and go through the pain of a trial when you torch his car with him in it? Why stop at revealing the truth when you can utterly destroy his reputation and his business? Why stop at conquering a land and its people when you wipe them out utterly? And on and on.

Masters of lies and villainy, Deevils bolster *hate* and call it courage, they promote *bloody and excessive revenge* and call it justice. They egg on *lust and encourage rape* and call it love. They make people *fear and hate them* and call it respect. They *bully and belittle* weak and gentle people, and call it power. They *mock goodness and virtue* and call it stupid and garbage. They embrace *selfishness* and label it ambition. They point to *ill-gotten gains* and call it success and your fair share. They look at those who would *take a stand against them* or those who always try to do the right thing, and call them zealots, rivals, enemies or fools. This is the *ugly view of life* Deevils try to breed and propagate in others. This is the mad dream they want others to share, for these monsters revel in ugliness and want to bring everyone down into the gutter with them. Sadly, human emotions and their equal capacity for good and evil, virtue and vice, make them, and countless other mortal beings, ripe targets for such corruption and manipulation.

Deevils play on one's misery, embarrassment, pain, and hot emotions to encourage wickedness and revenge as justice and fair play. In many ways, one might think of the Deevil as the little cartoon devil who pops up on the shoulder to instigate and encourage evil. "Look at that, the idiot was so upset he left the safe unlocked. Now's your chance to get what you deserve. He doesn't pay you enough, take the money and sit quiet. Who's gonna know it was you? Do it. You deserve it, take it." Or, "He made a fool of you, it's only fair to hurt him back." Or, "Your girlfriend cheated on you. Played you for a fool. Kill her. Kill them both." And on and on and on.

Get the picture?

And they encourage that subtle revenge that starts invisible and small, but builds and builds to cut deepest or cause the greatest amount of collateral damage. Anyone can beat or kill someone, but destroying them in a way that will last for years or make them suicidal, or cause ruin of everyone around them, now that's artistry, and Deevils are the artists.

Of course, it doesn't matter if the pawn, whose emotions the Deevil is using to manipulate him, wins or loses, because whatever the fool does will cause pain and sorrow to someone, even if it's himself and the people who care about or trusted him. Should the fool land in prison or destroy his own life or reputation, the Deevil laughs and thinks, "Wow, he really was a loser." It's all part of the fun and games of this creature of destruction. The bigger the swath of devastation and suffering, the better.

A Lesser Deevil

Also known as Deevil of Vengeance, Hell's Foot Soldier, Deevil Soldier, Deevil Deceiver, Devil, and Master of Lies (the first and last are their two personal favorites).

Alignment: Miscreant (65%), Diabolic (10%), Aberrant (20%) or Anarchist (5%).

Attributes: I.Q. 1D6+6 (but cunning), M.A. 2D6+8, M.E. 1D6+12, P.S. 2D6+13 (+7 additional for warrior types; Supernatural), P.P. 2D6+10, P.E. 3D6+6 (Supernatural), P.B. 1D6+1, Spd 6D6+12.

Size: 8 feet tall (2.4 m) and weighs 500 pounds (225 kg).

M.D.C.: 4D6x10 +P.E. attribute number and an additional 1D6+6 M.D.C. per level of experience. (In S.D.C. environments, Deevils have 1D6x10 +P.E. number for Hit Points, 6D6+10 S.D.C., and an A.R. of 12.)

Horror Factor: 14

P.P.E.: 2D6x10+10

Disposition: Rude, crude, cheating bullies, Deevils can force themselves to seem calm, soft-spoken and seductive when they want or need to (another one of their great deceptions). Behind that smooth demeanor, however, they are seething with hatred, loathing, anger and hostility. Despite their brutish appearance and nature, they are like infernal cats who live for cat and mouse games and the chance to manipulate others to cause destruction or anarchy, or inflict revenge. Lying is an integral part of their nature and comes to them as easily and naturally as breathing air. Thus, anything they say or do may be part of a conspiracy, lie, deception or manipulation,

it's impossible to tell. Like any masterful liar, they are skilled at mixing enough truth with a lie to make it seem convincing.

Deevils are also gluttons who love good food, wine, and drink, and do everything to excess. To them, too much is never enough, and they try to convince others to follow their example of what they call "power, respect, personal freedom and happiness."

Life Span: Effectively immortal.

Natural Abilities: Nightvision 60 feet (18.3 m), see the invisible, turn invisible at will, track by smell 55% (+10% to follow the scent of blood or decay), dimensional teleport 63% +2% per level of experience, bio-regeneration 2D6 M.D. per melee round, magically knows all languages, and can leap 30 feet (9.1 m).

Metamorphosis: Human at Will (special): Another deception in which the Deevil can make himself appear to be a ruggedly handsome human or D-Bee (he always has a bit of a tough guy and scruffiness or wildness about him, but that appeals to a lot of men and women). Or he can keep his Deevil form, but make his ugly face and human body appear sleeker, softer and more handsome (adds +1D6+12 to his normal P.B. attribute number). The transformation can be maintained as long as desired – hours, days, weeks, months – however, Deevils are brimming with primordial emotions, and when they get angry, frustrated, fight or lose control of any emotion, they are likely to assume their natural, ugly form.

R.C.C. Skills: The Deevil Deceiver/Instigator: Appraise Goods 80%, Barter 85%, Begging 80%, Card Sharp 70%, Computer Operation 60%, Detect Ambush 50%, Find Contraband 60%, Gambling 76%, Gambling Dirty Tricks 74%, Horsemanship: Exotic 82%/70%, one Piloting skill of choice (excluding any military vehicles; +10%), I.D. Undercover Agent 80%, Impersonation 56%/40%, Intelligence 60%, Lore: D-Bees 75%, Lore: Demons & Monsters 75%, Math: Basic 94%, Paired Weapons, Research 65%, Seduction 60%, Swimming 60%, Tailing 50%, Undercover Ops 60%, W.P. Shield and two ancient W.P.s of choice, and two Modern W.P. of choice. All skills advance at a rate of +2% per level of experience.

In the alternative, pick the *Mercenary Soldier*, *Grunt* or *Assassin O.C.C.* and take all the O.C.C. Skills (including bonuses and including modern skills such as piloting and computers), excluding Hand to Hand Combat. However, select only a total of 1D4+1 O.C.C. Related Skills, plus Horsemanship: Exotic (+20%). No Secondary Skills. All skills advance at the normal rate.

Vulnerabilities: Ordinary S.D.C. weapons made of wood or silver do damage as if they were M.D. weapons. Thus, if a wooden club or silver dagger normally do 1D6 S.D.C. they do 1D6 M.D. to the Nexus Deevil (the weapon does double damage in S.D.C. settings). Furthermore, Deevils tend to be hot tempered and let their emotions or lust for vengeance get the better of them and make bad judgements. They also tend to underestimate mortals and dragons.

Level of Experience: Deceiver/Instigator 1D6, Deevil warrior types 1D4+1, or as set by the Game Master for NPCs. Not available as a player character.

Attacks per Melee: Five physical to start +1 at levels 4, 7, 10, 13, 16, 20, 25 and 30, or via magic or weapon.

Mega-Damage: As per Supernatural P.S.; typically 4D6 S.D.C. on a restrained punch or kick, 2D6 M.D. on a full strength punch or kick, 4D6 M.D. on a power punch or kick, a slashing claw strike does 3D6 M.D., head butt with horns does 3D6 M.D., a bite does 1D6 M.D. or by weapon or magic. Running ram with horns does 6D6 M.D. but counts as two melee attacks and has a 01-60% likelihood of knocking down opponents weighing less than 1000 pounds (450 kg); victims knocked down also lose initiative and two melee attacks. (On S.D.C. worlds use the same damage dice except they inflict S.D.C. and Hit Point damage.)

Bonuses (in addition to attributes): +2 on initiative, +3 to strike and parry, +2 to dodge, +2 to disarm, +3 to pull punch, +3 to roll with impact, +2 on all magic saving throws, +6 to save vs Horror Factor.

Magic: 2D6x10+10 P.P.E. All level one Fire Elemental magic plus Turn Dead (6), Luck Curse (40), Curse: Phobia (40), Compulsion (20), Remove Curse (140), and Heal Wounds (10).

Psionics: None.

Habitat: Indigenous to Dyval and can be found in all of its levels of Hell, except the cold ones. Likewise, scattered across the Megaverse and found on countless worlds.

Allies and Alliances: A favorite ally is the *Devilkin*, especially when it comes to espionage operations and black ops. In open combat they often fight alongside *Dire Harpies*, *Fenny*, *Gorgons* and *Horrors*, all of whom are trusted allies and fellow defenders of Dyval. They also fight alongside the Host, but they don't like nor trust the insect-like *Cryxon* or the skulking *Stalkers*. Other than that, Deevils happily serve all Lords of Dyval, and sometimes ally themselves with other dark forces, usurper kings, tyrants, evil sorcerers, witches, Necromancers, dragons and others whose power or cunning they respect and *choose* to serve. Although Deevils can be forced into servitude, they hate being enslaved, never give that person their trust or loyalty, and will plot ways to make their slave master suffer before they destroy him.

Rivals and Enemies: Among their own kind, Deevils dislike Imps and fear and dislike Deevil Dragons, but work with the former and obey the latter. Generally, Deevils see all mortals as weak, inferior beings to be used as pawns and victims. They despise Shifters and beings who enslave infernals, and of course, loathe the demons of Hades (their arch-rivals) and the forces of good.

Notes: Deevils often surprise people by picking up an energy rifle or jumping into a car and using it. They can use any type of weapons or armor, ancient and modern, especially in all-out-war. Deevils and Fenny are the foot soldiers of Dyval and do whatever it takes to win or escape. Thus, unlike the *Devilkin*, Deevils enjoy direct conflict, brawls and life and death combat. It's also why they are so big on revenge. They love magic weapons and simple, modern weapons that do a lot of damage. May wear body armor for additional protection or not.



Devilkins

Devilkins appear as slimmer, handsomer versions of the Deevil. They more resemble the Greek god Pan, with a human upper torso and handsome face. Their ears are pointed, a pair of medium-sized “devil horns” or goat horns protrude from the forehead, most have large sideburns (60% are male), and mane of bushy black, dark red or silver hair. The lower body is that of a goat with cloven hooves and they too have a classic “devil’s tail.” Like Deevils, they are shape-changers who can appear completely human and use lies, deception and seduction to manipulate and hurt others. Unlike their Deevil cousins, Devilkins

are much more seductive, smooth talking con artists who use sensuality and desire to instigate trouble or get their way. However, they are much more subtle, tricky and persuasive than any other Deevil. While they prey upon emotions and the heat of the moment, Devilkins focus more on *desire* and *insecurity* than fiery hatred and revenge. They also use ego, sex and sexuality to a much greater degree, fueling lust, jealousy, envy, ambition, and other desires to make them the driving motivation behind selfish and evil actions. The vixen on the Prince’s arm is really a Devilkin playing to his vanity and ego, making him plot to kill his father, the King. Or he is the trusted advisor or friend and confidant who always sympathizes with your point of view, twists angst and emotions and suggests the plot that will get what the individual desires, be it money, power, respect, love or revenge.

Devilkins can fight like demons when forced to do so or when defending their turf, but they would much rather be the power behind the throne, the unseen puppet master pulling the strings. This actually makes them all the more sinister and dangerous, for they slither around the shadowy corners of the arenas of power and politics like a viper in the garden.

Known as “the Tempters,” corrupting virtue and leading people astray is their specialty. This makes them not only good spies, blackmailers, assassins, and espionage agents, but organizers and recruiters to the cause. In all instances, the Devilkin tries to get others to do his dirty work. Thus, the infernal will get some poor fool to reveal or acquire the secrets he or she wants out of misplaced love; have some other pawn frame or get the evidence necessary for extortion; convince yet another pawn to kill someone for the greater good, or out of revenge, or some other reason; establish a movement to overthrow a government, or start a church or a cult, or inspire dark conspiracies. Such is the devious handiwork of the Devilkin.

A Lesser Deevil

Known as Devilkins, Deevil Tempters, and Tempters.

Alignment: Miscreant (50%), Diabolic (20%), Aberrant (25%), and Anarchist (5%).

Attributes: I.Q. 2D6+8, M.A. 3D6+8, M.E. 1D6+12, P.S. 2D6+12 (Supernatural), P.P. 2D6+12, P.E. 3D6+6 (Supernatural), P.B. 4D6+2, Spd 2D6+16.

Size: 6 feet tall (1.8 m) and weighs 200 pounds (90 kg).

M.D.C.: 3D6x10 +P.E. attribute number and an additional 1D6 M.D.C. per level of experience. (In S.D.C. settings a Deevilkin has 1D4x10 +P.E. number for Hit Points, 6D6 S.D.C., and an A.R. of 12.)

Horror Factor: 12

P.P.E.: 3D6x10+40

Disposition: Treacherous, cunning, and highly adaptable. Liars, instigators and tricksters skilled in deception and manipulation. They enjoy cat and mouse games, blackmail, and using others for their own gain.

Life Span: Effectively immortal.

Natural Abilities: Nightvision 90 feet (27.4 m; can see in total darkness), see the invisible, turn into mist, dimensional teleport 66% +2% per level of experience, fire and cold resistant (even M.D. attacks do half damage), bio-regeneration

1D4 M.D. per melee round, magically knows all languages, and can leap 15 feet (4.6 m).

Metamorphosis: Human or Animal at Will (special): A Devilkin can transform into an attractive human or D-Bee, from handsome male to elegant female. There is always a seductive quality to this individual, and the Devilkin may appear gentle and kind or behave in whatever manner he deems appropriate to take care of the task at hand (+10 to his normal P.B. attribute number). The transformation can be maintained as long as desired – hours, days, weeks, months, even years. However, the Devilkin is likely to tire of the charade after a while, unless there is continuous intrigue and/or reward to keep him interested.

Additionally, Devilkins can assume the appearance of small, attractive animals, typically cats, dogs, ferrets, weasels, rats, and similar hunting mammals, seldom a rabbit or other, totally innocent or helpless animal. Nothing smaller than a rat or larger than a fox.

R.C.C. Skills: The Devilkin Tempter: All Rogue skills at +20%, plus Appraise Goods 80%, Barter 85%, Climbing 50%/40%, Computer Operation 65%, Escape Artist 50%, Forgery 45%, Horsemanship: Exotic 65%/55%, Impersonation 60%/50%, Intelligence 65%, Interrogation 50%, Land Navigation 55%, Lore: Demons & Monsters 72%, Math: Basic 90%, two Piloting skills of choice (excluding any military vehicles; +12%), three Technical or Domestic or Communication skills of choice (+10%), Seduction 70% (special), Surveillance 50%, Swimming 60%, Undercover Ops 80%, W.P. Knife, W.P. Blunt and two W.P.s of choice (any). Literate in Dragonese/Elven, American and four others (+20%). All skills advance at a rate of +3% per level of experience.

Vulnerabilities: Ordinary S.D.C. weapons made of bone or silver do damage as if they were M.D. weapons. Thus, if a wooden club or silver dagger normally do 1D6 S.D.C. they do 1D6 M.D. to the Devilkin (the weapon does double damage in S.D.C. settings).

Furthermore, Devilkins tend to underestimate mortals and sometimes get so caught up in long-term schemes that they forget the short-term.

Level of Experience: 1D4+2 or as set by the Game Master for NPCs. Not available as a player character.

Attacks per Melee: Four physical to start +1 at levels 4, 8, 12, 16, 25 and 30 or by weapon or magic.

Mega-Damage: As per Supernatural P.S.; typically 3D6 S.D.C. on a restrained punch or kick, 1D6 M.D. on a full strength punch or kick, 2D6 M.D. on a power punch or kick, a slashing claw strike does 2D6 M.D., head butt with horns does 1D6 M.D., a bite does one M.D. or by weapon or magic. Running ram with horns does 3D6 M.D. but counts as two melee attacks and has a 01-50% likelihood of knocking down opponents weighing less than 500 pounds (225 kg); victims knocked down also lose initiative and two melee attacks. (On S.D.C. worlds use the same damage dice except they inflict S.D.C. and Hit Point damage.)

Bonuses (in addition to attributes): +1 on initiative, +2 on Perception Rolls, +2 to strike, parry, or dodge, +3 to pull punch, +3 to roll with impact, +2 on all magic saving throws, +6 to save vs Horror Factor.

Magic: P.P.E. 3D6x10+40. All level 1-3 Fire Elemental magic plus Trance (10), Domination (10), Calling (8), Energy Disruption (12), Turn Dead (6), Luck Curse (40), Curse: Phobia (40), Compulsion (20), Remove Curse (140), Cure Minor Disorders (10), and Heal Wounds (10).

Psionics: None.

Habitat: Indigenous to Dyval and can be found in all of its levels of Hell. Likewise, they are scattered across the Megaverse and found on countless worlds.

Allies and Alliances: Devilkins and Deevils are as thick as flies and often work together. Other than that, Devilkins get along with most other minions of Dyval and happily serve all Deevil Lords. Devilkins may also ally themselves with other dark forces, usurper kings, tyrants, evil sorcerers, Witches, Necromancers, dragons and others whose power or cunning they respect and *choose* to serve. Although Devilkins can be forced into servitude, they hate being enslaved, never give that person their trust or loyalty, and plot ways to make their slave master suffer before they destroy him.

Rivals and Enemies: Among their own kind, Devilkins hate Nexus Deevils (too arrogant and unreliable), dislike Imps (too annoying), and Deevil Dragons (too pushy and demanding), but work with the former and obey the latter. Generally, Devilkins see all mortals as weak, inferior beings to be used as pawns, henchmen and victims. They despise Shifters and other beings who enslave infernals, and of course, loathe the demons of Hades (their arch-rivals) and the forces of good.

Notes: Devilkins, like Deevils, may use advanced technology from computers to guns and vehicles, but never power armor. As the spies and schemers of Dyval, Devilkins try to avoid direct conflict, brawls and combat, however, they are not afraid to fight and can be quite deadly. It's just that they'd rather pit rivals and enemies against each other than have to do the fighting themselves. They love magic weapons and use rudimentary modern technology. How else could they blend in with the people they are infiltrating and manipulating? May wear body armor for additional protection or not, use costumes and disguises, and play the role of an ordinary person.

Dire Harpies

Dire Harpies are demonic versions of the mortal Harpy, only bigger, uglier and meaner. Dire Harpies are hideous, winged creatures with the upper torso of a hideous, human female. In place of arms are massive wings, and the lower body is that of a predatory bird with huge, taloned feet. The head has both long, black hair and a crown of feathers. The skin is a sickly looking white, gray or pale green covered with green blotches. The feathers of the Dire Harpy are black, or a mottled grey and black. The face is that of a hag with a mouth that opens wide to shriek and bite, the nose is small, the ears large and pointed, and their yellow and red eyes swirl with the madness of bloodlust. When angry, the eyes glow with yellow flame and the monsters drool hot lava!

Dire Harpies are cruel, evil creatures who serve as Dyval's winged warriors. They feed on carrion and bones of the dead, but prefer fresh meat from prey they have slain themselves. Dire



Harpies delight in killing and tortures and never take prisoners on the field of battle unless ordered to do so. Quite literally infernal birds of prey, Dire Harpies live to hunt, kill and feed on those they've slain and the corpses of the dead. Consequently, Dire Harpies have embraced the Minion War with opened wings.

A Lesser Deevil

Also known as Deevil Harpies, Black Harpies and Deevil Birds of Prey.

Alignment: Diabolic (60%) and Miscreant (40%).

Attributes: I.Q. 1D6+6, M.E. 2D6+4, M.A. 1D6, P.S. 2D6+20 (Supernatural), P.P. 2D6+10, P.E. 2D6+10 (Supernatural), P.B. 1D6, 1D6 Spd running; 1D4x10+55 flying (45-66 mph/72 to 105.6 km).

Size: 6-10 feet (1.8 to 3 m) tall, 18-24 foot (5.5 to 7.3 m) wingspan, and weighs 800-1400 pounds (360 to 630 kg).

M.D.C.: 2D4x10+22 to start, plus 2D6+6 per level of experience. (On S.D.C. worlds the Dire Harpy has 6D6 +P.E. number for Hit Points, 1D4x10+8 S.D.C., and an A.R. of 12.)

Horror Factor: 13

P.P.E.: 1D6x10

Disposition: Vile, murderous creatures whose entire existence is inflicting pain, hunting, killing and eating. It is flocks of Dire Harpies that descend upon the battlefield, village, city or target, first to kill and then to gorge themselves on the dead and dying. Any prisoners are taken not for interrogation or capture, but as playthings to torture, slay and eat within 6D6 hours. Dire Harpies also despise beauty in its every form and

seek to scar, maim or destroy it. They have been known to kill puppies and other pretty animals as well as people out of spite, claw and tear up paintings, topple or defecate on statues, and shred flowers and leaves from the very trees.

Life Span: Effectively immortal.

Natural Abilities: Fly in air and outer space, glide (silent like a Prowl of 68%), nightvision 220 feet (67 m; but can see in dim light/twilight for miles), keen, hawk-like daytime vision, see the invisible, magically understands all languages 74%, speaks in a squealing or squawking kind of voice and does a lot of shrieking, breathe without air, impervious to disease, heat and fire (even M.D. fire does no damage), bio-regenerates 2D6 M.D. per melee round, and regrows lost limbs and wings within 72 hours.

Spit Lava (special): Each unleashing of a lava spit-gob counts as one melee attack, does 3D6 M.D. and has a range of 40 feet (12.2 m), on the ground, but can be dropped like flaming bombs from above at any altitude; +3 to strike with lava spit attacks, but is -4 to strike at heights greater than 10,000 feet (3,048 m).

R.C.C. Skills: Climb 70%/50%, Lore: Demons & Monsters 80%, Intelligence 60%, Land Navigation 80%, Math: Basic 70%, Military Etiquette 75%, Tracking (people) 65%, Track Animals 75%, and Wilderness Survival 80%. All skills advance at a rate of +2% per level of experience.

Vulnerabilities: Ordinary S.D.C. weapons made of wood, bone, silver, or iron do damage as if they were M.D. weapons. Thus, if a wooden club or silver dagger normally do 1D6 S.D.C. they do 1D6 M.D. to the infernal (the weapon does double damage in S.D.C. settings).

Furthermore, Dire Harpies cannot swim, and drown in water despite the fact that they can breathe without air. Poor planners who require a leader to give them instructions and figure out strategies and tactics. Always underestimate mortals and often let their bloodlust get the better of them (fight when retreating or regrouping is smarter, taking on more than they can handle, etc.).

Level of Experience: 1D4 on average, or as set by the Game Master for NPCs. Not available as a player character.

Attacks per Melee: Four to start, +1 at levels 3, 6, 9, 12, 18, 23, and 28.

Mega-Damage: As per Supernatural P.S.; typically 4D6 S.D.C. on a restrained punch or kick, 2D6 M.D. on a full strength punch or kick, 4D6 M.D. on a power punch or kick, a slashing claw strike does 4D6 M.D. (6D6 M.D. on a power slash) but counts as two melee attacks, head butt does 2D6 M.D., a bite does 1D4 M.D., or by weapon or magic. Flying dive attack with talons does 6D6+30 M.D. but counts as three melee attacks, gets a +2 bonus to strike and flying Spd is doubled. If the attack does not kill its victim it has a 01-70% likelihood of knocking down any opponent weighing less than 1000 pounds (450 kg); victims knocked down also lose initiative and two melee attacks. (On S.D.C. worlds use the same damage dice except they inflict S.D.C. and Hit Point damage.)

Bonuses (in addition to those from likely attributes and skills): +2 on initiative, +2 on Perception Rolls, +1 to strike, +2 to parry, +5 to dodge while flying, +1 to disarm, +2 to

pull punch, +2 to roll with impact, +1 on all saving throws, +4 to save vs possession, and +8 to save vs Horror Factor.

Psionics: None.

Magic: None.

Habitat: Indigenous to Dyval and can be found in all of its levels of Hell, but they try to avoid cold regions and prefer forests and mountains. Likewise, they are being unleashed across the Megaverse as raiders, destroyers and part of the Dyvalian fighting forces against demons and other enemies of Dyval.

Allies and Alliances: Dire Harpies have little use for anyone who is not a hunter-killer/warrior like them. Thus, they welcome and trust fellow *Dire Harpies*, *Bonelings*, *Deevils*, *Deevil Naga*, *Fenry*, *Gorgons* and *Horrors*. Devilkins and other Deevils are accepted but generally regarded as their leaders or an annoyance. They respect power and appreciate cunning, and capitulate to both. Thus, Deevil Dragons are among those they respect most.

Rivals and Enemies: Squabble among their own kind, hate Imps and Nexus Deevils (too smart and beautiful), and dislike Devilkins (too much sneaking around and scheming, not enough fighting and killing). They hate dragons and all creatures of magic, and are jealous of all beautiful creatures.

Dire Harpies see humans and all mortals as nothing more than prey to be hunted and eaten, and though the infernal bird women may be forced to serve non-Dyval powers, and even mortals, they hate the servitude and despise their captor.

As for demons, Dire Harpies believe the only good one is a dead one, so let's make that a reality.

Notes: Unlike other minions of Dyval, Dire Harpies are primordial killing machines who seldom use the weapons or tools of men. They like magic items and may use them, but seldom wear additional armor and hate covering their heads even with a hood. May also wield a weapon, though they prefer classic melee weapons, like spears, swords, and so on.

Fenry, Demon Wolf

The Fenry are giant, infernal wolves with black fur and intelligent, glowing red eyes. Although Fenry can stand and walk on their hind legs (at 20% their normal speed), they typically prowl and run on all fours. Even as huge as they are (four feet/1.2 m tall at the shoulders and 8 feet/2.4 m long) they are low profile, fast moving and weave through the trees and underbrush, making them difficult to shoot. They are part of Dyval's army and are very crafty predators skilled in hunting, tracking, laying in ambush and striking terror in those they hunt. Fenry may look like slobbering beasts, but most are reasonably intelligent (an average of I.Q. 9-10) and exceedingly cunning.

Fenry are supernatural predators who instinctively see all mortals and most other beings, including creatures of magic, as prey. Thus, it is their nature to stalk, hunt, kill and feed upon other humanoids. In the forests and plains of Dyval, they often gather and hunt in packs of 6-60. When found on other worlds, however, they tend to be encountered as solitary hunters, with seldom more than two or three working together. When under the command of a powerful mortal or supernatural master, there could be 6-24 of them in his service, but that's as many as most

adventurers have ever seen working in concert. Consequently, people are stunned when they see Fenry operating in massive numbers and working with other Deevils and performing military operations. That's just not how the Fenry are known by most people, but that's because it has been ages since there has been an offensive like the *Minion War* where the Fenry are used to their full capability.

Though Fenry are most well known for small squad (6-12) and platoon (40-60) sized formations and tactics, in major offensives like the *Minion War*, they may be gathered and unleashed as part of a much larger infantry or cavalry unit or even as an *army* unto itself. If you think it is frightening to go up against a platoon of 40-60 Fenry racing through the woods, running, weaving, dodging and attacking like primal beasts, imagine facing several hundred or worse, thousands rushing your defensive line. It's horrifying. Now imagine an infantry force of Cryxon, Stalkers, Shock Dragons, Gorgons, Horrors and Deevil foot soldiers with a Fenry cavalry attached to them and a swarm of Dire Harpies zooming in for air support, and you have a nightmare that even scares many demons.

The Deevil Lords have been smart in their use of Fenry and all their troops. Thus, Fenry are most often deployed in wilderness settings where they are the most effective, including the forests of Hades. That having been said, packs of Fenry and even entire companies, brigades and battalions of the infernal wolves function extremely well in large cities, which are very much *urban jungles* to the monstrous canines. Thus, Fenry are effective as front-line soldiers, cavalry, wilderness operatives, and urban ground troops, as well as small squad special ops teams, hit and run squads, raiders, scouts, spies, commandos and assassins.

Fenry use guerilla warfare tactics like divide and conquer, hit and run raids, setting ambushes, surprise attacks, crossfire, kidnaping, sabotage, and surgical strikes. The evil canines use the environment to their advantage and excel at team tactics, feints, lures, trickery and deception in which the enemy is distracted while they are surrounded by the rest of the Fenry company, are led astray, lured into an ambush, separated from their unit, and similar divisive tactics. Fenry also use fear and intimidation as a favorite weapon to unnerve, distract and demoralize the enemy. As effective as they are at guerilla operations, the Fenry are even better at *psychological warfare*. Picking off the enemy one by one, leaving a half eaten corpse where it can be found, howling at the moon, issuing threats and ultimatums, sneaking into the enemy camp to kill a few just to show them they are vulnerable, running momentarily out in the open where they can be seen, slaughtering livestock, destroying supplies, cutting off supply lines, and kidnaping children, women, a loved one and key leaders are all common and effective terror tactics. Nobody is better at creating an atmosphere of claustrophobia and impending doom than the Fenry.

A Lesser Deevil

Also known as Hell Wolves and the Black Wolves of Dyval.

Alignment: Miscreant (40%), Diabolic (40%), and Aberrant (20%).

Attributes: I.Q. 2D6+2, M.A. 3D6+2, M.E. 3D6+2, P.S. 2D6+20 (Supernatural), P.P. 2D6+10, P.E. 3D6+10 (Supernatural), P.B. 1D6+4, Spd 2D6x10+40 running.



Size: 4 feet (1.2 m) tall at the shoulder and 8 feet long (2.4 m), plus a 3-4 foot (0.9 to 1.2 m) long tail, and weighs 600-900 pounds (270 to 405 kg).

M.D.C.: 2D6x10+60 to start +2D6 M.D. per level of experience. (In S.D.C. settings a Fenry has 1D4x10 +P.E. attribute number for Hit Points, 6D6 S.D.C., and an A.R. of 10.)

Horror Factor: 14

P.P.E.: 2D4x10

Disposition: Yes, Fenry are natural hunters who enjoy living in the wild, running, tracking, hunting, raiding and killing, but they are much more than wild, demonic animals. Fenry are cunning and sneaky, and like most minions of Dyval, they are deceptive and tricky. They are skilled at setting ambushes, surprise attacks, hit and run raids, and sabotage, but more than that, they are masters of psychological warfare and creating an atmosphere of terror and apprehension that drives people crazy. Fenry are also aggressive fighters and merciless in combat, but at the same time they are pack animals/team players who are organized, work together and are aware of their surroundings and what's going on around them.

Life Span: Effectively immortal.

Natural Abilities: Fast runners, Supernatural Strength and Endurance, nightvision 90 feet (27.4 m), but have excellent eyesight in dim light/twilight (3000 feet/914 m), as well as excellent day vision, hearing as keen as a dog's, impervious

to fire (including M.D. plasma and magic fire, however, flaming swords do half damage), can leap 30 feet (9.1 m) high and 50 feet (15.2 m) across (double height and length with a running start!), magically understands all languages 90%, speak in a guttural voice, dimensional teleport 31% +3% per level of experience, and bio-regeneration 3D6 M.D. per melee round.

Track Blood Scent (special): A Fenry can follow the scent of blood up to 500 feet (152 m) away at 70% +3% per level of experience; +12% if the blood loss is great or tracking a group of several wounded people (3 or more). Roll once for every 500 feet (152 m) when following a blood trail. A failed roll means the trail is lost.

Recognize Scent of Others: The infernal can recognize and follow a *familiar* scent up 50 feet (15 m) away at 54% +2% per level of experience. +10% to recognize and follow the scent of a mate or other Fenry. Roll once for every 100 feet (30.5 m) when following a scent trail. A failed roll means the trail is lost.

R.C.C. Skills: Climb 50% (cannot rappel), Detect Ambush 74%, Detect Concealment 60%, Dowsing 46%, Intelligence 68%, Identify Plants & Fruit 45%, Land Navigation 66%, Lore: Demon & Monsters 50%, Math: Basic (+10%), Prowl (+5%), Streetwise (+30%), Swimming 60%, Track Animals 50%/40%, Track (People, by sight) 78%, and Wilderness

Survival 80%. All skills advance at a rate of +2% per level of experience.

Vulnerabilities: Ordinary S.D.C. weapons made of bone or silver do damage as if they were M.D. weapons. Thus, if a bone club or silver dagger normally does 1D6 S.D.C. it does 1D6 M.D. to the infernal (the weapon does double damage in S.D.C. settings). Furthermore, Fenry tend to underestimate mortals.

Level of Experience: 1D4+1 or as set by the Game Master for NPCs. Not available as a player character.

Attacks per Melee: Five to start, +1 at levels 4, 8, 12, 18, and 24, or by psionic attacks.

Mega-Damage: As per Supernatural P.S.; typically 5D6 S.D.C. on a restrained punch, head butt or bite, 3D6 M.D. on a full strength punch or head butt, 6D6 M.D. on a power punch (counts as two melee attacks), a slashing claw strike does 3D6 M.D., a bite does 4D6 M.D., power bite does 1D6x10 (counts as two melee attacks). Running ram or leap attack does 3D6 M.D., but counts as two melee attacks and has a 01-72% likelihood of knocking down opponents weighing less than 1000 pounds (450 kg); victims knocked down also lose initiative and two melee attacks. (On S.D.C. worlds use the same damage dice except they inflict S.D.C. and Hit Point damage.) Or may use psionic attacks.

Bonuses (in addition to attributes and skill bonuses): +3 on initiative, +4 on Perception Rolls, +4 to strike, +2 to parry and disarm, +4 to dodge, +1 to pull punch/bite, +2 to roll with impact, +2 on all magic saving throws, and +8 to save vs Horror Factor.

Magic: None.

Psionics: I.S.P. 2D4x10+10 to start, +1D6+8 per level of experience. Possesses all Healing, Sensitive and Physical powers!

Habitat: Indigenous to Dyval and can be found in all of its levels of Hell. Likewise, they are scattered across the Megaverse and found on countless worlds.

Allies and Alliances: Favorite allies include their *own kind*, *Deevils*, *Gorgons*, *Horrors*, *Fiends*, *Arch Fiends* and *Shock Dragons*, but Fenry work with any of the other minions of Dyval. Fenry serve most of the Lords of Dyval and sometimes ally themselves with other dark forces, usurper kings, tyrants, evil sorcerers, Witches, Necromancers, gods and others whose power or cunning they respect and *choose* to serve. Although Fenry can be forced into servitude, they hate being enslaved, never give that person their trust or loyalty, and plot to kill and devour their slave master at the first opportunity. Fenry symbolize lycanthropy and are sometimes worshipped and/or served by Werewolves and other canine races.

Rivals and Enemies: Fenry accept their position among the other minions of Dyval, so there is little envy or rivalry among them. They don't care for Stalkers, and there is a natural dislike and distrust of Tiger Beasts. They tend to see all mortals as weak, inferior beings to be used as pawns, hunted and eaten, but they do acknowledge humans can be cunning and dangerous, especially when cornered.

Fenry hate all demons, but all members of the Gargoyle race, Alu, Shedim and Gallu Demon Bulls are at the top of their list. If left to their own devices, most Fenry would live a simple life as predators, hunting and terrorizing the weak,

however, they accept the enemies of their Deevil Lords as their enemies.

Notes: Fenry understand technology, but have little use for it. They can turn machines on and off, and in a pinch, even fire a gun. Most just don't care to use the trappings of mortals, and prefer running free in a wilderness or stalking the streets of a city. Never wear body armor or carry a weapon, and rarely let another being, Deevil or otherwise, ride them like animals; they are not War Steeds, they are minions of Dyval.

Fiends

Imagine a living shadow. A person made of darkness as black as night. He has no features and no light reflects off his skin. There are no shades of gray or hint of three dimensions, just total, featureless blackness. Only the eyes and mouth glow with yellow light that comes from within the black silhouette of a humanoid, and even that glow doesn't cast reflected light upon the shadowy form. The creature must have form and substance, however, because these things – these *Fiends* – usually wear dark colored, hooded robes and wield weapons in their hands. Knives and other cutting weapons, including Vibro-Blades and M.D. chainsaws, are among their favorite weapons. Favored because they are intimate, frightening and deadly.

This infernal is known as the Fiend. A name it has earned, for they are wicked, fiendish monsters who love to terrify and break their victim's spirit before they even start the physical torture. A target of a Fiend can only hope that the infernal finishes him off quickly, though that is seldom the case. Fiends are the assassins and enforcers of the Deevil Lords. Sadistic and vicious, Fiends love to inflict torment and pain before they make their final kill. That usually means subjecting the victim to days, perhaps weeks of intimidation, threats and terror before the monster strikes. Nothing makes a Fiend happier than to have its victim (and his or her family, protectors and associates) quaking in fear, afraid to leave his house and jumping at every sound and shadow. Better yet, if its victim becomes a raving, paranoid lunatic or curls up in a fetal position, sobbing and trembling like a leaf. As enjoyable a reward as these results are, the Fiend's work is only *half done*. Next comes the physical torture, usually involving blades, cutting and much screaming – music to a Fiend's ears. After the victim has endured more pain for a longer period of time than he could ever have imagined, the Fiend slaughters him.

The torture leading up to the kill, the method of murder, and how the body is *displayed* for all to find, is meant to serve as a *message*. That message is usually one of caution – “Don't do what he did or this is your fate.” “Do not defy Regent or Deevil Lord So and So.” Or, “Surrender, or submit, or you too will fall victim to a terrible fate.”

The Fiend's name and reputation is well deserved, for they have no empathy or sympathy for their victims and often joke, tease, laugh and giggle as they torture, dismember (alive), and maim their victims. They find torture titillating and murder delectable. Literally. Fiends and Arch-Fiends are P.P.E. vampires who feed on the psychic energy released by fear, but ultimately need to feast on the P.P.E. of living beings. Well, living until the Fiend does them in and gorges on the doubled amount of Poten-



tial Psychic Energy released at the time of death. In fact, the only thing that makes Fiends happier than prolonged torture and murder is being sent on missions of wholesale slaughter, mass murder and genocide. Gluttons who can hold vast amounts of P.P.E. (50x their P.E. attribute number), Fiends drink the life energy released by a kill. The more they kill, the more heady and euphoric the monsters become, like a junkie on the high of his life.

Like many minions of Dyval, Fiends use deception and lies to achieve their goals and get to their victims. However, unlike other scheming Deevils, the Fiends' methods are pretty direct and focused on finding, kidnaping, torturing and slaying their target. While they might engage in cat and mouse games, their deception comes by way of shape changing to look mortal or disguise themselves, and get close to their quarry. They are se-

cretive and resourceful in very much the same way as a serial killer: get in without being seen, capture the target, take him/her someplace where one can work without interference from the authorities or nosy neighbors, kill, feed, and leave the message. For a Fiend, it is all about the torture, killing and feeding. They don't care about politics, economics, kingmaking or anything but the thrill of the kill.

A Lesser Deevil, Assassin & Enforcer

Also known as the Lesser Fiend, Night Hunter and Shadow Assassin.

Alignment: Aberrant (30%), Miscreant (30%), Diabolic (30%) and Anarchist (10%).

Attributes: I.Q. 2D6+8, M.A. 3D6+8, M.E. 1D6+12, P.S. 2D6+12 (Supernatural), P.P. 2D6+12, P.E. 3D6+6 (Supernatural), P.B. 2D6+2, Spd 2D6+10.

Size: 15 feet tall (4.6 m) and weighs 1000 pounds (450 kg); but as part of the Fiend's shape changing powers, he can alter his size and mass to be as small as 5 feet (1.5 m) tall.

M.D.C.: 3D4x10+36 +10 per level of experience. (In S.D.C. settings a Fiend has 6D6+10 +P.E. attribute number for Hit Points, 4D6+10 S.D.C., and an A.R. of 10.)

Horror Factor: 14

P.P.E.: 3D4x10

Disposition: Cold, cruel, black-hearted villains, Fiends are sadists who love to torture, terrorize and kill. That's what they live for, and they do so without remorse. This means they hurt and kill without hesitation and know how to use the threat of suffering and death to intimidate others. All in all, a Fiend would rather cut and kill you than anything else.

Life Span: Effectively immortal.

Natural Abilities: Nightvision 90 feet (27.4 m; can see in total darkness), but has excellent eyesight in dim light/twilight (3000 feet/914 m) as well as excellent day vision, see the invisible, magically understands all languages at 94%, dimensional teleport 64% +1% per level of experience, fire and cold resistant (even M.D. attacks do half damage), and bio-regeneration 1D6 M.D. per melee round.

Metamorphosis: Humanoid or Animal at Will (special): A Fiend can transform into a male or female human being or D-Bee. However, unlike other Deevils and Devilkins, the Fiend's mortal facade is *ordinary looking* (+2 to the monster's P.B. attribute) and always has dark hair and dark complexion. This is fine, because he doesn't want to be noticed, he wants to fade into the crowd. The transformation can be maintained as long as desired – hours, days, weeks, months, even years. However, over time, the Fiend is likely to blow his cover at some point with an act of bloodletting.

Fiends can also assume the appearance of small to medium-sized, dark animals, typically cats, dogs, and rodents. Nothing smaller than a rat or larger than a wolf.

R.C.C. Skills: Barter 50%, Computer Operation 58%, Concealment 60%, Disguise 60%, Escape Artist 55%, Horsemanship: Exotic 60%, Impersonation 60%/30%, Intelligence 60%, Interrogation 80%, Land Navigation 54%, Lore: Demons & Monsters 90%, Math: Basic 88%, Palming 74%, Pick Locks 62%, Pilot one (non-military) vehicle of choice (+10%), Prowl 55%, Radio: Basic 70%, Streetwise 80%, Surveillance

(and Tailing) 70%, Track (people) 65%, TV/Video 62%, W.P. Paired Weapons, W.P. Knife, and two W.P.s of choice (any including modern). Skills advance at a rate of +3% per level of experience.

Vulnerabilities: Ordinary S.D.C. weapons made of bone or silver does damage as if they were M.D. weapons. Thus, if a bone club or silver dagger normally does 1D6 S.D.C. it does 1D6 M.D. to the infernal (the weapon does double damage in S.D.C. settings). Furthermore, Fiends have a total disregard for human life, look upon mortals as pawns and prey, and regularly underestimate them.

Level of Experience: It is often the young, inexperienced Fiend that people encounter in the world of mortals. Such characters are typically level 1D4+1, but experienced Fiend assassins are 1D6+3, or as set by the Game Master for NPCs. Not available as a player character.

Attacks per Melee: Five to start, +1 at levels 4, 7, 10, 15, 20, 25 and 30, or by magic.

Mega-Damage: As per Supernatural P.S.; typically 3D6 S.D.C. on a restrained punch or kick, 1D6 M.D. on a full strength punch or kick, 2D6 M.D. on a power punch or kick, a bite does 2D4 M.D. or by weapon or magic. (On S.D.C. worlds use the same damage dice except they inflict S.D.C. and Hit Point damage.)

Bonuses (in addition to attributes): +2 on initiative, +2 on Perception Rolls, +2 to strike, parry, or dodge, +3 to disarm and pull punch, +3 to roll with impact, +2 on all magic saving throws, +5 to save vs poison and possession, and +7 to save vs Horror Factor.

Magic: P.P.E. 3D4x10 +P.E. attribute number as the base for spell casting. Knows all level one spell magic plus Animate & Control Dead (20), Chameleon (6), Circle of Flame (10), Escape (8), Exorcism (30), Fear (5), Heal Wounds (10), Magic Net (7), Mask of Deceit (15), Multiple Image (7), Shadow Meld (10), and Turn Dead (6).

Psionics: None.

Habitat: Indigenous to Dyval and can be found on all of its levels of Hell, but tend to live in populated areas. Fiends live to terrorize, hunt, kill and feed, so they are usually scattered across the Megaverse where one or two serve an evil master, skulk around as serial killers, or find work as paid killers. Since the onset of the Minion War, they've been called back to Dyval to reorganize and fight as part of a larger combat force, usually in the role of interrogator, torturer, assassin and black ops.

Allies and Alliances: Fiends are completely loyal to Dyval, its Lords and minions. They enjoy working with fellow *Fiends*, *Arch-Fiends*, *Bonelings*, *Naga Deevils*, *Deevils*, *Devilkins* and *Fenry* the most. Fiends gleefully serve all Lords of Dyval, and sometimes ally themselves with other dark forces, usurper kings, tyrants, evil sorcerers, Witches, Necromancers, dragons and others whose power or murderous nature appeals to them and they *choose* to serve them. Although Fiends can be forced into servitude, they hate being enslaved, never give that person their trust or loyalty, and plot ways to make their slave master suffer before they make him pay with his life.

Rivals and Enemies: Among other minions of Dyval, Fiends dislike the Imp, Gorgon and Dire Harpy, but will work with them as necessary. Fiends see all mortals as weak, inferior beings to be used as pawns and cattle. They despise Shifters and beings who enslave infernals, and of course, loathe the demons of Hades (their arch-rivals) and the forces of good.

Notes: Fiends use modern technology from computers and surveillance equipment to guns and vehicles more than any other Deevil, but seldom wear any kind of armor, and prefer to rely on their natural abilities and magic. They make decent spies but are happiest torturing and killing. Fiends love magic weapons and all types of blade weapons.



Gorgon

The Gorgon is the classic “Medusa” of Greek myth. A large, buxom female with pale green skin made of fine, smooth scales like those of a snake. The skin is cool to the touch and sensual. Her hands are human, with long slender fingers that end in long, sharp nails that cut like knives. The body is usually shapely, and the face may be that of an ugly hag or a beautiful woman (only 10% are male). The Gorgon’s eyes are yellow and the pupils are like those of a snake. Whether ugly and frightening or beautiful and seductive, the head of all Gorgons is crowned with a writhing nest of *serpents* for hair. Each snake is attached to the monster’s scalp, and all move as if they were separate living beings. However, the snakes are part of the Gorgon’s body and respond to her every thought with lightning speed. Typically, the 9-24 (3D6+6) snakes writhe and look in all directions ensuring that the Gorgon cannot be surprised from any direction. Further-

more, the snakes strike at anyone who comes too close without permission.

Gorgons are dull-witted, evil, foul-tempered beings who hate humans and all that is beautiful. Which means they hate most mortal beings. They take great pleasure in causing the ruin or death of beautiful beings, enjoy destroying beautiful places by bringing war and trouble to the land, and destroy or deface works of art. They even hate flowers and take glee in turning living things of beauty into stone (petrification)! Hot tempered and vile creatures, the Gorgons are easily provoked and lash out at anyone who dares to annoy or bother them, as well as the bearers of bad news.

Lazy and slothful, Gorgons generally lay around sleeping for long periods of time, sunning themselves, eating, drinking and engaging in carnal pleasure, usually against their playmate's will. Gorgons regard humans and most mortals as playthings put in the world for their amusement and pleasure. Most humans find these snake women physically hideous and repulsive, so Gorgons take males they desire by force, using charm magic and threats in order to have their way with them. Wicked and cruel, a Gorgon may beat and torture her concubines and slaves, either slaying her lover after she is done having her fun, or turning him to stone and adding him to her collection of trophy statues. A poor soul who a Gorgon finds appealing may be restored to flesh and blood whenever the foul creature desires him.

Gorgons are deadly combatants, but being selfish and lazy, they seldom go looking for conflict nor wander the Megaverse to any great extent. Most would rather sate their depraved desires than fight and kill in any organized fashion. Those who leave Dyval typically settle someplace where they are worshiped or treated like a queen. Consequently, Gorgons are not happy being pressed into the Minion War and vent their anger in savage, ruthless combat, where they tear men limb from limb, rip out their throats and turn them to stone with machine-like precision. When the heat of the battle has cooled, they drink, sleep or force themselves upon prisoners, usually secretly taken by the Gorgons against the wishes and direct orders of their commanders, so that they have playthings to soothe them when they want them. Such is the foul nature of the Gorgon.

A Lesser Deevil

Also known as "Medusa," "Snake Woman" and "Daughter of Stone."

Alignment: Diabolic (80%) and Miscreant (20%).

Attributes: I.Q. 1D6+2, M.A. 1D6+2, M.E. 2D6+10, P.S. 2D6+20 (Supernatural), P.P. 2D6+10, P.E. 3D6+6 (Supernatural), P.B. 1D6, Spd 4D6. **Note:** Most Gorgons have a low I.Q. and are driven by instinct, desire and a lust for combat and all forms of pleasure. 10% of Gorgon females get a bonus of +5 to I.Q. and M.A. These more cunning monsters serve as the leaders and priestess of their clans.

Size: 10-12 feet (3 to 3.6 m) tall and weighs 600-800 pounds (270 to 360 kg). Each serpent has a reach of 10 feet (3 m).

M.D.C.: 2D6x10+35 for the main body, +2D6 per level of experience. Each of the 3D6+6 snakes on her head has 2D6+12 M.D. (In S.D.C. setting the Gorgon has 6D6x10 plus P.E. attribute number for Hit Points, 4D6+20 S.D.C., and an A.R. of 10; each snake has 2D6+10 S.D.C.)

Horror Factor: 16

P.P.E.: 1D6x10+40

Disposition: Wicked and cruel, the heart of a Gorgon is said to be cold and as hard as stone. Slothful, gluttonous and self-centered, these she-devils (90% of the Gorgons are female) prefer to laze around in comfort, gorging themselves on fine food, drinking and having their way with males of any race, usually forcing themselves upon them without their consent. Aggressive and mean, a Gorgon takes what she wants and, like a Black Widow spider, usually kills or petrifies any mortal male after she is done with him, keeping his frozen remains as a trophy and restoring him to flesh and blood whenever she wants more from him. Gorgons enjoy combat and are ruthless and without mercy in battle. They also enjoy torturing and tormenting others, and are masters of intimidation and interrogation through intimidation.

Life Span: Effectively immortal.

Natural Abilities: Supernatural P.S. and P.E., magically knows all languages, nightvision 900 feet (274 m), see the invisible, keen day vision, cannot be surprised (has eyes on the sides, top and back of her head thanks to the many serpents growing out of the monster's head). Dimensional teleport 54% +2% per level of experience, resistant to fire and cold (half damage), magically understands all languages at 84%, bio-regeneration 3D6 M.D.C. per melee round, lost snakes completely regenerate within one hour, and the Gorgon completely regenerates within 24 hours (full M.D.C.) unless her head is severed and burned.

Enhanced Vision (special): Like most true snakes, the Gorgon's eyes and the serpents on her head are all able to see in the infrared spectrum of light and see heat radiation. This *thermal optics* enables Gorgons to see heat signatures in total darkness and in smoke. Thus, the Gorgon is *impossible* to blind with darkness or attack by surprise.

Petrification (special attack): To look into the eyes of a Gorgon or one of her snakes is to suffer petrification! Victims must roll to save vs magic (14 or higher). Approximate range of petrification is 200 feet (61 m). Avoiding looking at the monster safeguards against petrification, but all the character's combat rolls suffer a penalty of -5! Petrified victims are *permanently* turned to stone unless restored by the Gorgon who did it or through the enchantment of the spell, *Stone to Flesh*. **Note:** If a petrified character loses a body part or two (ear, nose, hand, arm, foot, etc.), that appendage is missing when he is restored; the wound is healed, but the limb is missing. Furthermore, if the stone statue is broken in half, decapitated or shattered into several pieces, the character is slain and can *NOT* be restored via Stone to Flesh.

Size Shift (special): The Gorgon can adjust her size and mass from 4-12 feet (1.2 to 3.6 m) tall. This enables the lecherous monster to accommodate a large range of lovers as well as hide, use tools and weapons, and adjust to different environments.

R.C.C. Skills: Barter 70%, Brewing 70%, Camouflage 60%, Climb 90%/85%, Concealment 40%, Detect Concealment 40%, Holistic Medicine 65% (includes use of poison), Horsemanship: Exotic 65%/50%, Intelligence 70%, Interrogation 80%, Land Navigation 60%, Lore: Demons & Monsters

75%, Math: Basic 80%, Prowl 60%, Streetwise 56%, Tracking (people) 42%, Palming 60%, and two W.P.s of choice (any). All skills advance at a rate of +2% per level of experience.

Vulnerabilities: Ordinary S.D.C. weapons made of bone or silver do damage as if they were M.D. weapons, and weapons made from *dragon bone* inflict double damage. Thus, if a bone club or silver dagger normally does 1D6 S.D.C. it does 1D6 M.D. to the infernal, double damage if made from dragon bone (the weapon does double damage in S.D.C. settings, triple if made from dragon bone).

In addition, Gorgons are supremely arrogant, always underestimate mortals, and have a tendency to take on more than they can handle.

Level of Experience: 1D4 on average, or as set by the Game Master for NPCs. Not available as player characters.

Attacks per Melee: Eight to start, +1 at levels 4, 8, 12, 16, 20 and 30, or by petrification or magic.

Mega-Damage: As per Supernatural P.S.; typically 5D6 S.D.C. on a restrained punch or kick, 3D6 M.D. on a full strength punch or kick, 6D6 M.D. on a power punch or kick (counts as two melee attacks), a slashing claw strike does 4D6 M.D. (6D6 M.D. on a power slash, but counts as two melee attacks), head butt does 3D6 M.D., a bite from her does 1D6 M.D., a bite from one of her serpents does 2D6 M.D., or a snake can whip or jab doing 1D4 M.D. Each serpent has a 10 foot (3 m) reach and is +2 to strike and dodge, +2 to disarm or entangle, and +5 to parry. Or she may use petrification, a weapon or magic.

Bonuses (in addition to those from attributes and skills): +4 on initiative, +6 on Perception Rolls, +2 to strike and dodge, +5 to parry, +3 to disarm, +3 to pull punch, +3 to roll with impact, +2 on all magic saving throws, +6 to save vs poison and drugs, and +8 to save vs Horror Factor.

Magic: P.P.E.: 1D6x10+40 to start, +1D6 per level of experience. Spells are limited to Animate & Control Dead (20), Death Trance (1), Exorcism (30), Spoil (30), Stone to Flesh (30), and Turn Dead (6).

Psionics: None.

Habitat: Indigenous to Dyval and can be found in all levels of Hell, but Gorgons prefer forests and warm environments, wherever one might expect to find a snake. Likewise, they are being unleashed across the Megaverse as raiders, destroyers and part of the Dyvalian fighting forces against demons and other enemies of Dyval. Gorgons may be attached to infantry units and special operations (they prefer the latter).

Allies and Alliances: Gorgons have little use for anyone who makes them do things they don't want to do, but respect the Dyvalian pecking order and fear the Greater Deevils and Deevil Lords, so they obey. Gorgons get along best with *Bonelings*, *Deevils*, *Naga Deevils*, *Dire Harpies*, *Fiends*, and *Serpents*. Devilkins and other Deevils are accepted and appreciated, but are generally too brainy and complex for a Gorgon. They may also serve or ally themselves with other ugly or wicked supernatural beings or dark forces, including usurper kings, tyrants, evil sorcerers, Witches, Necromancers, and gods, especially if their master heaps compliments and treasure upon them, and lets them vent their lecherous

ways on innocent men. Even Gorgons forced into servitude may come to respect and obey their master.

Rivals and Enemies: They tend to see other Gorgons as competition and prefer to associate with other minions of Dyval, mortals and other beings than their own kind. They also dislike Nexus Deevils and hate dragons and all creatures of magic, and are jealous of all beautiful creatures. Gorgons see humans and all mortals as nothing more than playthings and pawns to be used as they desire. Gorgons especially hate and despise demons, largely because even the demon hordes have no desire to make love to them, but covet the attractive Nexus Deevil. This makes Gorgons jealous and hateful toward demons as well as Nexus Deevils. Gorgons also consider the Splogorth and their minions to be hated rivals.

Notes: May use man-made weapons, body armor, and basic tech devices like a radio, Vibro-Blades and light to medium energy weapons, particularly pulse lasers.

Ice Wraith

By Carl Gleba and Kevin Siembieda

Ice Wraiths are the only Deevils who reside in the *Frozen Wastes*. They appear as large, canine humanoids seemingly covered in, if not actually made of, snow and ice. Large, mangy looking wolves with a gangly humanoid build, the upper body of an Ice Wraith is very broad, their humanoid arms and legs thin but muscular. Exposed skin is blue, the fur shades of gray to white, their bodies caked in snow and ice. The eyes glow yellow, but turn an icy blue or smoldering black when angry or casting magic. They are often confused for Alu demons, Loup Garou, were-beasts and other large canines, which enrages these Deevils to no end.

The Ice Wraiths are very well adapted to their environment and prefer snow, ice and cold to all other environments. In the Palladium World, they are often mistaken for Wolfen, and have, throughout various periods of history, been worshiped by clans of these canine people.

Ice Wraiths are largely unknown to most humans and other races, but that may change in the course of the Minion War. Despite their savage appearance, Ice Wraiths are not barbarians, but thinkers who enjoy using cunning, temptation, deception and treachery to accomplish their goals.

A Lesser Deevil

Also known as the "Ice Wolves" and "Snow Walkers."

Alignment: Selfish (10%), Aberrant (20%), Diabolic (20%) and Miscreant (50%).

Attributes: I.Q. 2D6+5, M.E. 2D6+7, M.A. 1D6+3, P.S. 2D6+21 (Supernatural), P.P. 2D6+11, P.E. 3D6+5 (Supernatural), P.B. 1D6+5, Spd 3D6+17.

Size: 8-12 feet tall (2.4 to 3.6 m) and weighs 400-600 pounds (180 to 270 kg).

M.D.C.: 4D6x10+150 (On S.D.C. worlds the Ice Wraith has 1D4x10+P.E. attribute for Hit Points, 2D6x10 S.D.C., and an A.R. of 14.)

Horror Factor: 13

P.P.E.: 2D4x10+30

Disposition: Their hearts, like their external appearance, are stone cold and shriveled. Ice Wraiths dislike warm and happy feelings, and enjoy inflicting harsh, cold reality on others, making them suffer, lose faith in others and become cold-hearted like them.

Life Span: Effectively immortal.

Natural Abilities: Nightvision 1000 feet (305 m), good day vision, see 1000 feet (305 m) even in snow blizzards, impervious to cold (including magic based attacks), can breathe without air (indefinitely), understand and speak all languages 80%, dimensional teleport 22% +4% per level of experience, and bio-regenerate at a rate of 2D6 M.D.C. per melee round.

Lower Temperature (special): Ice Wraiths are able to lower the temperature in a 100 foot (30.5 m) diameter around them by 10 degrees +5 degrees per level of experience.

Walk on Snow and Ice (special): Ice Wolves can walk on the top of snow and run at full speed without impediment, without fear of slipping and falling, and they leave *no footprints* in snow. Likewise, they can walk across the thinnest sheet of ice over water without falling through it, and can run across ice at full speed without slipping or falling.

Also see Magic. Possess ice and water magic.

R.C.C. Skills: Camouflage 90% (but only in snowy environments), Dowsing 65%, Land Navigation 75% (even in snow and snowstorms), Lore: Demons and Monsters 50%, Track (people) 50% (+30% in snow and even in snowstorms that blind others), Wilderness Survival (+10%), and two Weapon Proficiencies. Tend to rely on natural abilities and magic, but may use any type of weapon from ancient to modern (prefer ancient melee types). All skills increase at a rate of +2% per level of experience.

Level of Experience: 2D4+1 on average, or as set by the Game Master for NPCs. Not available as a player character.

Attacks per Melee: Four to start, +1 at levels 4, 8, and 12.

Mega-Damage: As per Supernatural P.S. or by weapon or magic. Typically 5D6 S.D.C. on a restrained punch or claw attack, 3D6 M.D. on a full strength punch or kick, 6D6 M.D. on a power punch or kick, 4D6 M.D. on a bite attack. (On S.D.C. worlds use the same dice to determine damage except they inflict S.D.C. and Hit Point damage.)

Bonuses (in addition to attribute and skill bonuses): +2 on Perception Rolls, +2 to strike, +1 to parry, dodge, and disarm, +2 to pull punch, +2 to roll with impact, impervious to cold, and +2 on all saving throws.

Vulnerabilities/Penalties: Heat and fire attacks inflict double damage. Dislike warm temperatures and all bonuses are reduced by half in temperatures above 85 degrees Fahrenheit (29.4 C).

Magic: Knows all Water Elemental spells, all "ice" based magic, including River of Ice (50), Ice Sword (10), and Blue flames (30), plus the new ice-based magic spells described at the end of this stat block. P.P.E.: 2D4x10+30 to start, +1D6+6 P.P.E. per level of experience. **Note:** If the G.M. would like, Ice Wraiths can also be familiar with spells from the *Tome of Northern Winter*. (See **Palladium RPG Book 12: Library of Bletherad**, page 71.)

Psionics: None.

Habitat: Ice Wraiths seem to be mostly found in the layer of Dyval known as *Tundra*, a realm of Hell ruled by Lady Rhada. She had won the loyalty of Ice Wraiths long ago, but has become persona non grata since becoming imprisoned for treason (daring to love a Demon Lord, and worse, a feline Raksasha). This tragic turn of events has caused at least one third of the Ice Wraiths to abandon her completely and make themselves available to other Deevil Lords. Mephisto has learned of this and he is trying to win over some percentage of the Ice Wraiths, while others have turned to Lord Sahtalus or remain unaffiliated. Still, one third remain loyal to Lady



Rhada and haunt the region where she is imprisoned, waiting for a sign from her to take action.

Allies and Allies: These Deevils have little use for anyone but their *fellow* Ice Wraiths and usually operate in small packs of 3D4. Ice Wraiths will work with other Deevils and obey other Deevil Lords when forced to do so, but they'd rather be left to their own devices and don't particularly like or trust any of them, especially Deevil Dragons, Beasts and Serpents. The imprisonment of Rhada for treason has divided their ranks. One third (33%) remain loyal to Rhada, 5% have allied themselves (for now) with Mephisto, and 20% serve the Supreme Lord Sahtalus. The remaining 42% are without an official master. Most would happily serve Lady Rhada, but without her may be open to any offer made to them. **Note:** Had Rhada not been imprisoned by her fellow Deevil Lords for her dalliance with her demon lover, all Ice Wraiths would have been her minions. That having been said, many remain loyal to Rhada, and even those serving Sahtalus and other masters would rather serve Mistress Rhada.

Rivals and Enemies: Among the infernals, they resent the Fenry simply because they too are wolf-shaped Deevils with whom they are mistaken. They don't like or trust Beasts or Serpents, but especially Deevil Dragons. All demons are loathed with a passion, particularly the Alu for whom they are often mistaken, and the Shedim, Gallu Bull and Raksasha with whom they often clash. Furthermore, Ice Wraiths resent all wolfish and canine races, and enjoy making them suffer or using them as pawns in a Deevil scheme. Of course, they hate the Gods of Light, heroes and people of good alignment.

Note: May use any weapon and have a fondness for magic weapons, but tend to rely on their magic and cruel hearts.

Special Spells of the Ice Wraith

Encase Object in Ice

Range: 10 feet (3 m).

Duration: Instant and permanent until melted.

Saving Throw: None.

P.P.E. 10

Level: Considered a 3rd level spell.

Roughly the same as the Elemental Earth spell Encase Object in Stone, except this spell involves ice. Commonly used to place small objects in a solid block of ice. The item must be non-living and no larger than a sword. Ice Wraiths like to store small baubles and treasure within ice blocks, as well as conceal the items of others inside ice. The spell can also create ice blocks that can be used in the building of structures. The Ice Wraith can create a block of ice up to 25 pounds (11.25 kg) in weight.

Frozen Blast

Range: 100 feet (30.5 m) per level of experience.

Duration: One melee round. Each blast counts as one melee attack (counts as two melee attacks and has half the range when this spell is cast by a mortal).

Damage: 3D4 M.D. per blast regardless of level.

Saving Throw: Dodge.

P.P.E. 13

Level: Considered a 6th level spell.

This attack is more ferocious than it may sound, as the Frozen Blast sends a torrent of cold wind, frozen ice particles and sleet at the target with the force of a sledgehammer.

Ice Sword

Range: Close, hand to hand combat.

Duration: Two minutes per level of experience.

Damage: 2D6+1 M.D. per level of experience. Creatures vulnerable to cold will take double damage from this blade.

Saving Throw: None.

P.P.E.: 12

Level: Considered a 5th level spell.

This spell is similar to the Frostblade spell, except it does not require a piece of metal to cast the spell. The caster only needs a small amount of snow, an icicle or six ounces of water in hand. Once cast, the snow or water transforms into a sword made entirely of ice. The weapon can be handed off to be used by another person, but inflicts 1D4 M.D. to beings not impervious to cold. At the end of the duration the sword begins to melt, lasting an additional 1D4 melees before it's gone. The origins of this spell may be from "The Tome of Northern Winter," however the Ice Wraiths are not sharing it with anyone.

Meld with Ice or Snow

Range: Self or one other by touch.

Duration: Five minutes per level of the caster.

Damage: Not applicable.

Saving Throw: None.

P.P.E.: 9

Level: Considered a 5th level spell.

Can completely, merge with snow, seeming to vanish without a trace inside a snow mound or ice. Undetectable by any means of vision/optics as well as invisible to infrared and heat sensors. When the creature reappears, he seems to rise up out of the snow or ice. While merged and hidden, the character can not move faster than a Spd of 3 (double for Ice Wraiths) without negating the concealing magic and suddenly reappearing. This happens when the character attacks or speaks loudly; must whisper to stay hidden.

Melt Snow or Ice

Range: By touch, affecting an area up to 5 feet (1.5 m) and 1000 pounds (450 kg) of snow or ice per level of experience.

Duration: Five minutes per level of the caster.

Damage: Melts ice which could cause minor flooding, put a hole in an ice wall, bridge, pillar or fortification, put a hole in a frozen lake, etc.

Saving Throw: None.

P.P.E.: 25

Level: Considered a 7th level spell.

With a touch the spell caster can turn ice or snow into water above the freezing point. This spell has a number of potentially dangerous applications. In the case of the Ice Wraith Deevil, the monster can cause the melting to radiate from around him.

Ride Ice and Snow

Range: Self only.

Duration: 10 minutes per level of the caster.

Damage: Not applicable.

Saving Throw: None.

P.P.E.: 8

Level: Considered a 4th level spell.

The spell caster can walk and run across ice and ice coated surfaces without fear of slipping and falling. Furthermore, he can slide across the ice, as if sliding on ice skates, at double his normal speed.

In the case of snow, the spell caster can walk and run atop the surface of snow without fear of falling in. Furthermore, he can ride atop avalanches of snow in a similar way that surfers ride a wave.

River of Ice

Range: Up to 120 feet (36.6 m) away and the river is 20 feet (6.1 m) long by 8 feet (1.8 m) wide, by 5 feet (1.5 m) deep plus 5 feet (1.5 m) per level of the caster.

Duration: One minute (four melees) per level of the caster.

Damage: 3D6 M.D.C. (Or 1D4x10 S.D.C. in S.D.C. settings) per melee round, plus the effects of hypothermia.

Saving Throw: None, with the possible exception of being able to dodge the river before it hits (-3 to dodge).

P.P.E.: 50

Level: Considered a 9th level spell.

Yet another spell from *The Tome of Northern Winter* (Palladium World), this spell creates a river that is the consistency of slush with large, sharp chunks of ice. Damage is from the sheer numbing cold produced by this river as well as the chunks of ice. This spell can be very nasty if cast underfoot as it will bowl people over, wash away them and vehicles weighing less than three tons, and the frigid conditions and rushing water impose a -25% to Swimming skill and swim speed is reduced by 75%! Ice Wraiths use this spell on many occasions, especially for ambushes. As they are impervious to cold and suffer no ill effects, they sometimes dive into the river to confront those ambushed. **Note:** An Ice Wraith hit with this spell takes no damage and is not washed away by it.

Travel through Snow and Ice

Range: Self or one other by touch.

Duration: Two minutes per level of the caster.

Damage: Not applicable.

Saving Throw: None.

P.P.E.: 22

Level: Considered a 7th level spell.

Similar to Merge with Snow and Ice, with the same general effect, only the enchanted individual can also travel through snow or ice, like a mole, unseen and undetected. Maximum Spd is half the character's usual rate of travel. Becomes visible, rising up out of the snow or ice, when the spell caster surfaces to attack, speak/cast magic or desires to make his presence known. This also means the character can pass through walls and blocks made of ice or packed snow like a ghost.



Imps

Imps are strange, little, pot-bellied Dyvalians with tiny bat wings, a devil's tail, horns, empty eyes, and cloven feet. They can appear to be deceptively innocent, almost cute looking (at least when they want to be), but are cruel masters of lies and deception. Their idea of "innocent fun" is overeating, drinking heavily, debauchery, gambling (they cheat) and playing cruel pranks. Imps enjoy misleading people, manipulating others and instigating trouble. Of course, once a conflict is started by an Imp, the little monster finds the best seat to sit back and watch the show. The more the trouble and violence escalates, the more he likes it. Imps also engage in robbery, rolling drunks, framing

people (sometimes just for fun), blackmail, degrading sex acts, torture and getting humanoids into as much trouble as possible. They are the symbol of mischief and excessiveness and work hard to live up to that image. To them, humans and other mortals are playthings to be used, abused and thrown away.

Imps aren't as murderous as other minions of Dyval, just heartless and cruel. All they care about are their own desires and having fun at the expense of others. This makes Imps unpredictable, unreliable and annoying even to their infernal brethren. The Little Deevils are okay as long as there are things to hold their interest, but when bored in the slow moments between conflicts and missions, Imps are annoying to the extreme. They chatter, complain, tease, play practical jokes, and cause trouble for those around them. They love to steal things, plant them on others and then blame the innocent victim to cause a fight. They also like to get people drunk or high and lead them into a situation where their impaired faculties get them into trouble. Imps are liars and instigators skilled in playing on emotions like envy, jealousy, pride, rivalry, anger and hate. "Man, your girlfriend is beautiful. Wow, you should have seen her with that Necromancer. He had his hands all over her. I had to cover my eyes. Okay, not really, I watched every hot minute." Or "Hey, what's that guy's problem? He's been pointing and looking at you then laughing with his buddies about something for the last 10 minutes. He a friend of yours?" "It's obvious he thinks he's better than you." "Hey, isn't that your favorite dagger sticking out of that backpack?" "I'm only repeating what I heard. That guy said it, not me." And so on.

These, um, little devils can be disarmingly charming, cute and seemingly friendly, loyal and trustworthy, but most only have their own agenda and best interests at heart. Imps often use small weapons like pistols and hand grenades, and may also wear Mega-Damage body armor for additional protection (10-35 M.D.C. if conventional armor, much more is possible with magic armor). They covet magic items, gems and gold. Imps are party animals and love a good time, unfortunately, their idea of fun may include destruction of property, debauchery, sadism and torture.

A Lesser Deevil

Also known as the "Deevil Prankster," "Little Deevil," and the "Deevil Child."

Alignment: Anarchist (50%), Miscreant (30%), Diabolic (10%), and Aberrant (10%).

Attributes: I.Q. 1D6+8, M.A. 3D6+8, M.E. 2D6+6, P.S. 2D6+6 (Supernatural), P.P. 2D6+6, P.E. 3D6+4 (Supernatural), P.B. 2D6+2, Spd 2D6+6 running, 2D6+20 flying (for an average flying speed of 27 or 18.5 mph/30 km).

Size: Three feet tall (0.9 m) and weigh 100-150 pounds (45 to 67.5 kg).

M.D.C.: 1D6x10+P.E. attribute number. (In S.D.C. settings an Imp has 4D6 plus P.E. attribute number for Hit Points, 20 S.D.C., and an A.R. of 10.)

Horror Factor: 10

P.P.E.: 2D4x10 +P.E. attribute.

Disposition: Imps are curious and sociable, but at the same time they can be arrogant, impudent, disrespectful, and self-absorbed. Like other minions of Dyval, they tend to be lazy, gluttonous and depraved, but when something catches their

interest (even if it's just to bother somebody) they can be energetic go-getters. Imps are possibly the most playful of any demon or infernal. They are jokers and pranksters, but their games and pranks are almost always meanspirited and cruel. They like to embarrass, belittle, bully and anger people, as well as instigate arguments, brawls and conflicts that can quickly turn bloody. Imps are also greedy and love to acquire magic items, treasure and vast amounts of alcohol (for their own consumption).

Life Span: Effectively immortal.

Natural Abilities: Fly at will, nightvision 90 feet (27.4 m), see the invisible, resistant to fire and cold (half damage), magically knows all languages 96%, and bio-regeneration of 1D6 M.D.C. once per melee round, and lost wings, tail or appendages regrow within 48 hours. Dimensional teleport is a paltry 10% +1% per level of experience, which means Imps typically rely on others to take them from one dimension or world to another. That also means an Imp deserter from the Minion War, or an Imp who has gotten separated from his companions, is likely to be stuck on that world until someone sends him away or the Imp takes a leap of faith through a Rift.

R.C.C. Skills: Appraise Goods 60%, Barter 88%, Brewing 66%, Climbing 70%/70%, Computer Operation 80%, Demolitions 86%, Demolitions Disposal 50% (likes setting explosives, not deactivating them!), Escape Artist 60%, Concealment 50%, Find Contraband 60%, Gambling 70%, Gambling Dirty Tricks 60%, Gemology 70%, Lore: Demons & Monsters 70%, Intelligence 64%, Land Navigation 66%, Math: Basic 86%, Palming 60%, Pick Locks 56%, Prowl 55% (+10% to Prowl when hovering or flying), Streetwise 60%, W.P. Knife and one of choice (any). All skills increase at a rate of +3% per level of experience.

Level of Experience: 1D4 on average, or as set by the Game Master for NPCs. Not available as player characters.

Attacks per Melee: Three to start +1 at levels 4, 9, 15, 20, and 30, or by weapon or magic.

Mega-Damage: As per Supernatural P.S.; typically 1D6 S.D.C. on a restrained punch, 4D6 S.D.C. on full strength punch, head butt or bite, and 1D4 M.D. on a power punch or power bite (counts as two melee attacks), which isn't bad for such a small fellow, but nowhere near as formidable as other supernatural beings. Consequently, Imps love to acquire magic weapons and devices, and are happy to use M.D. energy weapons, mainly pistols, Vibro-Knives, laser scalpels and explosives; they adore fusion blocks.

Bonuses (in addition to those from attributes and skills): +1 to Perception Rolls, +1 to strike and parry, +3 to dodge, +2 to pull punch, +4 to roll with impact, +2 on all magic saving throws, +4 to save vs Horror Factor.

Magic: P.P.E. 2D4x10 +P.E. attribute. Knows all level one spell invocations.

Psionics: None.

Habitat: Indigenous to Dyval and can be found in all levels of Hell. Although their own abilities to dimensional teleport are pitiful, Imps are dimensional wanderers found across the Megaverse. They enjoy exploring new worlds and civilizations, where they play their old games and cause mischief for

a new group of people. They are also one of the Lesser Deevils often summoned by a Shifter and similar practitioners of magic who summon and bind supernatural beings. Such servitude is often an Imp's passport to new places and adventure. In fact, many have been attracted to Rifts Earth, especially in Calgary where a Kingdom of Monsters is being established.

Allies and Alliances: Imps are found to be annoying and troublesome even by their fellow minions of Dyval, thus, they have few "official" allies represented by any one race. However, as disliked as they are, Imps have their value, and in the Minion War they are used as advance scouts (even with their reputation, most people tend to underestimate and dismiss the danger Imps represent), spies, infiltrators, double agents (i.e. the individual thinks the Imp serves him, but he really answers to an infernal master), rabble-rousers, con artists and acquisition specialists (i.e. thieves who track down information, magic items and locate people targeted by their master).

Imps are also happy to ally themselves to mortals tyrants, evil sorcerers, Witches, Necromancers, Shifters, spies, gods and even demons and other dark forces, provide there is something in it for them (that something being some measure of respect, power, magic, women, booze and/or wealth). Of course, Imps make treacherous partners who will ultimately lead their associates into ruin or worse.

Rivals and Enemies: Generally, Hades Demons, the forces of good and people who get in the way of the Imps' fun and goals. Imps dislike and target anyone who takes himself too seriously and/or doesn't have a sense of humor. That means Dire Harpies and Gorgons are among their favorite infernal victims, with the bellicose and easily exasperated Deevils a close third. Imps get along surprisingly well with Bonelings and Fiends, and believe they are liked by most everyone.

Imps are survivors and extremely adaptable, so most don't really hate demons, per se, but if the big Kahunas say attack and kill, Imps (mostly) obey. There is an ongoing rivalry and dislike between Imps and Gargoylites, and since most demons are snarling, serious cusses, they are easy targets of Imp games, pranks and sabotage. As for humans, Imps love them, though mostly as chumps, rubes and pawns.

Notes: May use man-made weapons, body armor, and basic tech devices like a radio, flashlight, explosives, Vibro-Blades and light to medium energy weapons, particularly handguns, and hand grenades.

Naga Deevil

Kevin Siembieda and Carl Gleba

Naga Deevils are predominantly found in the valleys of *Grim Mortis*. They are serpentine creatures 8-12 feet (2.4 to 3.6 m) long with a Deevil-shaped skull-like head and a body made of red bones that look like a long spinal column. The head, though a skull, can tilt completely back on its neck joint so that its chin points completely forward, yet their yellow eyes can still see straight ahead.

Thousands of Naga Deevils are found around the Citadel of Sahtalus waiting for his next command. They are eager killers and assassins who feed on the energy of their victims. Although

P.P.E. vampires, Naga Deevils love and constantly crave the sweet taste of humanoid flesh and blood. Nothing gives them more pleasure than to trap a victim and eat his limbs, finger by finger, then the forearm, then the upper arm and so on, while the poor soul is still alive. Once the Naga Deevil tires of nibbling on its prey, it crushes the life out of him or tears out the throat, absorbing the P.P.E. that is released at the moment of death.

Their evil nature and low profile make the Naga Deevil perfect for missions involving spying, espionage, tailing and murder. They can crawl into places with surprising quietness for a creature seemingly made of bone. They sneak into places unseen and hide behind and under furniture, in dark corners, air ducts, atop drop ceilings and numerous other places where a snake, even a large one, can find easy access. The fact that their head can tilt completely back and still see enables the Naga Deevil to squeeze through openings no larger than a coconut, and its ability to breathe without air and swim enables it to hide inside toilets, pumping, sewage systems, and other water bearing systems.

A Lesser Deevil

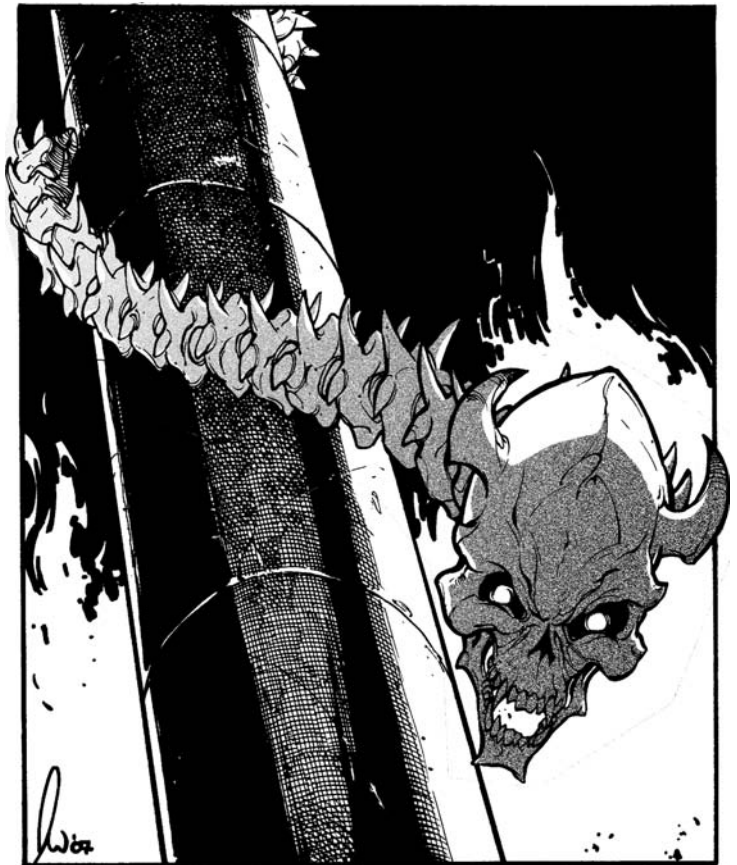
Also known as the "Bone Serpent" and "Gutter Assassin."

Alignment: Diabolic (75%), Miscreant (20%) and Aberrant (5%).

Attributes: I.Q. 2D4+10, M.E. 3D6+6, M.A. 1D6+4, P.S. 2D6+14 (Supernatural), P.P. 1D6+15, P.E. 2D6+15 (Supernatural), P.B. 1D4, Spd 1D4x10+16 (triple swimming).

Size: 8-12 feet long (2.4 to 3.6 m). If facing a foe it usually rears up, giving it a height of 6-7 feet (1.8 to 2.1 m).

Weight: 450-600 pounds (202.5 to 270 kg).



M.D.C.: 3D4x10 +P.E. attribute. (On S.D.C. worlds the Naga Deevil has P.E.x2 for Hit Points, 1D4x10 S.D.C., and an A.R. of 14.)

Horror Factor: 14

P.P.E.: 1D4x10 +P.E. attribute to start.

Disposition: Always hungry and happy to torture, feed and kill, Naga Deevils may be the most sadistic and cruel of all the Lesser Deevils (though the Fiend comes close). They enjoy nothing more than dismembering body parts and maiming their victims to torture information out of them or just to hear people scream. They love the delightful sound of humans screaming in terror or pain. Sobbing and begging are another pair of favorite sounds. Perhaps most disturbing of all is that Naga Deevils are always happy and smiling (or leering when it comes to sexual depravity), as they derive great pleasure frightening, hurting and killing other living beings.

Life Span: Effectively immortal.

Natural Abilities: Resistant to normal weapons (unless they're made of wood, bone, silver, iron, or magical fire), M.D. weapons do half damage, see the invisible, nightvision 500 feet (152 m), keen day vision, turn invisible at will (but must become visible to attack), impervious to fire, heat and cold (no damage), can breathe without air (indefinitely), understand and speak all languages 92%, dimensional teleport 27% +3% per level of experience, and bio-regenerate at a rate of 1D6 M.D.C. per melee round.

R.C.C. Skills: Barter 76%, Climbing 90%/80%, Detect Ambush 76%, Intelligence 74%, Interrogation 72%, Land Navigation 84%, Lore: Demons and Monsters 55%, Lore: D-Bees 72%, Math: Basic 90%, Prowl 66%, Swimming 96%, Tailing 64%, and Tracking 56%. Skills improve at a rate of +2% per level of experience.

Level of Experience: 1D6+1 on average, or as set by the Game Master for NPCs. Not available as a player character.

Attacks per Melee: Three to start, +1 at levels 3, 6, 9, 15 and 20.

Mega-Damage: Nipping bite 3D6 S.D.C., full strength bite or head butt with horns 2D6+2 M.D., 4D6+4 M.D. from a power bite or head butt, tail whip 2D6 M.D. Crush 2D4 M.D. per squeeze attack, must have victim entangled/coiled to crush. May also use magic and psionics to attack. (On S.D.C. worlds use the same damage dice except they inflict S.D.C. and Hit Point damage.)

Bonuses (in addition to any attribute or skill bonuses): +2 on initiative, +3 on Perception Rolls, +3 to strike, +6 to Auto-dodge (roll to dodge as usual, but the act of dodging does not use up a melee attack; bobs, bends and weaves out of harm's way), +2 to disarm, +4 to entangle, +5 to pull punch/head butt/bite, +2 to roll with impact, +5 to save vs Horror Factor, and +2 on all saving throws.

Vulnerabilities/Penalties: Most M.D. weapons do half damage, as do normal weapons. However, all magic does full damage, vulnerable to psionic attacks (inflicts double damage), magic fire does normal damage (ordinary fire does no damage; they live in lava) and ordinary S.D.C. weapons made of wood, bone, silver, or iron do damage as if they were M.D. weapons. Thus, if a wooden club or silver dagger normally does

1D6 S.D.C. they do 1D6 M.D. to the Naga Deevil (the weapon does double damage in S.D.C. settings). In addition, Naga Deevils always underestimate mortals, particularly humans, and play with their food/victim too much, sometimes giving their victim a chance to escape or fight back.

Magic: P.P.E.: 1D4x10 +P.E. attribute number to start, +1D6+2 per level of experience. Spell knowledge is limited to Aura of Power (4), Blinding Flash (1), Befuddle (6), Blind (6), Calling (8), Cloak of Darkness (6), Cloud of Smoke (2), Energy Bolt (5), Fear (5), Fire Bolt (7), Heavy Breathing (5), Manipulate Objects (2+), Negate Poison (5), and Paralysis: Lesser (5).

Psionics: Considered a Master Psychic (needs a 10 or higher to save vs psionic attack), but powers are limited. I.S.P.: M.E.x10 +1D4+6 per level of experience.

Psionic powers generally pertain to torture (including the Healing powers) and combat: Bio-Manipulation (20), Healing Touch (6), Hydrokinesis (varies), Psychic Diagnosis (4), Psychic Surgery (14), Remote Viewing (10), Sense Magic (3), Sense Time (2), Stop Bleeding (4), Telekinesis (varies), Telekinetic Punch (6), Telekinetic Push (4), Telepathy (4), and Telekinetic Acceleration Attack (10-20).

Habitat: Originate on Grim Mortis, but may be found anywhere in Dyval and anywhere in the Megaverse where its masters might need their services as spies, torturers and assassins, including the pits of Hades.

Allies and Alliances: Gets along with all minions of Dyval and is happy to work with any of them, or so they believe. Actually, Naga Deevils give most mortal allies and even Witches, the Deevil Host and Lesser Deevils the creeps, but in their happy arrogance, Naga Deevils don't even notice. There are two exceptions, the *Fiend* and *Arch-Fiend* whom the Naga Deevil reveres above all others. The horrible Naga practically worships Fiends and will do whatever they ask of them without question or hesitation. Nothing makes a Naga Deevil happier than the opportunity to work with Fiends or serve an Arch-Fiend. They also secretly revere and sometimes worship the primordial Lava Serpent found on Inferno.

Naga Deevils may work alone, in pairs or in groups, but never as front-line infantry troops; used in small squads and special forces.

Rivals & Enemies: Everyone other than their fellow minions of Dyval. Love to torture and kill demons in the pits of Hades, where demons stay dead!

Nexus Deevils

By Carl Gleba and Kevin Siembieda

Nexus Deevils are half naked nymphs who have a sexy upper body and the face of an attractive man or woman (65% are females), but the lower body is a pair of goat's legs with long, shaggy fur and feet that are white cloven hoofs. They don't have a tail or horns, but they are definitely Deevils who enjoy tempting the opposite sex to betray friends and allies, to do evil, take foolish risks, or follow them through a Rift. In fact, a favorite ploy is to lure mortals through a dimensional Rift and either bring them to Dyval or some other nasty, hostile environment.

Sometimes they'll even take the fool wherever it is he wants to go (i.e., some other part of the planet, an alien world or dimension, etc.) and abandon him there. Nexus Deevils find abandoning people to be fun and funny, and often watch from a safe and secluded distance as the wayfarer(s) panics or searches in vain for a way home or perishes in the harsh environment or at alien hands. Actually, this is more than cruel fun, it's the Nexus Deevil's trade in blackmail. "What's that? You want to go home? No problem. But first you have to do me one little favor, baby." That favor will almost certainly involve something nefarious, such as robbery, kidnaping, murder, jailbreak, creating a disturbance/distraction, revealing a secret, betraying an ally and other acts that are hurtful or wicked.

Nexus Deevils are as rare as they are beautiful and alluring. It is believed that fewer than 6,000 are found throughout the many levels of Dyval. Scholars suggest this is because their natural ability to dimensional teleport and control Rifts compels them to explore the Megaverse. Thus, most Nexus Deevils are probably jumping from one dimension to the next, exploring, observing, and causing mischief and mayhem wherever they go, before moving on to the next dimension. So skilled and powerful is the Nexus Deevil at traversing the Megaverse via dimensional Rifts, they can even come and go from Wormwood and similar places of little magic or isolated by thick dimensional wall barriers that might trap other beings.

With the onset of the Minion War, Nexus Deevils are being called from all across the Megaverse to return home. They are needed to move spies, instigators, assassins, hit squads and entire armies around the Megaverse quickly to attack the Minions of Hades and their allies without warning. Not only are Nexus Deevils necessary to move Deevil troops, but to find magic artifacts and contact friends and enemies. Nexus Deevils are autonomous entities not officially allied to any of the Deevil Lords, however, they are expected to help defend and protect Dyval, as well as harass and destroy its enemies. Thus, they are being called back to Dyval by the thousands. Lord Sahtalus has seen to it that the vast majority are in his charge.

A Lesser Deevil

Also known as "She-Devil," "Deevil Siren," "Deevil Rifter" and the "Demon's Mistress." The last and several flattering variations are what they are called in the pits of *Hades*. It is a name the Nexus Deevils loathe, for it refers to a long history of demons, particularly Greater Demons, capturing them and forcing them into being the objects of their lust and unwanted affection.

Alignment: Anarchist (15%), Aberrant (25%), Diabolic (10%), and Miscreant (50%).

Attributes: I.Q. 2D6+9, M.E. 2D6+13, M.A. 2D6+17, P.S. 2D6+14, P.P. 2D6+7, P.E. 2D6+11, P.B. 2D6+15, Spd 5D6+33.

M.D.C.: 3D6x10 +P.E. attribute number. (On S.D.C. worlds the Nexus Deevil has P.E.x4 for Hit Points, 1D6x10 S.D.C. and an A.R. 12.)

Horror/Awe Factor: 14

Size: 5-6 feet (1.5 to 1.8 m) tall and weighs 150-250 pounds (67.5 to 112.5 kg).

Average Life Span: Unknown, presumed to be immortal.

P.P.E.: 1D6x10+60 +P.E. attribute.

Disposition: Tough, smart, inquisitive, resourceful, creative, quick thinking and supremely arrogant. These self-absorbed beings find most other people, including their fellow Deevils and especially demons, to be unimaginative and inferior dullards. Nexus Deevils are independent, carefree and spirited creatures who like to act on a whim and do as they please. They hate being forced to do anything they don't want to do and are not thrilled with being pressed into duty in the Minion War. For the moment, however, they are enjoying being



of tremendous strategic importance, being treated like queens (to get their full cooperation) and striking out at demons who they love to harass, torment and destroy.

Natural Abilities: Supernatural Strength and Endurance, night-vision 300 feet (91.5 m), breathe without air (indefinitely), magically understands and speaks all languages 90%, bio-regeneration 2D6 per melee round, and dimensional teleport (self) 88% +2% per level of experience.

1. **Metamorphosis Human (special):** Nexus Deevils can make themselves appear as a beautiful human or take on the form of most attractive humanoid beings (P.B. 15 or higher). This facade can be maintained indefinitely. However, during the first few (1D4) minutes the sun rises in the morning and sets in the evening, the Nexus Deevil is forced to assume her true form, even if indoors or underground. The disguise is used to get close to targets to extract information, blackmail or kill. Nexus Deevils are masterful at teasing the opposite sex and getting them to talk too much, share secrets and bed them. However, the whimsical Deevil cannot maintain this charade for more than a few weeks before she gets bored with the person and tired of the game. Uses sensuality and sex to get close to targets and then dumps them or kills them when their usefulness has come to an end.

2. **Powers of Dimensional Travel (special):** The Nexus Deevil can open a portal at any nexus point to one of four places, **1)** The world to which a Rift was last opened, **2)** any world she has visited herself more than once, **3)** Dyval, and **4)** Hades. Cost is a mere *90 P.P.E.*! The Rift will last for one melee round (15 seconds) per level of the Nexus Deevil's experience, though she may close it with a thought. This is a one way portal *to* the world on the other side. To return, a new Rift must be opened. However, she can make the Rift large enough for only her, a small group, or 1D4x100 to pass through it every melee round it is opened. The Nexus Deevil *cannot* designate specific people to go through, so an enterprising stowaway can jump through the portal along with the intended travelers.

When targeting a random dimension, the Rift can open anywhere within the resulting dimension. However, portals are drawn to high P.P.E. places like planets rich in P.P.E., so it is exceedingly rare that a random portal will appear in the depths of space or on a completely lifeless planet. However, it could lead to a place like Hades or Wormwood which is inhospitable and dangerous.

Rifting on the Same World: The same basic process as above, only the Rift opens to another ley line nexus or stone pyramid elsewhere on the planet and costs only 35 P.P.E. The only limitation is knowing where that other nexus point is or risk going to an unknown, random location. If there is time, a *Communication Rift* can be opened to the location first, and serve as a probe before she opens the portal and steps through it. **Note:** The Nexus Deevil also knows how to operate stone pyramids.

Dimensional Teleport Home: The Nexus Deevil is so attuned to the dimensional nuances that she can *always* find her way home from another dimension, and can teleport back at no P.P.E. cost. Since Dyval is *home*, the Nexus Deevil can dimensional teleport to any level/plane of Dyval desired. This teleportation is limited to only the Nexus Deevil herself,

no passengers. However, for a cost of 25 P.P.E. per each person, she can take one additional person per level of experience with her. The ability to Rift home means the Nexus Deevil is never afraid to explore new worlds and dimensions and is eternally curious.

Communication Rift: A Nexus Deevil can open a *micro-Rift*, just small enough to send a message or get a peep-hole look at what lies on the other side of the Rift. The Rift is pretty stable and unless opened on a nexus point, it is no larger than a grapefruit. On a nexus the character is gambling that, **1)** an Alien Intelligence will not gain control and open the Rift further, and, **2)** natural events such as the ebb and flow of the ley lines do not force the micro-Rift to turn into a full-blown dimensional gateway between the two locations.

P.P.E. Cost: 25. Duration: One minute (4 melee rounds/60 seconds) per level of the Deevil. Success Ratio: 50% +5% per level of experience for opening the Rift at the exact location desired. If done as a ritual (which takes 1D6x10+15 minutes longer) a +20% bonus is added to the success ratio. The time to open a Communication Rift without a ritual is 1D4 melee rounds of meditation and concentration.

Note: If the Communication Rift is a *complete success* (rolls percentile under the success ratio), the Rift transcends space and time to open an unlimited number of miles away to a specific location on the same world, a different world, or another dimension. The Nexus Deevil can speak into the opening at her end and be heard at the other as if she were standing there. Likewise, people on the other end can respond with the same clarity and be heard in two-way conversation. Failure, but a roll that is within 20% of the ratio for success, means a connection has been made to the right continent, world or dimension, but not the right person or specific location desired.

Sense Rifts: The Nexus Deevil can feel the surge of energy whenever a Rift is opened or closed within 50 miles (80 km) +50 miles (80 km) per additional level of experience. She knows the exact location if the Rift appears on a ley line that she is standing on or one that intersects with it. Otherwise, she knows the general direction the Rift is located and whether it is big or small.

Sense Hell and Demons: The Nexus Deevil instantly senses if a Rift connects to a dimension of Hell and knows which one it is and what awaits for her there.

R.C.C. Skills: Barter 80%, Find Contraband 50%, Lore: Dimensions 90%, Lore: Demons and Monsters 60%, Disguise 60%, Horsemanship: Exotic 65%/50%, Imitate Voices and Sounds 60%/50%, Impersonation 70%, Intelligence 76%, Interrogation 60%, Math: Basic 98%, Palming 70%, Pick Pockets 66%, Prowl 55%, Undercover Ops 70%, Seduction 78%, Streetwise 76%, Tailing 80%, and Wilderness Survival 70%. Skills improve at a rate of +2% per level of experience.

Plus two W.P. skills (any) of choice and 1D6+1 skills selected from any of the following: Communications (Any), Domestic (Any), Pilot (Any except Robots and Power Armor, and Military vehicles), Rogue (Any), Technical (Any), and Wilderness (Any).

Vulnerabilities/Penalties: Ordinary S.D.C. weapons made of wood, bone, silver, or iron do damage as if they were M.D.

weapons. Thus, if a wooden club or silver dagger normally do 1D6 S.D.C. they do 1D6 M.D. to the Nexus Deevil (the weapon does double damage in S.D.C. settings). The Nexus Deevil's curiosity, arrogance and contempt for most life forms can also work against it.

Level of Experience: 1D6+2 on average, or as set by the Game Master for NPCs. Not available as a player character.

Attacks per Melee: Four to start, +1 at levels 3, 6, 9, 15, 20, 25 and 30.

Mega-Damage: As per Supernatural P.S.; typically 4D6 S.D.C. on a restrained punch or kick, 2D6 M.D. on a full strength punch or kick, 4D6 M.D. on a power punch or kick, or by weapon or magic. (On S.D.C. worlds use the same damage dice except they inflict S.D.C. and Hit Point damage.)

Bonuses (in addition to likely attribute and skill bonuses): +3 on initiative, +4 to Perception Rolls, +3 to strike, +2 to parry and dodge, +2 to disarm and pull punch, +1 to roll with impact, +6 to save vs Horror Factor, +3 to save vs mind control and possession, and +1 on all other saving throws.

Magic: P.P.E.: 1D6x10+60 +P.E. attribute to start, +1D6+6 per level of experience. Spells are limited to the following, some with a special P.P.E. cost listed in parentheses: Calling (4), Chameleon (6), Distant Voice (5), D-Step (15), Dimensional Portal (300), Escape (8), Mask of Deceit (15), Lantern Light (1), Ley Line Transmission (9), Teleport: Lesser (6) and Words of Truth (15).

Psionics: Considered a Minor Psychic. I.S.P.: M.E. attribute number x2 to start +1D6 per level of experience. Read Dimensional Portal (6), See Aura (6), See the Invisible (4), Sense Dimensional Anomaly (4), Sense Magic (3), and Sense Time (2).

Habitat: Nexus Deevils are dimensional wanderers. They stay in one location long enough to cause mayhem and mischief, and usually leave with the local defenders hot on their heels. Many have been attracted to Rifts Earth, especially in the northern Calgary region. Many can also be found in Splynn.

Allies and Alliances: Not many! They get along great with *Naga Deevils*, *Temporal Raiders* and *Imps*, and may associate with the *Sunaj*, *True Atlanteans*, and even mortal Ley Line Rifters, Shifters and other dimensional travelers. However, they dislike dragons and most creatures of magic and despise demons who they view as arrogant brutes.

Nexus Deevils are not well liked or trusted by their fellow infernals, and are particularly disliked by Deevils, Devilkin and Gorgons. Deevil Dragons hate them because Nexus Deevils are unreliable – never around when you need one and require constant monitoring and supervision. With Lesser Deevils and Host, the fickle and spirited Nexus Deevil is likely to leave on a whim to go exploring or make them suffer for an earlier insult or mistreatment.

Rivals and Enemies: Deevils and Devilkins look upon Nexus Deevils as prima donnas and overrated rivals, while the Nexus Deevil consider them underachievers, louts and whiners. Many Nexus Deevils had gone adventuring across the Megaverse and have associated with all manner of beings including humans and other mortals. However, they generally regard mortals as amusing, cunning but inferior, best to be used as playthings and pawns for their own schemes and the

plots of their masters. Nexus Deevils are loathed by the demons of Hades, because the She-Deevils love to foil demon plots and rub their faces in it. There is nothing a Nexus Deevil loves more than to taunt, mock, belittle, undermine and publicly humiliate demons whenever they get the chance. If not for their impressive disguise ability they would be hunted down everywhere.

Greater Deevils

Greater Deevils are several steps above the Lesser Deevil in raw power. Most have a large amount of M.D.C. (Hit Points and S.D.C. in S.D.C. environments), greater physical strength, one or more special natural powers, and a combination of magic and psionics. Greater Deevils also have great privilege and prestige in Dyval, but most remain cruel and selfish manipulators and enforcers for the Lords of Dyval.

Greater Deevils are truly fearsome foes who have rightly earned the title of “Greater” infernal. Only the Lords of Dyval are more powerful, and wield a contingent of worshipers and an army of other infernals who call them master.

As with the Lesser Deevils, we open this section with *new* Greater Deevils not well known outside of Dyval, at least not until the Minion War.

Deevil Dragon

The origins of Deevils and demons are as obscure as the origin of the gods and creatures like dragons. How does one become a demon or Deevil?

Being a foul and dark creature seems to qualify, at least in the minds of most godfearing mortals, yet there must be more to it than that. Is it that some creatures crave infernal power so much that they are willing to do anything to obtain it? Is it that some deeds are so foul that they actually define the infernal beast? If so, **Deevil Dragons** may be one such monstrosity, for these foul creatures sold their very *children* to the Lords of Dyval, so that they might become Greater Deevils in the pits of Dyvalian Hell.

Every two or three centuries, a mated pair of Deevil Dragons bear 1D4+10 eggs, of which, at least ten are given to their Deevil Lord. Most willingly give up their entire clutch of eggs in a display of loyalty or the hopes of even greater favor or reward from one of the Deevil Lords. These eggs are taken and placed in a pool of water charged with arcane magic – a *Bio-Vat* – rumored to be similar to the Bio-Wizard vats used by the Splugorth. (Stolen mystic secrets, perhaps. But who stole what from whom?) These eggs are then mutated on a genetic level by the magic pools to spawn twin *Shock Dragons* from each of the eggs. Shock Dragons serve among *the Host of Dyval*, and are more than mortal, less than Deevil. They are warriors born and bred, full of unbridled power and rage – powerful foot soldiers sold into slavery before birth in the service of Dyval. Shock Dragons know nothing about their history or that they are the children of Deevil Dragons. Nor that they are the price the Deevil Dragons paid for their exalted place in Hell.



The Deevil Dragons have no love for their mutated offspring. Nor do these Greater Deevils ever seem to regret or stop to reflect upon their pact with the Lords of Dyval that has doomed their race. Neither male nor female shed a solitary tear for what they have done. Rather, the Deevil Dragons bask in the power and rank they have *purchased* as if it were a wonderful bargain. Such is the selfish and diabolical nature of these wicked infernals. They've got their power, and that's all they care about.

Indeed, their willingness to hand over their future generations and turn them into monstrous, mutant warriors, has doomed

their people as a race. And even Deevil Dragons within the pits of Dyval have been on the decline. Most seem to make powerful enemies, or worse, anger their patrons who, in turn, strip them of their power or destroy them on the spot. However, Deevil Dragons so enjoy the power they wield that few of them dare to challenge the Deevil Lords. Deevil Dragons are content to be the Commanders, Majors and Generals of Dyval, and serve their masters well, exceeding in the arts of brutality, torture and intimidation. Deevil Dragons chose the side of evil long ago, and have never looked back.

Like any Deevil, when killed on any other plane outside of Dyval, their life essence eventually returns to Dyval to be reborn. And when they do, many choose one of their unhatched young and take over that body, forsaking the new life within. Under this circumstance, only one young is born and it is a *Deevil Dragon*, not the mutated Shock Dragon.

It is believed that Deevil Dragons may have been, at one time, a breed of lesser dragon. To give this theory support, it has been noted that adult dragons instinctively regard Deevil Dragons as abominations and kill them on sight. The hatred runs both ways, as Deevil Dragons have no love for dragons, choosing to enslave and blackmail them into the service of Deevils whenever they can. Additionally, Deevil Dragons have been known to steal the eggs of their dragon cousins and present them for mutation in the Bio-Vats, where a true dragon egg spawns 1D6+1 identical Shock Dragons. Such despicable behavior has branded Deevil Dragons as "Egg Stealers" and "Deevil Puppets," and even the most foul and wicked of adult and ancient dragons will attack and kill a Deevil Dragon whenever possible. Many dragons, in their lust for vengeance, have even gone to Dyval to ensure the Egg Stealer's death is everlasting. So while the Deevil Dragons may have obtained the power they so coveted, it has come at a terrible price.

Deevil Dragons are large and imposing creatures who stand 18-20 feet (5.4 to 6.1 m) in their natural form. Having sold their souls (as well as their progeny) to the Lords of Dyval, their appearance has been modified to reflect their chosen path. Thus, Deevil Dragons have the head, tail and leather wings of a dragon, fine scaly skin, fur covered forearms, and the haunches of a goat. Their tail, though serpentine, is much more narrow and snakelike than the thick, fin lined tail of a dragon. Tufts of fur also grow along the jaw, top of the head and down the back of the neck, stopping just below the shoulders.

A Greater Deevil

Also known as "Egg Stealer" and "Deevil Puppet."

Alignment: Diabolic (60%), Miscreant (30%) and Aberrant (10%); there is no chance of redemption for these foul creatures.

Attributes: I.Q. 2D6+14, M.E. 2D6+13, M.A. 2D6+11, P.S. 3D6+20 (Supernatural), P.P. 3D6+10, P.E. 2D6+17 (Supernatural), P.B. 2D6, Spd 4D6+27 running (20-34 mph/32 to 54.4 km), triple when flying.

Size: 18 to 20 feet (5.4 to 6.1 m) tall and weighs 1,500-2,000 pounds (675 to 900 kg).

M.D.C.: 2D4x100 (On S.D.C. worlds the Deevil Dragon has P.E.x10 for Hit Points, 3D4x10 S.D.C., and an A.R. of 16.)

Horror Factor: 17

P.P.E.: 1D6x100

Disposition: Deevil Dragons are obsessed with the acquisition of power and displaying that power. Many aspire to be become Sub-Regents and Regents, and all are ruthless schemers and power brokers. To them, even other infernals, especially Lesser Deevils and the Host, are little more than pawns in a larger game.

Life Span: Effectively immortal.

Natural Abilities: Supernatural P.S. and P.E., Bio-Regeneration 1D4x10 per melee, Teleport 38% +4% per level of experience, Dimensional Teleport 52% +2% per level of experience, Supernatural Strength and Endurance, Nightvision 500 feet (152 m), and can adjust their physical size at will, from man-sized (6 feet/1.8 m) to their full size (18-20 feet/5.4 to 6.1 m). They are also able to channel 20 P.P.E. (40 on a Nexus) per melee round regardless of their specific area of magic knowledge.

Impervious (special): Impervious to *one* of the following; pick one or make a random roll using 1D6: **1**) Fire, **2**) Cold, **3**) Electricity/Lightning, **4**) Poisons, drugs and disease (include magic curses, Bio-Wizard symbiotes and parasites, and Faerie Food), **5**) Magic spells (+3 to save vs all other magicks, i.e., illusions, circles, wards, etc.), or **6**) Psionics. If impervious to magic or psionics reduce all other bonuses and saving throws by half.

R.C.C./O.C.C. Skills: Varies, has the O.C.C. skills of one of the following magic disciplines: *Wizardry/Ley Line Walker*, *Shifting/Summoning*, *Diabolism (optional)*, *Necromancy*, *Nature Magic*, *Temporal Magic* or *Elementalism/Warlock* (one element); never a Rifter or Techno-Wizard. It should be noted that they do not gain any bonuses from their chosen O.C.C. other than possible Spell Strength and Horror Factor. Also see magic, below.

Level of Experience: 2D4+1 on average, or as set by the Game Master for NPCs. Not available as a player character.

Attacks per Melee: Four to start, +1 at levels 4, 8, 12, 16, 20, 24, and 28, or by weapon, magic or psionics.

Damage: Varies as per Supernatural Strength, but a kick or claw attack does an extra 1D6 M.D., a tail slash does half the usual Supernatural punch damage and a bite attack does 4D6+6 M.D. regardless of P.S. May also use magic, psionics and man-made or magical weapons.

Bonuses (in addition to those from attributes or skills): +3 to initiative, +3 to Perception Rolls, +3 to strike and parry, +1 to dodge, +1 to roll with impact, +4 to save vs Horror Factor, and +2 to save vs possession. Also see impervious, above.

Vulnerabilities/Penalties: Deevil Dragons suffer *double damage* from Deevil/Demon Slaying weapons, Soulmancy bone weapons, and any magic weapon that does damage to Dragons/Serpents/Reptiles. Holy weapons, weapons made from a Millennium Tree and weapons made from *dragon bones* or powered by the life essence of a dragon do *triple damage*. The physical attacks from *true dragons* (bites, claw strikes, fire breath, etc.) and *Shock Dragons* do 50% more damage; spells do normal damage unless impervious. Furthermore, Deevil Dragons tend to underestimate mortals, especially humans.

Magic: As per Magic O.C.C., above. Starts with 1D6x100 P.P.E. +3D6+6 per level of experience.

Psionics: All Deevil Dragons are Master Psionics with 3D6x10 I.S.P. to start and 1D4+6 I.S.P. per level of experience. Knows 12 psionic abilities (total) from one of the following categories: Physical, Healing, or Sensitive, plus four Super Psionics of choice (any).

Habitat: All levels of Dyval. As a comparatively new addition to the ranks of Dyval (it has only been a couple thousand years), few are found elsewhere in the Megaverse until the Minion War.

Allies and Alliances: Deevil Dragons respect power, which means they only truly respect the Deevil Lords and others more powerful than they. The monsters rarely work with others of their kind, but may lead or command any Lesser or Greater Deevils as well as Dyval Host, worshipers and pawns, including Shock Dragons.

Enemies and Rivals: All heroes and gods of light, the demons of Hades, creatures of magic, and the enemies of their Deevil Lords, but dragons are despised above all others. They have contempt for all life forms, and are always cruel bullies who enjoy belittling, dominating and hurting others. Deevil Dragons like to get their way and hate anyone who dares to challenge them or stand in their way.

Arch Fiends

Arch Fiends look exactly like the Lesser Fiend, a black shadow wearing a robe. One might think it would be impossible to tell the two apart. They are the same size, have the same appearance, wear the same or similar clothing, and serve the same position as torturers, blackmailers, killers and enforcers. Arch Fiends are a little bit more of everything that is the Lesser Fiend: a bit more powerful, a bit more cunning, and a bit more deadly and skilled. You wouldn't think these small differences would not be noticeable, but they are.

Arch Fiends stand a bit straighter, making them seem taller. They carry themselves with an aura of supreme confidence and importance. Where a Fiend may seem giddy and sinister in a creepy kind of way, the Arch Fiend is frightening in his stern, serious and somber demeanor. An Arch Fiend's every movement is measured and controlled. Their arrogance and confidence hang on them like their robes, creating an aura of power that makes them seem all the more frightening. Arch Fiends may seethe with emotion and excitement inside, but everything from their body language and movement (like a panther coiled and ready to pounce) to their smooth, calm voices, deliberate words and dry humor screams self-control and a mind calculating every possible response. Arch Fiends are the epitome of resolve, determination and confidence. They exhibit no doubt, make snap decisions as if they had hours to consider, and stand like a cocked weapon ready to fire.

Fiends and Arch Fiends are P.P.E. vampires who feed on the psychic energy released by fear, but ultimately they need to feast on the P.P.E. of living beings. When a kill is made, the infernal gorges on the doubled amount of Potential Psychic Energy released at the time of death. In fact, the only thing that



makes Fiends and Arch Fiends happier than prolonged torture and murder is being sent on missions of wholesale slaughter. Arch Fiends can hold vast amounts of P.P.E. (100x their P.E. attribute number) and drink the life energy released by every kill. The more they kill, the more energy they absorb, and the more heady, confident and bloodthirsty the *Arch Fiend* becomes. It is said an Arch Fiend on a *killing spree* will consider taking on an entire army single-handedly. Not like a berserker or madman with a death wish, but like a calculating killing machine, using cunning, surprise, strategies and tactics. The Arch Fiend strikes when he has an advantage, kills and hurts as many as he can for as long as he can, then vanishes only to reappear elsewhere to inflict more carnage and death, only to vanish again to lunge from the shadows at a new location, and repeat until he is destroyed or the enemy forces surrender in fear for their lives. (Or until the Arch Fiend knows it is time to make a tactical retreat. They do not fight to the death unless given no other choice.)

Like many minions of Dyval, Arch Fiends use deception, lies and trickery to achieve their goals and get to their victims. However, while Arch Fiends are more scheming than the Lesser Fiend, they use psychology, intimidation and fear to a calculated effect along with military strategies and tactics. In that regard, Arch Fiends might be thought of as the commanders, Generals and tacticians of Dyval's Deevil army, especially when it comes to Black Ops and small squad special forces operations, but in large scale military operations too. Remember, the minions of Dyval are not giving the demons of Hades the stand-up war the demons had expected. They are using hit and run guerilla tactics, and that is, in large part, due to the effective strategies of the Arch Fiends.

If the Lesser Fiend is the typical serial killer, the Arch Fiend is Hannibal Lecter.

A Greater Deevil, Enforcer, Strategist and Tactician
Also known as the Night General and Shadow Master.

Alignment: Aberrant (35%), Miscreant (25%), Diabolic (15%), Anarchist (25%).

Attributes: I.Q. 2D6+10, M.A. 3D6+10, M.E. 1D6+14, P.S. 2D6+14 (Supernatural), P.P. 2D6+12, P.E. 3D6+10 (Supernatural), P.B. 2D6+6, Spd 2D6+20.

Size: 15 feet tall (4.6 m) and weighs 1000 pounds (450 kg); but as part of the Fiend's shape changing powers, he can alter size and mass to be as small as 5 feet (1.5 m) tall.

M.D.C.: 4D4x10+40 to start, +5D6 per level of experience. (6D6+10 plus P.E. number for Hit Points, 4D6+30 S.D.C., and an A.R. of 14 in S.D.C. settings.)

Horror Factor: 15

P.P.E.: 3D4x10+40

Disposition: Cool, calm and calculating even under fire. Resourceful, quick thinking, and ruthless in combat, but ultimately is little more than an efficient sadist who loves to torture, terrorize and kill.

Life Span: Effectively immortal.

Natural Abilities: Nightvision 90 feet (27.4 m; can see in total darkness), but has excellent eyesight in dim light/twilight (3000 feet/914 m) as well as excellent day vision, see the invisible, magically understands all languages at 98%, dimensional teleport 64% +1% per level of experience, fire and cold resistant (even M.D. attacks do half damage), and bio-regeneration 4D6 M.D. per melee round.

Metamorphosis: Humanoid or Animal at Will (special): An Arch Fiend can transform into a male or female mortal. However, unlike other Deevils and Devilkins, his mortal facade is *ordinary looking* (+2 to the monster's P.B. attribute) and always has dark hair and dark complexion. This is fine, because he doesn't want to be noticed, he wants to fade into the crowd. The transformation can be maintained as long as desired – hours, days, weeks, months, even years. However, over time, even an Arch Fiend is likely to blow his cover at some point with an act of bloodletting.

Arch Fiends can also assume the appearance of small to medium-sized dark animals, typically cats, dogs, and rodents. Nothing smaller than a rat or larger than a wolf.

R.C.C. Skills: Barter 60%, Computer Operation 78%, Concealment 80%, Disguise 80%, Escape Artist 75%, Forgery 50%,

Horsemanship: Exotic 90%/50%, Impersonation 90%/50%, Intelligence 70%, Interrogation 90%, Land Navigation 64%, Literacy in Elven/Dragonese, English and two others 70%, Lore: Demons & Monsters 98%, Math: Basic 98%, Palming 80%, Pick Locks 70%, Pilot two (non-military) vehicles of choice (+10%), Prowl 70%, Radio: Basic 80%, Streetwise 90%, Surveillance (and Tailing) 90%, Tracking (people) 75%, TV/Video 70%, Undercover Ops 50%, W.P. Paired Weapons, W.P. Knife, and two W.P.s of choice (any, including modern). Skills advance at a rate of +3% per level of experience.

Vulnerabilities: Ordinary S.D.C. weapons made of bone or silver do damage as if they were M.D. weapons. Thus, if an ordinary wooden club or silver dagger does 1D6 S.D.C. it does 1D6 M.D. to the infernal (the weapon does double damage in S.D.C. settings). Furthermore, Arch Fiends have a total disregard for human life, look upon mortals as pawns and prey, and regularly underestimate them.

Level of Experience: 1D4+3 on average, or as set by the Game Master for NPCs. Not available as player characters.

Attacks per Melee: Five to start, +1 at levels 3, 6, 9, 15, 20 and 30, or by magic.

Mega-Damage: As per Supernatural P.S.; typically 4D6 S.D.C. on a restrained punch or kick, 2D6 M.D. on a full strength punch or kick, 4D6 M.D. on a power punch or kick (counts as two melee attacks), a bite does 2D6 M.D. or by weapon or magic. (On S.D.C. worlds use the same damage dice except they inflict S.D.C. and Hit Point damage.)

Bonuses (in addition to those likely from attributes and skills): +3 on initiative, +4 to Perception Rolls, +4 to strike, +2 to parry and dodge, +5 to pull punch, +3 to roll with impact, +2 on all magic saving throws, +10 to save vs Horror Factor.

Magic: P.P.E. 3D4x10 +P.E. attribute number as the base for spell casting. Knows all level one spell magic plus Animate & Control Dead (20), Chameleon (6), Circle of Flame (10), Escape (8), Exorcism (30), Fear (5), Heal Wounds (10), Magic Net (7), Mask of Deceit (15), Multiple Image (7), Shadow Meld (10), and Turn Dead (6).

Psionics: None.

Habitat: Indigenous to Dyval and can be found on all of its levels of Hell, but tend to live in populated areas. Fiends live to terrorize, hunt, kill and feed, so they are usually scattered across the Megaverse where one or two serve an evil master, skulk around as serial killers, or find work as paid killers. Since the onset of the Minion War, they've been called back to Dyval to reorganize and fight as part of a larger combat force, usually in the role of interrogator, torturer, assassin and black ops.

Rivals and Enemies: Arch Fiends generally, see themselves as superior to all but the Deevil Lords. They regard all demons of Hades, the forces of good and anyone who opposes their will or the will of their masters as their enemies. All mortals are regarded as inferior beings to be used as pawns, resources and cattle. They despise Shifters and other beings who enslave infernals, and take special glee in their destruction. Of course, Arch Fiends respect power and may capitulate to any force that wields enough of it.

Allies and Alliances: Other Deevils in general, *Horrors*, *Beasts*, *Lesser Fiends*, *Deevils*, *Devilkins*, *Nexus Deevils*, and *Naga Deevils* in particular, but may also associate with virtually any being that serves their purpose. Arch Fiends are one of the few Dyvalians to dare associate with evil humans, mortals, dragons, and other supernatural beings (even Hades demons) to get what they want. Although the Arch Fiend is often a highly regarded officer of Dyval, they frequently lead special squads and operate independently across the Megaverse.

Notes: May use any type of armor, weapon, tool, vehicle or device, or have a mortal henchman operate it for him.



The Beast

The visage of the Beast is frightening to behold and second only to that of the demonic Baal-Rog. The Beast is a towering, red-skinned humanoid with bulging muscles, giant crimson bat wings, dark eyes and a head crowned with a pair of large horns (50% are ram's horns, 50% other configurations). The face is ugly, but human, as is the upper torso, while the lower body is like that of a goat with cloven hooves; no tail.

Beasts serve as the lieutenants and captains of the Deevil Lords and are charged with commanding the Dyval infantry, from companies to entire armies. They command Dire Harpies and ride through the sky with them upon the back of the Flying Horror. They lead the Fenry cavalry riding upon the back of an Infernal Tri-Tops, and stand with their ground troops of other Lesser Deevils as well as the situation dictates. They may also

command legions of non-Deevils, from mortals to other supernatural beings. Their intelligence and resourcefulness make them dangerous opponents all by themselves, add to that dogged determination, a head for military strategy and tactics, and fighting prowess, and Beasts are leaders to be feared.

Renegade Beasts have even been known to establish lairs and build raiding band and entire kingdoms of their own on other worlds, especially among the so-called *monster races* of the Palladium World. Beasts have also been known to consort with powerful practitioners of magic, Demigods, criminals, and creatures of magic, as well as sinister and malignant beings.

A Greater Deevil

Also known as the Deevil Commander and Red Deevil.

Alignment: Aberrant (50%), Miscreant (25%), Diabolic (5%), Anarchist (20%).

Attributes: I.Q. 2D6+10, M.A. 3D6+4, M.E. 1D6+14, P.S. 3D6+24 (Supernatural), P.P. 2D6+12, P.E. 3D6+12 (Supernatural), P.B. 2D6+4, Spd 2D6+20 running (triple in bull form, around 50 mph/80 km); 3D4x10 flying Spd.

Size: 16 feet (4.9 m) tall, 32 foot (9.7 m) wingspan and weighs 2000-3000 pounds (900 to 1350 kg); but as part of the Beast's shape changing powers, he can alter his size and mass to become as small as 7 feet (2.1 m) tall and 200 lbs (90 kg).

M.D.C.: 4D6x10+80 to start, +2D6+10 per level of experience. (2D4x10 plus P.E. number for Hit Points, 4D6+40 S.D.C., and an A.R. of 15 in S.D.C. settings.)

Horror Factor: 15

P.P.E.: P.E. number x9 (135 to 270 points).

Disposition: Beasts are natural born leaders and organizers who excel at military strategies and tactics. They love to brawl, strong-arm and fight, enjoy using all manner of weapons and tactics, and live to conquer and subjugate other people for their infernal masters.

Life Span: Effectively immortal.

Natural Abilities: Supernatural P.S. and P.E., winged flight, unlimited altitude, can fly in outer space, breathe without air, impervious to cold (no damage from natural cold, half for magic based cold attacks), resistant to fire (half damage), nightvision 120 feet (36.6 m), see the invisible, dimensional teleport 70% +2% per level of experience, magically knows all languages 92%, bio-regenerates 4D6 M.D.C. once per melee round, and completely regrows lost limbs or horns in 96 hours.

Metamorphosis: Humanoid or Bull at Will (special): A Beast can transform into a plain looking male or average female mortal. This mortal facade is always *ordinary looking* (maximum P.B. is the same as the Beast's own). In the alternative, the Beast can turn into a massive bull with a red-brown hide, 50% larger than the largest, ordinary bull. As a bull, the Beast's running Spd is tripled.

R.C.C. Skills: Animal Husbandry 70%, Anthropology 80%, Barter 70%, Climbing 80%/75%, Detect Ambush 70%, Dowsing 70%, Gymnastics, Horsemanship: Exotic Animals 90%/80%, Land Navigation 80%, Literacy: Dragonese/Elf

and American at 96%, Lore: Demons & Monsters 86%, Math: Basic 96%, Military Etiquette 96%, Paramedic 70%, Recognize Weapon Quality 80%, Swimming 80%, Wilderness Survival 80%, and two Ancient and two modern W.P.s of choice. All skills advance at +3% per level of experience.

Level of Experience: 1D6+3 on average, or as set by the Game Master for NPCs. Not available as player characters.

Attacks per Melee: Five to start, +1 at levels 4, 6, 8, 12, 16, 20, 25, and 30, or by weapon or magic.

Mega-Damage: As per Supernatural P.S.; typically 5D6 S.D.C. on a restrained punch, head butt or bite, 4D6 M.D. on a full strength punch, kick or head butt, 1D4x10 M.D. on a power punch, kick or head butt (counts as two melee attacks), a bite does 4D6 M.D., power bite not possible.

Running ram attack in humanoid or bull form does 1D6x10 M.D., but counts as two melee attacks and has a 01-86% likelihood of knocking down opponents weighing less than 6,000 pounds (2700 kg). Victims knocked down lose initiative and two melee attacks. (On S.D.C. worlds use the same damage dice except they inflict S.D.C. and Hit Point damage.) Or may use weapons or magic.

Bonuses (in addition to likely attributes and skills bonuses): +2 on initiative, +3 on Perception Rolls, +4 to strike, +2 to parry and dodge, +4 to disarm, +6 to pull punch, +4 to roll with impact, +3 on all magic saving throws, and +10 to save vs Horror Factor.

Vulnerabilities: Holy weapons inflict double damage. Ordinary S.D.C. weapons made of bone or silver do damage as if they were M.D. weapons. Thus, if an ordinary bone club or silver dagger does 1D6 S.D.C. it does 1D6 M.D. to the infernal (the weapon does double damage in S.D.C. settings), and the Soulmancy M.D. bone weapons of the demons' inflict double damage. Although Beasts are excellent leaders and military tacticians, their disregard for humans and most mortal beings is such that they tend to underestimate them.

Magic: P.P.E.: The P.E. attribute number x9 to start, +10 per level of experience. All level 1-3 spell magic/invocations, plus Animate & Control Dead (20), Banishment (65), Circle of Flame (10), Call Lightning (15), Desiccate the Supernatural (50), Domination (10), Energy Disruption (12), Exorcism (30), Expel Demons (35), Fire Ball (10), Heal Wounds (10), Lightblade (20), Magic Net (7), and Multiple Image (7).

Psionics: None.

Habitat: Indigenous to Dyval and can be found in all of its levels of Hell. Likewise, they are scattered across the Megaverse and found on countless worlds.

Allies and Alliances: *Devilkins* and *Deevils* are as thick as flies and it is usually the Beast who commands them, as well as combat oriented Deevils such as *Bonelings*, *Dire Harpies*, *Fenry*, *Gorgons*, *Horrors*, the *Deevil Host* and non-Deevil allies and pawns. Beasts often work with all other Deevils and may head up small squads, companies, brigades, battalions and entire armies. The Beast gets along with most minions of Dyval and, as a rule, even Imps and Nexus Deevils fear and respect them. Beasts may also ally themselves with other dark forces, usurper kings, tyrants, evil sorcerers, Witches, Necromancers, dragons and others whose power or cunning

they respect, but only if these non-Deevils agree to serve *him* and/or the *Lords of Dyval*. Beasts are sometimes forced into servitude by Shifters and other powerful beings, but they hate being enslaved, never give that person their trust or loyalty, and plot ways to make their slave master suffer before they destroy him.

Rivals and Enemies: Among their own kind, Beasts only really clash with the insurgent *Deevil Dragon* and skulking *Pandemonium*, both of whom believe they are better suited to lead than Beasts. They are wrong, for when it comes to leading large troop formations and armies, nobody is better than the Beast. Mortals are regarded as a potential resource, pawns and cannon fodder, and are often underestimated. They despise Shifters and other beings who enslave infernals, and of course, loathe the demons of Hades (their arch-rivals) and the forces of good. Among demonkind, Baal-Rogs are the more famous counterpart of the Deevil Beast, and hated above all others. Gallu Demon Bulls, Brek-Shall, and Raksashas are at the top of the Beasts' hate list, pretty much in that order.

Notes: Beasts use whatever weapons and technology are available, if not directly, then by forcing mortals and even captive enemy troops to submit to their will and do as they are told or suffer a horrible death. They love magic weapons, Vibro-Blades, heavy energy weapons and rail guns. May wear body armor for additional protection or disguise.

Horror

The Horror is a hulking monstrosity with a short, thick neck, (some would say no neck at all), gaping, tooth-filled maw, dripping saliva and wicked claws. Its upper body is vaguely humanoid, but the lower body is that of monstrous goat with a devil's tail and thick, mottled hide, hard like processed leather. Large veins run across the body that more resemble thick scar tissue or the roots of a tree. The misshapen body is covered in tufts of fur scattered in patches, and a multitude of eyes (1D4x10+15) cover the Horror's head and shoulders, making it impossible to surprise the monster or attack it from behind.

Horrors live up to their name in more ways than their appearance. They love to inflict pain and suffering upon all living beings by bringing war and bloodshed. They see everything going on around them, are able to follow several independent actions and opponents, and are quick to action. In addition to fighting and killing, it is the Horror's job to keep the Host, Lesser Deevils and other henchmen and devotees afraid and obedient. Just the sight of a Horror should be enough to put even an Imp on his best behavior. Those who disobey are beaten, tortured or killed – often sliced and diced where they stand to serve as examples to others. Thus, Horrors function as the Drill Sergeants and Lieutenants of the Dyval minions, commanding squad to brigade sized units of troops.

Skilled hunters and fighters, they enjoy nothing more than to be sent on seek and destroy missions or front-line combat. *Wholesale slaughter*, however, is their stock and trade. Horrors plow into enemy lines, especially when pitted against mortals, tearing off limbs, biting off heads, ripping out throats, and crippling and slaying their enemies like a living whirlwind. If a Horror pauses amidst the conflagration, it is to devour one of his

victims (sometimes alive!), or to gulp down a severed limb, or to let loose with a bellow of triumph or a battle cry to spur on the rest of the infernal troops or terrify the enemy.

A Horror is primordial fury unleashed, yet despite the monsters' gruesome appearance and savage nature, they are intelligent and savvy warriors who understand the value of teamwork, coordinated attacks and fundamental military strategies and tactics. Furthermore, with a bellowing Horror to lead the charge, the other minions feed on his confidence and power, surging forth with bloodthirsty enthusiasm. All of this makes Horrors exceedingly (and in some ways, deceptively) dangerous. Horrors and Fiends are always in charge of massacres and wholesale slaughter. Horrors are also a strategic weakness in the Deevil forces – eliminate the Horrors and other obvious leaders, like the Beast, Dragon Deevil, or Arch Fiend – and the lesser troops become frightened, disorganized and easily forced into retreat. Leave the Horror and similar leaders in command, and they'll drive their minions to victory or a bloody carnage.

A Greater Deevil

Also known as “Hell's Fury” and the “Eyes of Death.”

Alignment: Aberrant (50%), Miscreant (25%), Diabolic (5%), and Anarchist (20%).

Attributes: I.Q. 2D6+8, M.A. 1D6+3, M.E. 2D6+12, P.S. 4D6+24 (Supernatural), P.P. 2D6+12, P.E. 3D6+12 (Supernatural), P.B. 1D4, Spd 4D6+20 running; cannot fly.



Size: 16-20 feet (4.9 to 6.1 m) tall and weighs 2,000-4,000 pounds (900 to 1800 kg); but as part of the Horror's natural abilities, he can alter size and mass to become as small as 8 feet (2.4 m) tall and 300 lbs (135 kg).

M.D.C.: 4D4x10+70 +4D6+6 per level of experience. (1D6x10 plus P.E. attribute number for Hit Points, 4D6+20 S.D.C., and an A.R. of 16 in S.D.C. settings.)

Horror Factor: 17

Average P.P.E.: P.E.x8

Disposition: Natural commanders who lead by example, action and intimidation, the Horror is the symbol of war and destruction. Everything about the creature speaks to aggression, combat, and violence. They hate inactivity, are easily bored and need to be doing something. When not actively involved in military combat, a Horror finds or makes trouble. The monster loves to brawl, fight, kill, and engage in competitive sport as well as bully and torment others. All Horrors are ruthless and merciless combatants who never seem to tire. In fact, they seem to revel in the fury, chaos and bloodshed of battle. Smart, cunning and resourceful, a Horror will try to pick when and where he goes to battle, knows when to retreat or call for support, and is willing to listen to the ideas, strategies and tactics of others even though they are fair strategists themselves.

Life Span: Effectively immortal.

Natural Abilities: Nightvision 120 feet (36.6 m), see the invisible, turn invisible at will, see all spectrums of light (including infrared and ultraviolet), film that covers the eyes as needed provides polarized screening that reduces glare like natural sunglasses; keen day vision, and the many eyes make it impossible to blind or attack a Horror from behind or by surprise. The monstrosity can leap 100 feet (30.5 m) high and 120 feet (36.6 m) across; increase by an additional 50% with a running start. Dimensional teleport 74% +2% per level of experience, impervious to poison, resistant to airborne toxins (half damage, penalties and duration), impervious to normal fire and cold (magic fire and cold do half damage), prehensile tail, bio-regeneration 4D6 M.D.C. once per melee round and a lost eye, tooth, tail or finger regenerates within 24 hours; a lost limb or tongue in 48 hours. Magically knows all languages 90%.

R.C.C. Skills: Barter 66%, Climb 95%/90%, Intelligence 57%, Land Navigation 66%, Literacy in Dragonese 90%, and two others of choice (+20%), Military Etiquette 90%, Lore: Demons & Monsters 80%, Math: Basic 96%, Recognize Weapon Quality 75%, Streetwise 56%, Swimming 60%, Track (people) 80%, W.P. Paired Weapons, W.P. Targeting (throwing debris and dead bodies), one W.P. of choice (typically uses claws and bite). All skills advance at +3% per level of experience.

Vulnerabilities: Holy weapons inflict double damage, and ordinary S.D.C. weapons made of bone or silver do damage as if they were M.D. weapons. Thus, if an ordinary bone club or silver dagger does 1D6 S.D.C. it inflicts 1D6 M.D. to the infernal (the weapon does double damage in S.D.C. settings), and the Soulmancy M.D. bone weapons of the demons' inflict *double damage*. Furthermore, Horrors underestimate humans and most mortals, and often give in to bloodletting and

massacres which, in turn, often result in the enemy seeking burning revenge. They also sometimes fight to the death when pushed to the brink.

Average Level of Experience: 1D4+2 for the typical Horror, those put in positions of leadership are typically 1D6+4, or as set by the Game Master for NPCs. Not available as player characters.

Attacks per Melee: Six to start, +1 at levels, 3, 5, 9, 13, 17, 21, 25 and 29.

Mega-Damage: As per Supernatural P.S.; typically 6D6 S.D.C. on a restrained punch, head butt or bite, 5D6 M.D. on a full strength punch, kick or head butt, 1D6x10 M.D. on a power punch, kick or head butt (counts as two melee attacks), a bite does 6D6 M.D., power bite does 1D6x10+6 M.D. (counts as two melee attacks), and a tail swat does 3D6 M.D.

Running ram attack does 1D6x10 M.D., but counts as two melee attacks and has a 01-85% likelihood of knocking down opponents weighing less than 8,000 pounds (3,600 kg); victims knocked down lose initiative and two melee attacks. (On S.D.C. worlds use the same damage dice except they inflict S.D.C. and Hit Point damage.)

Bonuses (in addition to likely attributes and skill bonuses): +5 on initiative, +7 on Perception Rolls, +3 to strike and dodge, +4 to parry and disarm, +6 to pull punch, +2 to roll with impact, +3 on all magic saving throws, and +12 to save vs Horror Factor.

Magic: P.P.E.: P.E. attribute number x9 (135 minimum). All level one Air Elemental spell magic, plus Call Lightning (15), Turn Dead (6), Exorcism (30), Banishment (65), and Heal Wounds (10).

Psionics: None.

Habitat: Indigenous to Dyval and can be found in all of its levels of Hell. Likewise, they are scattered across the Megaverse and found on countless worlds.

Allies and Alliances: *Beasts, Arch Fiends* and *Deevils* often work closely with Horrors. *Dire Harpies, Fenry, Gorgons, Naga Deevils, Bonelings* and the *Host* fear and respect the Horror above all others, even Imps and Nexus Deevils fear and obey them. Often leads small squads, platoons and companies of Lesser Deevils, the Host, and mortal henchmen. However, mortals and most other beings are regarded as nothing more than pawns and cannon fodder.

Horrors get along with most other minions of Dyval and may also ally themselves with other dark forces, usurper kings, tyrants, evil sorcerers, Witches, Necromancers, dragons and others whose power or cunning they respect, but usually only if these non-Deevils agree to serve *him* and the *Lords of Dyval*. A Horror forced into service or slavery is a caged tiger waiting to tear out his master's throat. However, in the case of a Horror, he is more likely to lead an insurrection that tears down his "slave master's" kingdom.

Rivals and Enemies: Among their own kind, Horrors only really clash with the arrogant and power hungry *Deevil Dragon* and the *Pandemonium*. Mortals are to be used and abused, and are often underestimated. Horrors despise Shifters and other beings who enslave infernals, and of course, loathe the demons of Hades. Horrors embrace the Minion War and welcome the chance to slaughter demons in droves on every

front, but especially in the pits of Hades, where they are dead permanently. Consequently, Horrors are quick to volunteer to lead raids and Black Ops missions in the pits of Hades. Among demonkind, Baal Rogs, Death Demons, Soul Catchers, Demon Locusts and Magots are the most reviled. Horrors also enjoy tearing up Alu, Shedim and Gargoyles of every variety.

Notes: Horrors seldom use man-made weapons and technology themselves, but often direct mortals and even captive enemy troops to use weapons and technology against an opponent. Captives will submit to the monsters' will and do as they are told or suffer a horrible death. Horrors like magic weapons, but seldom wear body armor for any reason unless it is magic.



Pandemonium

Pandemoniums are an incredibly rare breed of Deevil said to be archaic and older than the Ice Wraiths. They are used exclusively by Supreme Lord Sahtalus as his personal spies, infiltrators and assassins. Perhaps as few as 1000 exist in all the Megaverse, though no one knows for certain.

These Deevils appear as attractive humans or humanoids such as Elves, usually the opposite sex of whoever might be their next target or intended victim. Lord Sahtalus has dispatched dozens of them to the Palladium World and elsewhere, instructing them to become the lovers of important nobles, clergymen, sorcerers and others with great influence and power. Very often the Pandemoniums become *invaluable* to their mor-

tal consorts, not only because of their gorgeous appearance, sexuality, affection, and advice, but because they are the only ones who can soothe their lovers' nightmares (nightmares, of course, inflicted by the Pandemonium).

A Pandemonium usually looks human, soft, pretty and nonthreatening. An attractive exterior that conceals the monster hiding within. Behind that lovely facade is a scheming pretender who takes sadistic delight in leading love struck and lustful fools to their destruction. As good as the Devilkin, Fiend, and Arch Fiend are at manipulating others, none are as insidious as a Pandemonium. The creature knows how to play the sweet, con-niving manipulator better than anyone. They are masters in the art of wrapping the opposite sex around their little finger to get them to do anything they want, rewarding them with sex and tormenting them with insecurity, nitpicking and acts of mental and emotional cruelty behind closed doors and in public. Most Pandemoniums can make the target of their affection feel as tall as a mountain or small as a fly speck with equal ease. So it is, that they are able to influence the hearts and minds of powerful men and women, establish unholy alliances, start wars, tear down nations and build new empires – all with a smile, soft whisper and the tug of their finger at the right moment.

A Greater Deevil

Also known as the Wretched Lover and They Who Hide Among Men.

Alignment: Aberrant (75%), Miscreant (5%), Diabolic (15%), and Anarchist (5%).

Attributes: I.Q. 2D6+8, M.A. 3D6+10, M.E. 3D6+10, P.S. 4D6+9 (Supernatural), P.P. 3D6+8, P.E. 4D6+13 (Supernatural), P.B. 2D6+20, Spd 4D6+20 running; cannot fly.

Size: 10-12 feet (3 to 3.6 m) tall, and weighs around 400 pounds (180 kg), but they can reduce themselves to half that size to better fit into the world of mortals.

M.D.C.: 1D4x100+60 on Rifts Earth. (2D4x10+64 plus P.E. attribute number for Hit Points, 2D6x10 S.D.C., and an A.R. of 12 in S.D.C. settings.)

Horror Factor: 14, when it is apparent who or what the person is.

P.P.E.: 6D6+12

Disposition: Attractive and alluring but often cold and aloof, like a cat. A consummate actor, the monster may seem kind, caring and loving while loathing every moment it spends with a person. Ultimately, they are wicked and self-serving infernals attracted to other powerful beings like moths to a flame. However, that attraction can only lead to the Pandemonium attempting to undermine and tear down the power that first attracted it, for they are creatures of chaos and destruction. They corrupt everyone they touch and bring about sorrow, death and carnage wherever they go. Slaves to power, they are completely enthralled with the supreme power in Dyval, Lord Sahtalus, and do whatever he asks of them without question.

Life Span: Effectively immortal.

Natural Abilities: Nightvision 120 feet (36.6 m), see the invisible, turn invisible at will, dimensional teleport 74% +2% per level of experience, impervious to poison, impervious to normal fire and cold (magic fire and cold does half damage),

bio-regeneration 3D6 M.D.C. once per melee round, and magically knows all languages at 96%.

Metamorphosis: Human at Will (special): Each Pandemonium can transform into an attractive male or beautiful female mortal. They have no natural gender themselves and slip into the male or female role with equal ease and confidence. However, unlike other Deevils who can assume the appearance of any humanoid race, the Pandemonium may only take the form of humans and other human-like beings, such as Elves. They are always attractive, alluring and sensual to the opposite sex, and know how to use their beauty and sexuality to get whatever they want. The transformation can be maintained as long as desired, without limit, though most only maintain the facade as long as it is necessary to achieve what Lord Sahtalus has asked of them.

Gaze of Mesmerism (Special): All victims of the gaze from the Pandemonium lose their sense of reality as their world melts away, to be replaced by a twisted, terror-filled hell. Once in the gaze, victims do not recognize friend or foe, and often fall to the ground sobbing or racked in fear (01-50% chance). The Pandemonium can manipulate specific images for each victim, inflicting more and more horrors as they get closer and closer to the victim's worst personal fears and anxieties. **Saving Throw:** 14 or higher vs magic. **Penalties:** Victims who fail to save are -6 on initiative, all combat bonuses and attacks per melee are reduced by half and all skills are -60%! The mental nightmare lasts until the Pandemonium releases the victim, or until five minutes after the Pandemonium leaves the area. Furthermore, any outside person who touches or tries to communicate with the mesmerized victim will be perceived as an enemy or monster that fits with the nightmare imaginings and he will respond accordingly (scream, flee, attack, etc.). **Possible Insanity:** Roll to save vs insanity (12 or higher is needed to save) after each nightmare experience that lasts longer than 20 minutes. A failed roll means a permanent insanity; roll on the Random Insanity Table found in **Rifts® Ultimate Edition**.

R.C.C. Skills: Concealment 55%, Find Contraband 66%, I.D. Undercover Agent 58%, Intelligence 60%, Math: Basic 90%, Palming 60%, Seduction 76%, Streetwise 60%, Tailing 74%, Undercover Ops 80%, and Literate in Dragonese/Elven 90%, and two languages of choice (+20%). All skills advance at +2% per level of experience.

Level of Experience: Because of their feigned innocence many people mistake them to be half as experienced and dangerous as they really are; 2D6+2 on average, or as set by the Game Master for NPCs. Not available as player characters.

Vulnerabilities: Holy weapons, and weapons made from the Millennium Tree do triple damage! Magic weapons and spells do full damage. Arrogant and overconfident.

Attacks per Melee: Five to start, +1 at levels 4, 8, 12, 16, 20, 24 and 28 or via psionic attacks or weapon.

Mega-Damage: As per Supernatural P.S., typically 4D6 S.D.C. on a restrained punch or kick, 2D6 M.D. on a full strength punch or kick, 4D6 M.D. on a power punch or kick (counts as two melee attacks), a bite does one M.D. (power bite is not possible), or by weapon, psionics or gaze.

Bonuses (in addition to those likely from attributes and skills): +1 on initiative, +3 to Perception Rolls, +2 to strike, parry, dodge and disarm, +4 to pull punch, +2 on all magic saving throws, and +10 to save vs Horror Factor and possession. Needs a 10 or higher to save vs psionic attacks.

Magic: None.

Psionics: 500 I.S.P. Possesses all Sensitive and Physical powers, plus Detect Psionics (6), Empathic Transmission (6), Hypnotic Suggestion (6), Mind Bolt (varies), P.P.E. Shield (30), and seven Super-Psionic powers of choice.

Habitat: Indigenous to Dyval but are typically found outside of Hell among mortal men and women across the Megaverse on scores of worlds.

Allies and Alliances: Tends to operate alone or in pairs, but gets along well with *Arch Fiends*, *Fiends*, *Deevils*, *Devilkins*, *Devil Dragons*, *Imps*, *Nexus Deevils*, *Beasts* and *Serpents*. The rest are tolerated, but generally regarded as brutish warrior types. The *Host* are seen as useful if savage servants, and humans as playthings, fools, and pawns to be used and abused. As Greater Deevils, Pandemoniums sometimes lead other Deevils, but they avoid it whenever they can.

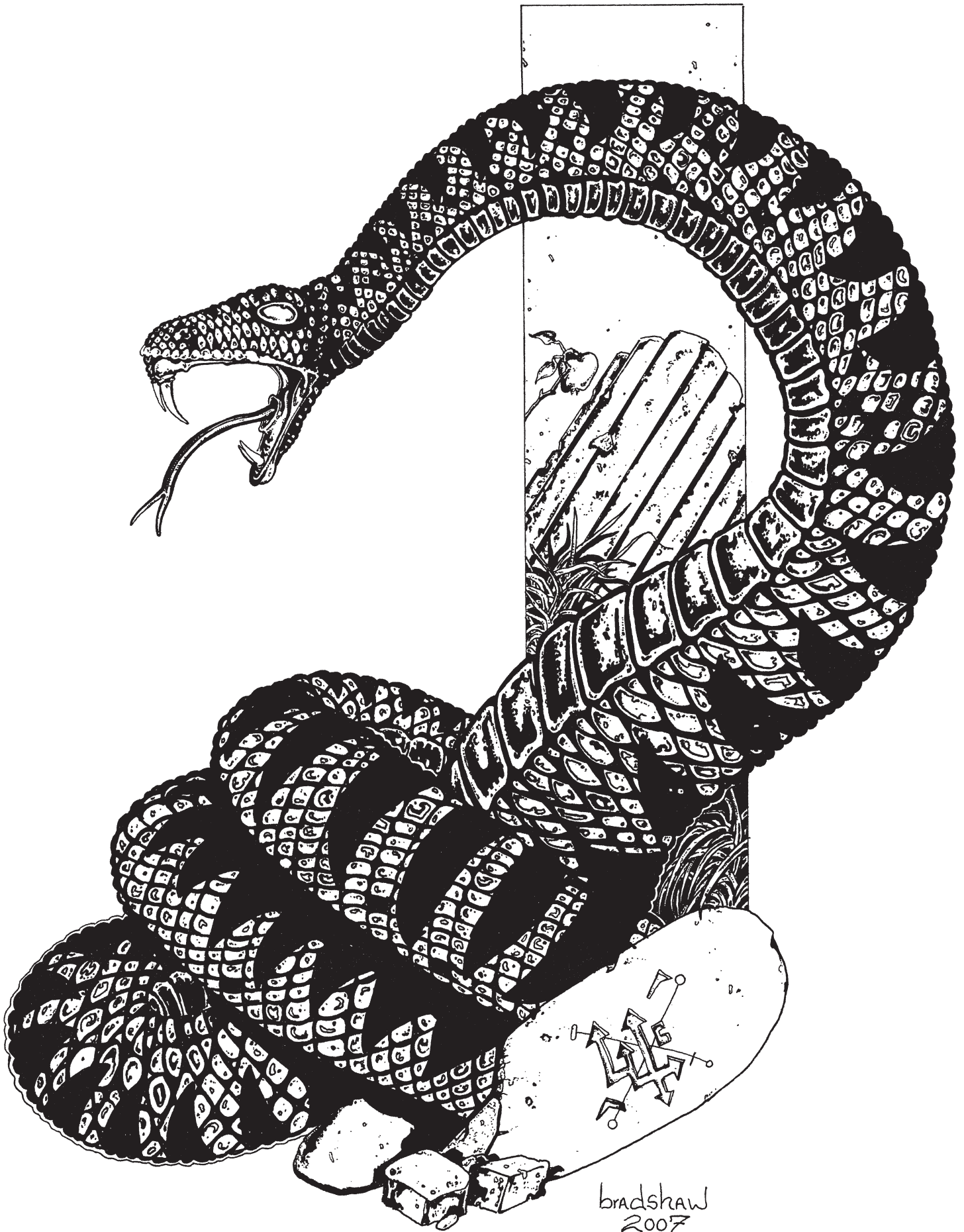
Rivals and Enemies: Among their own kind, none really, because they are usually independent operators who answer directly to the Supreme Lord of Dyval, Sahtalus. Generally, Pandemoniums think they are better than all other Deevils, and especially dislike having to follow the orders of Beasts, Horrors and Dragon Deevils. Mortals are to be used and abused. They may also ally themselves with other powerful, dark forces, the more powerful the better. And while one may seem subservient and loyal to another person, it is a trick. They are only loyal to Lord Sahtalus and themselves. Among demonkind, Pandemoniums are most enthralled with tearing down and getting the best of the *Succubus and Incubus*, *Baal Rogs*, *Jinn*, *Night Owls*, and *Raksashas*.

Notes: Prefer *not* to use weapons and armor, but can use pretty much anything available as part of a disguise or in a situation that calls for it. Pandemoniums like Vibro-Blades, Techno-Wizard devices, and magic in general.

Serpents

Serpents appear as beautiful, but frighteningly huge, golden serpents (20 feet/6.1 m long). The underbelly is always a bright, metallic gold color, the hide is also gold with darker gold, tan or crimson markings across its back. The eyes are strangely warm and inviting, and when the Serpent speaks, it usually moves in a slow, elegant and graceful manner. Even when stationary, it seems to sway in the wind with a pleasing (and hypnotic) motion. Serpents speak in a soft, deep voice that seems strong, confident, and comforting; their words seductive and powerful or dripping with honey.

All Serpents are master schemers, tempters and seducers that even the capable Devilkin and beguiling Nexus Devil can learn from in the art of lying and manipulation. Serpents often function as the criminal masterminds of Dyval, specializing in vice, decadence, seduction, manipulation, blackmail and terror. Their plots are usually grand and vast, their organization or operations



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sweeping, their treachery and ruthlessness unparalleled. Serpents love to be the kingpins behind the scenes, pulling the strings, foiling or evading the law, confounding heroes and corrupting society. A Serpent may command an army of henchmen, but it is usually in the form of cults, criminal organizations and secret societies rather than infantry troops. And they like to be the main person in charge. Give a Serpent a mission or goal and let him loose to do things his way, but don't hover and watch or second-guess his every move, it drives the monster crazy (and often, to violence).

Although Serpents are thinkers and their behavior is calm and methodical, the monsters won't hesitate to fight, think fast in a crisis, are capable fighters and enjoy tormenting, torturing and killing those inferior to them, which is just about anybody who isn't a minion of Dyval.

A Greater Deevil

Also known as the Deevil Serpent, Golden Serpent and the Golden-Tongued Deevil.

Alignments: Miscreant (50%), Diabolic (20%), Aberrant (25%), and Anarchist (5%).

Attributes: I.Q. 3D6+8, M.A. 3D6+12, M.E. 2D6+12, P.S. 3D6+12 (Supernatural), P.P. 2D6+8, P.E. 3D6+6 (Supernatural), P.B. 3D6+11, Spd 2D6+10.

Size: 20 feet (6.1 m) long and weighs 1000 pounds (450 kg).

M.D.C.: 2D6x10+65 on Rifts Earth +2D6+10 per level of experience. (1D4x10 plus P.E. attribute number for Hit Points, 6D6+30 S.D.C., and an A.R. of 14 in S.D.C. settings.)

Horror/Awe Factor: 15

P.P.E.: 1D4x100

Disposition: Analytical mind with a head for numbers, organizing, elaborate schemes, and leadership. Fast thinking, adaptive and resourceful. Serpents are supremely confident, arrogant, selfish, and wicked creatures who enjoy using and manipulating others, building empires, inspiring corruption and evil, and bringing low all that is good and beautiful.

Life Span: Effectively immortal.

Natural Abilities: Nightvision 90 feet (27.4 m), hawk-like day vision, see the invisible, dimensional teleport 80% +2% per level of experience, resistant to fire and cold (attacks do half damage, magic does full), bio-regeneration 4D6 M.D.C. once per melee round, regenerates a severed tongue or tail in 24 hours, and magically knows all languages 98%.

Metamorphosis: Human at Will (special): Masters of deception and lies, Serpents often take the form of an attractive, golden skinned, blonde haired male or female mortal. They can slip into the male or female role with equal ease and confidence, but always appear as a handsome and sensual human or human-like race, such as Elves. Unlike other Deevils who use their sexuality to lure people to their doom, Serpents use it to attract and entice followers and henchmen, but never give themselves to another, especially not a mere mortal or a cursed demon. Instead, they represent the ideal one might covet and desire but can *never have*. The transformation can be maintained as long as desired, without limit. Some Serpents maintain a human guise for centuries.

Metamorphosis: Snaking Mist at Will (special): Turning into a mist (or human) counts as one melee attack. Becoming a

mist is usually a ploy used to spy upon others, tail someone, enter a room or fortification, or to make good an escape. As a mist, a Serpent can see and hear as normal and is impervious to all physical attacks, airborne toxins and gas, and most magic attacks (even Fireball and Call Lightning only do 10% of their normal damage to the Deevil as a mist). However, the Serpent cannot speak in mist form, and remains vulnerable to psionics and magic that may affect the mind and emotions. The mist travels at 25% the character's normal Spd and can be maintained indefinitely. However, Serpents much prefer their physical form and return to it as soon as it is to their advantage.

R.C.C. Skills: Appraise Goods 70%, Art 66%, Barter 86%, Cardsharp 80%, Climb 70/60%, Computer Operation 90%, Computer Programming 60%, Computer Hacking 40%, Concealment 60%, Escape Artist 80%, Find Contraband 70%, Gambling 90%, Gambling Dirty Tricks 80%, Gemology 70%, I.D. Undercover Agent 72%, Imitate Voices and Sounds 62%/56%, Intelligence 60%, Interrogation 62%, Land Navigation 60%, Law 80%, Literacy in Dragonese/Elven 98%, American 96%, and six others (+20%), Lore: Demons & Monsters 86%, Lore: Two of choice (+20%), Math: Basic and Advanced Math 98%, Palming 60%, Pick Pockets 56%, Prowl 60% (+20% as a mist), Roadwise 50% (to familiar locales), Safe-Cracking 60%, Seduction 70%, Streetwise 80%, Surveillance 56%, Swim 70%, Tailing 70% (+10% as a mist). All skills increase at the rate of 3% per level of experience.

Level of Experience: 1D4+3 on average, those in positions of leadership or as the head of criminal organizations, cults, etc. are 2D4+4 or as set by the Game Master for NPCs. Not available as player characters.

Attacks per Melee: Three to start +1 at levels 4, 8, 12, 16, 20, and 30 or by magic or henchmen. Serpents prefer to leave the fighting to their henchmen, pawns and worshippers.

Mega-Damage: As per Supernatural P.S.; typically 4D6 S.D.C. on a restrained punch, kick, head butt, or tail slash, 2D6 M.D. on a full strength punch, kick, head butt, or tail slash, 4D6 M.D. on a power punch, kick, or tail slash (counts as two melee attacks), bite attack does 3D6 M.D. as a giant Serpent or 5D6 S.D.C. in human form. (On S.D.C. worlds use the same damage dice except they inflict S.D.C. and Hit Point damage.)

Bonuses (in addition to likely attributes and skill bonuses): +1 on initiative at levels 1, 3, 6, 9, 18, and 30, +3 on Perception Rolls, +2 to strike, parry, dodge and disarm, +4 to pull punch, +4 to roll with impact, +2 on all magic saving throws, +12 to save vs Horror Factor.

Magic: P.P.E.: 3D6x10+40. All level 1-4 Earth Elemental magic, plus Calling (8), Compulsion (20), Cure Minor Disorders (10), Domination (10), Energy Disruption (12), Forcebonds (25), Heal Wounds (10), Implosion Neutralizer (12), Manipulate Objects (2+), Minor Curse (35), Trance (10), Turn Dead (6), and Remove Curse (140).

Psionics: None.

Habitat: Indigenous to Dyval and found on most but not the coldest levels of that dimension. Frequently found outside of

Hell among mortal men and women across the Megaverse on scores of worlds weaving schemes and corrupting mortals.

Allies and Alliances: Loves and gets along with everyone as long as the Serpent in charge. Doesn't work well with others when in a subservient role less than second in command. Works great alone and commanding others, from infernals to mortals. Loves humans, Elves and other attractive humanoids and finds them to be resourceful, aggressive worshipers and henchmen. Ugly and inhuman looking mortals are relegated to pawns and cannon fodder (though the Serpent may pretend otherwise). Often allies with any creature or being that serves its purpose and will even manipulate and trick demons.

Rivals and Enemies: Anyone who gets in a Serpent's way. Respect power so they willingly serve the Lords of Dyval. Jealous of Pandemoniums, who answer directly to Lord Sahtalus.

Notes: Use the trappings of "man," including basic, everyday electronics, computers, clothing, armor, etc. to fit in among humans, but prefer to rely on their own cunning, magic and natural abilities for most else. Serpents delegate responsibility to *others* and have *other people* chauffeur them around and do for them – from laundry to murder.

Wraith or Deevil Wraith

A ghostly apparition that appears as a laughing skull or a dismembered skull and skeletal upper body; rib cage, arms and hands, no hips or legs. May sometimes wear tattered clothes and seem to carry wicked, hooked weapons and chains. However, the Deevil Wraith is completely ethereal, like the ghost it is, and cannot physically touch or hurt people with physical attacks nor with the weapon it carries. Wraiths are powerful psionic beings who can inflict pain and death via a number of psionic attacks.

Deevil Wraiths serve the Lords of Dyval as master spies, elite reconnaissance, special forces, haunters, terrorists, interrogators and assassins. Their wide range of psionic abilities make them unique to the minions of Dyval (few have any psionics), and their ethereal, intangible essence means they can access almost anywhere.

A Greater Deevil

Also known as the Deevil Wraith and Black Specter.

Alignments: Miscreant (50%), Diabolic (30%) and Aberrant (20%).

Attributes: I.Q. 3D6+8, M.A. 3D6+12, M.E. 2D6+12, P.S. 3D6+12 (Supernatural), P.P. 2D6+8, P.E. 3D6+6 (Supernatural), P.B. 4D6+6, Spd 2D6+10.

Size: 12 feet (3.6 m) tall.

M.D.C.: 2D6x10+35. (6D6 plus P.E. number for Hit Points, 6D6x2 S.D.C., and ethereal by nature in S.D.C. settings.)

P.P.E.: 1D4x100

Horror Factor: 15

Disposition: Cold-hearted voyeurs who enjoy watching others, haunting and terrifying people. Deevil Wraiths like to follow mortals, uncover secrets, blackmail, taunt, threaten, harass, trouble and kill other living beings. It's simply fun for them. Because of their intangibility they are incredibly invasive, snide and arrogant, often believing themselves to be invinci-

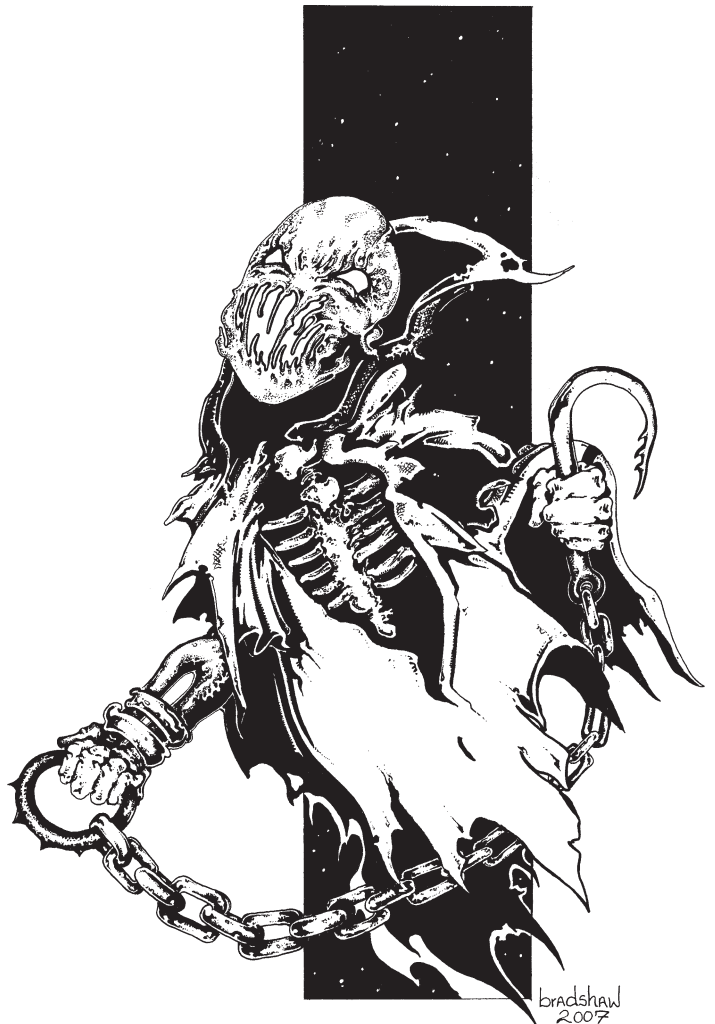
ble, and therefore, better than other demonic beings and certainly better than mortals.

They frighten and torment people by simply making an appearance, as their visage is quite terrifying to most people, especially mortals. They also torment and terrorize by making threats, issuing warnings and ultimatums, pointing out that no barrier can bar them from entry (not true, all magic barriers work), making demands or else, and via psionic attacks. Psionic attacks may be physical via Telekinesis, Bio-Manipulation, etc. or mental via Empathic Transmission, Telepathy and a host of other powers.

Life Span: Effectively immortal.

Natural Abilities: Nightvision 120 feet (36.5 m), see the invisible, hover and fly, move silently, leaves no tracks, DNA or fingerprints, breathe without air, dimensional teleport 70% +2% per level of experience, bio-regeneration of 2D6 M.D.C. once per melee round, and magically knows all languages 97%.

Ethereal By Nature (special): Wraiths can walk through solid matter such as doors, walls, floors, etc. as if they were a ghost. Likewise, all physical attacks, including bullets, arrows, swords, other melee weapons, cold, fire, energy blasts, explosions, and punches do no damage – they pass right through. However, psionics and magic that attack the mind and emotions have full impact, as do Rune weapons and thorns (see vulnerabilities, below).



Being ethereal means Deevil Wraiths hover and fly as a natural ability and can function in an atmosphere and in outer space. This also means they move in silence, making sound only if the monster desires to do so.

R.C.C. Skills: Gemology 60%, Heraldry 70%, Intelligence 75%, Interrogation 80%, Land Navigation 80%, Literacy: Dragonese/Elven 90%, and six others (+20%), Locate Secret Compartments 60%, Lore: Demons & Monsters 86%, Lore: Two of choice (+25%), Math: Basic and Advanced 90%, Prowl 75% (even silent, the Wraith can be seen and must be stealthy), Recognize Weapon Quality 60%, Streetwise 90%, and Tailing 85%. All skills advance at a rate of 3% per level of experience.

Vulnerabilities: Can be affected and blocked/barred by magic circles, and most magic barriers. Deevil Wraiths are also vulnerable to psionics and magic that affects the mind and emotions, as well as illusions, and Rune weapons, holy weapons and weapons made from a Millennium Tree (all inflict full damage to the Wraith). Not, however, TW weapons, or other types of magic weapons, and most magic spells that have a physical effect (e.g., Fire Ball, Blind, Call Lightning, Deathword, Magic Net, Carpet of Adhesion, etc.) have no effect and do no damage.

Furthermore, Wraiths cannot pass through a door, window or opening that has a sprig of thorns (rose thorns and others), and if all windows and doors have a sprig/branch of thorns (at least five inches/12.7 cm long) the entire room or house is closed to the Wraith, and he cannot enter. Remove a single sprig and the Wraith may walk through the door or wall without difficulty. Deevil Wraiths actually bleed when pricked by a thorn (one M.D. per thorn prick or scratch, 2D4 M.D. if lashed with a long, thorn covered branch), hate even the smell of roses and avoid rose gardens.

Level of Experience: 1D4+3 on average, or as set by the Game Master for NPCs. Not available as player characters.

Attacks per Melee: Three to start, +1 at levels 5, 10, 15, 20 and 30. *Psionic attacks only.*

Mega-Damage: Via psionics only. Though scary and threatening, Wraiths cannot physically touch or hurt another character unless they use psionic to do so. That means to pick up, carry, throw an object, or fire a weapon, the Deevil Wraith must use Telekinesis (or maybe Telemechanics to control a device). Psionic attacks, however, may run the range from Telekinesis and Telepathic communication to any number of other abilities. Furthermore, Telepathic communication can be unrelenting, prevent sleep, and drive a person mad or to suicide, especially when combined with other psychic powers like Radiate Horror Factor, Empathic Transmission, and so on.

Bonuses (in addition to likely attribute and skill bonuses): +3 on initiative, +2 on Perception Rolls, +2 on all magic saving throws, +12 to save vs Horror Factor, +5 to save vs possession and impervious to cold, heat, fire, disease, and toxic gas.

Magic: None.

Psionics: I.S.P. 2D6+12x10 plus an additional 10 points per level of experience. A Master Psychic, a Wraith needs a 10 or higher to save vs psionic attack.

Possesses all Sensitive and Physical powers, plus Detect Psionics (6), Mind Bolt (varies), Telekinesis (Super; 10+), Telekinetic Force Field (30), P.P.E. Shield (10) and seven of choice from Super-Psionics. **Note:** Can *NOT* select Psi-Shield, Psi-Sword or Psychic Omni-Sight.

Habitat: Indigenous to Dyval and may be encountered in any of the levels of that dimension. Frequently found outside of Hell on scores of worlds across the Megaverse.

Allies and Alliances: Tend to be loners and like being sent on solo missions by their Deevil Lord, but may also work with other minions of Dyval. Work best when the Deevil Wraith is the one in charge or second in command, but respect and fear power so they generally kowtow to Sub-Regents, Regents and Deevil Lords. May work with other dark forces from humans and creatures of magic to other supernatural beings. In addition, Wraiths like to accumulate a handful of informers, lackeys and henchmen they can bully and lord over.

Rivals and Enemies: Anyone who gets in a Deevil Wraith's way and those who embarrass or humiliate the monster in public. They are also envious of Pandemoniums, their only true equal in psionic power and who answer directly to Supreme Lord Sahtalus.

Notes: May use modern weapons and equipment on hand, via Telekinesis and Telemechanics, but otherwise have little use or regard for the machines of mortals.

Lords of Dyval

The Minion War has gotten the attention of all the Deevil Lords and has provoked their ire. Like jostling a hornets' nest, the angry Lords of Dyval are sending out legions of Deevils and the Host to strike back at their attackers and anyone else caught in their path. Thus, for the first time in as long as anyone can remember, the Lords of Dyval are working together (well, mostly) toward common goals, a) protect Dyval from invasion, b) to make the demons pay for their audacity, c) to punish the demons so they never try this again, d) to possibly conquer and enslave the demons of Hades, e) to settle some old scores, and f) to steal more power for themselves from across the Megaverse. And Deevils like power. They like the idea that they can use the Minion War to crush, or at least embarrass, their demonic rivals and at the same time grab more power and influence for themselves.

Surprisingly, they are letting Sahtalus, the Supreme Lord of Dyval, to lead the way in making strategies and tactics, as all the Lords of Dyval work toward a common cause, at least for now.

Stats for the Lords of Dyval: See **Dragons & Gods™** for complete stats and descriptions of the Lords of Dyval. It is a sourcebook done for the **Palladium Fantasy RPG®** but is easily converted to **Rifts®** and other M.D. settings. We regret that space limitations prevent us from including the complete stats and history, but the following provides an excellent overview.

Quick Conversions from S.D.C. to M.D.C.: Add the Hit Points and S.D.C. together and multiply by 10 to get their M.D.C. total, most other stats and abilities are unchanged, all have Supernatural P.S. & P.E.

Infernal Experience Tables

The Host

- 1 0,000 - 2,050
- 2 2,051 - 4,100
- 3 4,101 - 8,250
- 4 8,251 - 16,500
- 5 16,501 - 24,600
- 6 24,601 - 34,700
- 7 34,701 - 49,800
- 8 49,801 - 69,900
- 9 69,901 - 95,000
- 10 95,001 - 130,100
- 11 130,101 - 180,200
- 12 180,201 - 230,300
- 13 230,301 - 280,400
- 14 280,401 - 340,500
- 15 340,501 - 400,600
- 16 400,601 - 460,700
- 17 460,701 - 520,800
- 18 520,801 - 580,900
- 19 580,901 - 640,000
- 20 640,001 - 700,000
- 21 700,001 - 760,100
- 22 760,101 - 820,200
- 23 820,201 - 880,300
- 24 880,301 - 930,400
- 25 930,401 - 970,500
- 26 970,501 - 1,010,000
- 27 1,010,001 - 1,050,000
- 28 1,050,001 - 1,080,000
- 29 1,080,001 - 1,110,000
- 30 1,110,001 - 1,140,000

Lesser Infernals/Deevils

- 1 0,000 - 3,000
- 2 3,001 - 6,000
- 3 6,001 - 12,000
- 4 12,001 - 24,000
- 5 24,001 - 36,000
- 6 36,001 - 48,000
- 7 48,001 - 72,000
- 8 72,001 - 96,000
- 9 96,001 - 130,000
- 10 130,001 - 164,000
- 11 164,001 - 218,000
- 12 218,001 - 272,000
- 13 272,001 - 336,000
- 14 336,001 - 410,000
- 15 410,001 - 494,000
- 16 494,001 - 588,000
- 17 588,001 - 712,000

- 18 712,001 - 936,000
- 19 936,001 - 1,260,000
- 20 1,260,001 - 1,510,000
- 21 1,510,001 - 2,010,000
- 22 2,010,001 - 2,510,000
- 23 2,510,001 - 3,110,000
- 24 3,110,001 - 3,860,000
- 25 3,860,001 - 4,710,000
- 26 4,710,001 - 5,660,000
- 27 5,660,001 - 6,660,000
- 28 6,660,001 - 7,660,000
- 29 7,660,001 - 8,660,000
- 30 8,660,001 - 10,100,000

Greater Infernals/Deevils

- 1 0,000 - 3,500
- 2 3,501 - 7,000
- 3 7,001 - 14,000
- 4 14,001 - 28,000
- 5 28,001 - 58,000
- 6 58,001 - 78,000
- 7 78,001 - 108,000
- 8 108,001 - 138,000
- 9 138,001 - 168,000
- 10 168,001 - 218,000
- 11 218,001 - 268,000
- 12 268,001 - 338,000
- 13 338,001 - 408,000
- 14 408,001 - 488,000
- 15 488,001 - 578,000
- 16 578,001 - 678,000
- 17 678,001 - 878,000
- 18 878,001 - 1,178,000
- 19 1,178,001 - 1,578,000
- 20 1,578,001 - 2,078,000
- 21 2,078,001 - 2,678,000
- 22 2,678,001 - 3,378,000
- 23 3,378,001 - 4,178,000
- 24 4,178,001 - 5,078,000
- 25 5,078,001 - 6,178,000
- 26 6,178,001 - 12,378,000
- 27 12,378,001 - 24,678,000
- 28 24,678,001 - 48,268,000
- 29 48,268,001 - 72,468,000
- 30 72,468,001 - 96,868,000

War Steeds

War Steeds are Mega-Damage creatures used by the Deevils of Dyval as *riding animals* similar to the Netherbeasts of Hades. Some are creatures indigenous to the various layers of Dyval, others had been brought to Dyval eons ago from other worlds and some have been altered or domesticated via the Bio-Vats of Lord Diabolus. Many have been used as riding beasts for eons. Trained War Steeds can be found on any level of Dyval, while wild beasts of the same variety may also be found in the wilderness areas of Dyval. While they can be broken and trained, like wild horses, most are dangerous wild animals, and many are predators.

Infernal War Steeds

- Flying Horror
- Infernal Sprite
- Infernal Tri-Tops
- Lava Serpent
- Mimic
- Shock Beast
- Tiger Beast

Monsters of Dyval

- Devil Worm
- Fire Scorpion
- Ice Worm

Flying Horror

The Flying Horror is one of the largest of the Deevil War Steeds, with adults reaching up to 400 feet (122 m) in length. It is used for a variety of purposes, from ferrying Deevil forces to the front lines, insertion and extraction of small squads, and air freight to use as a trained attack animal and riding beast by a single minion of Dyval, often a Greater Deevil at full size. While not as large as the Demon Transport of Hades, the Flying Horror is much faster and more agile. In addition, Deevils can field tens of thousands of these creatures so they can match, if not outmatch, the number of demons and Netherbeasts on a given battlefield.

The Flying Horror is a frightening creature that resembles an emaciated or gutted dragon-like creature. It has a pair of large, leathery wings, two tails that end in a set of razor sharp barbs, clawed front and rear feet for tearing and rending the enemy, and a long, sinuous neck with a head that looks like a dragon or dinosaur, its massive maw filled with teeth and fangs. The skin of the massive adult Flying Horror seems to hang loosely from its bones like an emaciated corpse, and even the more muscular and tight body of the smaller, juvenile creature looks sickly and saggy.

As the creature flies, it constantly screeches and wails like some wounded bird. As much as the creature looks like an animated corpse, it is really alive and extremely aggressive. In the wild, Flying Horrors are predators that feed upon large animals, Harpies, and humanoids.

Alignment: Considered Diabolic, as it is extremely aggressive, murderous and always on the prowl for prey to devour.

Attributes of a Juvenile: I.Q. 1D4+5 (high animal intelligence, can understand basic commands by its handlers), M.E. 2D6, M.A. 1D6+2, P.S. 2D6+22, P.P. 2D6+12, P.E. 1D6+18, P.B. 1D6+2, Spd 2D6+20 running or 6D6+60 flying (45-65 mph/72 to 104 km).

Attributes of an Adult: I.Q. 1D6+7 (high animal intelligence, and can understand complex commands by its handlers), M.E. 2D6+4, M.A. 1D6+5, P.S. 3D6+36, P.P. 2D6+18, P.E. 2D6+20, P.B. 1D6+5, Spd 2D6+30 running or 1D4x10+100 flying (75-100 mph/120 to 160 km).

Size: Juvenile: Stands 8-15 feet (2.4 to 4.6 m) at the shoulders and is 24-40 feet (7.3 to 12.2 m) long from the tip of its nose to the rump, plus an additional 20-30 feet (6.1 to 9.1 m) for the twin tails. The head is as large as a sofa or compact car and capable of swallowing a human whole! Weighs 2D4+8 tons.

Adult: 30-40 feet (9.1 to 12.2 m) tall at the shoulders, 300-400 feet (91.5 to 122 m) long from nose to rump, plus 100-200 foot (61 to 91.5 m) long tails for a total length of 400-600 feet (122 to 183 m)! The head and maw is as large as a house and can swallow a victim as large as 24 feet (7.3 m) tall in a single bite, and bite larger opponents in half or tear them apart in a matter of a few melee rounds! Weight: 150 to 250 tons.

M.D.C.: Juvenile: 4D6x10+100 (On S.D.C. worlds the juvenile Flying Horror has 2D6x10+15 for Hit Points, 3D6x100+20 S.D.C., and an A.R. of 11.)

Adult: 4D6x100+1000 (On S.D.C. worlds the adult Flying Horror has P.E. 4D6x10+100 for Hit Points, 1D6x100 S.D.C., and an A.R. of 14.)

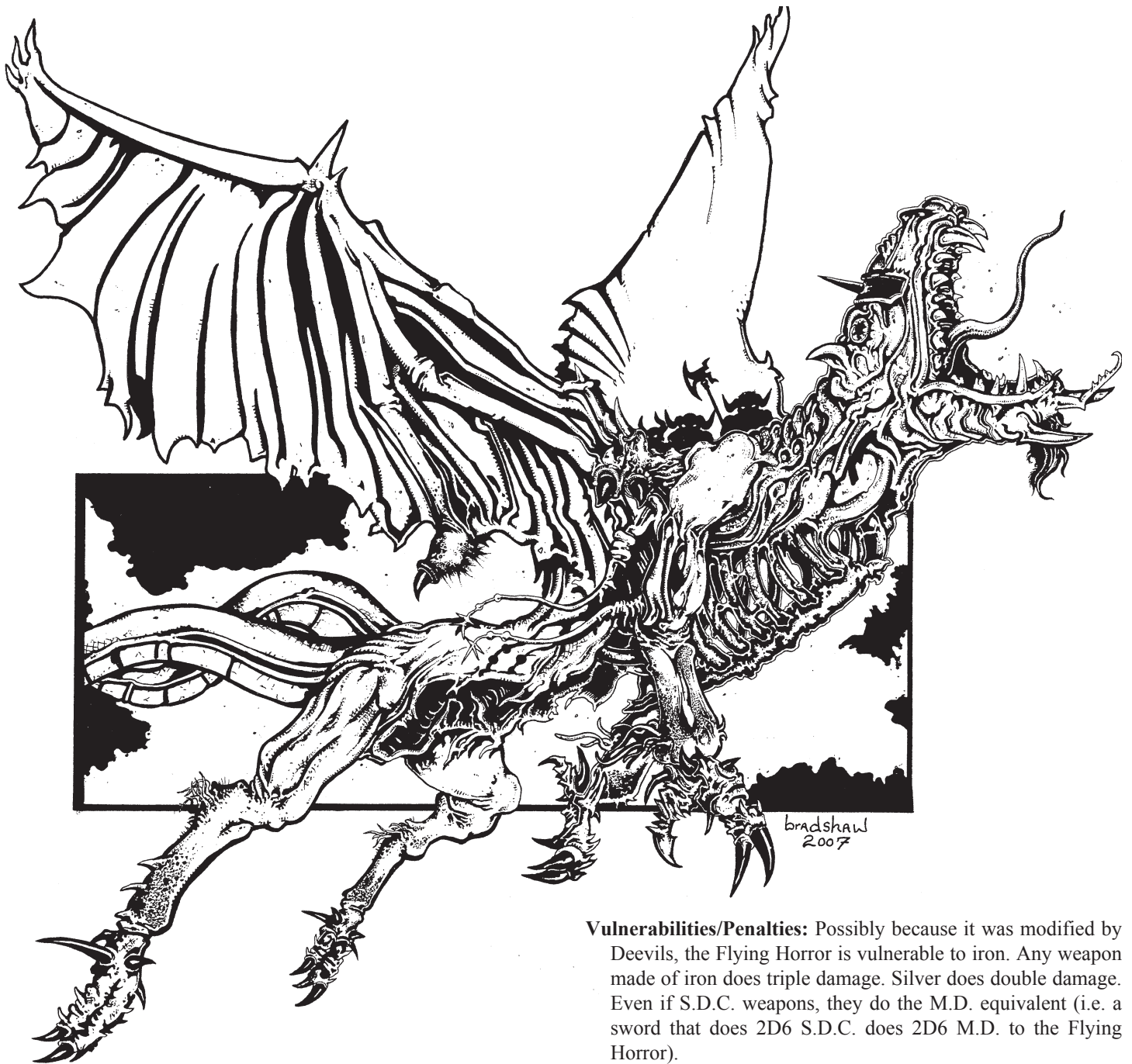
Horror Factor: 13 for juveniles, 17 for adults.

P.P.E.: 2D6

Disposition: Aggressive, fearless, and hungry all the time, it is always ready for battle or to eat. Smart, loyal and obedient to its rider and master. Part warhorse, part attack dog, the giant creature is often used to drop off troops or its rider, and then attack or hold off enemy combatants while its rider/troops engage the enemy on their own, or engage in other operations. It is also used to plow through enemy troops, often devouring them as it goes, and weaving a path of destruction directed by the rider on its back. Easily twice as smart as a horse.

Life Span: 4D6+100 years as a juvenile or young Flying Horror in which it remains small (well, small for it, 24-40 feet/7.3 to 12.2 m long). Upon reaching the end of its juvenile years, the creature goes into hibernation for 1D4x10 years in which it goes through its amazing adult transformation into a giant hundreds of feet long and wakes up hungry and ready to feast. The adult lives for another 2D4x100+200 years.

Natural Abilities: Fly, Supernatural Strength and Endurance, resistant to fire and heat (takes half damage from magic fire and Mega-Damage plasma), resistant to cold (half damage), Bio-Regenerate 1D4x10 M.D.C. (S.D.C. in non-magic rich worlds) per melee, and resistant to magic and psionics (reflected in saving throws).



Equivalent Skills: Land Navigation 70%, Swimming 80% (on its native world the Flying Horror hunted fish and other aquatic game by diving into the ocean, making it semi-aquatic), Tracking 40%, and Wilderness Survival 60%.

Attacks per Melee: Juvenile: Three. Adult: Five.

Damage: Varies with Supernatural Strength. Typically a Bite does 4D6 M.D., a Tail Swat 5D6 M.D., Power Swat 1D6x10 M.D., Tail Stab 6D6 M.D., and Wing Swat 5D6 M.D. In non-magic environments damage is Bite 3D6 S.D.C., Tail Swat 4D6 S.D.C., Power Swat 1D4x10 S.D.C., Tail Stab 4D6 S.D.C., and Wing Swat 3D6 S.D.C., plus the appropriate P.S. bonus damage.

Bonuses (In addition to any likely attribute bonuses): +2 to strike and parry with its tails, +6 to dodge while flying (-4 while on the ground), +3 to roll with fall/impact, and +5 to save vs magic and psionics.

Vulnerabilities/Penalties: Possibly because it was modified by Deevils, the Flying Horror is vulnerable to iron. Any weapon made of iron does triple damage. Silver does double damage. Even if S.D.C. weapons, they do the M.D. equivalent (i.e. a sword that does 2D6 S.D.C. does 2D6 M.D. to the Flying Horror).

Magic: None.

Psionics: None.

Enemies: None on its native world. Now the hordes of Hades demons try and shoot the creatures down on sight.

Allies: In the wild, other Flying Horrors. Domesticated animals are loyal and obedient to their Devil masters and love to fight on their behalf.

Value: None, as they are frightening monsters that require a great deal of food. Used exclusively by infernals of Dyval.

Habitat: Indigenous to another dimension, however, now they are found on many layers of Dyval. They are also found anywhere there is a Devil army or large scale conflict involving Deevils.

Physical Appearance: A large, long serpentine body with white, greyish-pink or pale red leathery skin that sags from the bones. It has a pair of large, leathery wings, and two long

tails that end in sharp barbs. The rib cage is exposed and often used to carry Deevils and their equipment inside of it.

Military Applications: Deevils use the Flying Horror as a troop transport and for heavy assault. An adult Flying Horror can carry on its back and in its exoskeletal rib cage as many as 150-250 Deevil warriors. The front and back of the creature's rib cage are open allowing for the troops to quickly enter and exit the creature. If the creature has to fly to avoid the enemy, Deevils often tumble out as most have to hold on for dear life.



Infernal Sprite

Infernal Sprites might be thought of as monstrous hummingbirds. They were chosen as War Steeds for their speed, size, Elemental spell casting abilities and ease of training. Infernal Sprites are ridden by a single Deevil warrior (most often Lesser Deevils and Host) in all sorts of military conflicts, from fast hit and run attacks, aerial patrols and raids, to flying cavalry assaults and troop support. Infernal Sprites are rumored to originate from one of the Elemental Planes, but if that is true, they have adapted well to the layers of Dyvalian Hell.

The Deevil hordes are quite taken with Infernal Sprites, and many elite squadrons swear by them. Riders on Infernal Sprites

are looked upon with fear, as well as envy, for Sprite riders are among the deadly shock troops of Dyval. Possessing innate Elemental abilities, as well as large, slashing talons and the tooth-filled beak of a predatory bird, Infernal Sprites and their riders are a terror on the battlefield. As with the Flying Horrors and other War Steeds, Infernal Sprites are often allowed to feed on the corpses of their fallen enemies after the battle is over and they have won.

Alignment: Considered Diabolic. They love to hurt and maim their enemies.

Attributes: I.Q. 1D4+4 (high animal intelligence able to understand numerous commands from their riders), M.E. 3D6+4, M.A. 3D6+6, P.S. 2D6+18, P.P. 2D6+14, P.E. 2D6+12, P.B. 1D6+10, Spd 2D6+8 on the ground or 2D6x10+100 flying!

Size: 14-18 feet (4.3 to 5.5 m) tall; 16 foot (4.9 m) wingspan.

Weight: 400-600 pounds (180 to 270 kg).

M.D.C.: 4D6x10 (On S.D.C. worlds the Infernal Sprite has P.E.x3 for Hit Points, 2D6x10 S.D.C., and an A.R. of 12.)

Horror Factor: 14

P.P.E.: 2D4x10+40 +P.E. attribute number.

Disposition: A bit high strung, aggressive and predatory. Make excellent riding mounts and love to hunt, fight, kill and be involved in activity. Hate waiting around doing nothing and get cranky and mean when that happens. Happy to fly patrols, hunt and kill for hours on end.

Average Life Span: 2D6x100 years.

Natural Abilities: Linked to Elemental forces, Infernal Sprites come in four types, each representing one of the four elements, and each with its own set of Elemental powers. All have Supernatural Strength and Endurance, great flying speed (maximum altitude is 50,000 feet/15,240 m), breathe without air, can fly and function in the vacuum of space, and bio-regenerate 2D6 M.D.C. per melee round (2D6 S.D.C. on S.D.C. worlds). The rest varies per their Elemental leanings.

Fire Infernal Sprite: Impervious to fire/heat including Mega-Damage fire, plasma and magic.

Water Infernal Sprite: Impervious to cold and magic cold based attacks.

Earth Infernal Sprite: Impervious to petrification, and resistant to cold, fire, and electrical attacks (half damage).

Air Infernal Sprite: Impervious to electricity and magical electrical attacks, and resistant to cold based attacks (takes half damage).

Also see abilities listed under *Magic*.

Vulnerabilities/Penalties: Because they are a creation of Diabolus, they too suffer triple damage from iron and double damage from silver.

Attacks per Melee: Six physical or by magic.

Equivalent Skills: Detect Ambush 45%, Dowsing 60%, Land Navigation 65%, Prowl 50%, Tracking (people) 55%, Track Animals 80%, Wilderness Survival 60%. **Prowl Note:** Their wings move so fast that they do make a slight buzzing sound like a bumblebee. However, if they try and glide in they can add +10% to Prowl.

Damage: Varies per Supernatural Strength. Typically a claw strike does 3D6 M.D. and a power claw strike does 6D6

M.D., but counts as two attacks. A bite does 2D4 M.D. (In S.D.C. settings, convert damage to S.D.C. and add the appropriate P.S. damage bonus.) Also see Magic.

Bonuses (In addition to any likely attribute bonuses): +6 to initiative, +2 to Perception Rolls, +2 to strike and parry, +6 to automatic dodge when flying, and +2 to roll with punch/fall.

Magic: Each type of Infernal Sprite has innate Elemental abilities. The Sprites invoke them at will in the wild or on command by their rider (and in self-defense). Most are fired out of an open mouth or from the eyes. Magic effects are equal to the spell of a 4th level spellcaster, range is the same as the spell, and P.P.E. must be spent to use. P.P.E.: 74 minimum; see above.

Fire Infernal Sprite: Fire Ball (10), Circle of Flame (10), Fire Gout (10), and Wall of Flame (15).

Water Infernal Sprite: Shards of Ice (15), Wall of Ice (20), Encase in Ice (40), and Sheet of Ice (15).

Earth Infernal Sprite: Sand Storm (15), Throwing Stones (4), Earth Rumble (10), and Petrification (40).

Air Infernal Sprite: Call Lightning (10), Lighting Arc (15), Cloud of Slumber (4), and Mist of Death (40).

Psionics: None.

Enemies: Was a predator on its native world. In the wild, Flying Horrors and other large predators. As a War Steed, demons and other enemies of Dyval.

Allies: Gets along relatively well with other Infernal Sprites and their Deevil pilots.

Value: None per se, exclusive to the Deevils of Dyval. At the Splynn Dimensional Market: 160,000-240,000 credits as a gladiatorial monster, double as a trained riding animal.

Habitat: Indigenous to another dimension, however, now they flourish in the seven layers of Hell that is Dyval. They are also found anywhere there is a Deevil army or conflict with demons.

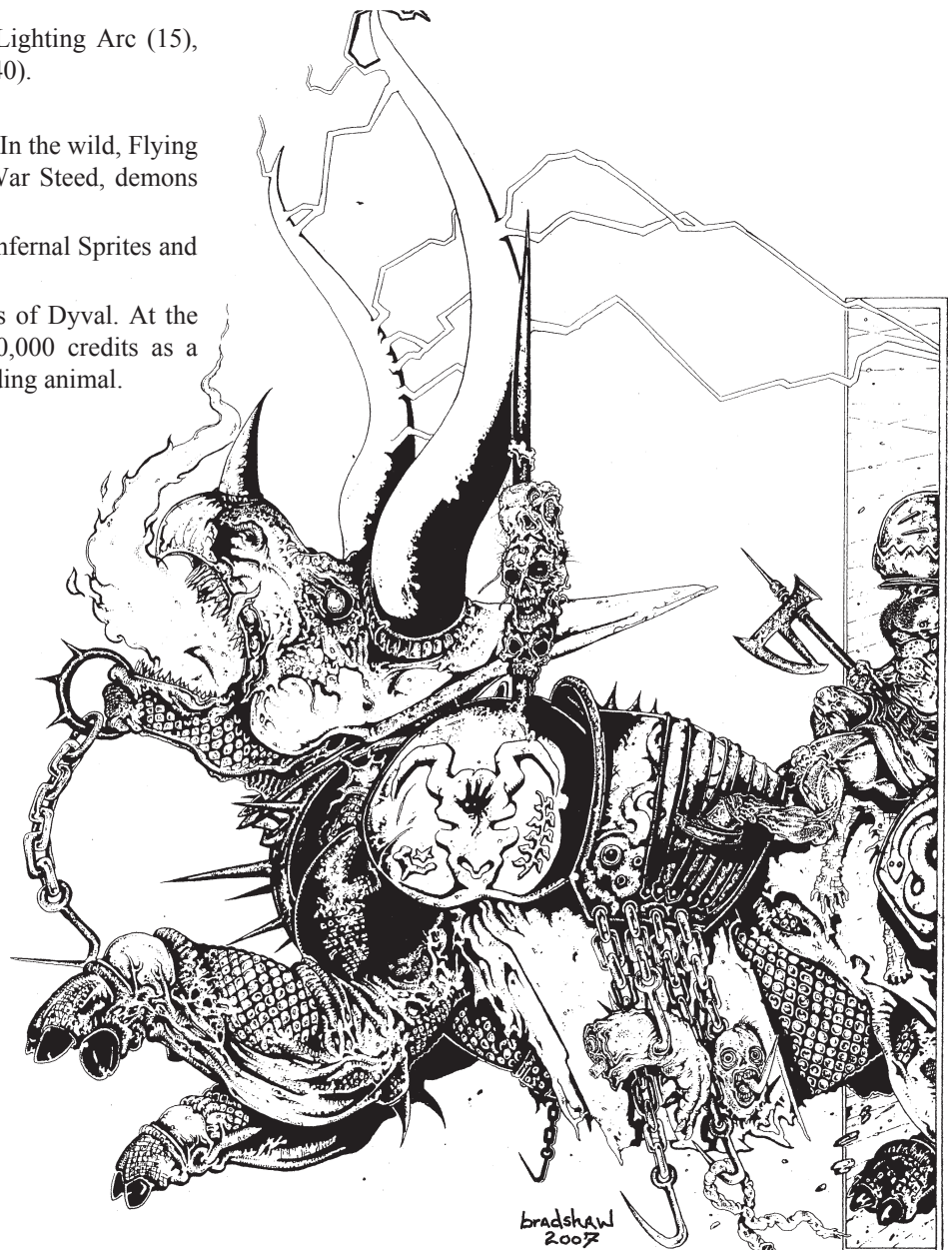
Physical Appearance: These creatures have the same general body shape and wings of a hummingbird, and like the bird, their wings flap so fast they can hardly be seen. Some people even claim their wings turn into wind when they fly. The monster's head looks like that of a demonic bald eagle with a hooked beak to tear its prey, but also lined with small, sharp teeth, giving them a serrated, cutting capability. The coloring of the creature reflects its elemental leanings, so shades of orange, red and gold represent *fire*, blue, blue-gray and white for *air*, brown, tan and yellow for *earth*, and green and blue for *water*.

Military Applications: One-man riding animals for surgical strikes, raids, and air cavalry as well as all-out infantry assaults, troop support and aerial reconnaissance patrols.

Infernal Tri-Tops

It is said that the Infernal Tri-Tops was a pet project and creation of Lord Diabolus who, through dark magic, turned an ordinary triceratops-like dinosaur into a giant, infernal beast of Hell.

Infernal Tri-Tops now exist in many of the layers of Dyval, where they live in the wild until needed to be capture and domesticated as War Steeds. Young animals are usually chosen for this purpose and while training is difficult at first (they can be quite stubborn), a domesticated War Steed is surprisingly obedient and disciplined in the field of battle. Infernal Tri-Tops are already good fighters and unafraid to stare down larger and more ferocious enemies, thus they make excellent battlefield steeds. They are not predators by nature nor particularly aggressive, but they follow orders well and are not spooked by the roar of battle or wading into a battalion of enemy soldiers. Furthermore, Diabolus and his magic have mutated the simple herbivores into fearless carnivores with a taste for *demon flesh*. (Actually, they



are omnivores that eat meat, carrion, vegetation and just about anything edible, they just prefer flesh).

In combat, Infernal Tri-Tops are used as living tanks to charge through and break enemy lines, shatter fortifications and devour or blast to pieces anyone who stands in their way. Infernal Tri-Tops are used as armored cavalry and troop transports (as many as a dozen warriors can ride on its back) as well as the War Steed of individual commanders and Greater Deevils. The monster can also be used to pull massive supply wagons and artillery pieces, as well as help in construction, clearing and hauling debris, knocking down structures, etc.

Alignment: Considered Anarchist.

Attributes: I.Q. 1D4+1 (low to average animal intelligence, but obedient), M.E. 1D6+12, M.A. 1D6+8, P.S. 1D6+42 (Supernatural), P.P. 1D6+8, P.E. 1D6+22, P.B. 1D6+4, Spd 1D4x10+44. **Note:** Can pull 5x more weight than it can carry.

M.D.C.: 1D4x100+320 (On S.D.C. worlds the Infernal Tri-Tops has P.E.x5 for Hit Points, 4D6x10 S.D.C., and an A.R. of 14.)

Horror Factor: 13

Size: 14 feet (4.3 m) tall at the shoulder, 40-50 feet (12.2 to 15.2 m) long.

Weight: 7-9 tons.

Average Life Span: Unknown with its changes. Several hundred years perhaps.

P.P.E.: 4D6

Disposition: Even tempered, calm under duress and obedient.

Natural Abilities: Supernatural Strength and Endurance, impervious to heat, fire and electrical attack (including magic varieties), resistant to cold (half damage), can eat carrion and rotten food, bio-regenerates 1D6x10 M.D.C. per hour.

Breathe Fire (special): 4D6 M.D. Range: 60 feet (18.3 m).

Fire Electrical Bolts (special): Energy crackles between its large horns and fires bolts of electricity up 1,200 feet (366 m). Each blast inflicts 5D6 M.D. from young males and females of any age. 1D4x10 M.D. from mature bull males with a range of 1,500 feet (457 m).

Equivalent Skills: Dowsing 60%, Forced March, Land Navigation 84%, Swimming 60%, and Wilderness Survival 80%.

Attacks per Melee: Four.

Mega-Damage: Bite: 3D6 M.D. Stomp Attack: 2D6 M.D. Head Butt: 2D6 M.D. Stab with Horns: 5D6 M.D. Power Stab with Horns: 1D6x10 M.D. (counts as two attacks). Ram with Horns at Full Speed: 2D6x10 M.D; requires all of its attacks that melee and has an 80% likelihood of knocking down any opponent that weighs up to 20% more than it does. Victims lose initiative and two melee attacks. Also breathes fire and shoots electric bolts. (On S.D.C. worlds damage is S.D.C.)

Bonuses (In addition to any likely attribute bonuses): +2 on initiative, +4 to strike, +5 to parry, +1 to dodge, +4 to roll with impact/fall, and +6 to save vs Horror Factor.

Vulnerabilities/Penalties: As with all of the creatures of Dyval, iron is their bane. However, for some reason silver has no additional effect on these creatures. They are, however, suscep-

tible to anything that does extra damage to reptiles and dragons.

Magic: None, although its fire breath and electric arc could be considered magic attacks.

Psionics: None.

Enemies: In the wild, they have to worry about large predators and predators that hunt in packs. As War Steeds, Infernal Tri-Tops have been trained to attack demons on sight and enjoy eating them and other humanoids.

Allies: In the wild, other Tri-Tops and they gather in herds.

Habitat: Woodlands and plains are their preferred habitat. A few can be found in Dyval Prime with the majority being created in Dyzonnia. However, with the Minion War in full swing they are likely to be found wherever Deevils are found.

Value: As a gladiatorial beast: 200,000-300,000 credits apiece. As a trained war mount: 500,000-750,000 credits.

Physical Appearance: Giant monstrous versions of the dinosaur triceratops with a pair of massive horns, a smaller nose horn, curved snout, horned rim or ridge to protect the neck, short thick legs, and a thick, scaly body in the shape of a hippopotamus or rhino. They have a gray, gray-green or black hide with a red or violet speckled belly and small red eyes. The rest of their hide has a smattering of blue speckles which is especially pronounced around their three horns. Deevils dress their War Steeds with additional armor plating, chain mail, to protect the chest, shoulders, and back behind the neck, as well as with saddles, the skulls of fallen enemies, hanging chains and spikes, and war paint. Typical Tri-Tops barding (armor) is 450 M.D.C. and weighs half a ton.

Military Applications: Armored infantry assault, living tank, troop transport, demolitions, and cargo hauling.

Lava Serpent

The Lava Serpent is truly massive and when it stands coiled to attack, like a rattlesnake or cobra, it is as tall as a 30 story building! They are primarily found navigating through the thick lava of the Inferno level of Dyval, and as far as is known, they are exclusive to Inferno and found nowhere else. These monsters are not only mean to the bone, but are evil, vicious and cruel. They don't just attack prey for food, they do it for the fun of it and enjoy destroying and wreaking terror more than outright killing. They are semi-intelligent creatures and may be another form of archaic dragon or predecessor to the modern dragon – a Neanderthal-like cousin to dragons, if you will. They have a penchant for capturing creatures, bringing them back to their lairs and inflicting all kinds of evil and vicious acts upon them. Many victims are just eaten by these creatures, which like to dive into crowds or troops, gobbling humanoids up whole and punching holes in the lines of defense. When the monster is in the right mood, it takes its time, biting off one limb at time. The giant serpent also enjoys acts of pure carnage, overturning vehicles, ripping up streets, smashing through large buildings, crushing houses, and similar acts of wanton destruction.

Like their dragon kin, Lava Serpents like to collect gold, gems and other kinds of valuables. So those foolish enough to dare enter their den are likely to find several thousand to mil-

lions of credits worth of gold coins, gold bars, gems, armor, weapons, and just about anything an adventurer may have of value.

Alignment: Miscreant or Diabolic.

Attributes: I.Q. 1D6+7 (human intelligence), M.E. 1D6+9, M.A. 1D6+5, P.S. 3D6+36, P.P. 2D6+13, P.E. 2D6+17, P.B. 1D6+11, Spd 1D6x10 (+53 when traveling through or on lava).

M.D.C.: 2D4x1,000 (On S.D.C. worlds it has P.E.x20 for Hit Points, 1D6x100 S.D.C., and an A.R. of 16.)

Horror Factor: 17

Size: 1D4x100+200 feet (91.5 to 183 m) long, 1D4x10 feet (3 to 12.2 m) in diameter and a head the size of a doubledecker bus!

Weight: 15-30 tons.

P.P.E.: 1D6x10

Disposition: Arrogant, greedy, cruel, and vengeful. Enjoy fighting, killing, terrorizing and mass destruction. See brute strength, killing and terror as the answer to all problems.

Average Life Span: 4D6x10,000 years.

Natural Abilities: Impervious to toxic fumes and gas, impervious to fire, heat, lava and magic fire, nightvision 2 miles (3.2 km), see the invisible, see infrared and thermal imaging, breathe lava (like a fish breathes water), breathe without air and can survive in the vacuum of space (at least until the cold puts it in hibernation), Supernatural Strength and Endurance, bio-regenerates 4D6 M.D.C. (1D4x10 S.D.C.) per melee round, and minor psionics.

Language (special): Magically understands all languages at 70% +1% per level of experience, but speaks in a guttural or

hissing voice and has trouble forming words. Consequently, they speak in single words and short phrases ("Come with me." "Stop or die." etc.).

Heat Breath (special): Breathes out a wave of heat that does 1D6 M.D. Range: 100 feet (30.5 m).

Spit Lava (special): Twice per melee the monster can spit out a gob of boiling lava to inflict 1D4x10 M.D. damage to the target it strikes, plus 2D6 M.D. per melee round for 2D4 rounds as the lava continues to burn. The massive gob of lava is an area effect attack that covers a 15 foot (4.6 m) radius.

Equivalent Skills: Land Navigation 60%, Prowl (under the lava) 66%, Swimming 90%, and Wilderness Survival 80%; +2% per level of experience.

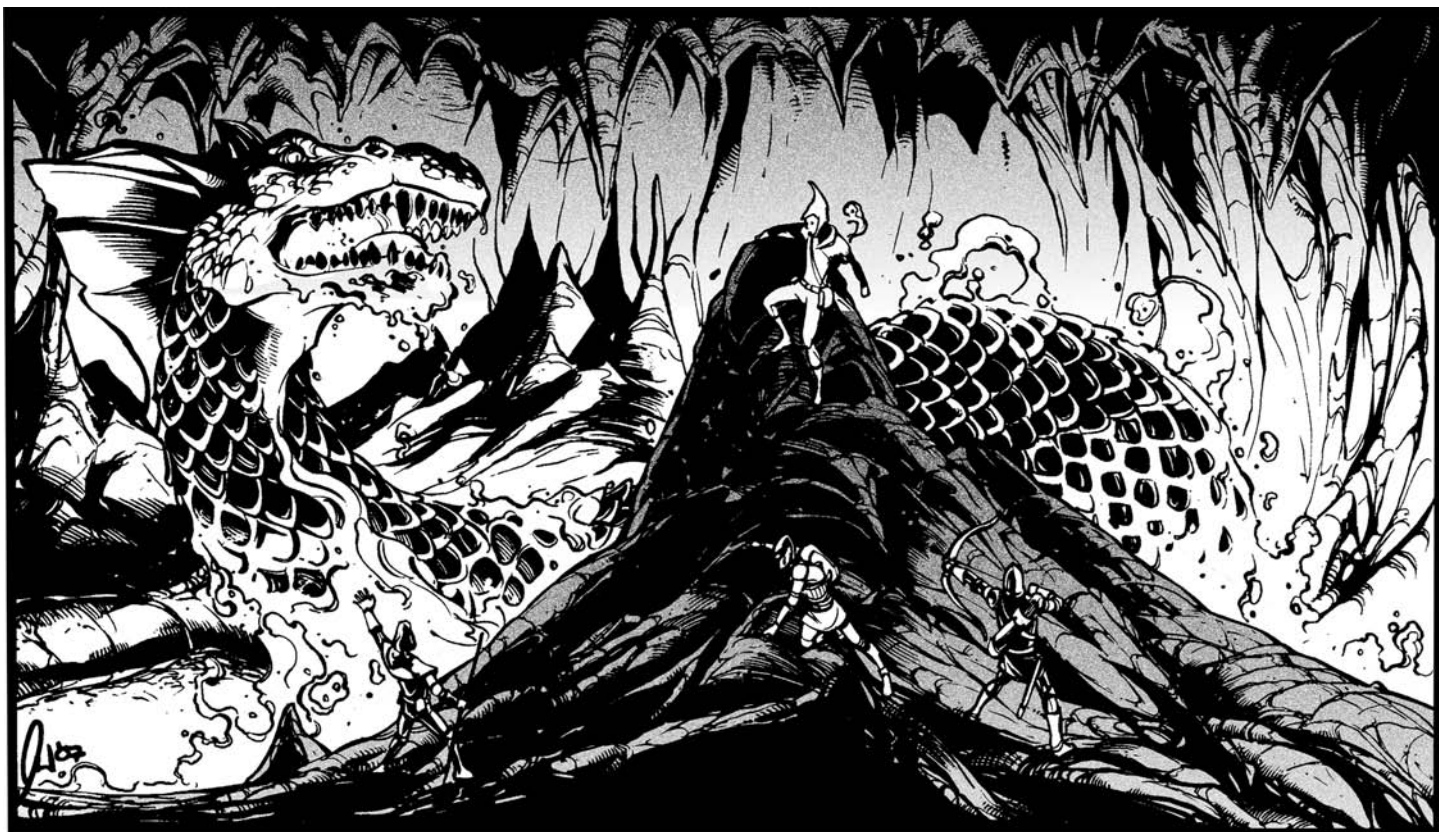
Average Level of Experience: 1D8 or as desired by the G.M. Not available as a player character.

Attacks per Melee: Six.

Damage: Their bite does 1D6x10 M.D., Body Slam does 2D6x10 M.D.C., and tail slap does 1D4x10 M.D. In non-magic rich environments their lava breath does 1D4x10 S.D.C., Bite and Body Slam inflict 6D6 S.D.C., and they can do a tail slap for 4D6 S.D.C. plus appropriate P.S. damage.

Bonuses (In addition to any likely attribute bonuses): +4 to initiative, +2 to strike and dodge, +4 to roll with impact and pull punch, +8 to save vs Horror Factor, +4 to save vs psionics, +1 to save vs magic, and +2 on all other saves.

Vulnerabilities/Penalties: Cold! Ambient cold surroundings (temperatures under 80 degrees Fahrenheit/26.6 C) effect the Lava Serpent, reducing its speed, number of attacks and combat bonuses by half. Temperatures below zero Fahrenheit (-18 C) put the Lava Serpent into a deep slumber from which it can't wake until the temperature rises to at least 60 degrees



Fahrenheit (15.6 C). Even then it is sluggish and slow until the temperature reaches a comfortable 90+ degrees (32 C) and many times hotter in comforting molten magma). Cold based attacks do double damage and magical cold attacks and weapons do triple damage. Rune weapons and most magic attacks not based on heat or fire inflict normal damage.

Magic: None, thank heavens.

Psionics: M.E. attribute number x3. Powers are limited to: Presence Sense (4), See Aura (6), Sense Dimensional Portal (6), Sense Time (2), Mind Block (4) and Telekinesis (varies). Considered a Major Psychic.

Enemies: Loathes dragons and dragonoid races to the extent they even dislike Deevil Dragons and Shock Dragons and refuse to work with them. Demons and other supernatural races and gods are next on their hate list (hate them as people, love to eat them), followed by Elves, humans and other handsome mortal beings, but will eat just about anyone who is not a Deevil.

Allies: Lord Mephisto and his minions. Lava Serpents reached an understanding with Mephisto, Lord of Inferno, many millennia ago, and always leave his infernal minions alone. They also cooperate with him and Deevils in general, however, they do not consider themselves Host or minions, but “allies” and partners. Distrust and dislike most other beings, but may throw in with them if it is worth their while. The monsters respect raw power and cunning. Their favorite Deevil is the Naga and many bands of Naga Deevils revere and worship Lava Serpents as demigods.

Value: None per se. Rumors suggest that they have (6D6) large gemstones (about the size of grapefruit) in their guts to help digest their food. If true, such stones would be worth 4D6x10,000 each, when cut and polished.

Habitat: Primarily found in Inferno, the fifth layer of Dyval, but may be found in other volcanoes throughout Dyval and the Megaverse.

Physical Appearance: Lava Serpents are enormous. They have ruby colored scales with a yellow belly. The head is more akin to that of a dragon, however, just under the head, and running up the spine to just over the skull are a set of fins used to help navigate through lava. On dry land they slither like snakes. The fins are shades of blue, purple, yellow, and green. The rest of the body is a long serpentine shape with no arms or appendages.

Military Applications: The monster’s aversion to cold (temperatures under 80 degrees Fahrenheit/26.6 C) and touchy temperament limit their use to hot places and settings where they can fight, gorge themselves on the flesh and bone of the enemy and wreak havoc.

As a War Steed, the massive beast may carry troops upon its back and allow one Greater Deevil “partner” to ride on its head or neck and direct its actions of destruction for military purposes. Typically used as a weapon of mass destruction. Lava Serpents love to destroy cities and dropping a half dozen to a dozen in an urban environment is a kin to unleashing a nuclear bomb (or Godzilla). The city will be demolished, and hundreds of thousands to millions killed in the process, in a matter of a few hours.



Mimic

Dyval is home to the dreaded Mimics. These are creatures that from all outward appearances look and act like normal animals. From simple deer and game type animals to birds and even fish! These creatures are not as they appear, however, and are really hellish copies of those found on other worlds.

Outsiders trapped in Dyval may think that they could easily survive with the abundance of game animals found in many places, but they would be wrong, as these horrid creatures can quickly turn the tables on the hunters, making them the hunted. Mimics are so convincing that even in other dimensions they can easily blend into a herd of cattle or flock of birds. Most animals are very sensitive to the emanations of the supernatural, but Mimics can even fool these animals and that’s what makes them so deadly.

A Mimic is really a cunning supernatural predator with near human-like intelligence. Their natural form is that of a large canine with no fur. The skin is gray and wrinkled, the ears bent, the body bony, and they have black eyes and a drooling, tooth filled maw. Their intelligence means they can understand complex orders such as, take the appearance of animal X and seek and destroy the enemy, or track and gather intelligence on the enemy, or follow and wait until night and slaughter the enemy in their sleep. However, a Mimic may also assume what is known as a “freak form.” Like the Manticore of Earth mythology with the head of a human, the body of a lion, the tail of an aligator or scorpion or barbed, the Mimic in “freak form” appears with three distinct, different animal features. One feature is always its natural form (typically either its own monstrous hound head or a hound body), but the rest of it is different. Thus, it might have the head of a hound, the body of a lion and

the tail of a serpent, or have vestigial wings, or the head of a fish, and so on.

Alignment: Miscreant or Diabolic.

Attributes: I.Q. 1D6+6 (near human intelligence), M.E. 1D6+4, M.A. 2D6, P.S. 2D6+9, P.P. 2D6+11, P.E. 2D6+13, P.B. 1D6+2 in its natural form, but can achieve a beauty up to 13 when in disguise, Spd 3D6+32. Also see Natural Abilities.

M.D.C.: P.E. attribute number x5. (On S.D.C. worlds Mimics have P.E.x2 for Hit Points, 5D6+6 S.D.C., and an A.R. of 13.)

Horror Factor: None until recognized as a Mimic, then 13.

Size: When mimicking other animals, size varies from as small as a pigeon to as large as an elephant! *In its natural form*, it appears as a giant, savage hound that stands 5-6 feet (1.5 to 1.8 m) at the shoulders and is 10-14 feet (3 to 4.3 m) long from snout to rump. The tail is an additional three feet (0.9 m).

Weight: Varies, but always proportional to the size.

Average Life Span: Unknown, supernatural creature of chaos.

P.P.E.: 4D6

Natural Abilities: Supernatural Strength and Endurance. Immune to normal weapons, nightvision 500 feet (152 m), and able to take on the shape of any animal! However it can only impersonate a normal S.D.C. animal and not a magical or supernatural creature. It can learn to understand up to three different languages on the same level as a dog or horse, but cannot speak, it is an animal.

The Power of Mimicry (special): This ability would be impressive if it was limited to shape changing alone, but it is much more than that. The Mimic assumes the appearance of one particular creature and possesses ALL of the powers and abilities of that animal. Thus, if it is a bird, it has wings and can fly. If a lion it has claws and fangs, can climb, etc., and if an elephant, it has the trunk, ears and all the abilities of an elephant, or crocodile, or bear, or shark, or whatever it chooses to become. Limited to animals only!

To effect the transformation, the Mimic must kill that particular animal, gorge itself on the meat, then spin a chrysalis (cocoon) from which it takes 1D4 days to change. As a result, most tend to stay in one form and only change back to its natural appearance or “freak form” when the disguise is no longer necessary, or its own natural form or “freak form” is better equipped to make a kill or attack. The “freak form,” described previously, is an amalgamation of three different animals, one being part of its own natural hound-like form. When the animal form it is mimicking is given up, ALL that animal’s powers disappear. In “freak form” it possesses only the normal abilities of the Mimic.

Despite its appearance and natural animal abilities mimicked, the Mimic always has its normal M.D.C., intelligence, skills, and healing ability. The creature cannot talk in any form, even its own, but understands all languages at 60% and Demongorgian at 95%. Finally, the Mimic can mask its supernatural aura and scent, however this is used sparingly as the Mimic can’t keep it up indefinitely. The Mimic can mask its supernatural essence/nature for one hour per 5 P.P.E. spent to do so. This means any creature that can sense the su-

pernatural (like Psi-Stalkers) is effectively blinded to the Mimic when it so desires.

Attacks per Melee: Five.

Equivalent Skills: Climbing 60%, Intelligence 60%, Land Navigation 56%, Math: Basic 80%, Tracking (people) 50%, Track Animals 90%, Prowl 55%, Swimming 50%, Tailing 88% and Wilderness Survival 95%, or those of the animal it is mimicking.

Damage: Varies according to the type of animal the monster is mimicking. Game Masters should feel free to consult **Monsters and Animals** for *The Palladium Fantasy RPG*, for a large assortment of animals to use. Damage will be the same as the type of animal being imitated, except use the Mimic’s P.S. bonus for S.D.C. settings. Also bite damage does *twice* what is listed. Damage for creatures 50 pounds (15.2 kg) and under is S.D.C. For those weighing more, damage is as per the Mimic’s Supernatural Strength (M.D.).

Bonuses (In addition to any likely attribute bonuses): +3 to initiative, +1 to Perception Rolls, +2 to strike, parry and dodge, +3 to roll with impact and to pull punch/bite, and +3 on all saving throws.

Vulnerabilities/Penalties: Weapons of pure iron do double damage, and silver does triple damage. S.D.C. weapons made of either do their M.D. equivalent (i.e. a silver dagger that does 1D6 S.D.C. does 1D6 M.D.).

Magic: None.

Psionics: I.S.P.: 3D6+6. Mask I.S.P. and Psionics (7), Mind Block (4), Presence Sense (4), See Aura (6) and See the Invisible (4).

Enemies: Even wild Mimics regard most mortals as playthings and prey, but respect power. Hate demons and are happy to hunt and destroy them.

Allies: Other Mimics, Deevils, Devil Host, Witches, evil practitioners of magic (Mimics sometimes allow themselves to be used as Familiars), and other dark beings.

Value: At the Splynn Dimensional Market, Mimics fetch 60,000-90,000 credits apiece, if only for the chaos they cause.

Habitat: Throughout the layers of Dyval, but especially Dyval Prime, Dysonia, the Great Desert, and Tundra.

Physical Appearance: Their natural form is that of a large canine with no fur or tail. The skin is gray and wrinkled and they have large, black eyes with a large tooth filled maw. The maw is oversized and always has drool dripping from it.

When assuming the form of an animal it is never perfect. The creature is likely to stand out and always looks sickly, unkempt, emaciated, aggressive or strangely attentive, as if it understood what you were saying or doing. Furthermore, the creature tends to salivate and slobber, especially when it is contemplating an attack or other evil act.

Military Applications: The ability to take on the appearance and abilities of other animals enables it to infiltrate, spy and strike without warning. This makes the Mimic perfect for assassination, infiltration, seek and destroy missions, reconnaissance and intelligence gathering, sabotage, kidnapping, and similar covert operations. However, they are natural born

hunters and love to fight and kill, so they have no problems with engaging in front-line combat.

As a War Steed, the Mimic can be ridden by one rider in its natural form (a large, oversized hound) or in the form of any large animal (horse, warhorse, elephant, etc.).

Shock Beast

Shock Beasts are large, powerful, four legged felines that have the build of a giant panther and are dark gray, black or blue-black in color. They have a pair of small, segmented horns and have waves of electricity dancing across their bodies and head, especially around their eyes and horns. The curled devil horns always have a spark of electricity between them. This is the focal point from which they fire lightning arcs.

For thousands of years, Shock Beasts lived in the mountains of the Great Dyval Desert and were regarded as animalistic predators. Little was known of them, except that they hunted mortal Harpies and Dire Harpies, as well as animals, for food and fun. It was only in the last few hundred years that Shock Beasts were discovered to be intelligent feline creatures. They are envious of Harpies and Dire Harpies and have longed to be accepted by the infernals of Dyval as more than wild beasts. They especially desire Lord Leviathan, who favors Harpies, Dire Harpies and Gorgons as her minions over any other Deevil, to accept them as Host.

Though not what they had hoped for, Shock Beasts have been added to the ranks of *War Steeds*. The creatures appreciate being accepted on any level and most serve their Deevil masters well, however, they dream of becoming one of the Host and re-

sent Harpies, Stalkers and Tiger Beasts, who treat them like dumb animals. They are indifferent toward the Cryxon, who seldom ride them, and appreciate Shock Dragons, who generally treat their Shock Beast mount as a valued partner and teammate (if not a complete equal). Those who ride the Shock Beasts must become accustomed to feeling static electricity and electrical energy crackling around them. The rider is seldom shocked or injured by the energy unless the feline fires a blast at them, which is sometimes done to dismount a cruel or abusive rider.

Shock Dragons, Deevils, Devilkins and others who ride Shock Beasts on a regular basis have discovered they make exceptional War Steeds: fast, responsive, able to leap great distances and heights, able to climb and navigate narrow passages, and best of all, able to fight simultaneously not only with tooth and claw, but with electrical blasts. Deevils and Shock Dragons love to ride their panthers headlong into the enemy line at full gallop, rider and Shock Beast blasting away, before leaping into the fray for close combat. Dismounted, rider and Shock Beast usually work as a team, watching each other's back as they wave into the enemy.

Lady Hel of Dyval Prime was quick to take advantage of the Shock Beasts' dreams of elevated status and recognition by adopting them as her "unofficial minions." Shock Beasts under her rule in Dyval Prime are *never* ridden, but treated with respect and appreciation on par with Host minions (well as much respect and appreciation as one of the Host might expect). This has won her the fierce loyalty of hundreds of thousands of Shock Beasts who roam the forests and mountains of Dyval Prime with heads held high. They answer directly to Lady Hel and jump at the opportunity to protect and serve her in any way they can. Of course, the Host and true minions of Dyval mock



“Hel’s pussycats” and make a point of treating them like, or dismissing them as, dumb animals. Despite this, Shock Beasts have proven to be a huge asset to Hel, and though the other minions are loath to admit it, the felines have done a good job hunting down and killing Worms of Taut, Gargoyles, Gurgoyles and demons who enter Dyval Prime in Hades’s surprise invasion. Furthermore, the forest around Hel’s citadel for a 100 mile radius (160 km) is safest on that level of Dyval, and devoid of Worms and demon spies except for any who might have only recently set foot in the domain! Hel’s use of Shock Beast is perfect, as they love to hunt, be it Harpies or Gargoyles, Worms of Taut or demonic warriors. They also appreciate her trust in giving them complete autonomy to roam the land and use their judgement regarding intruders.

With Dyval fully committed to the Minion War, Lady Hel had also picked a perfect time to reveal the Shock Beasts as her unofficial minions, because Dyval needs all the resources it can muster, and Shock Beasts have proved to be an asset. Lady Hel has been “allowed” to keep “her Shock Beasts” by Lord Sahtalus, who refuses to give them minion status or power, but it is enough to make all Shock Beasts proud.

Thanks to Lady Hel, Shock Beasts work hard to prove themselves in the Minion War whether as War Steeds or as the stealthy protectors of the *Great Dyval Desert* and *Dyval Prime*. Properly acknowledged or not, these proud beings have become a valuable asset in the Minion War and to Dyval overall.

Alignment: Miscreant and Diabolic. Very rarely Aberrant.

Attributes: I.Q. 1D6+9 (human intelligence), M.E. 2D6+16, M.A. 2D6+8, P.S. 2D6+23, P.P. 2D6+16, P.E. 2D6+14, P.B. 1D6+8, Spd 1D6x10+44.

M.D.C.: P.E. attribute number +1D4x100. (On S.D.C. worlds Shock Beasts have P.E. number x10 for Hit Points, 2D6x10 S.D.C., and an A.R. of 14.)

Horror Factor: 12

Size: 12-15 feet (3.6 to 4.6 m) at the shoulder and 30-40 feet (9-12.2 m) long, plus a 10 foot (3 m) long tail.

Weight: 2-3 tons, all muscle.

Average Life Span: Effectively immortal.

P.P.E.: 3D6x10 +P.E. attribute number.

Disposition: Shock Beasts possess both human level intelligence and animal instincts. Consequently, they love to stalk, hunt, fight and kill, and follow elaborate commands and instructions on par with the average human being. Likewise, Shock Beasts feel the entire range of human-like emotions from pride, love, and hope to jealousy, anger, hate and frustration. Right now, all Shock Beasts have something to prove and expect the Minion War to establish they are worthy to become members of the Host, if not a minion outright. Their enthusiasm to win approval and acceptance may turn to bitter resentment and dissension a few decades from now if they do not win Host status, but for now they are the child seeking their Dyvalian mommy and daddy’s approval, making them 100% loyal overachievers.

Natural Abilities: Human intelligence, Supernatural Strength and Endurance. Impervious to electricity (both magical and normal), leap 100 feet (30.5 m) high and 200 feet (61 m) across, nightvision 1,000 feet (305 m), bio-regeneration 4D6

per melee, Dimensional Teleport 30% +5% per level, Air Elemental magic, and some psionics.

Language (special): Magically understands all languages at 80% +1% per level of experience, but speaks in a guttural voice and has trouble forming words. Consequently, they speak in single words, or short phrases (“Come with me.” “Stop or die.” etc.). They prefer to communicate via Telepathy (see Psionics below).

Fire Electric Arc (special): 1D6, 2D6 or 3D6 M.D. as desired by the Shock Beast, but reduce range by 10% for every die of damage. Range: 2,000 feet (610 m) maximum. Each blast counts as one of the feline’s melee attacks.

Turn into Lightning (special): Shock Beasts can also transform into lightning energy. While in this form they can’t cast spells or do any type of attacks. They use it to teleport great distances. Treat as Teleport Superior, and may transport only themselves or themselves, rider and a few possessions. When they teleport, it looks as if a lightning bolt comes down from the sky striking them, at which point the feline vanishes. When they arrive to the desired location, a bolt of lightning comes down from the sky and strikes the ground when the Shock Beast reappears. This can be quite a surprising sight, especially when two or three arrive at the same time. The teleport can’t be used to attack foes, and if anyone is around they are not hurt by the lightning. Range of the teleport is as per the spell Teleport Superior, multiplied by the creature’s experience level.

Equivalent Skills: Acrobatics 80%, Climbing 88%/70%, Detect Ambush 70%, Detect Concealment 50%, Land Navigation 80%, Lore: Demons and Monsters 66%, Math: Basic 86%, Prowl 56%, Swimming 50%, Tail 65%, Tracking (people) 50%, Track Animals 65%, and Wilderness Survival 90%. Skills improve at 1% per level of experience.

Average Level of Experience: 1D6+1 for non-player characters or as desired by the G.M. If allowed as a player character (not recommended), starts at first level.

Attacks per Melee: Five.

Mega-Damage: Physical attacks do damage as per Supernatural P.S. plus Claws add 2D6 to damage. Bite is 4D6 M.D. Also see Lightning Arc, Magic and Psionics.

Bonuses (In addition to attribute bonuses): +3 on initiative, +2 on Perception Rolls, +3 to strike, +1 to parry, +2 to dodge, +6 to roll with impact, +3 to save vs magic and psionics, +6 to save vs Horror Factor.

Vulnerabilities/Penalties: Unlike most Deevils, Shock Beasts take full damage from fire and cold attacks. Also weapons made of pure iron do double damage. If impaled on an iron rod that is stuck into the earth they are effectively trapped in their lightning form and are unable to transform until the rod is removed from the ground. Also tend to underestimate humanoid opponents and try too hard to please Deevils, causing them to sometimes take foolish risks or fight to the death.

Magic: P.P.E.: 3D6x10+P.E. attribute number. Shock Beasts pick three Air Elemental spells from levels 1-5 per level of experience.

Psionics: Considered a Major Psychic. I.S.P. 6D6 + M.E. attribute number to start, 1D6+1 I.S.P. per level of experience.
Powers: Telepathy (their main form of communication at

double the usual range, quadruple when communicating with fellow Shock Beasts) and one psionic power per level of experience. Selections may be made from Healer, Sensitive, Physical and Mind Bleeder powers. No Super-Psionics.

Habitat: Prefers mountain and forest environments. Most numerous in the mountains of the Great Dyval Desert, and are now found throughout the Megaverse where the Minion War is being fought.

Allies and Alliances: Right now, all Shock Beasts consider themselves lowly servants or slaves to the minions of Dyval, however, 25% (and that number continues to grow) consider themselves the minions (unofficial or not) of Lady Hel. Most other Shock Beasts respect her and at least half regard her as their patron. Otherwise, they serve the Lords of Dyval as best they can, be it as independent warriors or mere War Steeds.

Rivals and Enemies: Among the minions of Dyval, Shock Beasts hate Stalkers and Tiger Beasts, but hate Harpies, Dire Harpies and Lady Leviathan most of all. They see the Fenry as rivals and dislike Gorgons and Imps. However, they serve the Lords of Dyval without question, so demons are enemy number one. They also hate, hunt and prey on *Worms of Taut* and *Gargoyles*.

Military Applications: War Steeds, and hunters and exterminators of demon worms, Gargoyles and other pests. May be used for just about any military purpose and are ideal for reconnaissance, patrols, guard duty, seek and destroy, search and rescue, surgical strikes and front-line combat, but are seldom allowed to do any of them; generally, improperly and inadequately used by all Deevil Lords except Lady Hel.

Tiger Beast

As much beast as Deevil or man, the Tiger Beast has become a welcomed ally, companion and riding creature used in the Minion War. Some have speculated that they may be Neanderthal-like cousins to the Raksasha, which might explain why they hate the demons so intensely, but that is unlikely. Truth is, Tiger Beasts like to give vent to their animalistic nature and enjoy hunting and killing supernatural prey like demons.

They are said to be one of Lord Diabolus' earliest and greatest creations. Tiger Beasts don't have much sense of history, have been part of Dyval for many millennia, and do not have any sense of loyalty to their so-called creator.

These massive felines exhibit human intelligence and even human mannerisms such as sitting on their haunches and motioning with their paws the same as humans motion with their hands when they talk. Some also like to stand and walk on their back legs, particularly in social situations with other humanoids, and they have excellent speaking capabilities. In fact, many are quite eloquent and charismatic when they want to be. That having been said, they are natural born hunters and retain their instincts to stalk, hunt and kill. When in combat, they run on all fours, leap, pounce and literally tear into enemies with tooth and claw. This savagery, joy of combat, and human intelligence is what has made them first, superior War Steeds, and later, after years of loyal service, elevated them to the status of Host (a category of non-Deevil minion status within Dyvalian society).

Tiger Beasts accept the infernals of Dyval as their masters and allies, and willingly serve as both War Steeds and Host warriors. However, they do not regard the other Host as their equals, nor do they consider most Lesser Deevils their betters. Tiger Beasts tend to be bold, cunning and independent, and whether or not infernals see them as the equal to Lesser Deevils, Tiger Beasts do, regardless of their official status. Unlike Stalkers and Cryxon who work like fools, at least to the Tiger Beasts' reckoning, to prove themselves worthy of being made Lesser Deevils, the big cats would never resort to such competition and shameful rivalry. Their fickle, prideful and arrogant feline nature would never allow it. Still they serve Dyval to the best of their ability, enjoy combat and wait patiently to be recognized for their superior ability.

Alignment: Anarchist (20%), Aberrant (20%), Miscreant (40%) or Diabolic (20%).

Attributes: I.Q. 2D4+9 (human intelligence), M.E. 2D4+18, M.A. 2D4+12, P.S. 4D4+30 (Supernatural), P.P. 2D4+20, P.E. 2D4+16, P.B. 2D4+14, Spd 3D4x10+33.

M.D.C.: P.E. attribute number x10 +80. (On S.D.C. worlds the Tiger Beast has P.E.x5 for Hit Points, 1D6x10+15 S.D.C., and an A.R. of 12.)

Horror Factor: 14

Size: 8-10 feet (2.4 to 3 m) at the shoulder, 15 to 18 feet (4.6 to 5.5 m) long, plus a six foot (1.8 m) long tail.

Weight: 1-2 tons.

Average Life Span: 2D4x1000 years.

P.P.E.: 3D6

Disposition: Cunning, quick thinking, calm under pressure and quick to take action. They can also be aloof, arrogant, too independent and take on more than they can handle. They often underestimate the enemy and overestimate their own ability. Most are merciless in combat and love to mix it up with tooth and claw, and enjoy hunting, killing, torture and revenge.

Natural Abilities: Human intelligence, Supernatural Strength and Endurance, can leap 60 feet (18.3 m) high and 100 feet (30.5 m) across, nightvision 1,000 feet (305 m), resistant to heat and cold (does half damage), bio-regeneration 2D6 per melee round, and some psionics.

Language (special): Magically understands all languages at 80% +1% per level of experience. Can speak any language clearly.

Enhanced Olfactory Sense (special): Can smell supernatural creatures and blood scents up to 2 miles (3.2 km) away at 62% (+16% to smell demons), which adds a +10% bonus to tracking skills. Can distinguish between the scents of infernals, demons and other supernatural beings.

Equivalent Skills: Acrobatics 84%, Climbing 88%/78%, Detect Ambush 55%, Detect Concealment 45%, Intelligence 40%, Land Navigation 80%, Lore: Demons and Monsters 60%, Math: Basic 78%, Prowl 68% (half with rider on his back), Swimming 70%, Tail 72%, Tracking (people) 64%, Track Animals 70%, and Wilderness Survival 90%. Skills improve at 2% per level of experience.

Average Level of Experience: 1D6+1 for non-player characters or as desired by the G.M. If allowed as a player character (not recommended), starts at first level.



Attacks per Melee: Five for wild Tiger Beasts, +1 attack at levels 2, 6 and 12 when trained as a War Steed/warrior.

Mega-Damage: Varies per Supernatural Strength. Typically Bite does 1D4x10 M.D., Claw Swipe does 6D6 M.D., Power Swipe inflicts 1D6x10 M.D. (counts as two attacks), Leap Attack landing with all four claws does 2D6x10 M.D. (and counts as three attacks) and has a 33% chance of pinning an opponent. (Damage is S.D.C. in those environments.)

Bonuses (In addition to any likely attribute bonuses): +4 on initiative, +1 on Perception Rolls, +2 to strike, parry, and dodge, +3 to roll with impact, +2 to disarm, +4 to pull punch, +2 to save vs psionic attacks, +1 to save vs magic, and +6 to save vs Horror Factor.

Vulnerabilities/Penalties: Tiger Beasts take triple damage from iron, and double damage from silver and the wood of a Millennium Tree. These beasts are arrogant and cocky, underestimate demons and humans, so sometimes this can be used against them, especially when they are sure they have their prey cornered.

Magic: None.

Psionics: I.S.P.: M.E.x10; considered a Master Psychic. Intuitive Combat (10), Presence Sense (4), See Aura (6), See the Invisible (4), Sixth Sense (2), Summon Inner Strength (4), Telekinetic Leap (8), Telekinetic Push (4), Mind Bolt (varies), Psionic Invisibility (10), Psychic Body Field (30), Radiate Horror Factor (8), and Telekinetic Acceleration Attack (10-20).

Enemies: Demons are enemy number one and their favorite prey. However, they are able to eat any type of supernatural being, creature of magic or mortal. In combat, they fight anyone they are told to kill. Tiger Beasts dislike Harpies, Stalkers, and Mimics.

Allies: Deevils are their only allies, but Tiger Beasts find humans and other humanoids interesting. Other Tiger Beasts are tolerated, especially for combat missions, however they are, by nature, solitary hunters.

Value: 60,000-100,000 credits as a combatant in gladiatorial arenas, 400,000-500,000 credits as a trained War Steed.

Habitat: Prefer forest, jungle and mountain settings, and are found in most layers of Dyval. Most numerous in Dysonia and Tundra.

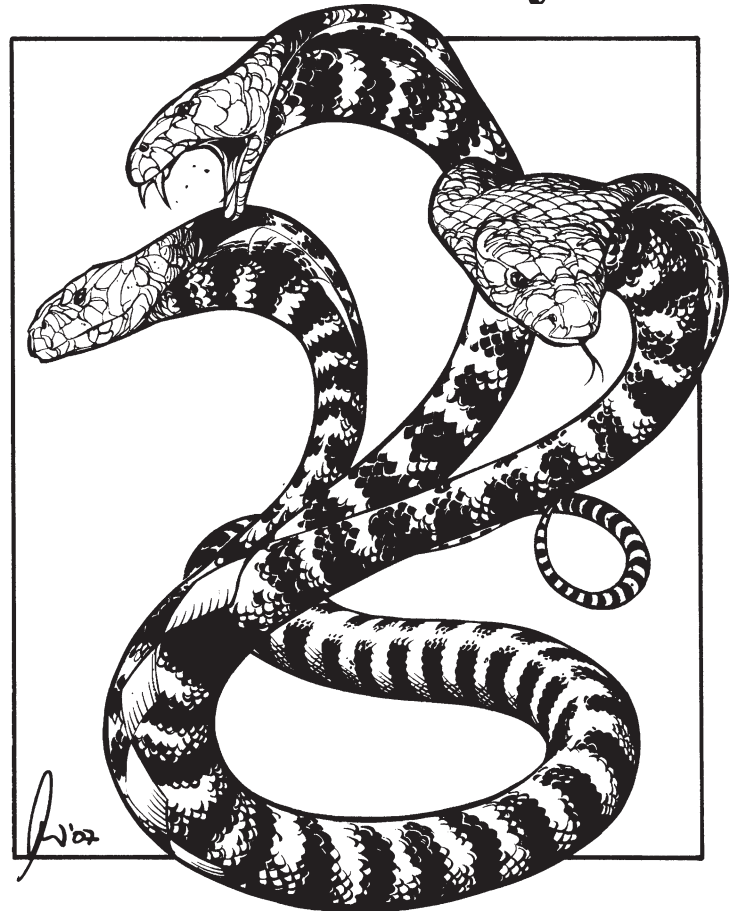
Physical Appearance: A massive tiger with some human-like facial expressions and characteristics. Tiger Beasts are tigers on steroids and easily twice the size of normal tiger with large, oversized canines. Their coloring varies from that of a normal tiger to dark shades of red with black stripes. Their teeth always have a yellow tint and their faces are often blood stained from their latest kills.

Military Applications: War Steeds, shock troops, warriors, hunters, Special Forces and assassins. They excel as War Steeds, showing great loyalty to their "partner" (the rider) and to the protection of Dyval. They work well alone, in pairs, small squads and as a full-size army, but not so well in mid-sized groups, platoon to brigade size. They become disgruntled, mischievous, and combative when forced to be inactive. A happy Tiger Beast is one involved in scouting, hunting and combat 18 out of 24 hours a day.

Mortal Servants & Worshipers

Few mortals are allowed to visit or live in Dyval. Total numbers from all seven layers of Hell don't even add up to 40,000; a tiny number compared to the millions in Hades. Most mortal servants and worshippers exist in the mortal realms of the Megaverse, away from Dyval, and may include humans and D-Bees, and people from all walks of life, but most tend to be Witches, evil wizards, Priests of Darkness, evildoers and worshippers of evil, chaos and darkness.

Notable Monsters of Dyval



Devil Worm

As a result of the Taut Offensive, millions of demonic Worms of Taut were set loose in Dyval. Many were captured and brought to Diabolus. The Deevils had hoped he would devise a means to destroy or better combat the worms. Instead, he came up with the Devil Worm, a deadly creature of his own born from his Bio-Vat experiments with captive worms.

The Devil Worm is a combination Tri-Fang and Fire Worm, with three cobra-like heads, red skin with black or dark purple

stripes, and a long snake body. The center head spits Fire Balls, and the other two spit acid. All can bite.

Diabolus has created thousands of these things and they spawn well in various hot habitats of Dyval, particularly the *Great Dyval Desert* and *Inferno*. In addition, some have escaped into Dyzonnia and some were deliberately released into Dyval Prime to see if they would combat the Worms of Taut. Given how territorial the Devil Worm is, it has taken to killing all Worms of Taut, slaughtering thousands. However, they just as quickly attack their own kind as well as other predators, War Steeds, and people. As a result, the Devil Worm is not a welcomed addition and has replaced one problem with another.

The new plan of Diabolus is to create thousands more and send them to Hades. This current stock of Devil Worms is being kept in a pocket dimension to avoid releasing more in Dyval.

Alignment: Considered Miscreant.

Attributes: I.Q. 1D4+3 (medium animal intelligence), M.E. 1D8+6, M.A. 1D8, P.S. 2D6+12 (Supernatural), P.P. 1D8+16, P.E. 1D8+12, P.B. 1D8+6, Spd 3D8+20.

M.D.C.: 1D6x10 +P.E. attribute number. (On S.D.C. worlds the Devil Worm has P.E.x2 for Hit Points, 1D4x10 S.D.C., and an A.R. of 12.)

Horror Factor: 13

Size: 11-20 feet (4D4+6/3.3 to 6 m) long.

Weight: 500-700 pounds (225 to 315 kg).

Average Life Span: Unknown, presumably hundreds of years, however the majority are killed by Hades demons or Worms of Taut.

P.P.E.: P.E. +1D6. **I.S.P.:** None.

Natural Abilities: Nightvision 300 feet (91 m), impervious to fire (no damage even from magical and M.D. fire), impervious to poisons/toxins, and bio-regenerates 1D6 M.D.C. (S.D.C./Hit Points in S.D.C. environments) every minute.

Spits Fire (Special): The center head can spit fire balls twice per melee round and does 4D6 M.D. (4D6 S.D.C. in S.D.C. settings). Range is 60 feet (18.3 m), and the serpent is +2 to strike.

Spits Acid (Special): The other two heads each get one spit attack per melee round. The acid does 4D6 S.D.C. to mortals and 2D6 M.D. to supernatural creatures (6D6 S.D.C. in those settings). Range is 30 feet (9.1 m) and +1 to strike. A Natural 20 means the spit hits the face and eyes, blinding the victim until the eyes are flushed with water. Thankfully, the damage is not permanent. -10 on all combat rolls (strike, parry, etc.) when blinded.

Vulnerabilities/Penalties: Having been bio-engineered in Dyval, Devil Worms take double damage from iron, as well as cold. They also do not function well in temperatures below 40 degrees Fahrenheit (4.4 C), but do wonderfully in hot temperatures and are thriving in Inferno. When it is cold, the serpent goes into a slumber until the temperature rises above 50 degrees Fahrenheit (10 C).

Attacks per Melee: Six; each spit attack counts as one melee attack.

Equivalent Skills: Climbing 70%, Prowl 60%, Tracking (by smell) 45%, Swim 25%, and Wilderness Survival 65%.

Mega-Damage: Bites do 2D4 M.D. (S.D.C. in those environments). Head butt or tail whip does 1D6 M.D. or entangle. Entanglement pins and holds its victim, preventing him from attacking or escaping. A combined Supernatural P.S. of 30 is needed to pry a victim free. An entangled victim can be crushed by the snake constricting its muscles. Each constriction counts as one of its attacks and does 2D6 M.D./S.D.C. damage.

Bonuses (In addition to any likely attribute bonuses): +2 on initiative, +3 to strike, +5 to automatic dodge (the act of dodging does not use up a melee attack), +2 on all saving throws and +4 to save vs Horror Factor.

Magic: None.

Psionics: None.

Enemies: Tri-Fangs and Fire Worms are turning into the Devil Worms' primary prey and all Worms of Taut are regarded as its natural enemies.

Allies: None, they even attack their own kind. When they are young the serpent will work with other Devil Worms, but adults are aggressive and territorial in the extreme.

Value: They could easily get 8,000 to 15,000 credits in a place like Splynn for gladiatorial games and other uses. Cannot be domesticated.

Habitat: Currently, various layers of Dyval, favoring warm to hot environments. Most common in Dyval Prime, Dyzonnia, the Great Dyval Desert, and Inferno. Some are being sent to Hades to undermine the demons and stalk Worms of Taut.

Physical Appearance: A three-headed serpent that appears to be a combination coral snake and king cobra. The skin is red with black stripes and each head looks like a king cobra.

Fire Scorpion

These creatures are found primarily in the Great Dyval Desert and Inferno. If they are found anywhere else, they were brought there deliberately. Seeing a swarm of them climbing vertical cliff faces is a fearful sight, for they are the size of a truck, aggressive and deadly. These monsters look like giant scorpions with a blood red exoskeleton and black markings. Their flexible tails have a tiny flame lit at the tip from which they disgorge a jet of flame like a flamethrower. Fire Scorpions are vicious creatures that prefer to scavenge and eat carrion of large animals, but are quick to attack humans and other small creatures. When one attacks, it fights to the death. Fire Scorpions may be encountered as lone hunters and in small (1D4+1), medium (1D4+3) and large (3D4+5) swarms, especially in Inferno.

Alignment: Considered Miscreant.

Attributes: I.Q. 1D4 (low animal intelligence), M.E. 1D6+8, M.A. 1D4, P.S. 2D6+20 (Supernatural), P.P. 1D6+16, P.E. 1D6+14, P.B. 1D6, Spd 2D6+20.

M.D.C.: 1D4x50+20 (On S.D.C. worlds it has 1D4x10 +P.E. attribute for Hit Points, 2D6x10 S.D.C., and an A.R. of 13.)

Size: 10-15 feet (3 to 4.6 m) long. The tail adds another 8-10 feet (2.4 to 3 m), but it is usually curved over its back and does not add to its length.

Weight: 450-700 pounds (202 to 315 kg).

Horror Factor: 14

P.P.E.: 2D6

Average Life Span: 200 years.

Natural Abilities: Nightvision 500 feet (152 m), see the invisible, can climb just about any surface (excluding glass and similar smooth surfaces), resistant to heat and fire (half damage), bio-regenerate 1D6 M.D.C. per minute, Supernatural Strength and Endurance, and shoots fire from its stinger.

Equivalent Skills: Prowl 60%, Climb 98%, and Land Navigation 70%.

Attacks per Melee: Four, claw and flame attacks may be used in any combination.

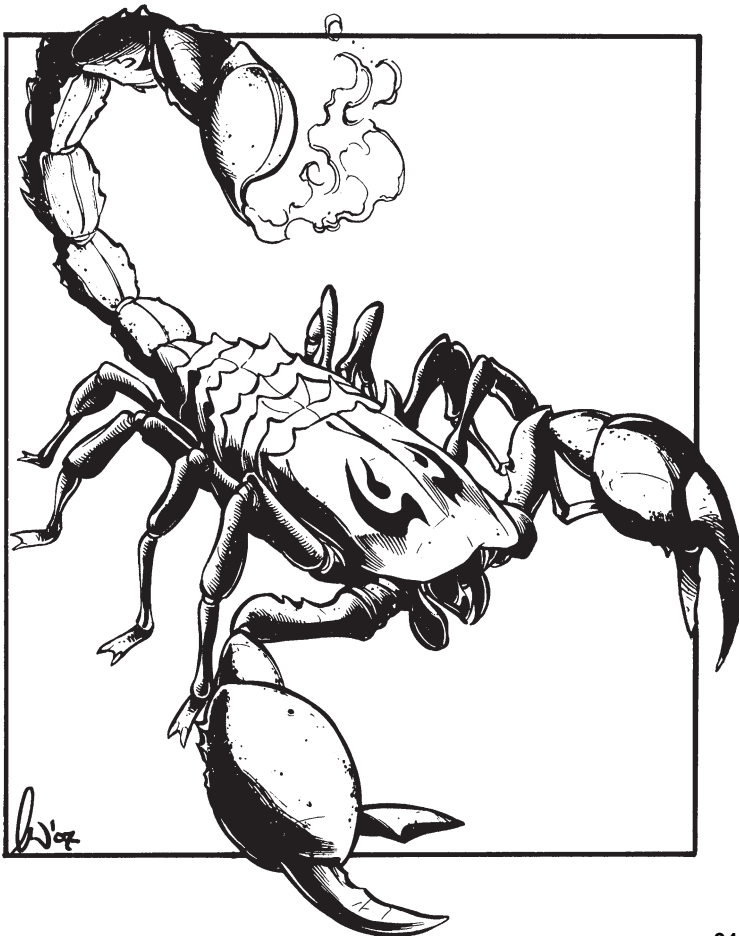
Damage: Claw Swipe 3D6 M.D., Pincer Attack/Grab 4D6 M.D., Power Swipe 6D6 M.D., and Flame Jet from tail does 6D6 M.D. to a range of 100 feet (30.5 m) with a 10 foot (3 m) wide spray. The Flame Jet can be used twice per melee round. In non-magic rich environments all damage is converted to S.D.C., however the Fire Scorpion can add its P.S. bonus to the damage.

Bonuses (In addition to any likely attribute bonuses): +2 on initiative, +2 to strike, +3 to parry, +1 to dodge, and +2 on all saving throws.

Vulnerabilities/Penalties: Takes double damage from cold and ice attacks, and can't survive temperatures below 60 degrees Fahrenheit (15.6 C). It will die if exposed to cold temperatures for more than an hour.

Magic: None.

Psionics: None.



Enemies: Pretty much everything, although it has learned not to mess with the Deevils unless threatened by one.

Allies: None, although they are often found in groups of 1D4+1. They are found in large swarms only in the Great Dyval Desert and Inferno.

Value: None.

Habitat: The hotter the better; mainly Inferno.

Physical Appearance: They look like large emperor scorpions that are red in color and have black accents around their body and a small jet of flame at the end of their tail. Each has unique markings, making them easy to distinguish between.

Ice Worm

An Ice Worm looks like a giant, segmented worm 100-200 feet (30.5 to 61 m) long. The skin is stark white with a pale hue of blue along the side. The head is a giant, toothless black maw with ice and icicles hanging from the bottom. The monster is cold to the touch, like frozen leather, and icy vapors wisp off the body. As it moves across snow or ground it leaves an ice slick behind it. It eats by gobbling up prey whole. The mouth can open wide enough to swallow an elephant.

The Ice Worm is actually the result of several failed experiments by Diabolus to create a monster worm that spits ice. Diabolus had imagined ice based attacks used against demons and other enemies vulnerable to cold would be an impressive weapon. However, all of his ice-based monstrosities suffered just as badly in temperatures above freezing as well as against fire based counterattacks. In order to toughen the monster, he had to make it more resilient. The final result was the Ice Worm, a creature that can withstand the heat and harsh environment of Hades for a significant amount of time and deliver devastating cold attacks. However, while Ice Worms are much more adaptable to warm climates, they are difficult to breed, impossible to control or direct, and are as dumb as a lump of ice. Still, they have their uses and are found in various places in Dyval.

Alignment: Considered Miscreant.

Attributes: I.Q. 1D4 (low animal intelligence), M.E. 1D4+2, M.A. 1D4, P.S. 2D6+40 (Supernatural), P.P. 1D6+10, P.E. 1D6+12, P.B. 1D4, Spd 2D6+6 through earth and sand, double through snow and ice.

M.D.C.: 1D6x100 M.D.C. (On S.D.C. worlds it has P.E.x10 for Hit Points, 2D6x10 S.D.C., and an A.R. of 11.)

Horror Factor: 14

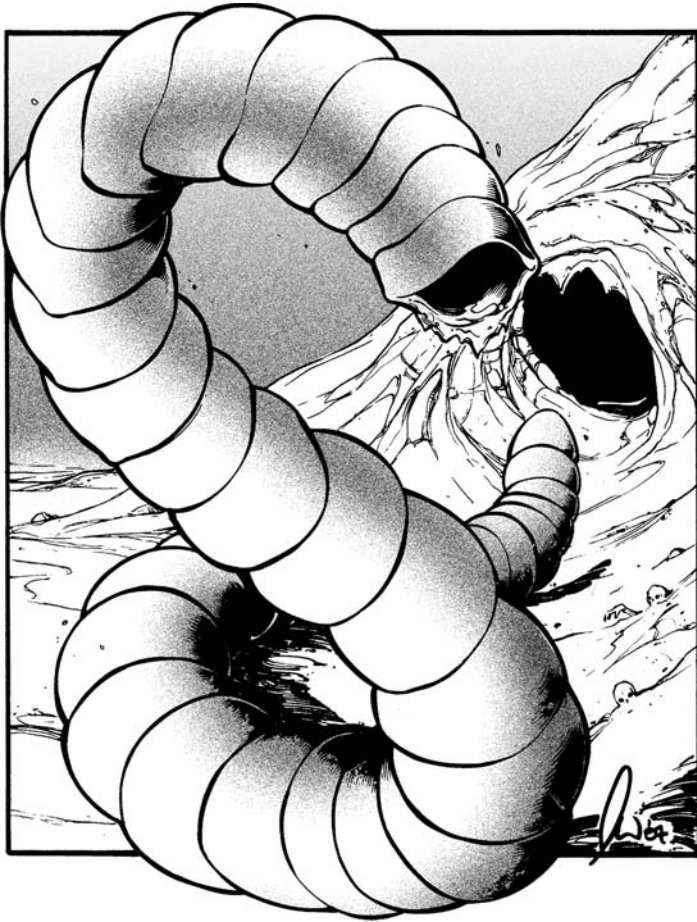
Size: 140 to 200 feet long (42.7 to 61 m); the body is 20-30 feet (6.1 to 9.1 m) in diameter at its thickest point. The mouth can open to 15-20 feet (4.6 to 6.1 m) in diameter.

Weight: 2-4 tons.

Average Life Span: 2D6x100 years.

P.P.E.: 5D6

Natural Abilities: Burrow through dirt, sand, snow and ice. The mouth radiates waves of heat and ultrasonic sound that softens and breaks apart solid ice. Its body also radiates heat, all of which enables the worm to push through solid ice, leaving large tunnels in its wake. Impervious to cold, resistant to heat and fire (half damage), generates heat from its body, and bio-regenerates 2D6 M.D.C. per melee round. Can survive in



temperatures as hot as 96 degrees Fahrenheit (35.5 C), but prefers temperatures at or below freezing (no limit to the cold temperature spectrum).

Motion Sensitive (special): Ice Worms are blind, but sensitive to motion, sound and vibrations traveling through the ground, snow or ice. The worm is so sensitive that it can locate and follow something as small as a dog.

Acute Sense of Smell (special): An acute sense of smell also helps the worm locate prey and other worms. Range: One mile (1.6 km). Track by smell alone 69%. Identify subject by smell alone, 72%.

Spit Giant Ice Ball (special): Ice Worms can secrete a phlegm-like substance similar to the Blow Worm. However, because of its unique nature, this phlegm is flash frozen before leaving its mouth and spit out as a huge ball of ice. Damage from this sofa-sized ice ball (weighs 1D4x100 lbs/45 to 180 kg) is 6D6 M.D. (or 4D4x10 S.D.C.). Range: 100 feet (30.5 m); +2 to strike.

Or the Ice Worm can elect to *spray* the phlegm (+3 to strike) instead of spitting it out as a ball. Range is only a distance of 50 feet (15.2 m), fired in a cone that is 30 feet (9.1 m) at its widest. Everyone caught in the blast is hit with a blast of cold and a gooey coating that instantly freezes upon contact and glues them to the ground they are standing on or to any object they were leaning against (wall, vehicle, etc.). They also take 3D6 S.D.C. damage (when applicable). The frozen goo holds them in place for 1D6+1 melee rounds, double in frozen environments. This is a tactic used to trap and hold prey so it can fight other opponents before going back to gobble them up in their tracks (the Worm can smell

its frozen phlegm to locate its stuck prey). A successful dodge avoids being frozen, but the character must move a good distance to dodge and loses two melee attacks/actions doing so. Anyone with a Supernatural P.S. 30 or greater can break out of the ice spit after a melee round of effort, or by inflicting 15 M.D. (or 35 S.D.C. on S.D.C. worlds) to break free of the frozen bond. Each ice attack counts as one the monster's melee attacks.

Ice Breath (special): Freezes water and moisture in the immediate area around the center of attack in a 20 foot (6.1 m) radius. Living beings feel cold to the bone, suffer 1D8 S.D.C. damage and are -1 on initiative and -1 to all combat rolls for 1D4 minutes; +2 to strike.

Ice Slick (special): Wherever the Ice Worm goes, it leaves a trail of ice behind. These ice slicks last for 1D6+1 minutes in warm to hot climates, and last 1D6 hours in cold or frozen climates. These ice slicks are very slippery, giving the Ice Worm a big advantage as it is not hindered in the least. Other beings walking across a slick must reduce Spd by 70% or risk falling down, losing initiative, two melee attacks and taking 1D6 S.D.C. damage.

Equivalent Skills: Dowsing 80%, Navigation (by smell and vibration) 35%, and Swim 80%.

Attacks per Melee: Four.

Mega-Damage: Head butts, tail and head swats do damage as per Supernatural P.S., typically 1D4x10 M.D. A full body slam does 1D6x10 M.D. Also see ice attacks.

Bonuses (In addition to any likely attribute bonuses): +2 to strike with a physical attack, effectively immune to Horror Factor and is +2 on all saving throws.

Vulnerabilities/Penalties: Fire, heat, and laser attacks do half damage, but most other types of attacks (electricity, energy blasts, magic and magic weapons, explosives, etc.) inflict their normal damage.

Magic: None.

Psionics: None.

Habitat: The Ice Worm thrives in Tundra. They are also found in other levels of Dyval but in small numbers.

Allies and Alliances: None, tolerates fellow Ice Worms.

Rivals and Enemies: Regards most smaller creatures as prey and has a taste for the *Worms of Taut* and *demons*, and seeks them out above all others.

Military Applications: Minimal. The plan is to unleash thousands into Hades and hope they cause havoc, but the dumb creatures cannot be aimed or directed.

Monsters from Other Realms

It should be noted that monsters and animals from other worlds and dimensions may also be in the different layers of Dyvalian Hell. Some have been brought to Dyval by Deevils as pets, guard animals and slaves, some as curiosities or because that Lord or Lady of Hell found them likeable and brought them in (as is the case with dinosaurs in Dysonia), or as allies as is sometimes the case of intelligent monsters and giants. Others

have been brought to Dyval for experimentation by Diabolus or other Deevil Lords, and some tag along when a dimensional portal opens to connect Dyval to another world and enter by accident.

In most cases, monsters from other worlds are few in number and the rare exception rather than the rule. It is just worth mentioning because any creature or monster might be encountered as one journeys through Dyval. This is particularly true of creatures from Earth, the Palladium World and the Three Galaxies, all places frequented by Deevils. The environments of some layers of Dyval, such as Inferno, are too harsh for most mortal animals to survive, but others like Dyval Prime, Dyzonias, Tundra and even the Great Dyval Desert and Mines of Dyval can support all kinds of wildlife. For example, Earth and Earth-like dinosaurs exist in Dyzonias in fairly large numbers because Lord Diabolus likes them. **Note:** Monsters not indigenous to Dyval or described in these pages are seldom likely to number more than a few dozen. Many are a half dozen or less. It is a true rarity, and usually deliberate, to have monsters from the outside world number into the thousands or even hundreds.

Dyzonias and other layers of Dyval also have common birds, ruminants (deer, antelope, etc.), rodents, fish and other animals (including some insects) living, and in some instances thriving, in the various hells of Dyval. Most, however, don't fare well or last long, and the exact number and variety of animals and monsters is constantly changing every few years as current ones die off and new ones are brought in (or not). **Game Note:** The inclusion of such animals and monsters is usually left to the Game Master's discretion.

The Seven Layers of Hell

Dyval is unique in that unlike other dimensions, it is a pocket dimension composed of at least *seven* separate, yet integrally linked dimensions. Dyval is misleading in that most people assume it to be a small pocket dimension. This was the one of the mistakes the demons of Hades made. When they attacked, they thought it would be a quick victory as they could overwhelm the small dimension in sheer numbers. What they didn't know was that millions of Deevils resided in each of the various *levels* of Dyval, and they could easily move from one to the other, while invaders could not.

The exact location of Dyval has always remained a mystery. Unless there is a direct portal to one of the dimension's focal points, actually seeking out Dyval is a difficult task. It *seems* that the dimension itself is concealed within a pocket of the endless *Astral Plane*. Time has no meaning in the *Astral Plane* and travelers can get lost there for years (yet despite this, time in Dyval seems to be in sync with the rest of the Megaverse).

The seven main levels of Dyval can be thought of as the different floors of an office or apartment building, they are all stacked within the same structure (e.g. the *Dyval Building*), but

each "floor," what is on it, and the people who occupy it are separate and distinct. Each Deevil Lord occupies and commands his or her own level of Dyval. The unique make-up of Dyval necessitates that the respective citadel of each Deevil Lord resides or exists *both* in the *first layer of Dyval*, commonly called **Dyval Prime**, and in their *own* respective level or dimensional layer of Dyval. That means once in Dyval Prime, one can use each of the Citadels to get to the one particular level of Dyval ruled by that Deevil Lord. Lady Hel is the only exception, as her citadel resides only in Dyval Prime. She considers Dyval Prime to be *her domain* and the other Deevil Lords have yet to dispute that claim.

The levels of Dyval all share the same, fundamental dimensional characteristics, yet at the same time, each has its separate and distinct characteristics.

Starting with the basics; the *primary dimensional medium* is a **void**. Beyond the borders is *nothing*, and traveling beyond these borders is dangerous. In one case there is an endless *sea* to contend with, and on most levels, getting to the void barrier is very difficult. If one is lucky, he ends up in the *Astral Plane*, though he is likely to be lost there forever.

Each layer of Dyval also shares the same *secondary dimensional medium*, a **floating island continent**. Each island continent, however, is unique and vastly different from the others, and the term island is misleading, because these land masses are huge. They just are not in the form of a globe, but a vast, flat dimensional platform that serves as the world environment or "layer" that is one of the planes of Dyvalian Hell. These continents or layers are often one predominant type of environment such as an Eden-like forest to scorching desert, to arctic tundra, and so on, broken only by mountains and waterways.

Dyval's *dimensional fabric* is **impenetrable**. As a result, there is very little chance of arriving in Dyval *by accident*. Those who are active dimensional travelers and may actually seek to go to Dyval can only get to the dimension through one of *two focal points* in the dimension. Returning to the *office building analogy*, these focal points represent the *main entrance* and *exit* to the dimension. The focal points are the same as *Bi-Frost*, the Rainbow Bridge, in the dimension of *Asgard*, and limit where one can appear in Dyval. There are two key locations in **Dyval Prime** where one arrives to the dimension. These two focal points are known as the **West Gate** and the **East Gate**. *Anyone* opening a Rift or dimensional teleporting into Dyval arrives at one of these two points.

The many layers of Dyval. Each dimensional layer or level is linked, and if one were able to view Dyval it would look like an onion. While there are seven defined layers, or main levels, Dyval could conceivably have *thousands* of additional dimensional layers. All are considered a part of Dyval, yet each is its own separate world/layer/level waiting to be claimed and molded by a new Lord of Dyval.

Magic energy is also shared between the various dimensions and is considered *intermediate*. It is probably not higher due to Dyval's unique multi-layer make-up. Each level of Dyval has its own ley line grid which is unique unto that level, and connected via the focal points. Rifts and ley line activity are very calm in Dyval and there are rarely many dimensional disturbances to be concerned about.

What humans would consider “modern” technology is not very common in Dyval itself, but it does exist and, because of the *universal energy matrix*, any type of technology should work in Dyval. This bit of information is only useful to those adventurers who would even dare to go into these realms of Hell, as the Deevils themselves have little use for technology back home. Most only use the “trappings of mortals” when they are among them. It’s a way to blend in and utilize the resources of the mortal world. Even then, most minions of Dyval have mortal pawns, henchmen, or worshipers that use technology on their behalf rather than use it themselves. Only a handful of Deevils are truly familiar with technology and even then their knowledge usually ends with being able to fire a gun, use a computer and drive a vehicle or two. Again, that’s what mortal henchmen and pawns are for.

Getting to Dyval

The dimensional fabric that surrounds Dyval as a whole is very *strong*, and because it is considered *impenetrable*, getting to Dyval via dimensional teleport is incredibly difficult; *-70% to dimensional teleport* ability of any being other than a minion of Dyval. Furthermore, even those who are successful at reaching Dyval cannot appear just anywhere, or on any level, they can only appear at one of the two *focal points* in **Dyval Prime**, the East or West Gate. The alternative is to find a Rift, such as the Great Rift on the Palladium World, that links to Dyval. But here, again, such Rifts or dimensional portals bring the travelers to one of the two dimensional focal points or *entrances/gateways* in Dyval Prime. Gateways that are now, with the onset of the Minion War, more heavily guarded than ever before.

Of course, the infernal minions of Dyval, who are native to this dimension and who are also natural dimensional travelers, have no such difficulty (nor penalty) returning to Dyval. Most can pop in and out of Dyval with ease, however, except for the *Deevil Lords* and the *Nexus Deevil*, even infernals returning from the outside world must first appear at one of the two entrances or focal points in *Dyval Prime* at the West or East Gate.

Once in Dyval, the infernal can use his ability to dimensional teleport, again, to go to a specific place in another level of Hell. In fact, Lesser and Greater Deevils enjoy a *+10% bonus to dimensional teleport* to another *level* of Dyval. HOWEVER, this bonus and ease of movement only applies to the use of the *dimensional teleport ability* and requires *intimate knowledge* of the particular level of Dyval one intends to visit. Thus, while most Lesser and Greater Deevils can go from one level to the next with ease (+10%), *outsiders* without firsthand knowledge and past experience with visiting the seven levels of Dyval, may have trouble going from the entrance level in Dyval Prime to another unfamiliar level of Dyval. (**Note:** -30% to Dimensional Teleport having been to a level of Dyval fewer than six times in the past, and -80% with having NEVER visited that level. Half those penalties when traveling from Dyval Prime to another level of Dyval via opening a dimensional Rift.)

The citadels of the Dyval Lords are secondary focal points within Dyval that can be used to dimensional teleport or Rift, without penalty, from Dyval Prime to the one level ruled by that particular Deevil Lord. Each citadel straddles two dimensions, Dyval Prime and the level of Hell ruled by that Deevil Lord. In this way, each of the other six layers of Dyval

(Dyval Prime is the seventh level and entrance to the Dyvalian Hell) can be accessed from *Dyval Prime* via each of the citadels. Unfortunately, unless invited inside the citadel, using it as a potential portal to the connecting level is a dangerous prospect. Each citadel is surrounded by hordes of Deevils and their Host. Likewise, each citadel is inhabited by that Deevil Lord’s loyal minions, worshipers, visiting allies, and the *Deevil Lord* himself!

There is one more portal to the next level of Dyval. In the center of Dyval Prime is a massive lake. In the center of the lake is a dimensional gateway permanently opened to the next layer of Dyval, **Dyzonnia**. A Rift will take anyone who enters its swirling vortex directly to *Dyzonnia*. It is the next level of Dyval and the realm of *Lord Diabolus*. From there, each respective layer has two locations that leads to the next level of Dyval. One is always the *reigning Deevil Lord’s citadel*. **Note:** Because each citadel simultaneously exists in Dyval Prime and their respective layer of Dyval, visitors can always get back to Dyval Prime from any citadel on any of the levels. Once back in Dyval Prime it is easy to Rift or dimensional teleport out of Dyval. HOWEVER, just as one must find a portal or place they can go to get into that level of Dyval, they must find a different location to *get out*. Using the building analogy, such entrance/exit locations are the equivalent of a *staircase* or *elevator* to the next floor (layer). If you can’t find that stairwell or elevator in and out, you are *trapped* on that floor (layer) of Dyval.

Trying to find how to get from one layer of Dyval to the next can often be confusing and misleading. *The citadels* make for *shortcuts* to each respective realm, but they are where the most danger lies. Each citadel is unique, fortified and defended. Trying to find one’s way around inside is often like floundering through a maze or labyrinth, and all are home to thousands of infernals and the Host. This has made each citadel the cornerstone of Dyval’s defenses, for it is through the citadel that the demons are most likely to send their invasion forces. Breach a citadel in Dyval Prime, and you have access to the level of Hell linked to it. Finding any other secret (or yet unknown) way to the various levels of Dyval is a task that could take eons, if they even exist at all!

Changing Complexities of the Dyval Invasion

The unexpected dimensional layering aspect of Dyval’s structure is something the demons of Hades must now evaluate. It’s something they could have found out with a little spying before they attacked, but in their arrogance and eager resolve, they did not do so. Now, they must decide if they should try and push through to each layered dimension of Dyval by some other means (if that is even possible), or lay siege to each of the citadels in Dyval Prime. Their invasion tipped off prematurely, and their armies committed, the demons cannot just back off, they are committed to the invasion and conquest of Dyval. However, this tactical error is why the demon offensive has been stalled in Dyval, and why they have chosen to strike at the minions of Dyval at locations across the Megaverse. The Deevils, in turn, find it easy and effective to use hit and run tactics, subversion, and general harassment to strike the demons at home in Hades, and at their holdings across the Megaverse.

For now, the Deevils have managed to repel the initial demon assault that was the Taut Offensive, and have only had to deal with demon raids designed to test the defenses of the various citadels and the mettle of their defenders. All-out war has not yet come.

For the demons, getting to Dyval Prime and laying siege against the forces on that *entry level* is one thing. Being able to take each fortified and heavily defended citadel, and then use it to gain access to the level of Dyval connected to it, and launching a new, major offensive on each of the six other levels is much more than the demons bargained for. For one thing, each citadel is like a beehive filled with angry defenders. Because that “hive” connects directly to a particular Deevil homeland, thousands upon thousands of defenders can appear at the citadel as needed to defend it. All defenders are dedicated to making sure the attacking demon hordes don’t take the citadel and come through their front door. Furthermore, since Lesser and Greater Deevils can move easily from one level of Dyval to the next, they can appear in swarms anywhere in Dyval Prime (or any other level) to attack the demonic forces from all sides. If the demons try to take down one citadel at a time, the conflict is even more terribly stacked against them, because it is in the interest of all the Deevil Lords to hold every citadel (and level), so minions from all seven levels of Hell flood to wherever they are needed to repel the enemy. As a result, the demons seek alternative ways of penetrating the different levels of Dyvalian Hell, but so far, they have come up empty.

Dyval Prime

From all appearances, Dyval Prime is a pristine forest environment. The temperature is always comfortable and moderate. There is rarely any type of bad weather and overcast days are practically unheard of. Birds always seem to flutter in the wind and there is an abundance of wildlife. The water is cold and clear, rivers and streams run through the countryside and the lakes are all beautiful and crystal clear. People who first arrive in Dyval Prime might immediately mistake the dimension for the Garden of Eden or some type of idyllic paradise. Ironically, there were no snakes or serpents of any kind in Dyval Prime, at least not until the demons’ **Taut Offensive**. Now, demonic worms seem to lurk everywhere, and the occasional squad of Gargoyles or Lesser Demons can be found lurking around here and there. Furthermore, the endless forest that once was is gone around both the West and East Gates where visitors to Dyval first arrive. Much of the damage was caused by the Worms of Taut and invading hordes of demons and Sub-Demons. Some of it, such as the rim of mountains, was raised to help contain the next invading demon swarm in the hopes they can be slaughtered before most of them spread out from the two entrance portals. Even so, the vast majority of Dyval Prime remains a pristine forest. However, even before the demon invasion, Prime’s beauty was a deception, for danger lurked everywhere. Danger represented not just from the presence of hundreds of thousands of infernal beings and numerous wild animals, but the fact that all of the Lords of Dyval reside inside their respective citadels that exist simultaneously in Dyval Prime as well as their own level of Hell.

It is always summertime in Dyval Prime. There are no changing seasons and only the Deevil Lady Hel can dictate change in Dyval Prime. From her mighty citadel, she can rearrange the land to suit her whims. However, such change is a rare occasion and only used in emergencies. For the most part, Dyval Prime is a huge continent covered in a dense forest dotted with hundreds of crystal clear lakes, rivers and streams. Scattered around the forest are open glens that are simple fields of grass or flowers. Aside from the glens, there are numerous orchards and gardens that seem to grow naturally in Dyval and without tending or care. Predators, especially Deevils and Devilkins, like to lie in wait to ambush outsiders. While always suspicious, with the onset of the Minion War, all outsiders are viewed as a potential spy or enemy. Outsiders are ambushed, captured if possible, questioned and sized up. If they are deemed to be insignificant dimensional wanderers, they may be robbed, beaten and done with as their captors please (beaten, tortured, enslaved, or killed and eaten). If the interlopers appear to be useful in any way, even as bearers of information, pawns or allies, they are taken to the minion’s Deevil Lord or one of his Regents, Sub-Regents or Sovereigns for further questioning and evaluation. If deemed useful, a deal may be made. If found useless or treacherous, the visitors’ fate will be a grim one.

Not only doesn’t Dyval Prime have seasons, but it has no sun and there is no cycle from day to night. It is always daylight, the temperature stays relatively constant at around 78 degrees Fahrenheit (25.5 C), a few degrees warmer along the coast, and there is a gentle breeze that blows from the west. With no change of daylight, one can easily lose track of time and a host of problems can often result. First, sleeping in broad daylight can be a problem. Just about everyone needs sleep and the constant light can make that difficult. Second, sometimes the dark can be used to lose pursuers and hide, but that is not the case in Dyval. With the light of day, hiding can be difficult, if not outright impossible. Finally, it is not normal for mere mortals who may find it disconcerting, especially since there is no sun. Light just emanates from above, with the occasional clouds wandering across an otherwise clear blue sky.

When a fog appears, it may reflect Lady Hel being in a foul mood or a deliberate conjuring to cover the activities of her minions. OR it’s the unnatural manifestation of magic from an outside (invading?) force. The same is true of any storm or unusual weather event.

The Forests of Dyval Prime

The trees are a mix of coniferous and deciduous trees, with the 60% majority being deciduous. However, unlike normal trees, these trees do not change their colors and lose their leaves, they stay in full bloom year round. This makes the forest floor pretty clear of ground clutter, leaves, and fallen branches, and the undergrowth is not as dense as your typical forest.

The trees of the forest are as ancient as Dyval itself. As a result, half of the trees are like the giant sequoia of Earth with trunks that are 30-80 feet (9.1 to 24.4 m) in diameter and grow hundreds of feet tall (1D4x100 feet or 30.5 to 122 m). Some of these trees have natural hollows that wildlife and Worms of Taut, small demons, Sub-Demons and outsiders use as nests, hiding places, a spot to rest or sleep, or a place to hide food/supplies. Thus, Dyval Prime has wildlife and supernatural beings



that live and hunt from both the woodland floor and the leafy canopy above.

Numerous supernatural inhabitants, animals and predators live in the forest. *Dire Harpies*, *Imps*, *Stalkers*, and *Naga Deevils* live in the trees, and the occasional *Serpent* and *Gorgon* are all infernals commonly found in the canopy of the largest trees. Of course, *Naga Deevils* are most likely to be encountered in and around one of the many rivers and lakes. And while any Host and infernal of Dyval may be found in the forest, the most likely candidates are *Cryxon*, *Stalkers*, *Shock Dragons*, *Tiger Beasts*, *Bonelings*, *Deevils*, *Devilkin*, *Fenry*, *Naga Deevils*, *Beasts*, and *Horrors*. Gorgons and the rest are more likely to be found in and around the citadels. While many of the intelligent Deevils gather in and around the citadels of their masters, others live off the land, hunting animals, intruders and, now, demons and the Worms of Taut, while others make forays into mortal realms before returning home to Dyval. Since Dyval is not a dimensional hot spot, non-Deevil travelers rarely show up by accident.

Worms of Taut are the new, marauding monsters that prey on animals, men and Deevils alike. While the Worms and accompanying demon warriors (half being Gargoyles) were soundly defeated during the Taut Offensive, there are thousands of Worms that survived, as well as a number of demon and Gargoyle bands that either lingered behind to harass the enemy, or are trapped in Dyval, unable to dimensional teleport out. Some of the demonic invaders were captured, and remain slaves and prisoners, held at various locations in the woods rather than at the citadels (though there may be a few demon prisoners there as well). Notable “monsters” common to Dyval and found on Dyval Prime include *Mimics*, *Infernal Sprites*, *Infernal Tri-Tops*, and *Devil Worms*.

Invading demons currently operate in the forest of Dyval Prime predominantly as small squads, pairs and lone operatives.

They engage in guerilla attacks, ambushes, sniping, and use hit and run tactics against the infernal inhabitants, or try to gather as much intelligence as possible before returning to Hades. A few may even be daring enough to try and strike at one of the Deevil Lords. Other demons work to infiltrate and undermine infernal clans and the Deevils’ communities in and around the citadels. Demon raiding parties may number into the hundreds and, once in a while, attack as an entire army, but until Modeus is ready to launch a major offensive, such large scale raids are few, and the attackers retreat back to Hades or wherever they came from as soon as the minions of Dyval start to get the better of them. Others seek to learn the true secrets of Dyval.

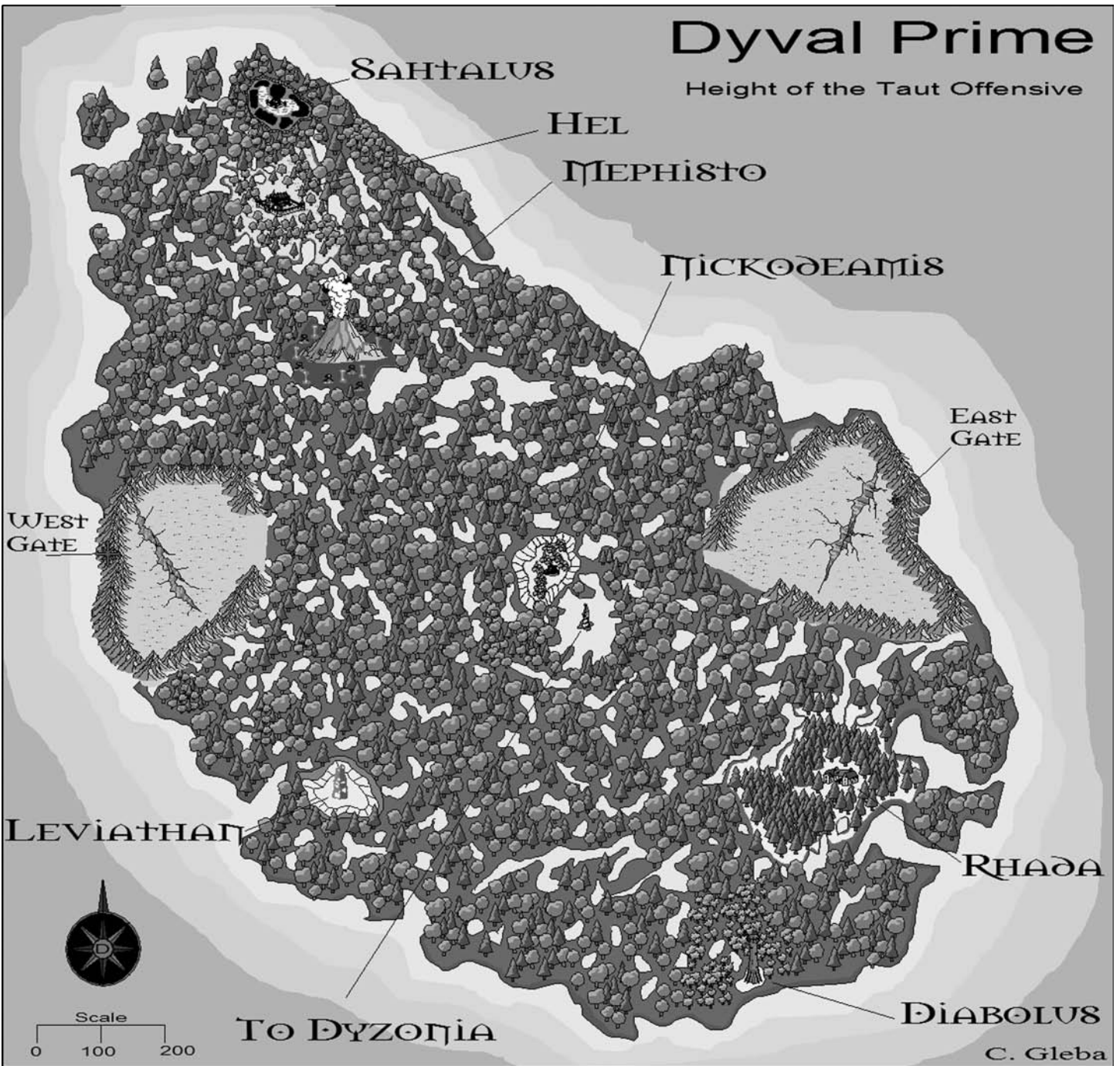
The Deevils, being ever paranoid, patrol the forest looking for any enemy spies and intruders who may be allied to demons. Patrols are heaviest in the mountains and woodlands around the entry points to Dyval, one in the West and another in the East, as well around the citadels.

The Orchards of Dyval Prime

Dyval Prime has some of the most expansive orchards in all of Dyval. Several groves grow close to each of the Deevil Lords’ citadels as most bear some type of special fruit. There are a few scattered elsewhere, however the Deevils have learned the value of this special or *Forbidden Fruit*, and use it to their advantage. Different kinds of Forbidden Fruit grow in the various levels of Dyval. The quantity grown for each kind varies, however Dyval Prime has the most cultivated fields and therefore the largest quantities in all of Dyval.

Thousands of Host and mortal devotees and henchmen or slaves tend to the orchards. Since there is no day/night cycle in Dyval Prime, they work in long twelve hour shifts. Many of the mortals collapse from exhaustion before their shift ends.

The orchards closest to the Deevil Citadels are all cultivated orchards. This means they are tended to by a workforce and kept



clear of animal predators. Here the fruit is less available, only because it is picked as soon as it is ready and shipped to the various Deevil Lords. You'll never find any spoiled fruit or discarded fruit around cultivated orchards.

Wild orchards are scattered throughout the forest of Dyval Prime. Slaves do not tend to them, so the fruit grows in abundance, and often falls from the trees where they are eaten by animals or spoil. Wild orchards are hidden in the forest and difficult to find. They tend to be much smaller than the cultivated orchards, and may be a cluster of only a few trees or several (1D6x10). It is at the wild fruit groves that the more predatory minions of Dyval, from Tiger Beasts and Stalkers to Fenry and Harpies, and even Gorgons, like to lie in ambush for outsiders, demons and intruders.

Demons who have spent a long period of time in Dyval Prime are beginning to learn of the value of the orchards and the fruit, and are targeting them for acquisition or destruction to keep the fruit out of the Deevils' hands. As a result, the Deevils have had to expend more manpower guarding at least the cultivated orchards.

The fruits are used by the Deevils for a variety of things and may be processed into jam, paste, wine or an elixir that can be stored and lasts for decades without losing its special properties. Whereas the ripe fruit is only good for 1D4+4 weeks before it over-ripens and goes bad. This puts a lot of pressure on the workers as they are usually forced to help brew the potions from the Sour Fruit, and torture or death is the punishment if a batch of fruits go bad due to negligence.

The minions of Dyval do not usually manufacture, distribute or sell their fruit and fruit products on the open market, as they are Dyvalian secrets. However, they may be given to a Witch, worshiper, mortal henchman, servant, pawn or ally as a reward or boon, or used on an unsuspecting victim.

Fruit with Special or Magical Properties:

- **Bitter Plums.** A dark purple fruit with speckles that looks very much like an Earth plum, but has a tangy, bitter taste. May be processed and turned into jam/paste, thick juice with particles like orange juice pulp, or a thick syrup-like wine.

Eating a single plum or eight ounces of the processed fruit or juice (three ounces of the wine) provides the nutrition, sustenance and satisfaction of a full meal, but is an acquired taste.

Reasonably common.

- **Dragon Fruit.** Rarest of the Dyvalian fruit, this citrus-like fruit has a thick, red, scaly skin and the vague shape of a dragon's head. It is the size of a cumquat or squash. The succulent fruit inside is a pale greenish yellow color and has a mild, sweet taste.

Eating half of a single fruit or drinking eight ounces of a processed potion or elixir, or eating 10 ounces of a paste or jam, makes a *supernatural being* like a Deevil or demon resistant to M.D. fire (half damage) and increases their M.D.C. by 5% for 4D6+6 minutes.

The effect on mortals is much more profound. S.D.C. (not Hit Points) becomes M.D.C., they are resistant to M.D. fire and heat (half damage), and impervious to ordinary fire. The effects last for 1D4 hours. **Note:** May be an ingredient in a variety of magic potions that make the drinker resistant or impervious to fire, as well as healing potions.

Rare.

- **Mud Nugget.** An odd looking berry with the general appearance and size of a dark brown colored walnut. Eating a single fruit, or drinking six ounces of a processed potion or elixir, negates most poisons, stopping further damage and restoring 4D6+6 Hit Points/S.D.C. caused by poison, or reducing the penalties and duration of most drugs by half. Cures poison from the bite of snakes and insects, most animals, demons and creatures of magic. It gets its name from its dark brown color and the fact that the berry tastes like mud!

Uncommon.

- **Purple Berries,** also known as War Berries. Sweet and tasty, they make those who eat them energetic and aggressive. May be processed and consumed as berries, pie, jam, juice or wine. Consuming as little as three ounces makes mortals energized, aggressive, short tempered, violent and bloodthirsty.

Bonuses: +2 on initiative, +1 to strike and parry, +1 to strike with guns and ranged weapons, +1D6 to damage (S.D.C. or M.D. depending on the weapon; not applicable to ranged weapons) and +2 to save vs Horror Factor. **Penalties:** -2 on Perception Rolls, -2 to dodge and pull punch, wants to kill and exercises poor judgement when it comes to withdrawing or accepting a challenge, -10% on all non-combat skills.

Common.

- **Red Berries,** also known as *Blood Berries*, are poisonous and can be made into a powerful poison with numerous applications. A poison so powerful it can kill dragons, demons and other supernatural beings.

Eating a single berry or drinking one ounce of Red Berry juice/elixir does 1D4x100 S.D.C./Hit Point damage to mortals and 1D4x10 M.D. to Mega-Damage beings. May also be processed into a liquid that can be injected via hypodermic needle or released as a gas (usually by boiling it), but does half the usual damage in gas form to everyone who inhales it per every five minutes of exposure. Spilling the potent berry juice on the surface of skin causes mild irritation, but no real damage (one S.D.C. point); it must be ingested to do damage.

Unfortunately, Red Berries have a strong, unmistakable, pungent, sweet aroma. **Note:** Cryxon and Stalkers are immune to Red Berries and can eat them as food.

Common.

- **Sour Fruit.** This fruit grows in abundance in Dyval Prime. It is the size and consistency of a grapefruit, but has green veins all over the yellow exterior skin. The interior fruit is like an orange and has a sweet and sour taste.

Any mortal who eats a whole fruit or drinks 10 ounces of Sour Fruit juice, or five ounces of Sour Fruit wine, heals 4D6+2 S.D.C. or Hit Points instantly! Supernatural creatures heal 1D6 M.D.C.

In addition, if the juice is brewed into a tea-like elixir, it can cure illness caused by bacteria or a virus: 01-70% chance. If successful, symptoms of the disease are immediately reduced by half, and the duration lasts only 20% its normal run. **Note:** Sour Fruit loses its healing properties 1D4+2 days after being picked or falling from the tree, after which its just normal fruit with no added healing benefits, but tastes great. Lasts years as a healing potion, juice, wine or tea.

Common.

- **Sweet, Sweet Apples.** Bright red color and tastes delicious. Eating eight ounces (fresh fruit or as a jam, or fruit filled dessert, or as a drink) affects mortals by lowering their inhibitions, making them more easily sexually aroused, and the person bolder and more decisive, but also more outspoken, careless and impulsive. Can be processed and turned into pastry fillings, jam, juice or wine.

Used by Devilkins, Deevils and the many other infernal deceivers and seducers to influence, manipulate, take advantage of and loosen lips. Seducers and interrogators get a +10% bonus to their skill, when their victim has been given a sufficient dose of Sweet, Sweet Apple. Likewise, victims are -2 to save vs psionic Hypnotic Suggestion, Mental Possession, Psionic Invisibility, Psychosomatic Disease, and other forms of mind control.

Uncommon.

The Gardens of Dyval Prime

The gardens are as expansive as the orchards. While the Deevils have little use for them, their mortal allies, worshipers and henchmen need to be fed. All gardens, even those not tended to, grow in orderly fashion with no weeds and perfect vegetables each time. This makes them last twice as long when

rooted to the ground. However, as soon as they are picked they only last 2D6+14 days. There is a slight magic aura to them, and perhaps it is why they grow so well. However, once they are picked the magic fades. If the magic does anything, it makes the vegetables grow to their full potential and taste great. The flavor is strong and cooking with them adds a +10% to the Cooking skill. If anyone were able to sell them they could easily get twice their normal value.

Not all gardens are crops, 25% are elaborate and ornate gardens of flowers and bushes, many designed and well manicured into maze-like configurations and reminiscent of the gardens of past French and British royalty of Earth. Even in these deceptively beautiful gardens and lush crop fields, Bonelings, Tomb Worms, Tiger Beasts, and other dangers may lurk on the ground, while Dire Harpies, Gargoyles and the like may dive from the sky.

Climate & Terrain in Dyval Prime

Unlike Hades, Dyval Prime is truly a paradise. There is no harmful weather and even if the Deevil Lords commanded it, there would be nothing more severe than a thunderstorm. The climate is very much suited to humanoids and that's what makes this environment seem so inviting.

The terrain is also relatively benign and unthreatening. Along the coast are miles upon miles of sandy beach that looks like some South Pacific paradise. The beaches vary in size from one to four miles (1.6 to 6.4 km) wide, with the occasional location being twice the size of the norm.

On the edge of the beaches, moving inland, is a dense forest that is a mix of deciduous and coniferous trees. The forest is green year round and because of the idyllic conditions in Dyval the trees never have to shed their leaves because of fall and the onset of winter. Everything is always in bloom in Dyval with beauty everywhere.

The forest makes up the majority of the landscape in Dyval Prime. However, the island is covered in hundreds of lakes and streams. The size of each varies considerably around Dyval. Streams and rivers can go on for miles and with widths easy enough to cross and a depth of only a few feet deep, to monstrous rivers that are as wide as the Mississippi and too deep to cross on foot. The lakes are just as varied from tiny, little fishing holes to lakes the size of Lake Michigan. Fortunately for most, the water is fresh water. Even the oceans are fresh and the water can be consumed with no ill effect. The lakes and rivers are filled with an abundant amount of wildlife, making food very plentiful.

The land is as varied as any world. There are valleys, grasslands, beaches and dense forest. The most hazardous types of terrain, mountains, deserts, and swamps, are, for the most part, non-existent. The only exceptions are the mountains recently erected around the East and West Gates, and the lands around the various Deevil Citadels. Each of the Deevil Citadels (except Hel's) sits on a dimensional fracture where the terrain can change from that of Dyval Prime to that of its corresponding level of Dyval. For the most part this is isolated to a 12 mile (19.2 km) area around the citadel. Still, it's a good indication that one is approaching one of the Deevil Citadels.

The only true dangers come from the variety of predators that call Dyval home. Each seems to have adapted to the unique environment of Dyval, while others were "imported" for various reasons. The latest of which to contend with are all the Worms of Taut. These little creatures are thriving in Dyval and originally there were no natural predators to stop them. In Hades they are usually held in check by Psi-Hawks and other similar predators. In Dyval, they have been running rampant and until recently, their numbers seem to have exploded. The Deevils and Devilkins have taken it upon themselves to hunt the Worms of Taut and have taken a great delight in doing so. There has also been a reward offered by Diabolus. He has found a whole new host of test subjects and he plans on paying the Hades demons back tenfold!



Gateway to Dyzonias – Sanctum Lake

In almost the exact center of Dyval Prime is one of the largest and most beautiful lakes in all of Dyval. Sanctum Lake, as it is called, is just south of the Citadel of Nickodeamis. This is the gateway to the inner realm of the Deevil Lords. If one has to travel deeper into the realm of the Dyval and doesn't have a means of dimensional teleporting, this is the only reliable way to progress deeper. This is the last of the dimensional focal points in Dyval Prime. While two are primarily for arrivals, this gate is truly a doorway. A permanent Rift is open between Dyval Prime and Dyzonias, which is the next level, so to speak. The gateway is in the center of the lake on an island with a lone structure. The Rift is within the tower that dominates the island. The tower is made of some type of reddish stone and seems very ancient.

There are faint carvings and symbols on the stone, but most seem to have been erased by time. Because of the Rift, the structure is all but indestructible as the magic energy permeates it. Contained within the lower bowels underground is the Rift to Dyzonian. Prior to the Minion War the structure was all but abandoned with only the occasional Deevil passing through. Now, to prevent the demons from learning the true make-up of Dyval, a garrison of Shock Dragons has been put on the island. They are led by one of their magic using brethren to sniff out anyone that may be disguised. In particular they are watching out for Raksashas who, with their superior disguise ability, could very well slip right past them. While the tower can't be damaged or changed, they are adding to it, increasing its defensive battlements. Barracks have been added and the troops are in the process of adding a perimeter wall around the tower with a gatehouse. Right now it is constructed out of wood, however it is being modified with magic. While a siege is not expected, the commander is taking no chances of having any demons penetrate deeper into Dyval.

The Citadels of Dyval

The majority of Dyval Prime is covered in a lush forest, orchards and gardens. There is very little variation to the terrain except in areas around the respective Deevil Lords' citadels. Dimensional fractures alter the terrain around each citadel to reflect the layer of Hell ruled by that particular Deevil Lord.

Dyval Prime is linked to the other levels of Dyvalian Hell via each of the citadels of the Deevil Lords. Not only do the citadels serve as a focal point through which one can travel from Dyval Prime to that level of Dyval, but aspects of the actual level manifest around the citadel itself. This can be seen in six of the seven Deevil Lords' citadels (Hel's domain is Dyval Prime).

For instance, **Mephisto's citadel** is rooted in the layer of Dyval called *Inferno*. This layer is not unlike Hades, where lava and fire flows freely and the land is full of mountains and canyons. Mephisto's citadel resides in the heart of a volcano in *Inferno*, thus, so too does it reside in a volcano in Dyval Prime. However, in Dyval Prime the volcano is comparatively small and calm, whereas in *Inferno*, Mephisto's volcano dominates the land. The terrain around the citadel in Dyval Prime also looks like *Inferno* for several miles, before it returns to forest. In this case, the land surrounding Mephisto's citadel in Dyval Prime is scorched stone with small rivers of lava and the occasional Fire Geysers. A few miles away, the forest is back.

Mephisto's minions can come and go from *Inferno* to Dyval Prime, and back again via dimensional teleport, or through any number of dimensional portals within the citadel itself. Using a portal in the citadel requires no more effort than walking through a door. However, if ever a mortal stepped into the citadel, he would have a difficult time trying to find the place to cross the dimensional barrier. Only Ley Line Rifters, Temporal Raiders, Shifters, minions of Dyval and other experienced dimensional travelers can locate and even sense precisely where to go inside the citadel to find a portal.

The other citadels all function the same way. The land around **Sahtalus'** citadel is dead and gray and appears to be on a large, raised stone dais. **Nickodeamis'** appears to be atop a

small mesa. **Leviathan's** citadel occupies a rocky outcropping similar to her own level of Dyval. **Rhada's** citadel is located in a deep conifer forest. And **Diabolus** has his citadel located in the middle of a lake. They are different from the forest of Dyval Prime because they reflect the domain of Hell ruled by the master of the citadel caused by D-Shifting. Shifters and those familiar with the dimensional nuisances will instantly recognize the effects of a *dimensional fracture* as the terrain shifts between the two dimensions to affect the other.

Occasionally, one of the citadels may appear to shimmer and take on a less than substantial appearance for a few minutes. This is because each citadel straddles both dimensions and sometimes the link between the two softens and the citadel in Dyval Prime fades for a few moments. Likewise, the non-forested terrain sometimes D-Shifts around the citadel and unexpectedly pops those in Dyval Prime to the level of Hell it is connected to. When it phases back the individual finds himself back in Dyval Prime, provided he has remained in the area of effect. Otherwise, his only way back is through the citadel, the use of magic or opening a dimensional Rift of his own. Such is the strange nature of Dyval.

Lady Hel's citadel is the only exception, because her realm of Hell *is* Dyval Prime and does not straddle two dimensions. This makes her domain the entrance to the other levels of Dyval and the prime target for invasion by the demons. Thus, she is the gatekeeper who protects all of Dyval, and her defense of Dyval Prime is joined by all the others. For if Dyval Prime is conquered, they are all in danger.

Each of the Deevil Lords resides in one of the seven grand citadels found in Dyval Prime. Each is unique, reflecting the various tastes of the Deevil Lords. Some are grand mansions, while others look like military fortresses to simple mounds of rock and granite. Regardless of how they look, they all share several powers and abilities in common. Each also has a few unique abilities exclusive to that particular citadel and Deevil Lord, and only accessible by its respective owner.

Lord Diabolus was the original creator of the citadels and with some powerful magicks, he was able to conjure them into existence. From there, each Deevil Lord customized it as he or she saw fit. Each citadel is built at a place of power in Dyval Prime, most notably, on a ley line or nexus. By being placed on this mystic grid, the citadels can draw power and the respective Deevil Lords can access their abilities with ease. Listed below are the properties that all of the citadels share. Their unique powers and abilities are discussed in their respective level of Dyval.

The following are traits shared by all Deevil Citadels:

- **Co-existence.** Each simultaneously resides in Dyval Prime and its respective layer of Dyval. In essence, the citadels exist on locations that are equal to dimensional fractures where both realities merge. At the whim of a Deevil Lord they can appear in either dimension. This enables them to move vast amounts of troops in Dyval as the range of the fracture is approximately a 12 mile (19.2 km) radius with the citadel at the center. There is no P.P.E. cost for the Deevil Lord and his minions to move between the two realms. Others familiar

with dimensions, such as Shifters, can cross from one to the other, at a cost of 10 P.P.E. +15 P.P.E. for each additional traveler, anywhere within that 12 mile (19.2 km) radius.

There is a way to forgo the P.P.E. cost. This entails searching the citadel, as there are usually several (1D6+2) dimensional entrances and exits inside the edifice. By finding the correct portal one can travel from the citadel to the level of Dyval it is connected to at no P.P.E. cost. The minions of the Deevil Lords who reside in the citadel or serve their master well, will know where such portals are located, but they won't give up this information easily. **Note:** Lady Hel is the only exception. Her citadel is firmly rooted in Dyval Prime only, because Prime is her domain. However, she is compensated with other abilities and access to the other levels.

- **Citadel Teleport.** The citadels are all connected on a massive ley line grid. This allows Deevils and Deevil Lords to teleport from one citadel (or surrounding area) to any other citadel in Dyval Prime. This makes it convenient for the Deevil Lords to quickly meet and communicate when necessary. This usually only works in one selected location, in most cases a foyer or garden where anyone just dropping in won't go unnoticed by the citadel's guards. No P.P.E. cost.
- **Citadel Communications.** Each citadel has at least one room with a huge mirror, mirrored surface, or a giant soul medium. With but a command and the Deevil Lord's name (not his true name), instant two-way communication is possible. If necessary, the Deevil Lords can hold a conference call-like session with each of the other citadels being tied in. This is accessible only by the Deevil Lords. P.P.E. Cost: 10 per hour.
- **Dimensional Teleport.** The Deevil Lords and their minions can use the citadels to teleport to any known dimension. The spell's power is considered at 20th level, so there is a limit to its abilities. Only the Deevil Lords can access this power, however some have granted trusted minions with the knowledge. This allows the minion to access the power when necessary. This ability is always accessed at a specific location within the citadel. P.P.E. Cost: 100.
- **Dimensional Portal.** Each citadel has 3-6 portals to the master's domain of Hell. They are typically archways built somewhere within the citadel itself, but are sometimes located outside the citadel (underground in a cave or tunnel, disguised as part of the garden, under a bridge, etc.). The arch that is a dimensional portal is usually hidden, with some being more obvious than others. Deevil Lords can open the portal for 250 P.P.E. and it will remain open for up to three hours at a time. This allows the Deevil Lords to send large amounts of troops and equipment, as needed, anywhere in their home domain at a moment's notice. Likewise, troops may arrive from that level of Hell to the citadel via that particular dimensional portal. The size of the arch can be changed to suit the needs of the Deevil Lord and costs 250 P.P.E.
- **Malleability.** Each citadel responds to the orders and commands of its Deevil Lord. This allows them to change the internal and external shape, appearance and size of their citadel

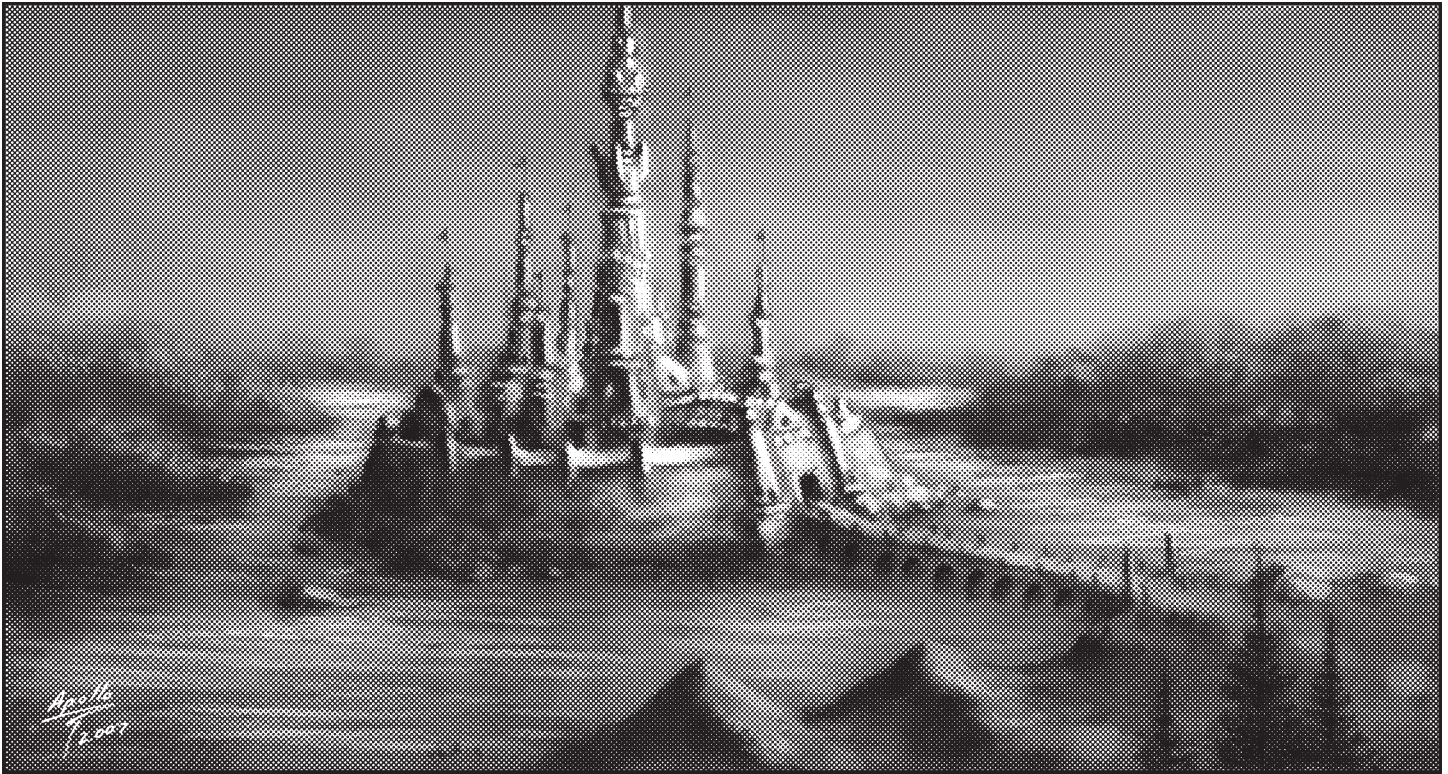
at will. They can also create a variety of rooms, raise external walls, and summon towers, balconies, etc., as needed. There is no limit to how the Deevil Lord can shape his or her residence. They can even furnish the internal rooms as necessary. The complexity of the change determines the P.P.E. cost needed to effect the change(s).

Simple cosmetic changes, such as color, or simple shapes and designs, the cost is 1 P.P.E. per 100 square foot (9.3 m) area. So a 1000 square foot (93 m) area (a 20 by 50 foot room) would cost 10 P.P.E.

Moderate changes such as altering the wall type from stone to wood, adding a chandelier, and amenities like a couch, love seat, or chair, cost 10 P.P.E. per 100 square feet (9.3 m).

Ostentatious changes, such as having marbled walls with gold accent, high quality furniture made of silk and exotic fabrics, altering the layout of a particular floor, adding rooms or an entire floor or tower, cost the Deevil Lord 1 P.P.E. per square foot! The Deevil Lords love this aspect of their dimensional realm as it allows them to rearrange and make changes at will. It also makes it impossible to map out their dwellings as they are changed quite often.

- **P.P.E. Storage.** Each citadel resides on a Ley Line, or Ley Line Nexus. This allows the citadels to have a small reserve of P.P.E. on hand. A reserve that can be tapped only by the Deevil Lord in residence, or one of his trusted subordinates. However, if one is familiar with Pyramid technology, this P.P.E., as well as some of the functions above, can be accessed at a -20% penalty (and 20% additional P.P.E. cost) to Operate Dimensional Pyramid skill. Each citadel has 6D6x100 P.P.E. in storage at any given time. Typically, Deevil Lords and Deevil Regents can channel 50 P.P.E. per melee round!
- **Mega-Damage Structures.** Each citadel is considered the equivalent of a major magic artifact with 2D6x1000+8000 M.D.C. (Total M.D.C. times 10 for S.D.C. with an A.R. of 18 on S.D.C. worlds.) This also makes each citadel priceless.
- **Citadel Teleportation.** The power to teleport the entire structure from Dyval Prime and put it only in the Deevil Lord's home dimension/level of Hell. That means Mephisto can place his citadel exclusively in Inferno, Sahtalus in Grim Mortis, and so on. To teleport the entire citadel including all the people and possessions within its walls costs the Deevil Lord 5,000 P.P.E. They can return their citadels to the same location in Dyval Prime for half the P.P.E. **Note:** Lady Hel can move her citadel, but only to other locations in Dyval Prime, not other levels of Hades.
- **Achilles Heel.** Each citadel has a stone deep within its core. This stone may not stand out, but can be detected via magical means. The stone has a total of 1% of the citadel's total M.D.C. reserve. If this stone is *destroyed*, the citadel collapses in on itself within 1D6 minutes. Each stone is carefully hidden, its location known only by the Deevil Lord and possibly a few of his top minions. See Diabolus' citadel for more details.



Hel's Citadel

Hel's citadel is just south of Sahtalus' citadel at the top of Dyval Prime. It is a large, elegant castle with several large towers, each topped with a large pennant waving in the breeze. There is a moat surrounding the castle as well as a large, fortified stone wall. The moat extends from the wall out to approximately 50 feet (15.2 m). The only way in is through a large gatehouse that is connected to the main structure by a drawbridge. From all outward appearances the castle is easily 8-10 stories, with the individual towers being twice as high.

The castle appears to be constructed of white ivory with gold and silver accents. It has graceful curves and appears seamless. Adding to the elegant look of the castle are stained glass windows and a roof constructed of red cedar. However, up close the citadel is far from elegant. The stained glass windows are depictions of cruelty and depravity. Numerous images on the windows and in wall-sized tapestries inside show Hel's former, depraved pantheon members in a less than flattering light while scenes of her are always heroic or at least triumphant. The artwork on the interior is just as explicit and is displayed in a variety of wall murals, tapestries and floor mosaics.

Hel's citadel is unique in that it does not have a corresponding dimensional level of Dyval where it exists simultaneously. When Hel was first welcomed into the pantheon, she was not considered worthy to receive her own realm. That was fine with her as she was satisfied with being in *Dyval Prime*. The other Deevil Lords are primarily concerned with their own realms and affairs in the world of mortals, so she pretty much has run of Dyval Prime.

As is the case with all the citadels, this one is molded to her particular tastes and has several unique abilities. The most impressive is that Hel can change the very face of Dyval Prime as

well as the citadel itself. She is able to change all or portions of the landscape from forest wilderness to jungles, to barren wasteland, to icy tundra and anything else she might desire. As it is, she likes idyllic forests. However, she can make changes, create new lakes, dry up existing ones, raise mountains or volcanoes, create deep chasms and so on, at her whim. For the most part she leaves Dyval Prime unaltered and in what she calls its "native" forest state.

The area surrounding her citadel has been altered permanently to give her a tactical advantage. While it is in deep woods, the mighty castle sits on a large hill overlooking a valley that runs east to west, just south of her citadel. Approaching it from the east, west or south means travel through a valley occupied by legions of her minions. To the north of the citadel is a cliff that is easily a mile (1.6 km) high. This protects her "back."

Altering the land is no easy matter and very costly. The P.P.E. costs vary. Raising and lowering mountain ranges costs Hel 1000 P.P.E. Each range can be up to a thousand miles (1600 km) long and 10,000 feet (3048 m) high. Adding or removing lakes costs 500 P.P.E., redirecting streams costs 100 P.P.E., and other changes such as creating chasms or altering the land dramatically cost 2000 P.P.E. Each change comes at an additional cost to the dimension. For instance, raising the mountains around the two entrances to Dyval in the West and East after the Taut Offensive caused earthquakes all over Dyval Prime. It also altered the idyllic setting. The only limitation Hel has is altering the terrain around the citadels of each of the other Deevil Lords. She can not touch the surrounding 50 mile (80 km) area around each citadel. So even if she were to encircle Mephisto's citadel with mountains, there would be a buffer zone of 50 miles (80 km) between the mountains and his citadel. Nor can she destroy a citadel, at least not by altering the terrain around it.

In addition to her control over the land, she has influence over all of the weather in Dyval Prime, and it is her choice to

have it be a sunny day with barely a cloud in the sky. However the dimension sometimes emulates her moods, and when Hel becomes upset, depressed or extremely angry, the weather turns foul. These are the only times when the sky turns gray, cloudy or stormy, thus a sudden storm suggests trouble at the citadel of Hel.

Lady Hel has created numerous dimensional portals around her citadel. These portals are in addition to the three that all citadels have, and go to numerous worlds outside Dyval where Lady Hel has influence or seeks to gain influence. She may use them to visit such places as the Palladium World, Phase World or Rifts Earth, among others, or to send her minions to worlds on specific missions, to recruit worshipers or to cause mischief. The creation of these portals was difficult as Lady Hel had to work to overcome Dyval's extremely durable dimensional barrier. As a result, she does not keep the portals open or active all the time, but uses them only when she needs them. Instead of her having to spend 250 P.P.E. to open one, however, she can do so for only 100 P.P.E.

The final ability of Hel's citadel is unique and was discovered quite by accident. If Lady Hel breaks off a piece of her citadel and brings it to another dimension, she can effectively clone her entire citadel. She simply buries it in the ground, expends 300 P.P.E. and it grows to become an exact copy of her citadel in Dyval, with one exception. The citadel has only 10% of the original's M.D.C. Also, her citadel in Dyval Prime stays damaged and that small bit of damage cannot be repaired until the exact piece is returned. The piece is also quite sizable and usually weighs in at 100 pounds (45 kg), nothing for a being with Supernatural Strength, such as she, but it does mean a hunk of structure the size of a footstool or bench. It also takes several weeks (typically 2D4+2) before the surrogate citadel is fully formed and functional. When it is fully formed, the clone citadel is an exact duplicate with every aspect, power and ability, but with limits. Hel can still control weather, and change the landscape, but only in a 200 mile (320 km) radius. If she finds a suitable location where her minions are firmly entrenched and her presence is required, she would consider creating a copy of her citadel there. **Note:** Each clone-citadel steals 10% of her original citadel's M.D.C.; which is currently at 15,000 M.D.C.

Hel's Minions

Hel's Host

* Cryxon – 1.2 million (two thirds are deployed away from Dyval).

* Shock Dragons – 20,000 (in Dyval Prime).

* Shock Beasts (unofficial Host minions) – 575,000 (only 25% are deployed away from Dyval).

Stalkers – 1.3 million (two thirds are deployed away from Dyval).

Hel's Lesser Deevils

Deevils – 44,000

Devilkins – 40,000

Dire Harpies – 50,000

Fenry – 60,000

Ice Wraiths – 100

* Nexus Deevils – 120

Various others – 5,000

Hel's Greater Deevils

Beasts – 2,500

Horrors – 6,000

* Pandemoniums – 3

*Serpents – 200

Note: Only those with an asterisk are truly loyal to Hel, Lady of Dyval, the rest are minions assigned to her and the defense of Dyval Prime by her husband, Sahtalus, Supreme Lord of Dyval. More Host and minions can be dispatched to Dyval Prime as needed via the various citadels.

Being an outsider, albeit a dark goddess, Lady Hel came to Dyval with no minions of her own. All she had was a few childhood servants from Odguard which included a trio of Fire Giants and her dragon, Nidhogg. Her husband, Lord Sahtalus, appointed several Beasts as her personal bodyguards, but she is no fool and knows they spy on her for her husband. In fact, she often entertains herself by trapping them in locations of her citadel that have no exits, or simply by keeping them busy. Most of the time, however, she could care less what they see or report to her husband, Sahtalus. If she requires secrecy she has ways to obtain it.

As *Lady Dyval*, wife of the Supreme Ruler of Dyval, she can, in theory, command any and all of the Host and Deevils, but she knows the Lesser Deevils and Host serve her only because they fear her, and that the Greater Deevils obey because they fear the wrath of her husband. While there are a few who treat her with genuine respect, namely the Shock Dragons, most Nexus Deevils, and some Ice Wraiths, she knows that most still consider her an outsider and either dislike her for it, or their loyalties lie elsewhere among the other Deevil Lords. Of course she had her own legion of mortal worshipers and Witches, but they were mere mortals, not superior, infernal beings.

Seeing as how the majority of the Deevils in Dyval answer to one or more of the Deevil Lords, Hel was quick to recognize that she would need loyal minions of her own. To use any of the existing Deevils would be an invitation to treachery and spies. By mere chance, Hel came across the **Shock Beasts**. There was an instant bond between Lady Hel and the Shock Beasts. Perhaps because both seek to find their place in the world of infernals and both are viewed with contempt. Furthermore, Hel liked that Shock Beasts were resentful of *Lady Leviathan* (as she despises them) and prey upon her Dire Harpies for fun and out of spite. That was one so-called Lord of Dyval she didn't have to worry about usurping her claim to the Shock Beasts. Indeed, all the Lords of Dyval have chosen to relegate Shock Beast to the role of insignificant beasts of burden, leaving them for Lady Hel to cultivate as her own. Ironically, despite her fun and games with Cryxon and Stalkers, neither of whom she trusts, she is truly fond of Shock Beasts.

To throw a monkey wrench into the status quo in Dyval, and to find minions relatively loyal to her, she has gotten armies of **Stalkers** and **Cryxon** vying for her approval. She has promised *one* them a place among the Lesser Deevils, making them immortal, provided one of the two races manages to prove itself worthy of the honor. As a result, the two monstrous Host races are falling over themselves to become her favorite and win what

they consider an exalted position among the Lesser Deevils. What neither knows, is that Hel finds them both repugnant monsters, and while she probably could get her husband to make one of them Lesser Deevils if she finagled things just right, she has no intention of doing so. At least not unless one of them really does something to win her favor. They are just *pawns* in her game to shake things up in Dyval, snatch herself some power via opportunities in the Minion War, prove herself an equal (or better yet, superior) among the Deevil Lords, kill despicable demons and get some revenge on them for having the audacity to invade her domain and mar its splendor by infesting it with Worms of Taut and threatening to conquer all of Dyval.

Hel has taken notice of the *Brodkil* and a handful of other lesser supernatural beings, but for now she watches, seeing which race might serve her best should she decide to try to establish an alliance. In the meantime, the Cryxon and Stalkers, including those under the command of other Deevil Lords, try to outdo each other and compete in every respect to win Lady Hel's favor. A situation she finds most amusing.

There are also some specific individuals among the minions of Dyval who have caught Hel's attention. *Rogues* who answer to no Deevil Lord, or feign loyalty so as to not be scrutinized themselves. **Sovereign Casteel** is one such Deevil. He was sent to Hades right after the Taut Offensive with a sizable Deevil force. This was part of a bold plan to take back both *Devil's Cross* and *Stone Bridge Crossing*. Casteel was to give the demons the impression that a counterattack was imminent and it was hoped to distract the demons of Hades long enough to pull resources away from these two key locations in the Great Rift. Casteel was sent directly to Hades via Hel's citadel to a Necropolis in the Jungle of Pain. He and a thousand or so Deevils and lesser minions attacked the demons at *Demon's Gate* in Hades. All he ended up doing was to bloody the nose of the Demon Lords and stir up hot emotions. Several hundred demons and their troops were slain, but ultimately, Sovereign Casteel had to retreat. His reports to Lady Hel were detailed and pleased her greatly, and while the other Deevil Lords chastised his efforts, Lady Hel sympathized with his "unwinnable objective" and intervened when Lady Leviathan suggested he be stripped of his rank and one of his powers. Since then, he has looked upon Lady Hel as a respected ally, and he is fast becoming one of her favorite henchmen. Perhaps one day he will be promoted to Regent status or be placed under her charge, in which case she will make him one of her Regents. For now, he quietly does as the Lady suggests, and shares with her rumors and secrets other Lords would not like her to know.

Notable Minions of Hel

Regent Tuellywa

Tuellywa was one of three Fire Giants from the realm of Odguard who accompanied Lady Hel to Dyval. She has been a faithful servant who has been by Hel's side for centuries. Upon coming to Dyval it was Tuellywa who immediately took charge and helped to get all of the Lady's affairs in order. As a reward, she was made a Regent by the Lady of Dyval.

Regent Tuellywa takes care of all affairs within the citadel, from hosting guests, to organizing Lady Hel's troops. She is literally a jack-of-all-trades, and Hel would not be where she is to-

day without Tuellywa's help. She has long red hair, green eyes, and is covered in freckles, giving her face a deceptive, cherubic look that causes her foes to vastly underestimate her powers and prowess on the battlefield. She is often seen wearing heavy full plate armor and brandishing her Rune sword.

Hel's other two Fire Giants from Odguard, Tysoa and Vinza, are each the equivalent of a Sovereign and are responsible for other functions around Hel's citadel. **Vinza** is in charge of security and has 10 Beasts, 50 Shock Dragons, 70 Stalkers, 70 Cryxon, 50 Deevils and 90 Shock Beasts under her direct charge. **Tysoa** sees to the citadel's grounds, as well as Hel's pet, *Nidhogg*. The three Fire Giants are Hel's closest and most trusted friends, and they are rarely far from her side.

True Name: Tuellywathal Wynnguard.

Alignment: Aberrant.

Attributes: I.Q. 15, M.E. 19, M.A. 12, P.S. 35 (Robotic), P.P. 22, P.E. 23, P.B. 14, Spd 8.

Size: 20 feet (6.1 m) tall and weighs 1600 pounds (720 kg).

Age: Unknown, at least several thousand years.

M.D.C.: 650 (On S.D.C. worlds Regent Tuellywa has 245 Hit Points, 150 S.D.C. with an A.R. of 15.)

Horror Factor: 13

P.P.E.: 196

Disposition: Steadfast, resourceful, quick thinking, quick to action and 100% loyal to Lady Hel. Even the slightest quip or negative remark about her Lady, from a Deevil Lord or anyone else, will send the Regent into a fury. Lesser minions or Host may be slain on the spot, certainly punished harshly and given the worst assignments. An inappropriate Greater Deevil will be reprimanded and given a foul job or transferred out, and even a Deevil Lord may get a few, carefully selected words of disapproval for speaking against her Lady. Tuellywa is a fury on the battlefield and a general who expects the best from her troops.

Natural Abilities: Nightvision 80 feet (24.4 m), Supernatural Strength and Endurance, impervious to fire (takes no damage even from Mega-Damage fire), takes half damage from other energy based attacks, and she breathes fire which does 4D6 M.D. (damage is S.D.C. in S.D.C. worlds); 80 foot (24.4 m) range. She has been granted the Regent ability of "Raw Power" by Hel, boosting her M.D.C. as well as the ability of bio-regeneration 2D6 M.D.C. (S.D.C./Hit Points) per melee, and magically understands all languages 80%.

Skills of Note: Climbing 95%/85%, Wilderness Survival 80%, Detect Ambush 80%, Detect Concealment 70%, Tracking 75%, Field Armorer 90%, Athletics, Streetwise 60%, Lore: Demons and Monsters 80% and Hand to Hand: Expert.

Vulnerabilities/Penalties: Cold based attacks do double damage. She also becomes slow and sluggish in sub-freezing temperatures.

Experience Level: 10th Level Fire Warlock, 7th level Palladium Mercenary Warrior.

Psionic Powers: None.

Magic Knowledge: Regent Tuellywa can cast the following Fire Elemental spells: Blinding Flash (1), Fire Bolt (4), Globe of Daylight (2), Stench of Hades (4), Darkness (8), Fireblast (5), Resist Cold (5), Circle of Cold (10), Circle of



Flame (10), Fire Ball (10), Fire Gout (10), Wall of Flame (15), Fire Blossom (10), Flame Fiend (20), Fuel Flame (10), Mini-Fireballs (20), See Through Smoke (12), Blue Flame (30), Fire Globe (20), Screaming Wall of Flame (30), Wall of Ice (30), Eternal Flame (75), Flame of Life (40), Fire Whip (30), Melt Metal (50), River of Lava (50), Ten Foot Wheel of Fire (40), Burst into Flame (70), Drought (80), and Plasma Bolt (60).

Weapon Proficiencies: Sword, Shield, Paired Weapons, Spear, and Energy Rifle.

Attacks per Melee: Eight.

Mega-Damage: As per Robot P.S. of 35: 1D4 M.D. on a restrained punch, 2D4 M.D. on a full strength punch or kick, and 2D6 M.D. on a power punch or kick (counts as two melee attacks).

Bonuses (all): +4 to initiative, +6 to strike, +7 to parry and dodge, +2 to disarm, +2 to pull punch, +2 to roll with impact, Critical Strike on an unmodified roll of 18, 19, or 20, Judo style body throw/flip, +3 to save vs possession, +1 to save vs illusions, +2 to save vs Horror Factor, +4 to save vs magic, and +2 to save vs psionic attack.

Allies and Alliances: The right hand of Lady Dyval, and her two sisters, Tysoa and Vinza, are her closest friends. She commands all of Hel's forces in battle.

Enemies: All who oppose Hel are her enemies and especially the hated demons who dared attack her realm.

Weapons and Armor of Note: She has a suit of magical, full plate armor that has 200 M.D.C. (A.R. 16 and 400 S.D.C.) and regenerates 1D4x10 M.D. (2D6 S.D.C. in low magic worlds and S.D.C. environments) per minute. The suit is also weightless and noiseless. She also has a Claymore Rune sword called *Grunhorn*: Aberrant alignment, does 6D6 M.D.C. (6D6 S.D.C.), conveys a Horror Factor of 16 to her

enemies and awe to her allies. Grunhorn can cast the following spells three times per day each: Aura of Power, Charismatic Aura, and Aura of Doom.

Money: She has little need for money as Lady Dyval provides all that she needs, but she has gems worth 500,000 credits stashed away.

Note: These days Regent Tuellywa has been seen on the battlefield and has slain many demons and Worms of Taut. She leads Hel's forces and even the other Deevil Lords are taking notice of her skill and leadership abilities.

Sovereign Cryx, Quick Stats

Sovereign Cryx (pronounced Kricks), as he is called by Lady Hel because his real name is unpronounceable, is the general in charge of her Cryxon forces. He is tasked with keeping Hel up to date on current events in the war. When he is not in Hel's citadel he is overseeing various battle fronts where Cryxon warriors are involved. He is a creature of action, not words, and is often leading a charge or in the middle of a battlefield fighting alongside his troops.

He knows that the Stalkers are the Cryxon's direct competition, and if one should die by accident on the battlefield it is something he easily dismisses. He has been meeting with his fellow Cryxon commanders in secret trying to come up with a way to assassinate Sovereign Gile, his direct competition. They have yet to come up with a good plan to kill his fellow Sovereign and it makes his blood boil every time he has to stand in Hel's court with him.

Sovereign Cryx is a large, hulking brute covered in bristled hair and sharp barbs on his chitinous armor. He is exceptionally large for a Cryxon and usually wears a long yellow cape that appears to be some type of animal hide.

Race: Cryxon.

Alignment: Diabolic.

Attributes: I.Q. 15, M.E. 9, M.A. 14, P.S. 41, P.P. 18, P.E. 25, P.B. 6, Spd 12.

M.D.C.: 250. (On S.D.C. worlds Cryx has 50 Hit Points, 60 S.D.C., with an A.R. of 15.)

Disposition: He is an effective general for the Cryxon forces and is showing much promise on the battlefield. He longs to assassinate Sovereign Gile to give the Cryxon an advantage in terms of becoming Hel's minions. For now he must tolerate the Stalker until such an opportunity presents itself. **Note:** He is the leader of all Cryxon involved in the Minion War and answers directly to Hel.

Experience Level: 10th level Cryxon warrior.

Skills of Note: In addition to his R.C.C. Skills he has Intelligence 98%, Military Etiquette 80%, Military Fortification 75%, and W.P. Siege Weapons.

Weapons and Equipment of Note: He carries a magic halberd that is crafted from their resin. It is a symbol of leadership among the Cryxon and whoever wields the weapon leads the warrior caste into battle. The weapon does 5D6 M.D. (6D6 S.D.C.) and has the following properties. Twice per day it can cast Armor of Ithan, plus it has Numbing Cold and makes the wielder Impervious to Heat and Fire (takes no damage from fire based attacks, even M.D. and magic fire).

Sovereign Gile, Quick Stats

Sovereign Gile serves as the representative of all the Stalkers in the Minion War and he answers directly to Lady Hel. Like Sovereign Cryx, he must report all activity even though he'd rather be hunting down demons somewhere. He is aware that Cryx has it out for him and he's not surprised. To date, Gile has survived 17 assassination attempts with less than half of them even laying a hand on him. He is used to watching his back, and if Cryx ever makes a move on him personally, Gile plans to slay him without hesitation. He's considered stalking Sovereign Cryx right in Dyval, but for now he ignores the big bug trying to impress Lady Hel. Instead, Sovereign Gile hopes to impress her with better success on the battlefield and a higher kill ratio, despite the raw power of the Cryxon people.

Sovereign Gile has dark green skin and wears bones and pieces of his enemies on a trophy necklace. The necklace is a status symbol in his tribe and has been passed down through the generations with each chieftain expected to add at least one major trophy to it. He longs to add a demon's bones, but to do so requires him killing a demon in Hades! A triumphant day he looks forward to soon.

Race: Stalker.

Alignment: Miscreant.

Attributes: I.Q. 15, M.E. 24, M.A. 18, P.S. 28, P.P. 18, P.E. 30, P.B. 4, Spd 28.

M.D.C.: 180 (On S.D.C. worlds Gile has 120 Hit Points, 60 S.D.C., with an A.R. of 12.)

Disposition: He is a no-nonsense type of personality. He is strict and expects results, with failure often rewarded with death.

Experience Level: 10th level Stalker. **Note:** He is the chief of the largest group of Stalkers in the Minion War and he is ef-

fectively the overall commander of all Stalker tribes. While some may not recognize his authority, they know that he speaks for Lady Hel, and works to make all Stalkers immortal minions of Dyval.

Skills of Note: Prowl 98%, Camouflage 85%, Track by Scent 85%, and W.P. Blunt.

Weapons and Equipment of Note: Gile carries a large femur from some type of animal from his world. The bone has been enchanted to do Mega-Damage and inflicts 4D6 M.D. (3D6+4 S.D.C. in S.D.C. worlds), plus has the effect of Thunder Hammer.

Dyval after the Taut Offensive

The Taut Offensive has changed the face of Dyval, probably forever. Until then, nobody dreamed of invading the Dyvalian Hell. Most people didn't even know how to access its dimension. That fact is changed, and the Deevils' sense of security is forever shaken.

To defend against the demon invasion they know is coming, Lady Hel has erected a rim of mountains in horseshoe fashion around the perimeters of the two dimensional portals to Dyval, and armies wait for the call to defend the first level of Hell. The mountains' configuration should help contain invading armies and force ground troops out the open end of the horseshoe, where the Deevils will be waiting for them while other Deevil forces attack from the sky. Of course, the Deevil Lords know the mountains will not keep a determined invasion force contained and vulnerable. Thus, Deevils are forever vigilant of their domain dimensions and the entrances in Dyval Prime.

Deevil Population of Dyval Prime

Note: The population listed below are in addition to the minions under Hel's command (listed previously). These are independents and minions of the other Deevil Lords who have a citadel in Dyval Prime. These numbers can increase two to ten fold when Dyval Prime is threatened.

The Host

Cryxon – 250,000

Harpies – 22,000

Shock Dragons – 80,000

Stalkers – 230,000

Tiger Beasts – 70,000

Mortal Sevants and worshippers – 6,000

Lesser Deevils

Bonelings – 85,000

Deevils – 186,000

Devilkins – 254,000

Dire Harpies – 6,000

Fenry – 21,000

Fiends – 65,000

Gorgons – 45,000

Ice Wraiths – Unknown.

Imps – 26,000
Naga Deevils – 55,000
Nexus Deevils – 100

Greater Deevils

Arch Fiends – 43,500
Beasts – 42,000
Deevil Dragons – 69,000
Horrors – 45,000
Pandemoniums – 10
Serpents – 17,300
Wraiths – 2000

Notable Monsters of Dyval Prime

Devil Worm – 30,000
Flying Horrors – 580,000 total (440,000 in the mountains, the rest in the jungles of the Northern Plateau; prey on Harpies, Tri-Tops and others).
Ice Worms – 200
Infernal Sprites (Air) – 60,000
Infernal Sprites (Fire) – 20,000
Infernal Sprites (Water) – 72,000
Infernal Sprites (Earth) – 50,000
Infernal Tri-Tops – 16,000
Mimics – 14 million, not that one can tell, as most take the form of other animals.

Shock Beasts – 32,000 as independents and War Steeds.

Ordinary animals from deer to wolves, birds and fish are also found on Dyval Prime and many of the other layers of Dyval. However, many are actually Mimics.

Worms of Taut (various) – 50,000-80,000 estimated (could be double that number) and actively hunted for extermination. These demonic monsters will have no problem breeding in the forests of Dyval Prime and that is something the Deevils do not want to see happen. Consequently, they are actively hunted for the purpose of complete and total eradication. However, there are countless hiding places, so the Worms of Taut are likely to be a problem for decades to come.

There may also be invading bands of demons, mostly scouting parties, raiders, snipers and lone individuals, as well as various other beings and the monstrous creations of Lord Diabolus.

Also see Hel's Minions listed earlier.

Dyval Prime Weather Tables

01-60% Clear skies, warm temperatures and pleasant breeze is typical of Dyval Prime. The climate is almost constant year round and sees very little variation unless Lady Hel is upset or deliberately playing with the weather.

61-70% Gray skies and light rain suggests that Lady Hel is frustrated or sad about something. Seldom lasts for more than 1D4 hours.

71-80% Thick, black storm clouds, heavy rain, thunder and lightning suggests Lady Hel is angry or fuming about something. Seldom lasts for more than 1D6+2 hours.

81-90% Dense fog spreading across a particular region is bad news, because fog is generally used to conceal troop move-

ment or massive sweeps by Hel's army. Hide and lay low or face 2D6+3 Cryxon, Stalkers, Shock Beasts, Fenry, Dire Harpies or other Lesser Deevils. **Note:** Dense fog may also be used to hamper the movements of an enemy invader, in which case substitute minions of Dyval with Sub-Demons or other demonic forces or their allies.

91-00% Freezing or blistering temperatures and/or a snow-storm or lightning storm, powerful winds and other freakish weather usually means Lady Hel is angry and Dyval Prime is being invaded. The extreme weather is designed to make the invaders frightened, uncomfortable and slow down their advance until the minions of Dyval can meet them head on in battle.

Dyval Prime Terrain Tables

Each section of Dyval provides a series of terrain, weather, and encounter tables to add spice to your games while traveling through Hell. Game Masters should feel free to modify these tables as they see fit to best suit their campaigns and players. Use these tables in any combination, use bits and pieces that strike your fancy, combine them with your own ideas or don't use them at all. It's up to you. The tables are provided in case you'd like to use them to make encounters more challenging and interesting.

Game Masters may wish to roll on this table for those traveling on foot for every 12 hours of travel. For those flying, it would only be necessary to roll the type of terrain when the travelers land.

01-20% Light Forest. Travel is easy, with no penalties. There are places for predators to hide or enemies to launch an ambush, but if the traveler is paying attention, he should see the attack coming before it reaches him. Those with Detect Concealment and Detect Ambush receive a +10% bonus to these skills in Light Forest.

21-40% Thick Forest conditions are a little more difficult to navigate. Speed is reduced by 20% and detours may be necessary to get around tangles of wildflowers, underbrush, fallen trees (probably the result of a battle), and clusters of wide trees. There are also plenty of places for demonic, infernal and animal predators to hide or wait in ambush from the treetops above and on the ground. Detect Ambush, Detect Concealment, Tracking (people) and Track Animals are at all -5%, but +5% to Camouflage skill; double the penalties and bonuses if traveling in the upper canopy of the treetops.

41-60% Dense Forest and tall trees. These are the giant redwood-type forest of trees with trunks as wide as an automobile and trees as tall as 400 feet (122 m). Danger lurks on the ground and in the dense canopy of branches above. Normal movement while on foot is reduced by half and detours may be necessary to get around tangles of wildflowers, underbrush, fallen trees and branches (probably the result of a battle), and thick clusters of massive trees, their trunks too wide and close together to squeeze through, forcing travelers to go around them. There are also plenty of places for demonic, infernal and animal predators (including the Worms of Taut) to hide or wait in ambush from the treetops above and on ground level. Detect Ambush, Detect Concealment, Tracking (people) and Track Animals are at all -10%, but +5% to Camouflage skill on the

ground; double the penalties and bonuses if traveling in the upper canopy of the treetops.

61-65% Wild Orchard: One of the numerous wild orchards that grows around Dyval. There will be an abundance of fruit, however there are likely to be 1D4 predators that stalk the area looking for easy prey; 01-55% chance. (Likely Encounters: 01-10% Worm of Taut: Tri-Fang, 11-20% Worm of Taut: Nipper, 21-30% Worm of Taut: Fire Worm, 31-40% Fire Scorpion, 41-50% Mimic, 51-60% Shock Beast, 61-70% Dire Harpies who lurk in the trees, 71-80% Tiger Beast, 81-85% Stalker, 86-90% Lesser Deevil of choice, 91-00% Sub-Demon or Lesser Demon.)

66-70% Cultivated Orchard. This is a sure sign of being close to one of the Deevil Lords' citadels. There is also a 01-65% likelihood that 1D6 other beings are present in the orchard. (Likely Encounters: 01-50% mortal worshipers or slaves working the orchard, 51-70% Lesser Deevils working the orchard, 71-75% other outsiders passing through, 76-80% Dire Harpies who lurk in the trees, 81-90% Sub-Demons or Lesser Demons stalking the orchard, 91-95% Greater Demons on the prowl, 96-00% Greater Deevils inspecting the orchard.)

71-75% Garden. Scattered around Dyval, and often near the citadels and other inhabited areas, are: 01-50% crop gardens (vegetables and such) and 51-00% flower gardens. There is a 01-40% chance that 1D4 others are present in the garden. (Likely Encounters: 01-20% mortal worshipers or slaves working the garden, 21-40% a mortal or inhuman guest of the Deevil Lord who owns the garden, 41-60% Lesser Deevils, 61-80% the Host, 81-90% Greater Deevils, 91-95% guardians of the nearby citadel or Shock Beasts, 96-00% the Deevil Lord from the nearby citadel and two Greater Deevil guards/assistants or visitors from another world.)

76-80% A Pond or Stream that is easily traversable and provides clean, fresh water suitable for drinking or bathing. Size will vary as well as depth, however it can be crossed with ease. The stream is probably a bit in the open which means visitors/intruders who linger for more than 2D6+14 minutes are likely to be seen by 1D4 others. (Likely Encounters: 01-20% Dire Harpies, 21-40% Infernal Sprite, 41-60% Demonic Aquatics, 61-80% Shock Beast, or 81-00% Gargoyles, Worms of Taut or predatory animal.)

81-85% A Sizable Lake or River that is moderate to average size. It will take 1D4+2 hours to travel around or over it. 2D6x10 feet (6.1 to 36.6 m) along the shore of the body of water is cattails and marsh or open fields of grass or wildflowers, which means visitors who linger for more than 1D6+6 minutes in the open area are likely to be seen by 1D6+1 others. (Likely Encounters: 01-20% Dire Harpies, 21-40% Demonic Aquatics, 41-60% Shock Beasts, 61-80% Host or Lesser Deevils, or 81-00% Gargoyles, Lesser Demons or a predatory animal.)

86-92% Mountains or Open Plains. These areas are substantial, going on for hundreds of miles, at the West Gate and East Gate where visitors *arrive* in Dyval Prime. There are also smaller mountains, hills or open grasslands near or around the various citadels for 10-30 miles (16 to 48 km). Travelers are most vulnerable in these open areas where Dire Harpies, Gargoyles and other demonic, infernal and predator creatures are on patrol or on the prowl. 01-65% likelihood of being spotted every

hour in this open terrain, and attacked by 1D6+1 minions of Dyval or demons. (Likely Encounters: 01-20% Dire Harpies, 21-30% Fenry, 31-35% Bonelings, 36-40% Worms of Taut (any or any combination), 41-45% Stalkers, 46-50% Tiger Beasts or Deevils riding Tiger Beasts, 51-60% Infernal Sprites, 61-70% Shock Dragons, 71-80% Cryxon, 81-90% Lesser Deevils of choice, 91-95% Greater Deevils of choice, 96-00% Demons or Gargoyle Sub-Demons of choice.)

93-00% A Deevil Citadel! Looming in the distance stands one of the numerous seven Deevil citadels. The lands surrounding them are the most dangerous in Dyval as they are heavily populated, attract visitors and are guarded by Deevil troops. Avoid this area or expect to roll on the Random Encounter table that follows, and double the number of beings or monsters listed. Triple them if they are infernal defenders of the citadel!

Dyval Prime Random Encounter Tables

Even before the Minion War heated up Dyval Prime was far from a paradise. Deevils are always coming and going and if they're not around, one of the many creatures that stalk Dyval most likely is. Predators always seem to be on the prowl and it is suggested to Game Masters that they roll once for every six hours of ground travel. Flying will actually attract more attention and the encounter table should be rolled for every three hours of flight. Rolling more often will certainly heat things up and Game Masters should use their best discretion when rolling.

The following table may be used for encounters anywhere in Dyval prime.

01-05% Something in the shadows. There's a noise not far in the underbrush or the tree branches above. As the player characters brace for an attack, some innocuous critter (squirrel, rabbit, bird, etc.) zips past them. False alarm. This time.

06-10% Stalked by a wild beast! The characters are being stalked by one or two of the following (if two, may be a mated pair):

01-10% Juvenile Flying Horror.

11-20% Infernal Sprite.

21-25% Infernal Tri-Tops.

26-30% Mimic.

31-40% Shock Beast.

41-50% Tiger Beast.

51-60% Devil Worm.

61-70% Fire Scorpion.

71-80% A Worm of Taut (G.M.'s choice of which Worm).

81-90% A monster from the Palladium World. Could be anything, including a Chimera, Dragondactyl, Manticore, Melech, Owl Thing, etc.

91-00% A monster from Rifts Earth. Could be any number of monsters from a Devil Unicorn, Panthera-Tereon, or Panthera-Thrinax, to Fury Beetle, dinosaur, etc.

11-20% Worms of Taut. Unless stated otherwise, 1D6+1 Worms of Taut surprise the characters. Roll for type:

01-10% Tomb Worms.

11-40% Fire Worms.

41-60% Tri-Fangs.

61-80% Nippers.

81-85% A Serpent Beast commanding 1D4 Nippers or Fire Worms.

86-90% Serpent Beasts.

91-00% A single Blow Worm.

21-30% Something in the shadows. There's a noise not far in the underbrush or the tree branches above. As the player characters brace for an attack the following *demons* drop down from the trees.

01-10% 1D6 Gurgoyles and a Gargoylite.

21-30% 1D6 Gargoyles.

31-40% 2D4 Demon Flies or Demon Bats.

41-50% 1D4 Tauris or Soul Catchers.

51-60% 2D4 Shedim or Alu warriors.

61-70% 1D4+1 Lasae or Couril.

71-75% One Death Demon or Tauris.

76-80% One Soul Catcher or Magot.

81-85% 1D4 Succubus and/or Incubus in disguise.

86-90% One Jinn (G.M. select the type).

91-95% One Raksasha or Night Owl.

96-00% One or two Baal-Rogs or Gallu Demon Bulls accompanied by 1D4 Lesser Demons.

31-40% 1D6+1 Cryxon or Tiger Beasts on patrol. They attack to kill and fight to the death.

41-50% 2D4+1 Stalkers on the prowl. They are happy to capture intruders and take them to their master. If their opponents prove too tough, the Stalkers will give up the fight and retreat, however, they will return with 1D4 Deevils or Shock Dragons, and a Fiend or Gorgon.

51-55% 1D6+1 Shock Dragons or Deevils on patrol, they attack to capture and question intruders. If answers are satisfactory, they are released to go on their way or escorted to a base camp or citadel where a person of authority can question them further. If the intruders resist, the warriors attack to kill.

56-60% Something in the shadows. There's a noise not far in the underbrush or the tree branches above. As the player characters brace for an attack 1D6+2 *Shock Beasts* appear. They are happy to capture intruders and take them to their master, Lady Hel. However, if the intruders put up too much fight or cause too much trouble, they'll kill them to be safe.

61-65% Something in the shadows. There's a noise not far in the underbrush or the tree branches above. As the player character's brace for an attack a *solitary Imp* (or Gargoylite) looking to cause mischief appears. He'll offer to serve the group as a native guide, feign wanting to help them and lead them into an ambush or other trouble, or try to use them against his enemies (or make a profit for himself).

66-70% 2D6+4 Bonelings. They feel bold and cocky on their home turf and in considerable numbers, especially against a group of mortals.

71-75% Something in the shadows. There's a noise not far in the underbrush or the tree branches above. As the player characters brace for trouble or investigate, they find 1D4 *beautiful*

women. The women immediately plead for mercy and seem quite frightened. They claim to be escaped slaves from one of the citadels and beg the player characters to help them remain free. They can offer general information about the immediate area and promise to be quiet and helpful. In reality, they could be any of the following: Devilkin, Nexus Deevil, Fiend, demonic Succubus, or even an Arch Fiend, Serpent or Pandemonium.

76-80% 2D6+2 Dire Harpies (or Gargoyles) swoop down out of the sky or the trees. They attack to kill and fight to the death.

81-82% Devil Worms. The characters come across one or two Ice Worms, or 1D4 Devil Worms.

83-84% A Fiend and a Naga Deevil looking for some playmates to torment and kill. Tag! You're it!

85-86% Something in the shadows. There's a noise not far in the underbrush or the tree branches above. As the player characters brace for an attack they encounter a Gorgon and an Imp. Both are in a foul mood and welcome the opportunity to kill some intruders.

87-88% Shock Beast (or Fenry) patrol. 1D4x10 of them! They seek to capture and question intruders. Even if the answers are satisfactory, the intruders are escorted to a base camp or citadel where a person of authority can question them further. If the intruders resist, the creatures attack to kill.

89-90% Greater Deevil. There are 1D4 Greater Deevils. They are probably on some mission for the Deevil Lords, or are part of a detachment of Deevil forces in the Minion War, or even a rogue group with their own agenda.

91-92% Demon Forces! Mixed group of 1D6+6 Lesser Demons led by a Baal-Rog or Brek-Shall. Unless they see the player characters as potential allies, they attack to kill. **Note:** This squad is likely to be part of a larger group of demons.

93-94% An elite demon squad composed of one Raksasha, one Soul Catcher, one Gallu Bull, one Couril, one Succubus, two Tauris, and two Shedim. They accept anyone willing to stand with them and fight Deevils. Anyone else must be eliminated.

95-96% A Deevil army Ccmp! 1D6x100 Dire Harpies, 1D4x100 Cryxon, 1D4x100 Stalkers, 100 Shock Dragons, 100 Deevils, 100 various other minions of Dyval, and a half dozen Beasts and Horrors are on the march possibly to a Deevil Lord's citadel or to one of the two dimension's focal points.

97-98% A rogue demon(s)! This demon is either a Hades spy/scout, or was one of the few demons that escaped the Deevil onslaught during the Taut Offensive. Is he really a potential ally or foe? He claims to hate his own people and ultimately wants some payback or to get out of Dyval in one piece, especially if it is to a world of mortals. Game Masters should have fun with this one. The demon can be any of the Greater or Lesser Demons.

99-00% A Demon army camp! 1D6x100 Gargoyles, 1D4x100 Gurgoyles or Demon Flies, 1D4x100 Alu, 1D4x100 Shedim or Tauris, 100 Ghouls, 100 Magots, a dozen Gallu Demon Bulls, a dozen Gargoyle Lords, six Night Owls, and one Demon Locust. All are out for Deevil blood. They accept anyone willing to stand with them and fight Deevils.



Dyzonía

Second Layer of Dyval

If one were to venture through the dimensional portal at **Sanctum Lake**, the next level of Dyval would be the realm of *Lord Diabolus*, a jungle environment that is reminiscent of the Amazon rainforest of Rifts Earth. Like Dyval Prime, Dyzonía is a massive, floating continent within a pocket dimension in the Dyval dimension. The surrounding sea pours across the continent at the north, dividing Dyzonía in half, down the middle with a massive river that runs from northwest to southeast. The southern quarter of Dyzonía is further broken into nine is-

land-like pieces, five of which are quite large. (The two largest are roughly 250 miles/400 km at their widest point and 500-600 miles/800 to 960 km long.)

The northern and southern parts of Dyzonía are also divided by a perilous cliff that runs from the southwest to the northeast, with the northern half having the high ground. This means the northern half is up on an *elevated plateau*, 500 feet (152 m) above southern Dyzonía. Scaling the sheer drop off is dangerous though far from impossible, and obviously one can easily fly from the northern elevation down to the lower half. In the middle of this ridge is a *massive waterfall* which the Dyzonía River flows over and down into the south. It is difficult to say if Dyzonía developed like this naturally, or if by design. The northern mountains, the cliff and the mighty river all form barriers that can easily be used to divide, separate and isolate parts of

the region like massive zoo pens where Diabolus can place his various monstrous creations. The Dyzonian mountains surround roughly 80% of the continent, keeping intruders by sea out, and land creatures in.

The Climate of Dyzonian

Dyzonian is a jungle with oppressively high humidity (80-95%) and heat ranging around 95-110 degrees Fahrenheit (35 to 43 C). It rains five times a day right on schedule and just about everything gets drenched in a heavy downpour that lasts 20 to 120 minutes (2D6x10 minutes). There is a familiar day-night cycle, but with 18 hours of light and 6 hours of darkness. The temperature rarely drops below 90 degrees at night and typically one of the heavy rainfalls happens then as well. Otherwise, there is not much in the way of inclement weather. Three times a year, Dyzonian experiences a brief monsoon season. During these periods it rains for 1D6+3 days straight. It is during these brief periods that the water level rises, and the rivers run much faster. The resulting inrush of water floods the low-lying areas of the smaller islands and makes many locations that were once passable, into impassable locations for 1D4 weeks.

North Gate and South Gate

Dimensional Focal Points/Portals

Dyzonian has three main dimensional focal points. South Gate leads to the next level of Hell, the **Great Dyval Desert**. North Gate and the Citadel of Diabolus lead back to *Dyval Prime*.

Travelers coming through the Rift at *Sanctum Lake* (on Dyval Prime) appear at **North Gate** in Dyzonian. Likewise, one can travel back through the Rift at North Gate to get to Dyval Prime, reappearing at Sanctum Lake (or use Diabolus' citadel to appear at its twin in Dyval Prime). In the southernmost tip of Dyzonian is South Gate. There, a portal is open only to the *Great Dyval Desert*, placing traveler at *Harpies' Point*. **Note:** Diabolus, fellow minions of Dyval who live on this level of Hell and know it intimately, and certain of Diabolus' minions can use *dimensional teleport (+16%)* to teleport to a specific location anywhere in Dyzonian, rather than to the next level, via the North or South Gate, at no P.P.E. cost.

North Gate

North Gate is located on an island at the mouth of the *River Valley*. In the middle of the island there is an old stone tower marking the nexus point that is North Gate. Those with the knowledge to do so can open a dimensional portal back to Dyval Prime or elsewhere in Dyzonian. All others must use the permanently opened dimensional Rift at this location on the top floor of the tower. The entire floor works as a dimensional portal, and all one needs to do is access it and think of Dyval Prime to appear back at Sanctum Lake.

The tower has a diameter of 500 feet (152.4 m) and appears to be rather ramshackle and deteriorated. However, due to the magic energy of the dimensional Rift, the tower's tattered edifice is *indestructible*. It has ten floors and while it is not inhab-

ited by many beings, any number of infernals or visitors from the outside world, including demons, may be found exploring or resting inside.

The island itself has a small population of Deevils, Horrors, Naga Deevils, Bonelings, and other creatures. The majority live away from the old tower, because you never know what might appear from the portal, and it is wise for inhabitants to keep a cautious distance. However, there are five Dire Harpies who make their home on the ninth floor and an Imp who claims the seventh floor as his residence. **Note:** The island of North Gate is approximately 120 miles (192 km) long and 50 miles (80 km) wide.

The only way for travelers to go deeper into Dyzonian is to fly, teleport (an easy task for most minions of Dyval), use magic or find a boat to cross the water. (See the *Sea and River Valley* for more details.) On the southern beach of the island is a small pier where there are usually 1D6+3 boats and 1D4+2 small, flatbed barges (each holds 20 humans). Surprisingly, the pier is usually unguarded, though it is possible (01-20% chance) that there are 1D6+1 Lesser Deevils present (any type other than Dire Harpies, Ice Wraiths and Nexus Deevils). What most travelers do not know is that great flocks of Dire Harpies live in the mountain ranges along the mouth of the River Valley. These vile, winged infernals keep a regular eye out for seafaring "outsiders" without an infernal escort. If there is no minion of Dyval present among the outsiders, it means they are intruders, and intruders are fair game. Typically, 3D6 Dire Harpies swoop down and attack folks traveling on the water or lingering along the shoreline. These winged terrors fight to the death, and if the battle is loud (and it usually is) the Dire Harpies' death cries bring a flock of 2D6+4 more Dire Harpies to join the assault.

Additionally, the waters around the island of North Gate are infested with Naga Deevils, a few dozen of which always keep an eye on the pier. If unwanted visitors grab a boat and make for shore, 1D6+1 Naga Deevils follow it and attack when the boat is at least a mile (1.6 km) out to sea. (**Note:** The nearest coastline is 15 miles/24 km away.) If they kill the intruders, the Naga Deevils or Harpies pull the boat back to the pier. If the monsters are defeated, the erstwhile travelers continue on their way along the desolate northern coast.

Finn's canoes. Finngartel Darkwater appears to be an ordinary looking human or human-like D-Bee. He is friendly, though a bit of a wisecracking smart aleck. Three Deevils, a Stalker, an Imp, and two attractive human females (they pretend to be his slaves, but are really Devilkins), help Finngartel run his business. In fact, it is likely to be "the girls" who first make contact with the player characters and offer them the services of their master, *Finn the Kind*. All his henchmen are 3rd to 5th level, and completely loyal to him.

The man's business is selling small boats (can carry as many as 12 passengers), canoes (3-4 passengers), and safe passage for the next 500 miles (800 km) to outsiders, including *humans, D-Bees, heroes* and other *supernatural beings*, and sometimes, *even demons!*

The cost for safe passage is whatever Finngartel says it is. This may be as little as 1,000 to 10,000 in gold, gems or credits

per person (triple for a boat 4x larger), but is more likely to be some valuable possession of the travelers'. Magic items, magic weapons, magic components, herbs, potions, alien artifacts, alcohol or any possession or pet that is obviously important to one of the travelers. The latter may be to simply hurt the outsider(s) or to cause trouble between him and his teammates. ("Give him the damn dog." "No, I can't give up Coco." "That's quite alright," says Finngartel. "Instead of the dog, for a vessel for all of you, 100,000 credits . . . EACH, will suffice. Oh, and please call me Finn." Get the idea?) Despite his head games and sometimes brutal bargaining, Finn will eventually come to a fee or trade item for his boats. Ultimately, he wants the outsiders to make it farther into Dyzonian, where they can cause trouble.

Finn is really a 7th level Arch Fiend (Aberrant alignment), feared and respected by the local Dire Harpies, Naga Deevils and other minions of Dyval in the area. Rumor has it he was once the most favored Regent of Lord Diabolus, but something happened, Finn was demoted, stripped of his Regent powers, reduced from 11th level to 5th, and forced to live in shame as an Abomination. Years later, Finn did a favor for Diabolus that got the Abomination label removed and earned him a certain degree of autonomy. Since that time, 554 years ago, Finn has set up his operation at the North Gate without any trouble from Lord Diabolus or his minions. Finn seldom leaves the island of North Gate and never leaves Dyzonian. He helps visitors by providing water vessels that are marked on the bottom (so the Naga Deevils know not to attack) and fly a flag with an emblem of a smiling skull with crossed daggers; on canoes the flag hangs from a small pole in the back of the boat.

As for what his agenda might be to let outsiders, including obvious enemies of Dyval, heroes of light, and others into the realm of Diabolus is anyone's guess. Finn and his henchmen aren't saying (the latter don't really know), though clearly it is to cause Diabolus and/or the other Deevil Lords trouble. Finn sizes up each and every traveler, either frowning and shaking his head in the negative, or smiling, sometimes chuckling, and nodding his head in the affirmative. He may even make comments like, "Oh, I can only imagine why you seek an audience with Diabolus," or "My, my, aren't you six adventurers a handful?" **Note:** Finn NEVER gives Diabolus the honor of calling him "Lord." It's always just "Diabolus."

Regardless of his motives, Finn is *true* to his word. No Host or minion of Dyval will attack a vessel bearing his mark, at least while the travelers are at sea. Once they put ashore, they are on their own. Likewise, he can only offer safe passage from the Host and minions of Dyval while the travelers are on board one of his vessels for the next 500 miles (800 km), which is only halfway down the mountainous coast, and he can offer no protection against demonic forces, predatory animals, or other outsiders.

The Sea & River Valley

From North Gate, the only way to get anywhere else in Dyzonian is to fly, teleport, use magic or travel across the sea.

A sea surrounds the entire continent of Dyzonian. Its waters, as a rule, are reasonably calm, with waves seldom more than 3-6 feet (0.9 to 1.8 m) high. The current always runs from the northeast to the southwest, the same as the river, flowing around the continent toward South Gate. Any direction a water bound traveler takes from North Gate requires him to travel 1000-1500 miles (1600 to 2400 km) before he reaches the southern jungle. The entire length of the northern half of the continent is lined with tall mountains. Minions of Dyval can use the North Gate to Dimensional Teleport anywhere they want to go in Dyzonian, or use their own natural dimensional teleport ability (+10%), so getting off the island for infernals is no problem. Mortals and other beings without the ability to teleport must use conventional means of travel. That typically means flying or travel by boat.

Flying can be difficult as there are mountains all along the coastline that run 1000-1500 miles (1600 to 2400 km) and are the home of Harpies, Dire Harpies and other infernals who don't like to see outsiders in their airspace. Furthermore, being airborne is likely to attract attention from monsters in the air and on the ground. Still, it is a viable means of travel for those who have it available to them.

Taking a boat (or making a raft) sends one down across open water where they are likely to be spotted by *Dire Harpies* and others who live in the mountains. The Dyzonian sea extends about 300 miles (480 km) before it simply stops at the edge of a white mist. One cannot travel beyond that point unless they use Astral Projection.

Though one can land along the coast of the mountains, climbing and getting over them is an arduous task that takes 1D4 weeks to reach the jungle. Furthermore, the mountains and their lush valleys are fraught with predators, minions of Dyval and other dangers.

Taking the River Valley is the fastest and most direct way to the southern islands. However, there is a 700 foot (213 m) waterfall at the end of the northern plateau, requiring travelers to make land prior to going over the falls. Then they must climb down the plateau, with the option of lowering their boat(s) down with ropes or carrying them down with power armor or hiring infernals with Supernatural Strength to do it for them. Of course, those in flying vehicles, wearing jet packs, and even hover cycles can fly down to the lowlands below.

Using just the current to float down the River Valley would take 8-10 days to make it to the falls. However, paddling at a steady pace can cut the trip to 4-5 days, and motor vehicles can travel the distance within 2-3 days depending on speed and the number of stops or encounters.

There are a variety of conditions to face in the River Valley. The pace of the water can increase and decrease with little notice and the depth of the water can go from very shallow (only a few feet deep) to 100 feet (30.5 m) deep. There are also rapids as well as calm locations. Someone skilled in the use of row-boats or sailing boats can navigate the giant river with few if any problems. Those not skilled may end up smashing against the sides of the valley and become one of the thousands of wrecks that have sunk to the bottom of the river.

Northern Dyzonia

The Mountains and Jungles of the High Plateau

Deevil Population

The Host

Cryxon – 1.6 million (mainly jungle).

Harpies – 2.9 million (80% living in the mountains).

Shock Dragons – 223,000 (mainly jungle).

Stalkers – 1.1 million (mainly jungle).

Tiger Beasts – 127,000 (mountains and jungle).

Lesser Deevils

Bonelings – 120,000

Deevils – 176,000

Devilkins – 162,000

Dire Harpies – 1 million (95% living in the mountains).

Fenry – 130,000

Fiends – 38,000

Gorgons – 70,000

Ice Wraiths – None known.

Imps – 11,000

Naga Deevils – 723,000 (98% living in the waters around the Dyzonian continent, the rest in the River Valley).

Nexus Deevils – 12 or so.

Greater Deevils

Arch Fiends – 6,500

Beasts – 38,000

Deevil Dragons – 34,000

Horrors – 160,000

Pandemoniums – Unknown.

Serpents – 31,000

Wraiths – 500 or so.

Notable Monsters in the North

Devil Worms – 10,000

Flying Horrors – 680,000 total (440,000 in the mountains, 240,000 in the jungles of the Northern Plateau; prey on Harpies, Tri-Tops and others).

Infernal Sprites (Air & Fire) – 350,000 (mainly mountains).

Infernal Sprites (Water & Earth) – 434,000 (mainly jungle).

Infernal Tri-Tops – 160,000 (jungle only).

Mimics – 18 million, not that one would know (inhabit both mountains and forest).

Shock Beasts – 490,000 total (220,000 in the mountains, the rest in the jungle of the Northern Plateau).

Worms of Taut (various) – 50,000-70,000 estimated and actively hunted for extermination. These demonic monsters will have no problem breeding in the jungles of Dyzonia and that is something the Deevils do not want to see happen. Consequently, they are actively hunted for the purpose of complete and total eradication. However, Dyzonia is massive, the mountains offer countless hiding places, and the jungles are dense, so the Worms of Taut are likely to be a problem for decades to come.

There may also be invading bands of demons, mostly scouting parties, raiders, snipers and lone individuals, as well as various other beings and the monstrous creations of Lord Diabolus.

Note: With the exception of Horrors and a handful of Host and minions who choose to serve Lord Diabolus (a few hundred at best), all other listed live in Dyzonia, but answer to other Deevil Lords. That includes the Host and other creations of Diabolus.

The Mountains

The mountains that line the valley soar to heights of 8,000-10,000 feet (2438.4 to 3048 m). They are not the tallest mountains to be found, however they are very steep and trying to get through them is not easy. Light forest on the base of the mountains gives way to scrub about halfway up, with the top-most portions of the mountains being barren. The lower mountain valleys are often lush, tropical gardens with freshwater springs, rivers, lakes, and ponds among open grasslands, fields of flowers, meadows and sparse, thin forest. Dire Harpies tend to avoid the beautiful mountain valleys, but other monsters, Host and Deevils find them quite appealing, as do other wildlife and the predators that stalk them.

The upper reaches of the mountains, cliffs and caves are infested with Dire Harpies, Flying Horrors and other monsters, so even flying over the mountains in power armor, on rocket bikes, aircraft or under one's own power is likely to result in attacks. Actually, slow, careful and quiet travel on the ground, through the mountains, is much less likely to attract notice, though it takes much, much longer. If the ground travelers are noticed, they are likely to be perceived as less of a threat, so the number of infernals or monsters who attack them is likely to be fewer than those responding to air threats. Furthermore, Harpies and winged creatures don't feel comfortable on the ground, especially in the valleys and lower half of the mountains, so they are likely to give up ground searches and take to the air and back up to the mountain heights than risk staying on the ground for long. **Note:** At altitudes above 40,000 feet (12,192 m), the sky becomes thick with white clouds and mist. If not careful, the airborne travelers may find themselves lost in the Astral Plane with no idea where they are, what's up or down, or what direction Dyzonia might be. Such is the bizarre dimensional layering of Dyval deep within the Astral Plane.

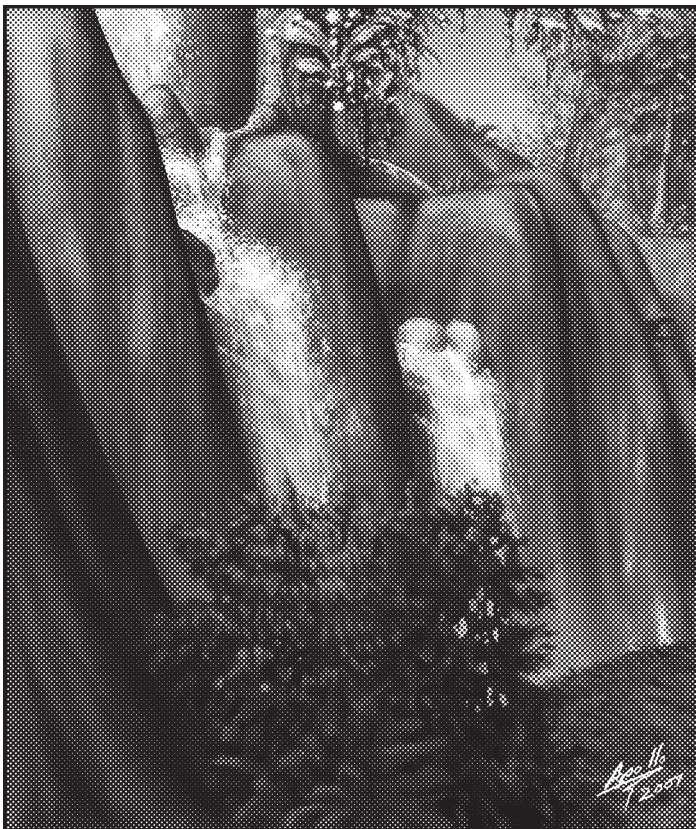
River Valley

Diabolus has several large statues carved into the rock at the mouth of River Valley. Several are of him, and a few are of Lady Rhada. She has been his object of obsession for some time. The depictions of her are beautiful, if a bit risqué. If Rhada were ever to see them, she would surely be annoyed. As stated before, the skies are filled with Dire Harpies, the waters teeming with Naga Deevils and the mountains inhabited by other dangerous infernals and monsters.

Traveling down the 30-50 mile (48-80 km) wide river is pretty uneventful unless one is attacked. The current is slow and steady, mountains loom on both sides, frightening screams and shrieks come from overhead or the mountains, and while there are areas where one can put ashore to a marshland, grassy areas, meadow or thin jungle forest, the ground is rocky, uneven and

quickly turns into mountain terrain going upward. The only reason to put ashore is to collect fresh drinking water, hunt for food, or to sleep on solid ground for the night. However, just as the travelers come to shore for food and water, so do animals and the predators that stalk them. This puts the travelers in danger of attack. At other places, the river turns to rapids, but nothing unmanageable.

The last obstacle at the end of River Valley is the falls. The valley river flows through at least half of Dyzonnia and then ends abruptly. The last ten miles (16 km) or so before the falls, the speed of the water current picks up significantly. There are numerous rapids to navigate and the only sign of a waterfall is the mile high (1.6 km) veil of mist that can be seen two miles (3.2 km) ahead. From the top of the falls to the bottom is roughly a 700 foot (210 m) drop. Nothing survives this plummet; well, not mortals at least. Supernatural creatures such as demons and Deevils may survive. Normal falling damage applies, plus add 1D6x10 for the rocks that are sticking out through the falls as well as those at the bottom.



River Falls Base

Despite all appearances, the falls are not the only way to the lower tier of Dyzonnia. Throughout the years, the Deevils have carved a staircase into the very rock of the plateau. From here, travelers can check in at the base camp at the top of River Falls and walk down to the jungle lowland below (and vice versa). Boats are sent back to North Gate and travelers sent ahead.

In days prior to the Minion War, the base was just a small encampment of a half dozen Deevils, a couple Gorgons, and a trio of Horrors. They'd look over visitors and simply report anyone or anything unusual. The logic being that the environment or its inhabitants would deal with anyone who didn't belong in Hell.

Outsiders were a true rarity before the Minion War (and really, they still are), with less than a half dozen notable incidents a year. Most "visitors" were Host or minions of Dyval coming to do a little hunting or meet with locals living in the lower basin, Abominations trying to hide from Deevil society, or people coming to meet with Lord Diabolus. Outsiders were a rarity. Invaders were nonexistent.

Since the start of the Minion War, paranoia levels have risen. While most who call Dyzonnia home are not very worried about invasion, they have to admit, there have been a few demon raids, demon scouting parties and snipers. More disconcerting has been the introduction of the Worms of Taut into their environment. During the Taut Offensive, a dimensional portal was opened to Dyzonnia and the Worms unleashed. While thousands of them died on the island of North Gate and thousands more died trying to cross the waters to the mainland, thousands survived, aided, in part, by Elemental Warlocks and other magic to get them to the mainland. Now, Dyzonnia has Worms of Taut living in the mountains and jungles, especially in the North. The Worms of Taut are not a problem yet, but they are certain to breed and multiply in the years to come, and that could become a problem. As a result, Worms of Taut are to be attacked and exterminated wherever they are found.

As a precautionary measure in the days since the Taut Offensive, the little base camp at River Falls has been substantially expanded. There is now an entire platoon of 60 Shock Dragons stationed there, two squads of Horrors (eight per squad), a squad of Stalkers (10 in this squad), a mixed reconnaissance squad (12 in that one) and a couple dozen Naga Deevils in the neighboring waters. They slaughter anyone who comes near the Falls and looks to be demonic, outsiders or troublemakers. Likewise, visitors who resist questioning, run or attack, are engaged, beaten into submission, and captured or killed. Captives are tortured and interrogated before being sent to Lord Diabolus or one of the other Deevil Lords.

Diabolus goes through moods where he doesn't want to be bothered with trifling matters of suspected spies and demon scouts. In fact, that's the attitude of many Lesser and Greater Deevils living in Dyval, including Sovereigns and Regents. Many think the Taut Offensive was a fluke, the demons failed, and now they are paying for their impertinence throughout the Megaverse. For many minions of Dyval, the Minion War is about revenge and making the demons pay for even considering attacking them. They don't actually believe that the demons would dare to launch a full scale invasion. As a result, they do as their masters command, but don't believe the threat to their home dimension is real. As a result, Deevil security at the River Falls Base is sloppy at best. They do not stop or question fellow infernals who could be demons and other outsiders magically disguised to look like one of them, and often give up on pursuing intruders who get past them, particularly mortals, figuring they'll be killed by one of the other infernal or monstrous inhabitants of the southern jungles. Part of this is the lazy, slothful nature of Deevils, the rest is pure arrogance.

Sovereign Aka'Lon is the Horror in charge. He used to control who would come and go over the years and all he was required to do was report anything unusual to Lord Diabolus. Now however, with the war he is forced to deal with the militaristic *Shock Dragons* assigned to man the check point. With the

demon threat this seemed like the logical point to set up a base where everything must come through.

The base is little more than a giant stone gateway, a wooden stockade and a dock for boats coming down river. At the rear of the stockade is the entrance to the only safe location to descend the cliffs to the southern lowlands of Dyzonnia. It is a combination of natural formations and steps carved into the cliff. The steps are wide, as many infernals are giant size, so 10-20 human-sized travelers can descend on the same step at a time. They are generally too steep for normal riding animals, though felines and canines have no problems.

At the bottom is a similar, smaller stockade that is nothing more than a secondary checkpoint. It is staffed with 20 Stalkers, 10 Cryxon, two Gorgons, and a Horror who commands them. There is also another dock where boats can be secured, and where there are usually a half dozen canoes, four small barges (can accommodate 12 humans) and two large barges (can accommodate 60 humans). All are left unguarded, not even by a few Naga Deevils. **Note:** Lord Diabolus' citadel is only 120 miles (192 km) away on the next island to the south.

Sovereign Aka'Lon Quick Stats

Commander of River Falls Base

Sovereign Aka'Lon is the cranky, unhappy servant Commander of the River Falls Base above and below the falls. For years he toiled and worked with other Horrors ensuring the safety of Lord Diabolus' citadel. That included rebuilding and reinforcing the citadel's foundation and support constantly eroded by flooding. When finally called before Diabolus he expected some reward for his diligence and loyalty. Instead he was assigned to oversee River Falls Base. For all his years of work and dedication he expected more than a pointless, boring station to watch for invaders that are never going to come. So Sovereign Aka'Lon behaves like a spoiled child, throwing his weight around and being a brat when he's not locked in his room brooding, or out in the jungle hunting. He is very much a disgruntled employee who does not care about his job. He hates overseeing mere Host and a few infernals, and at the very least, would like to be commanding infernal legions across the Megaverse to kick demon tails. Instead, he's stuck here at a dead end watering hole waiting, no, hoping for some kind of real action. Ironically, Sovereign Aka'Lon has the potential of being a capable leader. He is also a ferocious combatant who enjoys combat and killing.

Aka'Lon looks like your typical Horror, though there are patches on his body covered in a green fungus that just doesn't seem to want to go away. There are times he itches certain locations raw. As a result, his body is covered in black-ichor like scabs usually sprouting green fungus!

Aka'Lon is itching for any kind of action and looks for a fight at every opportunity. This includes treating his troops poorly and slapping down complaints as if they were mutiny. Diabolus could care less that things at River Falls Base are a powder keg waiting to blow, he only upgraded the facility because the other Deevil Lords wouldn't leave him alone until he did so.

Race: Horror

True Name: Akulonous Carnis.

Alignment: Miscreant.

Attributes: I.Q. 15, M.E. 19, M.A. 6, P.S. 43 (Supernatural), P.P. 15, P.E. 20 (Supernatural), P.B. 3, Spd 35.

M.D.C.: 160. (On S.D.C. worlds Sovereign Aka'Lon has 70 Hit Points, 23 S.D.C., with an A.R. of 16.)

Effective Level: 8th level Horror.

Disposition: Like a disgruntled employee, he feels cheated and yearns to be anywhere but in Dyzonnia.

Skills of Note: Standard for Horrors.

Weapons and Equipment: None! He was never able to accumulate anything being stuck in Dyzonnia and the lower levels of Diabolus's Citadel. So far, most the Deevils that have come through River Falls Base have been of much higher rank and power. While Aka'Lon may have gotten into a few shouting matches demanding some kind of tribute, he has yet to see anything for his troubles.

West Sanctuary

The majority of this massive island is a dense rainforest enclosed by tall mountains. Its southern tip is cut off by the cliffs, trapping most land-faring creatures in the north. It has a variety of wildlife, including new and old experiments and creations by Lord Diabolus. In the mountains the most common beings are *Harpies*, *Dire Harpies*, *Tiger Beasts*, *Cryxon*, *Shock Beasts*, *Mimics*, *Flying Horrors*, *Infernal Sprites* and the occasional *Gargoyle*, *demon* and *Worm of Taut*. The jungles are also home to *Flying Horrors*, *Infernal Sprites*, *Infernal Tri-Tops*, *Mimics*, and other *monsters*, but this is one of the areas where you will also encounter bands and tribes of *Cryxon*, *Stalkers*, *Shock Dragons*, *Gorgon*, *Deevils*, *Dire Harpies* and *Harpies* (living in the trees), *Fiends*, *Horrors*, *Naga Deevils*, and the occasional *Devilkin*, *Fenry*, *Imp*, *Beast*, *Serpent*, *Dragon Deevil*, *demon* and *Worm of Taut*. However, the region is entirely wilderness and it is one of the enclosed "pens" for Lord Diabolus' monstrous creations.

Hidden in the depths of the western jungle is Diabolus' secret and *hidden prison and torture laboratory*. It is carefully concealed with magic, plus the thick forest adds to its already impressive camouflage. Over the years, the minions of Diabolus have captured a variety of intelligent beings and people. With the escalation of the Minion War, Diabolus has even managed to capture a variety of demons and other humanoid races from around the Megaverse. The mad god delights in torture and mutilation, but mostly he enjoys experimenting on humanoid subjects. People he can turn into something new, strange and powerful. Of course, he also tortures people to collect information and secrets. Data he often keeps to himself or reveals in small portions to Lord Sahtalus or the other Deevil Lords when he, Diabolus, decides it's time to share. Until then, the prisoners are his secret playthings to do with as he pleases. That means a little fun (for him and his henchman Oberon) experimenting upon humans and humanoids and turning them into monsters.

The prison is made from a dense steel alloy that rivals those of the shipbuilders of the *Three Galaxies*. The Mega-Damage metal is light and thin, yet very strong, providing enough

strength to keep even a dragon or Greater Demon from breaking out. Each cell is reinforced with various types of magic protection to prevent the use of magic and hamper psionics. There are even preventative measures against those who can teleport or dimensional teleport. If the prison has any weakness it's the locks. As sophisticated as the prison is, it still uses conventional locking mechanisms that can be broken or picked. There are prison guards present, namely his loyal Horrors and Shock Dragons, but they make mistakes and oversights that might allow an escape.

Several levels of the prison are a dedicated laboratory. Diabolus has access to arcane magicks that can alter living flesh, be it S.D.C. or Mega-Damage beings, mortals or immortals. Lord Diabolus is a sadist who enjoys mutating and transforming ordinary animals and people into hideous monsters. In fact, his successes and failures can be found throughout the western jungles and surrounding mountains, for when he is done with his experiments, Diabolus often releases them to observe how they function in a hostile environment outside their cages. In addition to dark and forgotten magicks, he also uses symbiotes and parasites acquired from Atlantis and his own unique brand of Bio-Wizard magic. The only knowledge Diabolus does not have is scientific genetic engineering. Though he finds the science of genetics interesting, he prefers the quick results of magic. Ironically, he'd like to capture a Gene-Splicer or two and study them as specimens for magical genetic transfiguration as well as to study their brand of science. So far, the elusive beings have always been a step ahead of the Deevil Lord, and a good thing too. Who knows what evil Diabolus could set loose on the Megaverse if he also incorporated the science of the Gene Splicers?

The prison has no natural defense and, in addition to its M.D.C. walls, must rely on its contingent of guards and monsters. The jungle terrain helps conceal the prison and laboratory

as the tangle of vines and jungle vegetation has grown over and around the structure, covering most of it in foliage. Water constantly seeps in to the lowest levels, there is mold on the walls, and there is always a foot or two of water to tread through. Conditions are appalling and most mortals don't survive more than a year.

The prison is run by one of Lord Diabolus' most trusted lieutenants, a Horror known as *Oberon* who loves nothing more than to torture the prisoners and help his master mutate them into something monstrous. He has become a student of interrogation techniques, pain endurance and a little bit of Bio-Wizardry. He is quite good at extracting information and enjoys playing mind games with the prisoners and test subjects of his master's experiments. When he is not inflicting pain or threatening a prisoner, Oberon can be found in the laboratory happily assisting Lord Diabolus. He gets just as much pleasure from selecting a subject to experiment upon as he does from interrogating them.

Not very tall for a Horror, Sub-Regent Oberon stands only 15 feet (4.6 m) tall, a runt when it comes to this breed of infernal. However, he is stocky, strong and good with his hands (high P.P.), and doesn't take garbage from anyone, including other Horrors. Oberon is quick to strike down enemies and threats to himself or his master, and is devastating in hand to hand combat. The other thing that distinguishes him from other Horrors is the belt he wears. It carries a variety of implements meant exclusively for causing pain, vivisection and surgery.

Sub-Regent Oberon, Quick Stats

Race: Horror.

Alignment: Diabolic.

Attributes: I.Q. 14, M.E. 14, M.A. 7, P.S. 36 (Supernatural), P.P. 23, P.E. 21 (Supernatural), P.B. 2, Spd 29.



M.D.C.: 170. (On S.D.C. worlds Sub-Regent Oberon has 80 Hit Points, 21 S.D.C., with an A.R. of 16.)

Disposition: Mean, cruel and loves to inflict pain. He loves to play mind games with subjects and lets them think that the right answer will save them from pain when Oberon could really care less and is going to inflict it anyway.

Effective Level: 9th level Horror and first level Bio-Wizard.
Note: Sub-Regent Oberon does not have any powers beyond what a Horror has.

Skills of Note: Through the years he has become one of the few Deevils to have a firm grasp of Bio-Wizardry (special), the use of symbiotes and parasites (special), as well as combat and interrogation. (See the description of Horrors for the full range of common skills.) Such are the benefits of being Lord Diabolus' favorite lab assistant.

Attacks per Melee: Eight.

Magic: Standard for a Horror, plus a basic understanding of Bio-Wizardry.

Weapons and Equipment: He does not have a huge stash. Most items from prisoners have already been picked over by other Deevils. He has however, managed to get his claws on some pretty impressive items and has numerous magic items worth 400,000 to 500,000 credits and roughly 300,000 worth in gold coins and gems. Most items are kept in his personal sanctuary hidden in the lower levels of the prison.

Note: Sub-Regent Oberon is arguably Lord Diabolus' most trusted henchman. He trusts this misanthrope completely, and that trust is not misplaced. Oberon would do anything for his master, even sacrifice himself to save him. The only reason Diabolus has not promoted Oberon to Regent and given him special powers is that he's afraid it might go to the Horror's head. Why change things if they are fine as they are?

East Sanctuary

The East Sanctuary is a wide expanse of dense jungle surrounded by tall mountains. It is here that Diabolus experiments on animals to create new monsters. Such experiments are usually conducted with long term applications in mind, such as designing, modifying and perfecting new War Steeds, beasts of burden, attack animals, pets and monsters. As a proving ground, these creations are let loose to prowl the depths of the jungle as well as used in focused tests and training programs for various applications.

While Dire Harpies and the usual fare live in the mountains, and the jungles are inhabited, the jungles of the East Sanctuary are also filled with monsters. Most intelligent beings stay out of this part of the country in large numbers, for it is the proving ground for Lord Diabolus' creature factory and diabolic experiments. It is here Diabolus creates *Infernal War Steeds* and a number of other monsters for use by the minions of Dyval. Many of the new creations (G.M.s, feel free to introduce anything) are new, unproven and unfinished ideas. Many are one-shot experiments that were abandoned. Others are the results of freakish experiments that have not proven successful but

were unleashed into the wild where they are expected to die off in a generation or two. Yet others are potential new War Steeds and creatures unleashed in numbers to be studied and nurtured as a new monster in Dyval's arsenal. There are literally hundreds of mutated animals, large and small, running around that have escaped or been let loose on purpose. Only those selected for possible future application (like the Flying Horrors, Mimics, etc.) are capable of breeding, the rest are just interesting one-shot experiments or prototypes. (**G.M. Note from Carl Gleba:** Game Masters, this is your opportunity to introduce your own weird, animalistic monsters. Use the monsters and War Steeds in this book for inspiration or consider using the random creature generator in **Land of the Damned™ One, Chaos Lands**, page 109, tweaked for a Mega-Damage environment. Or just cut loose with your own imagination.)

The monster laboratories of Diabolus. Whereas Diabolus' facility in the West Sanctuary is a prison, torture chamber and shop of horrors for intelligent life forms, the east facility is very much a clinical laboratory used for creating animal-like monsters, and the jungles of the East Sanctuary a proving grounds. This works well because the wall of mountains and steep cliffs keep most "experiments" within the proving grounds (i.e. the jungle).

The actual laboratories are located in the center of the jungle. The structure looks to be made of some giant beast. The walls look like a giant rib cage and the entrance is through the skull of something that resembles a gigantic dragon. Deep within the structure are the *magic pools* used to transmute the animals into something much more dangerous. These magic baths have properties similar to the Bio-Wizard vats of the Splugorth. However, they are on the scale of Olympic-sized pools that can accommodate great beasts, as well as a number of smaller Bio-Wizard vats for less immense animal test subjects. All along the perimeter of the large pools are chains and restraints to hold giant beasts. While it is far easier to use young and immature creatures, that is not always possible, and many animals require restraint. Creatures the size of a dragon or adolescent Flying Horror can be completely submerged in one of a dozen pools in the compound for transmutation and modification. In fact, it was here that the Flying Horror was originally conceived and created thousands of years ago. In addition to the pools, there are levels where there are hundreds of tubes filled with the magic transforming liquid. The tubes vary in size and can hold a single humanoid to creatures the size of an elephant. These areas are more specialized and where fine tuning of smaller test subjects is conducted.

The Bio-Vats occupy the lowest levels of the compound. In the levels just above them are several areas filled with cages. One level is dedicated to the creatures that have already been through modification, while just above them are those beasts waiting. It's like a large, multi-level, subterranean *zoo* and creature factory.

Henchmen at the facility include six mortal Bio-Wizards, 12 mortal assistants, 18 Deevils, 10 Devilkins, two Nexus Deevils, and 40 Horrors.

The Dyzonian Southern Preserves

The Lower Jungle

Deevil Population

The Host

- Cryxon – 350,000
- Harpies – 200,000
- Shock Dragons – 27,000
- Stalkers – 214,000
- Tiger Beasts – 117,000

Lesser Deevils

- Bonelings – 6,000
- Deevils – 81,000
- Devilkins – 71,000
- Dire Harpies – 300,000 (95% in living in the mountains).
- Fenry – 25,000
- Fiends – 1,600
- Gorgons – 16,000
- Ice Wraiths – None.
- Imps – 2,000
- Naga Deevils – 445,000 (living in the many waterways and rivers that slice through the lower Dyzonian continent).
- Nexus Deevils – None known.

Greater Deevils

- Arch Fiends – 100
- Beasts – 2,000
- Deevil Dragons – 10,000
- Horrors – 275,000
- Pandemoniums – None known.
- Serpents – 9,500
- Wraiths – None known.

Notable Monsters in the Southern Preserves

- Devil Worms – 3,000
- Flying Horrors – 50,000 total (half in the mountains).
- Infernal Sprites – 230,000 (inhabit both mountains and forest).
- Infernal Tri-Tops – 75,000 (jungle only).
- Mimics – 130,000 (inhabit both mountains and forest).
- Shock Beasts – 190,000 total (60% in the jungle).
- Worms of Taut (various) – 20,000 estimated.
- Other monsters and experiments – unknown number.

Note: With the exception of Horrors and a handful of Host and minions who choose to serve Lord Diabolus (a few thousand at best), all others listed live in Dyzonia but answer to other Deevil Lords or are unaffiliated. However, all fear and respect the Lord of this realm.

The Islands of Southern Dyzonia

The southern half of Dyzonia is broken up into eleven sections, nine of them being islands; most of them sizable islands. The largest land area is the **Eastern Lower Plateau**, rimmed with mountains along one side and covered by jungle. A large number of Deevils and Host inhabit this region. Though some of Lord Diabolus' "experiments" also manage to find their way there from time to time, it is the least troubled by monsters. The **Western Lower Plateau** is smaller than the Eastern, about the third of the size, is rimmed by low mountains on the west, and is also inhabited by Deevils and the Host.

Citadel of Diabolus

The Citadel of Diabolus is located on the northern end of the first large island of the Lower Plateau. His citadel is a modest size tower measuring roughly 500 feet (152.4 m) tall and 200 feet (61 m) in diameter. It appears to be constructed of gray bricks and the whole structure looks neglected. The lower third of the tower is covered in vines and mold, while most of the rest is covered in a green fungus. Compared to the other Deevil Lords', it's a dump! His citadel is nowhere as large or ostentatious as the other Deevil Lords'. In fact, by comparison, his is the smallest and simplest of the lot. However, unlike the other Deevil Lords, Diabolus has two other pieces of real estate where he spends most of his time, his *laboratory* in the East Sanctuary and the secret *prison* in the West Sanctuary.

The Citadel of Diabolus serves as a place for Diabolus to call home, gather his forces, and when necessary, meet with the Deevil Lords. Throughout the years, the tower has been slowly sinking into the muck and mire of this swampy area of Dyzonia. The land surrounding the tower is wet and marshy to the point that the ground has become depressed like a crater with the tower in the center and water filling in around it. The tower once had numerous underground levels, but just about all of them are filled with water. The Horrors who are the minions of Diabolus spend a good deal of time tending to the tower, trying to keep it from rotting at the bottom and falling over or collapsing in on itself. It seems that Diabolus is oblivious to this situation and refuses to talk about it. It is one of the major concerns of O'tho'leron, Diabolus' majordomo.

These days, because of the Minion War, he is forced to spend much more time at the citadel dealing with politics and matters of war than he desires. Diabolus has always been a loner and while he appreciates the gravity of the situation and agrees that the demons need to be dealt with, he hates to be pulled away from his work. He'd rather be torturing, interrogating and most of all, experimenting (on helpless victims) to create new life forms/monsters. Consequently, he is frequently AWOL and has his majordomo, *O'tho'leron*, deal with the Deevil Lords in all but the most urgent and interesting matters. Thus, the majordomo has gotten used to covering for his master when Diabolus has sneaked out without informing him. O'tho'leron is in charge of the tower when Diabolus is away and offers up excuses to the other Deevil Lords when Diabolus isn't available to meet with them. Diabolus is obsessed with his work, and often refuses to be pulled away from it, even when Sahtalus, the Supreme Lord of Dyval, comes calling. Fortunately, the other Deevil Lords are



tolerant of Diabolus' eccentricities, though if he were not a genius and necessary to create War Steeds and monsters, they might be less understanding.

Furthermore, Lord Diabolus holds the key to the citadels of the other Deevil Lords. As the reigning "mad genius inventor" of Dyval, it was Lord Diabolus who created each of the Deevil Lords' citadels. What they don't know is that Diabolus' very own tower is some kind of unique, magical artifact that he discovered several millennia ago. He has mastered what seems to be all of *its* special abilities, including the power to create other magic citadels. Only his citadel can create other citadels that are not complete clones of the original, look and operate differently, and do not draw on the M.D.C. of the original. All the citadels created by Diabolus share the same basic characteristics and abilities (as described under the description of Hel's citadel), and are considered magic constructs of unparalleled power and genius. All Diabolus did, however, is remove a brick from his own citadel, bury it at the location the other Deevil Lord wanted to build, and had that Lord sleep at the location overnight with orders to imagine his citadel in his own mind. Twenty-four hours later, that Deevil Lord's citadel appeared. Once it appeared, the Deevil Lord could then modify, expand, change and improve the original version as he willed it. Most assume this malleability has something to do with being in the Astral Plane, but whatever secrets Diabolus might know, he's not sharing them. The only catch is, that once the last brick is pulled from the foundation, it cannot be recovered or replaced once it becomes a new citadel. However, because they are all created from the Citadel of Diabolus, he can manipulate them ALL, create a door where none had existed, walk inside and seal the opening, and go wherever he pleases, without activating any alarms or alerting the owner of the citadel. While the other Lords and Regents joke about Diabolus having the keys to their

citadel and knowing about any secret back door, none of them know the full extent over his power of their buildings.

Even Diabolus does not know what might happen if he should remove the final brick from the foundation of his originating tower. Perhaps nothing, or perhaps his tower will finally collapse. That is not a concern, as plenty of bricks remain in place and nobody else knows this secret.

The Citadel of Diabolus has another unique feature exclusive unto itself, a giant-sized **crystal ball** in the top chamber of the tower. It sits in a metal frame like those that might hold a globe of the world. The crystal ball can peer into other dimensions. So long as Diabolus knows the individual, he can look in on them, wherever they may be. The crystal ball would actually prove invaluable in the Minion War and could be used to even spy upon the Demon Lords. It's not that Diabolus hasn't thought of the idea, he just doesn't want the globe taken away from him, so it remains another one of his, many, secrets. All Diabolus uses it for is to look in on one more secret . . . Lady Rhada, his secret love. Even now, with her in chains, he keeps an eye on her.

The last secret ability of Diabolus' tower has is actually combined with the use of the crystal ball. If Diabolus is watching a team of his minions, or a certain individual, creature or monster he created, through the crystal ball, he can teleport them from their current location directly to his citadel at a cost of 500 P.P.E. It is not used often and the rambling god often forgets about it entirely. His majordomo knows how to use the magic device and he was instrumental in capturing many of the creatures that would later become experiments at the hands of Diabolus. It is a powerful item that is used sparingly. Even majordomo O'tho'leron realizes its value and does not flaunt it, especially to the other Deevil Lords. The teleport is equal in power to a 20th level Teleport Superior spell.

Being the original artifact that spawned the other citadels, Diabolus' citadel has an impressive 162,000 M.D.C. Should the

final brick be removed (there are a total of 12 available), the total M.D.C. of his citadel is reduced by half and no more citadels can be created. Of course, each brick is also the Achilles' heel of the other citadels. Somewhere buried deep within each citadel is the original brick that spawned them. If this brick can be found and destroyed, the rest of the citadel comes crashing down. The brick must remain in the citadel and blends in with its surroundings, so only Diabolus can recognize it. While the Deevil Lords do not share this information with anyone the bricks are not delicate and easily broken either. Each brick has 1% of the citadel's total M.D.C. (at least a couple hundred points). Should the brick be destroyed, the citadel begins to shutter and shake and after a few minutes, collapses in on itself. It should be noted that this is not common knowledge and only Diabolus knows about this weakness. No Deevil Lord citadel has ever been destroyed.

Majordomo O'tho'leron

Majordomo O'tho'leron is the equivalent of a Regent, but he earned his position quite by accident. Since Diabolus is always distant and distracted by his experiments, inventions, secrets and obsession with Rhada, faithful O'tho'leron learned to run interference for him with the other Lords of Dyval. The devoted servant has a knack for creative excuses and stories without offending the listener or sounding like complete bunk. Diabolus eventually recognized this and put O'tho'leron in charge of his citadel and all matters of his realm. To do so, the Horror had to be elevated to the position of Regent, and so he was. This has proven to be a good choice as Regent O'tho'leron has most everything under control and in order. He is a good organizer, capable leader, fairly popular among the other Horrors and minions, and there are few others who want his job as it seems far too demanding. Majordomo O'tho'leron has become quite adept at constantly chasing after and dealing with the many loose ends that Diabolus seems to leave around. More importantly, he loves the work and is happy to serve the great and powerful Diabolus.

Upon attaining the rank of Regent, O'tho'leron has taken on a gold and reddish hue to his skin color, making him stand out among the other Horrors. This is the result of an experiment by Lord Diabolus to make the majordomo appear more magical and distinctive.

Race: Horror.

True Name: O'tholeer Oncrythal

Alignment: Aberrant.

Attributes: I.Q. 20, M.E. 24, M.A. 9, P.S. 33 (Supernatural), P.P. 18, P.E. 22 (Supernatural), P.B. 2, Spd 30.

Size: 20 feet (6 m), 5,000 pounds (2250 kg).

M.D.C.: 740. (On S.D.C. worlds, he has 112 Hit Points, 185 S.D.C., with an A.R. of 16.)

Horror Factor: 17

P.P.E.: 176

Disposition: A good, loyal, and capable leader. He firmly believes in, and is dedicated to, Lord Diabolus. He expects much from those under him, but shows respect to those who deserve it. Only other Horrors seem to rate such respect,

however, and he treats most other types of Deevils with arrogance or a touch of disdain.

Age: Unknown, but he has served Diabolus for the last 10,000 years.

Natural Abilities: Nightvision 120 feet (36.6 m), see the invisible, turn invisible at will, impossible to blind or sneak attack due to his many eyes, can leap 100 feet (30.5 m), dimensional teleport 98%, impervious to poison, impervious to normal fire and cold, resistant to magic fire and cold (half damage), bio-regeneration 4D6 per melee, regenerate eyes within 24 hours, and magically knows all languages.

The Regent's granted powers are: Summon 2D6 Lesser Deevils, or 2D4 Greater Minions, and Power Boost, specifically his M.D.C. (Hit Points/S.D.C.) has been increased. Plus, he has been given a different skin color as a mark of distinction. The Regent is also considering using the Bio-Vats to improve himself even further.

Skills of Note: Climb 98/98%, Intelligence 97%, Land Navigation 98%, Literate in Elven, American, and Splugorth 98%, Lore: Demons and Monsters 98%, Lore: Magic 46%, Math: Basic 98%, Military Etiquette 98%, Recognize Weapon Quality 98%, Streetwise 76%, Swim 98%, Track Humans 98%, W.P. Staff, and W.P. Blunt.

Vulnerabilities/Penalties: He takes double damage from Holy weapons, ordinary weapons made of silver or bone do M.D. (double S.D.C. damage in S.D.C. settings).

Experience Level: 12th level Horror, and 4th level Bio-Wizard (see Rifts® World Book Two: Atlantis for details on Bio-Wizards).

Psionic Powers: None.

Magic: All level one to three Air Elemental Magic, plus Electric Arc (8), Lightning Arc (30), Call Lightning (15), Turn Dead (6), Exorcism (30), Banishment (65), Heal Wounds (10), and Anti-Magic Cloud (140; taught to him by his master). He also has a good understanding of Bio-Wizardry.

Attacks per Melee: Nine.

Bonuses (Including attribute bonuses): +5 on initiative, +5 to strike, parry, dodge, +6 to pull punch, +2 roll with impact fall, +7 on all magic saving throws, +4 to save vs psionics, and +12 vs Horror Factor.

Alliances and Allies: Regent O'tho'leron has two dozen Horrors, a dozen Naga Deevils, six Shock Dragons, and a Gorgon named Clea, at his beck and call. They are all loyal to him and Lord Diabolus. For the most part, any minion of Diabolus would also serve O'tho'leron as he is the master's representative and head of the citadel. That puts thousands of Horrors and other minions at his command in times of emergency or crisis. All recognize O'tho'leron as the right hand and fist of Lord Diabolus.

Enemies: Only those who directly oppose or threaten Lord Diabolus. His master may have also ticked off a few Splugorth High Lords from whom he may have stolen more than a few secrets.

Weapons and Armor: Regent O'tho'leron possesses a Rune Call Staff, that he keeps on himself at all times. He uses no other weapons or armor.

Money: Many try to garner the favor of Majordomo O'tho'leron for a chance to sneak a dip in the Bio-Vats for a little extra power. As a result, the Regent has amassed a small fortune in magic items, gold, precious metals, and gems. He has four million stored away in his personal chamber in the citadel of Diabolus and three times that amount stashed away outside of Dyval.

Bio-Vats

The Bio-Vats of Diabolus are a superior version of the Bio-Wizards vats of Splynn. His Bio-Vats and Bio-Pools are far more concentrated in their power, and are able to make far more changes than those in Splynn on Rifts Earth. Only Lord Diabolus can utilize them to their full potential, and his Regent, O'tho'leron, is moderately proficient in their use.

Under controlled conditions just about any kind of physical change and augmentation can take place, even beyond the normal scope of Bio-Wizardry. For instance, Diabolus can take one life form and mold it into a completely different form of life. There does always seem to be some kind of negative effect, however. For instance, the Flying Horror suffers from chronic pain and has a living dead appearance because it is able to survive with its guts seemingly hollowed out!

Below are some examples of what can be done. They are presented in the form of percentile tables, because even accidental exposure to the pools can cause change, for both good or ill effect. Game Masters should use this tool sparingly to modify player characters and even non-player characters (NPCs), or else you can severely imbalance your game. In theory, whatever happens in the pools could be undone, but would probably require the help of Diabolus!

Saving Throws: For mortals and animals accidentally exposed to the pool there is a saving throw vs Ritual Magic of *18 or higher*. For creatures of magic and supernatural beings, the save is only 16. Atlanteans' unique physiology saves them from the pools, however, exposure to the pool is like acid and does 2D6 M.D.C. (S.D.C.) per melee round (15 seconds) of exposure and then it takes 1D4 melees to wipe the stuff off, during which time they suffer from more pain and damage.

Bio-Vat Exposure Tables

It can take anywhere from hours to days for various changes to take effect in the vats. These exposurers are, of course, done under controlled conditions. However, even accidental exposure can cause severe deformity or death. Game Masters should roll on the tables below or select various results if they feel something is more appropriate. It should be noted that splashing the stuff on a person has no effect, the whole body must be submerged in the fluid. So it is possible to fight along the edge of the pools and even be waist deep without any changes happening. However, once the body is fully covered in the liquid, the magic of the pool takes over. Game Masters should also feel free to substitute their own ideas in the tables below.

Bio-Vat Exposure Table

01-20% Lucked out! No ill effects.

21-40% Disfigured! P.B. is reduced by *half*.



41-50% Recharged! All Hit Points, S.D.C. (or M.D.C.), P.P.E., and I.S.P. are fully restored. Furthermore, any missing limb is replaced! Unfortunately, the replaced limb is either a shriveled one or a tentacle! Cyborgs keep their cybernetic limbs

and implants but a new pair of arms (as above) grow out of their shoulder sockets within 48 hours. Until then, the character suffers from shooting pain that is debilitating (reduce all combat bonuses by half and -2 attacks per melee round until the arms are fully formed).

51-80% The good with the bad. Roll once on the Negative Effects table and once on the Positive Effects table below.

81-85% Negative effects! Roll 1D4 times on the Negative Effects table.

86-90% Positive effects! Roll 1D4 times on the Positive Effects table.

91-95% Cumulative Results. Roll on this table twice and combine the results.

96-00% Coma! The body could not handle the strain. Make a saving throw vs ritual magic (needs a 16 or higher). On a successful save, temporarily reduce all remaining S.D.C., Hit Points or M.D.C. by one half. On a failed save the character suffers severe shock and M.D.C./Hit Points are reduced to zero. Roll to save vs coma and death at -20%. Death is likely within 2D6 minutes. There is a chance to save a character in a coma with powerful magic such as Restoration or similar healing spells or potions (the latter two erase the -20% penalty).

Negative Effects Table

Note: All changes are permanent.

01-10% One attribute is decreased by 1D6 points.

11-20% Two attributes are decreased by 1D4 points.

21-40% Disfigured. Reduce P.B. by 2D4x10%.

41-50% Sensory damage. One of the five senses is lost! 01-20% blind, 21-40% deaf, 41-60% no sense of smell (poor sense of taste), 61-80% no sense of taste, 81-00% no sense of touch (-60% on skills requiring touch, reduce Spd by half, all combat bonuses by half).

51-55% Structural nature damaged! Mega-Damage beings see their M.D.C. reduced by 1D4x10%. Hit Point and S.D.C. beings see their Hit Points and S.D.C. reduced by 10%, and A.R. drops 1D4 points.

56-60% Healing ability damaged. Normal beings heal at half the normal rate. Beings with bio-regeneration recover half the usual amount. Both are -2 to save vs poisons, toxins, drugs and disease. Magic and psionic healings as well as healing potions work without penalty to full effect.

61-65% Memory problems! Four skills are reduced by half.

66-70% Slowed reaction time. -1D4 to initiative and Perception Rolls, reduce bonuses to parry and dodge by half.

71-75% Skin disfigurement. 01-50% Regardless of race, the skin and hair turns a milky white color; reduce P.B. by 10%. 51-00% The skin discolors and there are constantly occurring blemishes and sores that look like a disease; reduce P.B. by 1D4x10%.

76-80% Combat prowess decreased. -1 attack per melee, reduce all combat bonuses by half.

81-86% Lowered resistance. -1 on all saving throws.

87-92% Damaged inner focus. Characters who are practitioners of magic, creatures of magic or possess high P.P.E., see

their P.P.E. base permanently reduced by 1D4x10%. Characters who are psionic see their I.S.P. base permanently reduced by 1D4x10%.

93-95% Teleport ability damaged and the character permanently loses 10% of their base I.S.P.

96-98% Brain damage. 01-50% reduce I.Q. by 1D4x10%, 51-00% reduce M.E. by 1D4x10%. May retain current O.C.C., but skill bonuses are reduced by half (adjust accordingly) and it requires an additional 1D4x1000+1200 experience points to reach each subsequent level of advancement.

99-00% Supernatural Strength lost! Turns into ordinary strength. For those who don't have Supernatural Strength, their P.S. is reduced by 1D4x10%.

Positive Effects Table

Note: All changes are permanent.

01-10% One attribute is increased by 1D6 points.

11-20% Two attributes are increased by 1D4 points each.

21-25% Increased beauty and appeal. Increase P.B. and M.A. by 1D4x10%.

26-30% Heightened awareness. +1D4 to Perception Rolls, +1 to initiative and dodge rolls, and +10% to skills that involve observation and awareness such as Detect Ambush, Detect Concealment, I.D. Undercover Agents, Intelligence, Land Navigation, Surveillance, Tracking, and so on.

31-40% Enhanced resistance. +1 to all saving throws, +2 to save vs disease and possession.

41-50% Sensory enhancement. One of the five senses is increased beyond normal limitations. 01-20% Eyesight is sharp and long-ranged like an eagle's (any eye problems are gone), 21-40% hearing is equal to bionic amplified hearing, 41-60% smell becomes as acute as a Dog Boy (including all scent and tracking abilities), 61-80% touch is hyper-sensitive and the smallest details can be felt (+10% to skills that require manual dexterity and touch, like Art, Escape Artist, Field Surgery, Palming, Pick Locks, Pick Pockets, etc.), 81-00% taste is so acute that the character can identify foreign substances, poison and drugs with the tiniest of sips (84%), as well as easily identify ingredients in food; +20% to the skills of Brewing, Cooking, Holistic Medicine and Identify Plants and Fruits.

51-55% Structural nature increased! S.D.C. creatures see their Hit Points increased 1D4x10%, S.D.C. is doubled and +1D4 to A.R. (not higher than A.R. 19). Mega-Damage beings see their M.D.C. increased 10%.

56-60% Super-structural transformation! S.D.C. beings see a +10% bonus to Hit Points and H.P. and S.D.C. combine to become M.D.C.! Mega-Damage beings see their M.D.C. increased by 50%!

61-65% Impervious to heat and fire. Even M.D. fire does no damage.

66-70% Enhanced memory. +5% to all skills.

71-75% Heightened combat prowess. +1 on initiative, +1 attack per melee, and +1 to strike.

76-80% Accelerated reaction time. +1D6 to initiative, +1 to parry, +2 to dodge and roll with impact, increase Spd attribute 10%.

81-85% The power of flight. 01-25% Grows bird wings within 24 hours and can fly at a speed of 1D4x10+68! 26-50% Grows insect wings within 48 hours and can fly at a speed of 1D4x10+46, but can also hover in place and make vertical take-offs and landings (VTOL). 51-75% Grows leather, bat-like wings in 24 hours, can fly at a speed of 1D4x10+32 and can glide without making a sound. 76-00% Wingless flight and can hover and fly at a speed of 1D4x10+38; manifests in 2D6+20 hours after exposure to chemicals.

86-89% Increased inner focus. Characters who are practitioners of magic, creatures of magic or possess high P.P.E., see their P.P.E. base permanently increased by 1D4x10%. Characters who are psionic see their I.S.P. base permanently increased by 1D4x10%.

90-92% Becomes a giant. Increase size by 50%, mass/weight is doubled and the P.S. of mortals becomes Robot P.S.; supernatural beings retain Supernatural P.S.

93-94% Breathe without air. Can breathe underwater, in a vacuum, etc. indefinitely.

95-96% Grows an extra pair of arms! +1 attack per melee round, +1 to parry and disarm. This may be considered a curse by some as a human, for example, would be considered a freak.

97-98% Bio-regeneration. Mortal beings automatically regenerate 2D6 Hit Points and 2D6 S.D.C. per melee round! Beings already capable of bio-regeneration see their usual amount restored doubled.

99-00% Physically restored. Any lost Hit Points, S.D.C. or M.D.C., are fully restored, and the effects and penalties caused by poison or illness are obliterated (even cancer or AIDS)! Furthermore, any missing limb(s) is regrown within 12 hours! Cyborgs do not get restored limbs, but enjoy any other physical recovery from injury, illness or poison.

The Other Islands

When a new beast is created, Diabolus will often place it or them in a contained environment for observation and testing. The other large island and smaller islands are often used for this purpose. All are considered the *Southern Preserves* where he conducts *controlled experiments*, selecting certain prey for his experiments to hunt or be hunted by, as the case may be. The preserves are more of a proving grounds than habitat, and any manner of beast and monster may be found lurking there, including those otherwise out of their environment.

Stalkers, Shock Dragons, Cryxon, Deevils, Beasts and Horrors love to hunt in the preserves when they are allowed to as the prey can be unpredictable and challenging. Lord Diabolus allows hunting when he wants to get rid of his failures or when he is done with his one-shot experiments, which may be animals or intelligent beings.

Various Host, minions of Dyval and wildlife also live in the Southern Preserves, so it is not uncommon to find small camps and villages scattered throughout the region. Most are nomadic and are rarely in one spot for more than a few weeks. There are no permanent camps, nor any permanent structures in the south other than the Citadel of Diabolus. The lands are wilderness for both mortal and Devil alike.

South Gate Island

Like North Gate, a 500 foot (152 m) wide, 10 story tower marks **South Gate**. It functions basically the same way, except that it leads only to the next level of Dyval, *the Great Dyval Desert*. Unlike North Gate, the tower of South Gate is just a shell without any remaining floors. It stands as a beacon and marker of where the dimensional portal can be found. To access the Great Dyval Desert, simply step inside the tower, concentrate on the next level, take two steps forward and you are there.

South Gate is typically abandoned, however since it is in the Preserves, any manner of creature could be lurking around. Many elite troops come to the Southern Preserves to test their skills against Diabolus' monsters or to wage mock battles against their fellow Deevils in war games. It is also worthy to note that a pair of Naga Deevils live in the freshwater pond about 2,000 yards/meters north of the tower. They love visitors. Love to capture, torture and eat them, that is. A band of 1D6+20 Bonelings are also known to make their home on the island not far from the tower. **Note:** The island of South Gate is approximately 60 miles (96 km) in diameter.

1D4+4 small, flatbed barges and two large are always present on the north side of the island. Sometimes (01-50% chance) there are one or two large barges or boats on the sandy coast near the tower, but that means someone else is either nearby or has recently used the portal to go to the Great Dyval Desert.

The Infinity Hunters

The Infinity Hunters is an impromptu Retribution Squad assembled by Regent Infinity Eyes. Whenever Lord Diabolus needs subjects to experiment upon, it often falls upon the *Infinity Hunters* to collect them. The team has a Nexus Devil so their scope for finding new "test subjects" is not limited to Dyval alone. The team makes frequent trips to Rifts Earth, where the variety of intelligent and animal life is staggering and consists of beings from scores of alien worlds across the Megaverse. The team also likes to take in the sights and sounds of the Splynn Dimensional Market in Atlantis, where they can buy exotic animals and humanoids, as well as sell off some of their stock and indulge in dark pleasures. The team is led by a favored minion of Diabolus, a Horror called Infinity Eyes, and has a Nexus Devil, an Imp, two Fiends, three Devilkins, three Deevils, and a Devil Wraith as members of the team. With the Minion War in full swing, the team has had ample opportunity to capture Hades Demons and their minions for Diabolus.

Regent Infinity Eyes

Regent Infinity Eyes is one of dozens of Horrors serving Diabolus. What sets him apart from some of the others is that he has a pair of large, black wings from augmentation in one of the Bio-Vats of his master.

Regent Eyes was always eager for action, whether it be hunting down intruders or escaped experiments gone awry. During one occasion, when it was Infinity Eyes' turn to perform grunt duties in the bowels of the citadel, he failed to show up. One of his fellow Horrors was more than delighted to inform Diabolus that Infinity Eyes had failed to live up to his responsibility. Lord

Diabolus was in a rage and immediately summoned the Horror. It just so happened that Infinity Eyes was in the midst of torturing some recent “acquisitions” for his master when he felt the familiar pull of Diabolus summoning him. Always quick thinking, the Horror brought along the two subjects of his hunt. Before Diabolus could explode in anger and berate the Horror, Infinity Eyes presented his lord with the two desirable subjects for experimentation. Even though they were escapees from one of his previous experiments, Diabolus was pleased. Forgetting his rage he simply told the Horror that he would expect more subjects whenever he called. This pleased the Horror and he has taken it upon himself to assemble a team to aid him in his master’s request to find test subjects for experimentation. This includes D-Bees and creatures from other worlds.

Now, whenever Diabolus calls, there are always at least a half dozen subjects for him to play with or experiment upon. This dedicated service (at least in the eyes of Diabolus) has earned the Regent and his “team” the favor of Lord Diabolus, and thus, winning them complete autonomy to “hunt.”

The Infinity Hunters bring back specimens from across the Megaverse, including humans, Elves, D-Bees, creatures of magic, supernatural beings (including demons from Hades), and once in a great while, even a True Atlantean, Cosmo-Knight or Demigod. Infinity Eyes’ loyalty and service has earned him the rank of Regent and the special powers that come with the position.

True Name: Ignaseves Rah.

Race: Horror, Greater Deevil.

Alignment: Diabolic.

Attributes: I.Q. 24, M.E. 19, M.A. 6, P.S. 44, P.P. 21, P.E. 25, P.B. 3, Spd 38 on the ground, and 150 flying (see natural abilities for details on flight).

Size: 16 feet (4.9 m), 3,000 pounds (1350 kg).

M.D.C.: 220. (On S.D.C. worlds, Regent Infinity Eyes has 65 Hit Points, 94 S.D.C., and an A.R. of 16.)

Horror Factor: 17

P.P.E.: 225

Disposition: Very self-centered and loves to indulge himself in all kinds of depravity. He hates menial tasks, preferring the thrill of the hunt and the exhilaration that comes with catching his prey.

Age: Unknown.

Natural Abilities: Standard for a Horror, including nightvision 120 feet (36.6 m), see the invisible, turn invisible at will, impossible to blind or sneak attack due to his many eyes, can leap 100 feet (30.5 m), dimensional teleport 98%, impervious to poison, impervious to normal fire and cold, resistant to magic fire and cold (half damage), bio-regeneration 4D6 per melee, regenerate eyes within 24 hours, and magically knows all languages. As a newly appointed Regent he has only been granted the power to summon 2D4 Lesser Deevils.

Winged Flight & Other Special Bio-Vat Powers: Having done a few favors for Regent O’tho’leron, Infinity Eyes has managed to receive a few tweaks from the Bio-Vats. So far, he has received an I.Q. boost and a set of leather wings the size of a Deevil Beast, giving him the power of flight. Flying speed is 103 mph (165 km) and he can fly up to an altitude of

30,000 feet (9144 m). The wings make a loud whooping sound and even in a gliding dive there is the sound of rushing wind (a penalty of -20% to Prowl).

The Horror also has the power of enhanced olfactory sense, so he can track by scent and he can smell blood up to 2 miles (3.2 km) away. He can track by scent at 65%, and recognize scents at 70%.

Skills of Note: Streetwise 76%, Intelligence 93%, Land Navigation 98%, Track Humans 98%, Recognize Weapon Quality 85%, Military Etiquette 90%, Demon and Monster Lore 90%, Basic Math 98%, Climb 98/98%, Swim 98%, Prowl 70%, Detect Ambush 75%, and Literate in American, Dwarven, and Elven 95%.

Experience Level: 10th level Horror.

Attacks per Melee: Nine or by magic.

Bonuses (including attribute bonuses): +5 on initiative, +6 to strike, parry, dodge, +6 to pull punch, +2 roll with impact, +8 on all magic saving throws, +2 to save vs psionics, and +12 to save vs Horror Factor.

Weapon Proficiencies: He prefers to rend his opponents with tooth and claw. However, in a pinch he is proficient with blunt weapons.

Vulnerabilities/Penalties: He takes double damage from Holy weapons, and ordinary weapons made of silver or bone or M.D. (double S.D.C. damage in S.D.C. settings).

Psionic Powers: None.

Magic Knowledge: P.P.E.: 225. All level one Air Elemental Magic, plus Banishment (65), Call Lightning (15), Electric Arc (8), Exorcism (30), Heal Wounds (10), Lightning Arc (30), and Turn Dead (6).

Alliances and Allies: As a Regent of Lord Diabolus he can command vast legions of Horrors, Host and other minions of Dyval. However, he prefers to use the Infinity Hunters for hunting and capturing new specimens as well as for other operations that require a special ops team. He is favored by Lord Diabolus and Regent O’tho’leron, who like and trust him and the Infinity Hunters. This gives Infinity Eyes a tremendous amount of clout and potential power.

Rivals & Enemies: There are a few Horrors that Infinity Eyes would love to hunt, but they are too close to Lord Diabolus to take any action against. He also hates the demons of Hades and enjoys being able to hunt them down with impunity, especially Baal-Rogs and other Greater Demons.

Weapons and Armor: He has none, only because he prefers to use tooth and nail to hunt his foes with, but he will use whatever is handy to win a fight.

Money: While he could collect a fair amount off some of those he hunts, he spends it in Splynn and other transdimensional markets as fast as he gets it.

Blue Nimbus Quick Stats

Blue Nimbus and Infinity Eyes had hunted and worked together, on and off, over the centuries, typically hunting prey in distant dimensions, Rifts Earth, and the Preserves of Atlantis. So when it came time for Infinity to form his own special squad, he immediately sought out his old friend, Blue Nimbus. Though not one to be tied down, Blue Nimbus was quick to join the



team. With Lord Sahtalus recruiting (more like Shanghaiing) every Nexus Deevil he could find, Blue Nimbus was able to avoid having to serve on the front lines of the Minion War by becoming one of the Infinity Hunters. Her familiarity with locations all over Rifts Earth has proven to be invaluable, as it is a place where all manner of dimensional travelers, creatures of magic, demons, sub-demons and exotic humanoid and animals can be located and captured for the experiments of Lord Diabolus.

Blue Nimbus is a classic She Devil. In her natural form, she has the upper body of a shapely human female, with long, wild locks of blonde hair cascading around her smooth shoulders. She has sultry eyes and pouty lips that can bring most men to their knees, especially when she is in human form. Thus, capturing humanoid males is often an easy thing to accomplish.

Race: Nexus Deevil.

Alignment: Miscreant.

Attributes: I.Q. 11, M.E. 21, M.A. 15, P.S. 9, P.P. 14, P.E. 23, P.B. 28, Spd 31.

M.D.C.: 173. (On S.D.C. worlds Blue Nimbus has 115 Hit Points, 30 S.D.C., and an A.R. of 12.)

Level: 6th level Nexus Deevil.

Disposition: A busybody always looking for something to do. She hates being tied down to one particular location and after only a few days, quickly grows bored and leaves.

Skills of Note: Lore: Dimensions 90%, Lore: Demons and Monsters 72%, Imitate Voices/Impersonation 80%/70%, Intelligence 88%, Interrogation 72%, Prowl 74%, Seduction

88%, Rope Works 80%, Wilderness Survival 78%, W.P. Net (a *Palladium Fantasy RPG*® skill) and W.P. Rope.

Psionics: I.S.P.: 67. Abilities as per all Nexus Deevils.

Magic: P.P.E.: 149. Spells as per all Nexus Deevils.

Weapons and Equipment: Blue Nimbus prefers to work as little as possible. To facilitate this she uses a Splugorth Slaver's Net Gun to capture her prey and she is skilled in the use of rope, roping and tying up prey. She has a magic whip that inflicts 2D6 M.D. and is near indestructible and a pair of Fore-arm Blasters in the event she has to get involved in additional combat.

Sethrith Quick Stats

Sethrith has always liked challenges and when Infinity Eyes contacted him, it was an easy decision for him to join the team. The reason he was specifically sought out was for his numerous contacts in Splynn. It was an excellent place for the team to operate out of, and with Sethrith's contacts they could make use of many of the Splugorth resources.

A large, ghostly apparition of a demonic skull with a pair of devil horns.

Race: Deevil Wraith.

Alignment: Diabolic.

Attributes: I.Q. 17, M.E. 23, M.A. 23, P.S. 24, P.P. 17, P.E. 19, P.B. 19, Spd 18.

M.D.C.: 115. (On S.D.C. worlds Sethrith has 37 Hit Points, 50 S.D.C. and is ethereal by nature.)

Level: 8th level Deevil Wraith.

Note: Sethrith has numerous High Lord contacts in Splynn with whom he can help the team obtain all kinds of exotic beings for the pleasure of Diabolus.

Disposition: Sethrith is always looking for new challenges and the Infinity Hunters seemed right up his alley. He likes to find new and inventive ways to capture foes without so much as harming them. Then he can play games with them on the trip to Dysonia.

Skills of Note: Streetwise 59%, Intelligence 81%, Interrogation Techniques 86%, and Lore: Demons and Monsters 91%.

Weapons and Equipment: He uses none, but has amassed a fair amount of equipment and 50 million credits which he keeps in a safety deposit box in Splynn.

Infinity Hunter Henchmen

The rest of the team consists of *Malus the Bull*, so named because of his massive pair of horns (7th level Deevil, Miscreant), *Brutus*, a mohawk crowned Deevil (6th level, Aberrant), *Rexus*, a bushy, bearded Deevil (7th level, Miscreant) and *Zix* and *Zax*, a pair of mischievous Devilkins who usually take the form of Hobgoblin-like demons to confuse the enemy (both are 5th level, Diabolic). All are subservient to the three main Infinity Hunters listed above.

Dyzonia Terrain & Encounter Tables

No Weather Table

The weather in Dyzonia is so predictable that you could set your watch by it. There is no need for a weather table due to the nature of the land. All it does is rain and there is little danger from it. The jungle provides adequate protection, although people are still likely to get drenched from time to time.

Random Terrain Table

Traveling on foot in Dyzonia is not possible unless a group of adventurers is able to traverse either the mountains or the river valley. Both are dangers in themselves, but necessary obstacles to get to the jungle. There is no need to have a table for the River Valley and Game Masters should feel free to ad-lib any dangers on the water. There is a solid 3 or 4 days of travel and anything can happen at that time. Plus it could be challenging to determine how characters deal with the waterfall at the end. However, once they set foot into the jungle, Game Masters should feel free to make use of this table. The jungle is chaotic and Game Masters should roll for every four hours of travel. Depending on the group's destination there might be some obvious obstacles to overcome. For instance, climbing or descending the Ridge Barrier will be a huge challenge. Not only will people be easy to spot, but they are vulnerable to attack. Of course, a wrong turn could take one right to the Citadel of Diabolus. So Game Masters should use this table in conjunction with the map.

01-20% Light Jungle. Travel is easy with no penalties. There are also few places for predators to hide in ambush. Those with Detect Concealment and Detect Ambush receive a +5% bonus to these skills.

21-40% Thick Jungle. The jungle has closed in, making conditions more difficult to travel by. Speed is reduced by 20% due to navigating difficulties as well as having to take detours around denser foliage, or from having to chop and cut your way through.

41-60% Dense Jungle as far as the eye can see. Normal movement while on foot is reduced to one quarter. This is due to having few if any clear signs to navigate by, and cutting and chopping a path through the forest. Also, conditions are perfect for ambushes and concealment. Detect Ambush and Detect Concealment are at -15% because of the forest.

61-70% Raging River. Each of the islands as well as the larger areas of Dyzonia have dozens of little rivers running through them. The average width across is only 20 feet (6.1 m; or roll 1D4x100 feet/ 3 to 12 m) however, the river is fast, and there are numerous rapids. Crossing may be difficult and in order to find a suitable crossing place will require an additional 1D4 hours of searching.

71-76% Quicksand. Conditions are right all over the jungles of Dyzonia. A patch of quicksand is 10 to 60 feet across (3 to 18 m).

77-81% Swamp or marshland covering a 1D8 mile radius (1.6 to 12.8 km). Go around or reduce speed by half going

through it. If going through the swamp roll on the Random Jungle and Mountain Encounter Table once.

81-86% Beast Lair. With the numerous creatures roaming around Dyzonia a group of adventurers is likely to stumble across one of their lairs. Now the question is, is anyone home?

87-95% Lake. There are numerous small lakes found throughout Dyzonia. All are obstructed from the air and impossible to spot. They are there however, and the diameters can vary from as little as 2-12 miles (3.2 to 19.2 km) in size.

96-00% Deep Ravine. Hidden in the depths of the jungle is a ravine several hundred feet deep. Roll 1D6x100 feet (30.5 to 182.9 m) to determine depth. There is no apparent way around the ravine and it is at least 1D4x100 feet (30.5 to 121.9 m) across. There could be a tree trunk spanning the width, however that is at the G.M.'s option.

Random Water Encounters

Traveling on water is only marginally safer than on foot. There are just as many creatures lurking under the water and in the air as there are on land. Boats are not always attacked because of the swift moving currents. One is more likely to be attacked while on the shore. Since more area is generally covered by water, there is more likely a chance of encountering something. Game Masters may wish to roll for every four hours of travel by boat.

01-15% 2D6 mortal Harpies swoop down to kill. They fight to the death or until 80% of them are slain.

16-25% 1D4+1 Dire Harpies attack. They fight until they are at less than 30% of their M.D. and fly away. Embarrassed to have lost the fight, they say nothing about the encounter to other Deevils.

26-40% Predators attack from above! Several Leatherwings or other flying monsters are circling overhead and 1D6 swoop down to attack. Thankfully, they give up if their prey puts up a good fight.

41-50% 1D6+1 Naga Deevils attack from below. They try to overturn the boat or drag characters from the deck into the water where they have the advantage. They give up without further incident when half of them are slain.

51-60% 1D6 Flying Shock Dragons or Host or Deevils on flying War Steeds. They insist the player group follows them to dry land. If the group refuses, the infernals attack and fight to the death.

61-70% Impending attack! Our heroes can see 2D6 Host (any) or Lesser Deevils (any) on shore point in their direction and climb into small boats or canoes. The infernals immediately head in their direction and are catching up fast. They will be on our heroes within 1D6+4 minutes!

71-80% 1D4 Infernal Sprites attack. The creatures are wild animals and fight until slain.

81-90% Attack from the depths! From the shore or in the water a distance away, the characters easily spot one of the following creatures swimming toward their boat: An aquatic dinosaur (any type, see **Rifts® New West** or either of the **Dinosaur Swamp World Books**), giant octopus/squid, sea serpent, giant shark or similar predatory sea creature, is making a beeline to the player group's boat. The characters can easily see this attack

coming and they may have a chance to avoid it, escape it or prepare for it. The creature is upon them in 2D4+4 melee rounds.

91-95% Flying Horror. One of these massive predatory monsters swoops in slowly, circles them and eyeballs them and their boat as it chomps on a half-eaten Harpy dangling from its mouth. If they stay still (or turn invisible) there is a good chance (01-85%) the monster flies away. If they attack, make a loud noise or try to move away quickly, the creature attacks and fights until half its considerable M.D.C. is gone before flying away. It is not really hungry, having just dined on a flock of Harpies, but how can you resist an easy dinner dessert if it floats into your lap and draws attention to itself?

96-00% Monstrous Experiment. One of Diabolus's weird experiments has created an aquatic monstrosity that appears and attacks without warning! Game Masters, feel free to introduce one of your own creations based on Diabolus' work.

Random Jungle & Mountain Encounters

The land of Dyzonias is perhaps the most populated when it comes to a large range of monsters and Deevils. There are at least a dozen dinosaur species spread throughout (use dinos from **Rifts® New West** or either of the **Dinosaur Swamp Rifts® World Books**), a large variety of Deevils, Host races, Dyvalian monsters and a multitude of ordinary animals. Since the jungles are so populated the chances of avoiding an encounter for more than six hours are unlikely. Game Masters may wish to roll for every six hours of travel on foot.

01-05% 1D4+1 Dire Harpies happy to make adventurers from the outside world their playthings or meal. May substitute Infernal Sprites that see the heroes as prey.

06-10% 2D4+2 Harpies (mortal ones) who attack and fight until half of them are slain. 20% chance the survivors will return in 2D6 minutes with 2D4+4 reinforcements led by one Dire Harpy.

11-15% 3D4+4 Bonelings! They are feeling cocky and confident because of their large numbers, and attack. They plan to steal all valuables, capture our heroes, and beat and torture them before selling them into slavery or turning them over to a Greater Deevil. They run in retreat when more than half of them are seriously injured, when 25% are killed or if the group exhibits an impressive display of power.

16-20% 1D4 very young, juvenile Flying Horrors (with only 25% the M.D.C. of an adult or Infernal Sprites) swoop down to gobble up the player characters! They fight to the monsters death!

21-25% 1D4 Infernal Sprites see the player group as prey and attack. They fight to the death.

26-30% A band of 1D6+1 Stalkers look to capture the player characters and win the praise of a Greater Deevil or Regent. They'll fight until they lose half their numbers.

31-35% A nest of 1D6+1 Nippers, Worms of Taut, attack anyone who comes within 100 yards of them and fight to the death. There are 1D6 eggs in the nest (the eggs make good eating, but are also worth 1000 credits on the open market).

36-40% 1D4 wild Tiger Beasts in a playful mood – playful in a deadly cat and mouse way, and the player characters are the mice!

41-45% A band of 1D4+1 Cryxon warriors out to prove themselves. They will attack to capture at least half the player group, but will murder them if they are deemed too dangerous and fight to the death. After all, they are Cryxon.

46-50% A patrol of 1D4+2 Shock Dragon Flyers and two Harpies on the lookout for trouble and intruders. They'll take captives if they can get them, but have no qualms about killing intruders either, especially the Harpies.

51-55% A Gorgon is seen from a distance. There are two stone statues of D-Bee adventurers. A dead man lays on the ground near her feet. So do the corpses of three Faeries, their wings torn off and their heads bitten off! The Medusa has two more Faeries in a cage. Their magic has no effect on her and she is reaching in the cage for one. If the player characters sneak away she never notices them, but she will slay the remaining two Faeries. If the characters intecede and destroy the Medusa, the two Faeries will be grateful and offer to join the group.

56-60% An adult Flying Horror swoops down from the heavens to attack. It fights to the death.

61-65% An adventuring group of humans and Elves (or any other race of mortal beings the G.M. may want to use)! There is one for each player character. If approached, the group is a bit wary but friendly. They ask the player group a lot of questions (where are they from, why are they here, where are they going, what do they hope to accomplish, etc.). The adventurers are willing to answer similar questions and are likely to offer to help or team up with our heroes. The thing is, they are not what they appear to be. Roll percentile to determine who and what they really are on the table below.

01-20% They really are mortals from another world who have come to Dyval to gather information or retrieve a magic item that will help their people or world battle Deevils and demons in the Minion War. They are honest and trustworthy and will help the player group unless our heroes are after the same magic item as they. In the alternative, they may see the heroes as rivals and sabotage them or steal from them before deserting them.

21-40% They are mortal beings, but willing servants of Deevils (01-70%) or serve Demons (71-00%). They see the heroes as pawns or rivals and will play along until they have an opportunity to use them or betray them. Ultimately, the members of this group are Anarchist and evil alignments and may include a couple of dark priests or evil wizards.

41-60% They are all really Devilkins and Deevils disguised as mortals. They pump our heroes for all the information they can and then tag along, waiting for the right moment to strike and betray and capture or kill them! If the player group doesn't let them team-up, the evil group will try to follow from a distance. If they are spotted and confronted by the heroes the Deevils will lie about how they need their help or want to help them, or attack.

61-80% Runaway slaves or prisoners scheduled for one of Diabolus' experiments but managed to escape. They are looking for a way out of Dyval. Can our heroes help? **Note:** One of them may be a Deevil or Devilkin in disguise. Likewise, it is likely

that Diabolus has sent a hunting party to track the runaways down and bring them back. He'll be happy to have more "test subjects" if the player group is captured with them.

81-00% The people may appear to be human/mortal but they are really Demons in disguise. They see the heroes as pawns or rivals and will play along until they have an opportunity to use them or betray them.

66-70% A Beast (or other Greater Deevil) accompanied by 1D6+1 Stalkers, Cryxon or Deevils. The Beast will want to capture any outsiders for questioning.

71-75% A hunting party of 2D4+2 Stalkers or Naga Deevils. If they see the player characters, our heroes become the hunted. If not, they pass by without incident.

76-80% When dinosaurs attack. Our heroes run into one big predatory dinosaur such as a Tyrannosaurus Rex or a group of 1D6+1 small predatory dinosaurs like 'raptors or Leatherwings. Whatever it is, it sees our heroes as lunch, attacks, and fights to the death or until easier prey captures its eye. May substitute an 1D4 Infernal Sprites (any).

81-85% A Deevil Dragon (or other Greater Deevil) on a mission of his own and looking for some pawns or henchmen to do his dirty work for him. This may be taking down another group of outsiders or band of demons who have something he wants, or a dealing with a rival or enemy (steal something, kill him, sabotage him, etc.). If the player group refuses, the Deevil Dragon informs them he has no choice but to take them to Lord Diabolus for interrogation. By the way, he has 1D4+2 minions of his own nearby (probably Shock Dragons if he is a Deevil Dragon). Are they sure they don't want to help him? If they do, he claims they can leave without further incident, and he will even escort them to the dimensional portal they need, meaning no Deevils will bother them. Deal?

Of course, the "item" he wants is probably something very valuable and dangerous or important to humans (could it be the Book of Heroes of the Megaverse!?!?) or a person (favorite female slave or slaves) to torment.

86-90% One momma Infernal Tri-Tops protecting two young. She regards any humanoids within 500 yards/meters as a threat and charges them. Her intent is to kill or drive them away, but once she attacks, the player characters will have to flee at least 1000 yards/meters before she gives up the chase. Otherwise, she fights to the death.

91-95% A band of 1D4 demon invaders or spies and 1D4+1 mortal henchmen (humans or other mortal race). They see the heroes as pawns or rivals and will play along until they have an opportunity to use them or betray them, or they may feel it necessary to destroy them now that they have seen them.

96-00% An adult Flying Horror is locked in combat with three remaining Dire Harpies (all down to half their M.D.C.) and an Arch Fiend. The dead bodies of two dozen mortal Harpies litter the ground along with the Arch Fiend's riding animal, an Infernal Sprite. The Flying Horror, though injured, is winning this battle. Do the player characters intercede? How grateful can an Arch Fiend be? The G.M. may complicate matters with the scream of a woman or the cry of a baby (in the woman's arms?). As the combatants move, the heroes can now see what appears to a slave woman and an infant. Now what?

Great Dyval Desert

Third Layer of Dyval

Deevil Population

The Host

Harpies (mortal Host) – 58.7 million (none at Tundra Ridge).

Shock Dragons – 2,000 or so are permanent residents of the Great Desert.

Note: *Harpies* (Host) and *Dire Harpies* (Lesser Deevils) inhabit five of the six mountain ranges, the only exception being the Tundra Ridge Mountains. No other Host races of any significant number make the Great Dyval Desert their home. **Shock Dragons** are created, hatched, grown, and trained at the *Desert Hatchery* in the Western Peaks, but the majority of them leave immediately after training, never to return.

Lesser Deevils

Bonelings – 190,000 (love tunnels and mines).

Deevils – 225,000

Devilkins – 186,000 (half at Tundra Ridge).

Dire Harpies – 12 million (none at Tundra Ridge).

Fenry – 6,000 (all at Tundra Ridge Mountains).

Fiends – 3,000

Gorgons – 4.8 million (inhabit mountains and desert).

Imps – 10,000

Nexus Deevils – 200 (half at Tundra Ridge).

Note: Any others are just individuals, outcasts, rogues and small groups that live in the Great Desert or are visiting or on a special mission.

Greater Deevils

Arch Fiends – 6,500

Beasts – 16,000

Horror – 14,000

Serpents – 8,300

Notable Monsters in the Great Dyval Desert

Devil Worms – 4,000 (desert).

Flying Horrors – 560,000

Ice Worms – 3,800 (most living in and under the Tundra Ridge Mountains area, but a third are located in other parts of the desert.)

Infernal Sprites (Air and Fire) – 830,000

Infernal Sprites (Earth) – 442,000 (mostly in the mountains).

Infernal Sprites (Water) – 14,000

Mimics – 11 million, not that you could tell, as they appear as other animals.

Shock Beasts – 8.8 million (most live in the mountains).

Worms of Taut (various) – 8,000 estimated; mainly Fire Worms (80%), Nippers (10%) and Tomb Worms (10%). These demonic monsters have no problem breeding in the *Great Dyval Desert* and that is something the Deevils do not want to see hap-

pen. Consequently, the Worms are actively hunted for the purpose of complete and total eradication. However, there are so many hiding places in the mountains, wiping them out completely seems unlikely, and they may be a persistent problem for decades.

There *may* also be invading bands of demons and outsider, mostly scouting parties, spies, and lone individuals, as well as those secretly brought to the Great Desert by Leviathan to work in the Devil's Tears mines in the Deevil's Ridge.

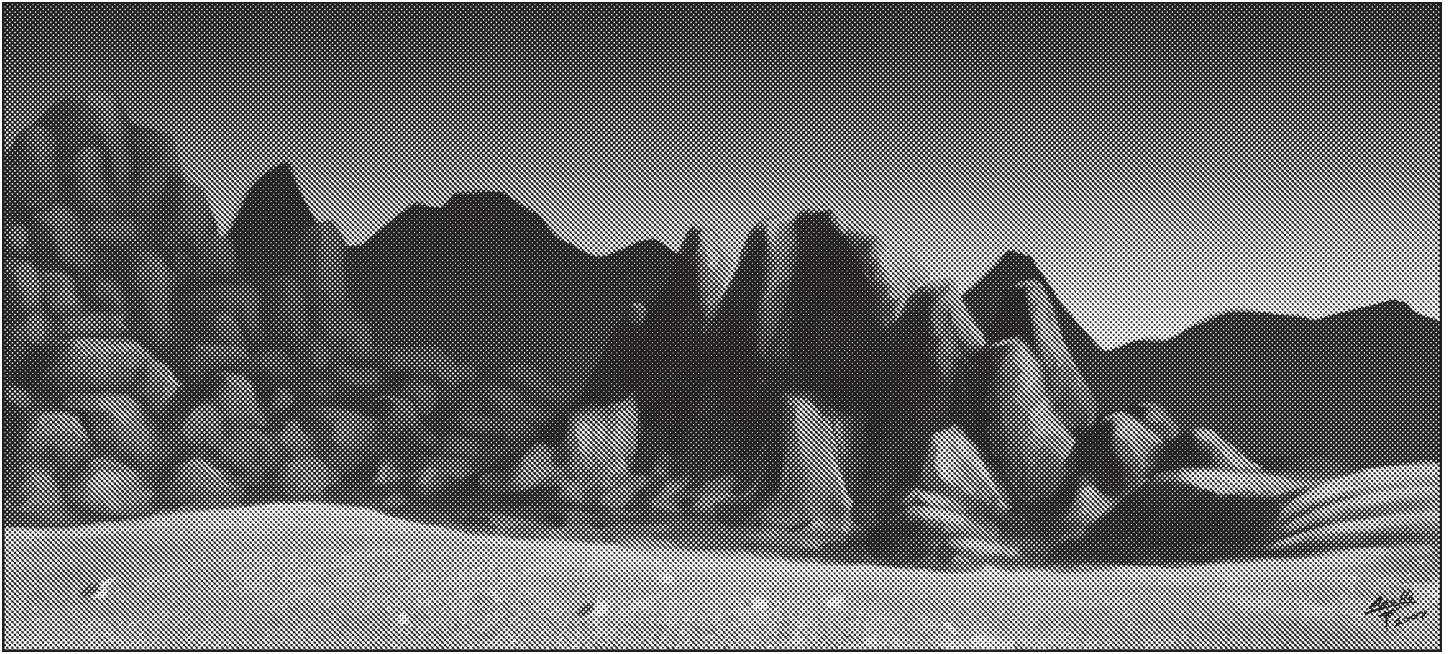
Tundra Mountains Population Note: These mountains are an anomaly compared to the rest of the Great Dyval Desert and are half as hot as the rest of the desert. The cool temperature means they are devoid of Harpies and Dire Harpies. Instead, they are home to Shock Beasts (1.65 million of them), Mimics, Deevils, Devilkins, Fenry, and others.

The Great Dyval Desert

The third layer of Deevil Hell is the *Great Dyval Desert*, a stark wasteland of blowing sand, desert valleys and mountains of stone. The rolling dunes of the Great Dyval Desert are vast and at times, unforgiving, the heat punishing, and drinkable water is in short supply. Sandstorms, rock slides, sand slides, sand pits, sand avalanches, super-storms and debris seemingly falling from the sky are all dangers visitors encounter in this godforsaken realm of heat, sand and rock.

As bad as the environment is, the inhabitants of the *Great Dyval Desert* are even more dangerous. Harpies and Dire Harpies can be found in other layers of Dyval, but nowhere are they more plentiful than in the mountaions of the Great Dyval Desert where they flock by the millions. Shock Beasts beaten into domestication may be used as War Steeds, but the predator has no





loyalty to Harpies and makes the winged horrors its favorite prey. Gorgons also inhabit this realm, and a small number of other Deevils can be found here as well. However, only the Gorgons, Harpies and Dire Harpies are Lady Leviathan's army of loyal minions.

The Climate

Overall the climate is dry and hot. It never rains and there is no kind of precipitation whatsoever. The average temperature in the sun is 110 degrees Fahrenheit (43 C). In the shade of the mountains and high up in its lofty peaks, the temperature is a cooler 90-95 degrees Fahrenheit (32 to 35 C), but the level of danger from the denizens of the Great Dyval Desert increases dramatically. There is often a mild wind, but it brings no real relief from the heat. When the wind gusts, it causes sandstorms of varying magnitude that are never welcomed. The only relief from the heat comes during the short six hours of darkness, except it is not a welcomed change as temperatures drop from baking heat to near freezing within one short hour.

The days are long, roughly 18 hours of a large red sun beating down overhead. The nights are short, six hours of utter darkness (no stars) and cold temperatures hovering around 37 degrees Fahrenheit (2.8 C). Right around sunrise and sunset is when the temperature makes its extreme changes, and within one hour it goes from freezing to scorching hot, or vice versa. A startling experience for outsiders.

The Dead Sea

Like all of Dyval's layers of Hell, the *Great Dyval Desert* is a realm in its own dimension. Within that dimension is a plate of desolate land surrounded by a dead sea. This sea is a hot, though not boiling, thick, salty, greenish black soup with swirls of yellow (sulfur). It smells of rotten eggs, though the smell is not as strong or pervasive as one might imagine. The water is completely undrinkable and cannot support any known mortal life forms; even supernatural monsters do not live in these waters.

Ironically, the appearance of the white sandy beaches rivals any beach resort one could imagine, only the water is toxic, the breeze carries a foul smell, the dry heat is oppressive and the open shoreline invites death from above.

Travel by sea on boat is difficult and ill-advised. The water is thick and has the consistency of pea soup or thin sludge. It clogs motors and requires twice as much energy to row across using muscle power. There isn't enough steady wind for sailing, and the stench out at sea is literally sickening. All passengers feel nauseated, get a headache and will, sooner or later, vomit, probably numerous times. (**Note:** Roll 1D20 every 10 minutes to save vs nonlethal poison, 16 or higher is required to save. A fail roll means vomiting. This is worse than it sounds, as the ill dehydrate and weaken faster, lose nourishment and are -1 on initiative and all combat rolls. Not applicable to those in environmental body armor or with an independent oxygen supply.)

The sky over the Great Dyval Desert is thick with something else – Harpies and Dire Harpies. Flocks of them roost in the mountains and prey upon unwanted visitors. Travel by sea is inviting Harpies to come and dine, plucking hapless travelers from the vessel and carrying them to their doom.

The Coast

Along the coast of the Great Dyval Desert are thousands of miles of pristine beaches covered in fine, white sand. The smell from the Dead Sea is not as strong or nauseating as one might expect along the beach and may have something to do with wind patterns or the magical nature of this realm. Traveling along the coast is slow going, as the soft, sandy beaches impede movement (reduce speed by 25%) and ultimately leave the traveler out in the open, except when skirting along a mountain range. Travel in the shadow of the mountains may be a bit cooler, but no safer as the mountains are filled with flocks of Harpies and Dire Harpies always happy to rip apart and feed on a visitor from the outside world.

The Mountains

There are six distinct mountain ranges, each spanning hundreds and hundred of miles in length and standing thousands of feet high. They divide the desert up, making it a difficult task to get from one location to the next. One either has to go around hundreds of miles of mountains, across an expansive desert, or up into the mountains themselves. The desert is filled with fine white sand that changes to gravel and jutting boulders as one approaches the mountains – massive pillars of stone that serve as the home and hunting grounds of Harpies, Dire Harpies and other predators.

Desert Oases

Paradise in a blazing Hell

This plane of Hell is not completely devoid of habitable areas. Scattered across the Great Dyval Desert are tiny oases. Locations where one can find shelter from the harsh sun and enjoy palm trees, green grass, flowers, fruit to eat, and most importantly, fresh water to drink. The water is clear, fresh and cool, but a little bitter tasting. The oasis is fed by an underground spring. Thanks to these springs the area around the pond or small lake is fertile enough for grass and palm trees to grow as well as a small variety of other plants and trees. As one approaches the oasis or “green zone,” there are cactus and desert-type plants, as well as insects and lizards. As one gets closer to the lake, the area changes into lush, tropical surroundings: a miniature paradise in Hell. Fruit includes coconuts, shelled nuts, edible berries and figs. When eaten in moderation, the food supply at a single medium oasis can usually feed a small group of people for months, and a large one indefinitely. The pond or lake even provides a few varieties of fish and crayfish. How-

ever, catching them means spending considerable time by the water’s edge – an open area visible to aerial predators.

The smallest oasis may be no larger than the backyard of a home in an urban area, roughly 100 feet (30.5 m) in diameter. In this case, the oasis has some areas of scraggly, tall grass or wild flowers, 1D6 palm trees and a pond or watering hole about 20% the size of the overall area. It may not sound like much, but it’s a godsend to visitors in desperate need of drinking water and a little shade. There are at least a hundred of these tiny watering holes scattered across the desert, and another hundred found in various mountain valleys.

The largest oases (a few of which are indicated on the map) vary in size from 1-6 miles (1.6 to 9.6 km) in diameter. Game Masters can roll 1D6 to determine the size. The larger an oasis, the more it provides in the way of food and shelter.

Danger in paradise. Oases are the watering holes of Harpies and other creatures who inhabit the third layer of Dyvalian Hell. Fortunately, Harpies and Dire Harpies are creatures of the air and windswept mountains, so they seldom linger on the ground for long. Furthermore, an oasis is a place of beauty and these foul creatures abhor beauty, so they tend to avoid them or leave as quickly as possible. Instead, they quench their thirst with the blood of their victims and avoid green zones and water. One is more likely to encounter other predators, travelers, Deevils, Devilkins and other minions of Dyval at such places. The Deevil’s or Devilkin’s mood will usually dictate how he or she reacts to outsiders. Many are rogues and outcasts, so their reaction may not be immediately hostile. There is rarely any large oases that doesn’t have a few dangerous inhabitants or inhuman visitors. **Note:** There are less than a dozen of the largest oasis in the desert and perhaps two dozen medium-sized ones (1D4x1,000 feet/305 to 1219 m in diameter) scattered throughout the realm.



Lady Leviathan has ordered her monstrous minions to leave these places alone, otherwise the Harpies and Dire Harpies would shred the trees, destroy the fruit, foul the water supply, and pluck every blade of grass. Such is the level of their disdain for beautiful things.

Forbidden Fruit

Another desert miracle of sorts

Oddly enough, forbidden fruit of the Great Dyval Desert are never found at medium or large oases, and only found at about 25% of the small oases. Instead, they seem to sprout from the sand in the middle of nowhere. They look like a small, brown colored apple growing on short scrub bushes with golden leaves that blend in with the desert sand when viewed from the sky. They are known as *Sand Apples* and each bush usually has 1D6+8 apples on it. There are usually 2D6 bushes to a typical Sand Apple cluster and the fruit is delicious. Consuming one of these sweet tasting Sand Apples provides the nourishment and satisfaction of eating an entire meal, and its juice also hydrates the body of those who consume it to normal levels. These are magical apples and they do even more than that. They cure one *magical curse, magical illness* or *affliction* that may be troubling the being who eats it. For example, if a character is plagued by the spell *Minor Curse* or *Luck Curse*, the effects of the curse are instantly negated. Sand Apples also negate the effects of Faerie Food, and even the curse of a *minor magic weapon*, or similar item, for 1D6 days. At which point it would be wise to get rid of the item, or the curse will return. Unfortunately, the apples do not remove curses which come from powerful artifacts, Rune Weapons, Deevil or Demon Lords or gods, but offer a brief reprieve from the curse for 1D4 hours, that's it.

These apples are *not* prized by the Deevil Lords at all, and only a few underlings even know about them. Harpies, Host and Deevils insist the apples have a foul taste that burns their tongue and mouth. Only obscure lore and perhaps some ancient texts or scrolls even mention them. Outsiders who become stuck in the desert often eat them just for food and never know what other benefits they could provide. In places like the *Splynn Dimensional Market* they can sell for as much as 12,000 credits an apple, but unless kept in a container with sand from the *Great Dyval Desert*, Sand Apples spoil and rot in 2D6+12 hours. Kept with Dyval sand, they remain edible for 1D4 years! However, any attempt to can or preserve them any other way causes them to spoil and lose all helpful properties. Where the apples come from is anyone's guess, but the fact that they are unpleasant to demons and Deevils suggests they are the creation of a force for good or the joke of a rival Deevil Lord. In fact, when thrown at Harpies and other Minions of Dyval, Sand Apples inflict 1D4 M.D. damage (2D6 S.D.C. in those environments).

Tundra Ridge Mountains

Gateway to Tundra, the Next Layer of Hell

Tundra Ridge is an upside down V shaped range of mountains with a third chain of low mountains running down the center of the inverted V. The entire area is an anomaly compared to the rest of the desert. It has no Harpies or Dire Harpies, is much

cooler – 50 degrees Fahrenheit cooler – than the rest of the desert and drops a few degrees below freezing at night.

There are two desert valleys that run north and south, connecting to each other like the peak of a triangle or inverted V. Where the valleys converge is a *plateau ridge* 500 feet (152.4 m) above the ground. One must climb a 500 foot (152.4 m) sheer cliff wall to reach the plateau, or climb up and over from another part of the mountain to access it from above. The plateau ridge extends into the mountains around it.

At the top of the plateau is a large, *alpine oasis*, six miles (9.6 km) in diameter, covered in *snow!* The temperatures are always freezing at the oasis and there is snow year round. It is known as the Tundra Oasis, and at its center, between two massive pine trees marking a ley line nexus, is the dimensional portal to the next level of Dyval, **Tundra, the Fourth Level of Dyvalian Hell**. Those with the knowledge to do so, can open a dimensional portal to the next layer of Dyval known as *Tundra*. When opened to Tundra, the portal sends a blast of icy, arctic air through the oasis and it snows for as long as the portal remains open (usually 1D6 minutes). The connection to Tundra is what makes this mountain range so much colder than anywhere else in the Great Dyval Desert. It also keeps Gorgons, Dire Harpies, and Harpies out of the mountains, as they dislike the cold. As a result, Tundra Ridge is a haven for Shock Beasts, Mimics, and even the occasional Ice Worm. Deevils, Devilkins, Nexus Deevils, Fenry and other Deevils, animals and outsiders may be found visiting and living in the region, including the occasional Ice Wraith. Free from attack and retribution at the claws of Harpies, the Tundra Ridge Mountains is home to millions of Shock Beasts. **Note:** The favorite prey of Shock Beasts is the Harpy.

Deevils' Ridge

The Deevils' Ridge mountain chain is located about 200 miles (320 km) south and east of the Tundra Ridge Mountains and roughly 150 miles (240 km) from the eastern coastline. The rock is permeated with all kinds of semi-precious stones, with the most notable being several varieties of quartz, amethyst and others. A very rare kind of red quartz, called **Devil's Tears**, is found in these mountains and coveted by Techno-Wizards, Stone Masters, and Alchemists. In the Techno-Wizard field, *Devil's Tears* can be used to boost one magic induced aspect of TW devices. When correctly "wired" into a TW device, any one magic/TW aspect can be *doubled*, such as range, damage, payload, or certain effects that have a duration (e.g. invisibility, breathe without air, flight, etc.). The only drawback is that twice as much P.P.E. must be expended during the initial creation process when that "aspect" is installed.

The stones are worth roughly 10,000-20,000 credits per carat to Techno-Wizards, but their rarity often sees the price increased three to five times that amount. If Devil's Tears exist in the other mountains of the Great Desert, they have not yet been discovered. Odd since all the mountain ranges seem to be made up of the same type of rock.

Finding Devil's Tears is difficult, and it would take someone with mining skill and time to locate, identify and extract the crystals from the mountain. *Long ago*, Lady Leviathan had tons of Devil's Tears removed and added to her own personal treasury. In addition, some was released/sold to the outside world,

while other stones were used to tempt wizards, offered as rewards and treasure or used as bait. Leviathan's old mining operations have left Deevils' Ridge with numerous abandoned mining shafts and some very extensive mines. A few of the largest mines are rumored to extend all the way through the mountain range from one end to the other. Such a mining tunnel would make for an easy and comparatively safe trip, free of attack from Harpies, through that part of the desert, if the mine(s) could be found, that is. The entrances to most of the mines have long since been sealed with rock and are difficult to locate. However, there are many with small openings, big enough for a human to squeeze through, and a few mine shafts have been unsealed completely. Furthermore, there are many smaller abandoned mines that could make an excellent place to hide out, establish a base camp, and not only avoid the Harpies, predators and Deevils that roam the desert, but provide for a reprieve from the harsh desert conditions (it is 30-60 degrees Fahrenheit cooler inside the mines).

What monsters might lurk inside abandoned mine shafts and tunnels? Lone Minions of Dyval to small bands (1D6+1) of various Deevils; the most likely being the occasional Boneling, Deevil, Devilkin, Fiend, Gorgon, Imp, Beast, Shock Beast or Mimic, not to mention refugees from the outside world, from humans to D-Bees, and maybe even a runaway demon slave. In higher elevations, Harpies or Dire Harpies might make a nest at the entrance of a mine, but never too deep in the earth, as Harpies of all variety hate enclosed places or being under earth or rock.

To bolster her fortunes during the Minion War, rumor has it that Lady Leviathan has started a number of new mining operations at secret locations in Deevils' Ridge. Mines that are being dug by mortal and demonic prisoners captured in off-world raids across the Megaverse in the Minion War. She denies it, but the rumors persist.

Eastern Peaks

The Eastern Peaks is a sprawling range of mountains that cover a 250x500 mile (400x800 km) area along the east coast. To the west is a 70 mile (112 km) swath of desert that divides the Eastern Peaks from Harpy Peak. Other than the fact that the mountains are formed in a rather unnatural, rectangular shape, they are similar to all the others. There are no streams or bodies of water other than the occasional small or medium oasis, and one large oasis near the coast.

At lower elevations and in mountain valleys the temperature is 10-20 degrees cooler than the desert, but that is still 90+ degrees Fahrenheit (32+ C). Gorgons and other Dyvalian minions are usually found inhabiting the lower reaches of the mountains, while vast flocks of mortal Harpies are found at the higher elevations. There is little moisture, so there are no snow capped mountain peaks, and the heat actually increases as one climbs higher toward the sun bleached sky. After 2000 feet (610 m), the mountain peaks and cliffs are as hot as the desert below, just the way the Harpies like it.

If the Eastern Peaks Mountain Range has any distinction, it is that 95% of its feathered population is made up of mortal Harpies. Most of the other mountains have a mix of Harpies and the more powerful Deevils known as *Dire Harpies*, but not here.

The mountains of the Eastern Peaks are more uniform and short, with few peaks exceeding 3,200 feet (975.4 m) in height. Dire Harpies prefer greater heights so only 5% of the overall population is Dire Harpies. The rest – approximately 15.4 million of them – are mortal Harpies, one of Dyval's Host servant races. They are as vicious and murderous as any Dire Harpies, just not as powerful.

Harpy Peak

Harpy Peak, also known as **Harpy Mountain**, is the largest chain of mountains in the Great Dyval Desert. It is located roughly in the center of the desert and runs to the edge of the continent, ending at *Plateau Ridge*. More Harpies and Dire Harpies roost in these mountains than any known place in the Megaverse. Dire Harpies claim the highest peaks above 4,000 feet (1219 m), and the mortal Harpy Host inhabit the lower peaks. The Harpy Mountain chain has some of the largest mountains in the Great Desert. Those in the northern half range from 6,000-8,000 feet (1829 to 2438.4 m) tall, while mountains north and south of Gorgon Pass tower 8,000-10,000 feet (2438.4 to 3048 m).

Gorgons are found mainly in the lower valleys and the along the flat lands of Harpy Valley leading to Harpies Point. Other inhabitants include various other infernals as well as Shock Beast who prey upon Harpies.

Harpy Valley & Harpies' Point

Along the eastern side of Harpy Peak is a large opening to the mountains and several higher, elevated plateaus known as *Harpy Valley*, a valley of flat stone plateaus that lead to **Harpies' Point**. This opening is known as **Desert Gate** because it leads to Harpies Point where the nexus leading back to Dyzonnia, the Second Layer of Dyval, is located. *Harpy Valley* is an open expanse of flat stone that cuts into the northern third of *Harpy Mountain*. Traveling up to these large, flat, stone plates is a climb, but not as difficult or treacherous as some places. These plateaus are giant slabs of stone and are arranged like steps going up from east to west. Harpies' Point is on the fourth plateau of five. Each plateau is roughly 200 to 800 feet (61 to 244 m) above the last. When one reaches the next plateau, there is no gradual decline, it is just a straight up and down cliff wall. Rope, magic, the ability to fly, or climbing skill is needed to scale each plateau wall to get from one to the next and back down again. There are plenty of cracks, handholds and footholds, but it is still a dangerous prospect to scale these walls. Of course, Harpies love to attack when climbers are halfway up the wall and unable to defend themselves.

The valley consists of several large, flat plates of stone that seem to descend from the center of the valley to an opening in the mountains in the east. Walking across them is smooth, fast travel, except it leaves travelers out in the open and easy to spot from above. The flat plates make for a vast open terrain 400 miles (640 km) long and 80 miles (128 km wide). Traveling in the open expanse makes it easy for the Harpies in the peaks and sky above to spot people on the ground, and it is only a short matter of time (4D4x10 minutes) before a dozen or more (4D6+2) Harpies or Dire Harpies come swooping down to at-

tack. Any traveler who is not a Minion of Dyval or escorted by a Greater Deevil is considered a spy, invader or outsider, all of whom are fair game for attack. Powerful and exotic intruders may be captured and either tortured or taken to Lady Leviathan at the *Citadel of Blood*, or to one of her Regents. Otherwise, interlopers are attacked and either killed and eaten, or captured, tortured, and eaten at a later time (typically within 6D6 hours).

The Abandoned Stone Temple at Desert Gate

Located near the mouth of the first plateau is a building constructed entirely of stone. It is weathered and worn, but has fared better than **the Bastion** at Harpies' Point. Its walls still stand strong and erect, and there are numerous columns that support a flat stone roof. At one point this structure was a temple and *shrine to Lady Leviathan*, probably built in the first years that she occupied Dyval. However, it has long since been abandoned and all but forgotten by the other Deevil Lords. Only Leviathan and several of her most trusted minions are aware of the structure's purpose and make use of it.

Beneath the temple is a *labyrinth of tunnels*, most of which lead to dead ends, small chambers, some with chains and manacles where prisoners were (still are?) kept, and a small dungeon that appears to be in a state of good repair, and still used today. The question is, by whom and for what secret purposes?

Hidden in the labyrinth underneath the temple lies a secret, 250 mile (400 km) underground passage to *Harpies' Point*, where the dimensional gate to Dyzonias is located. This passage has been hewn right through the stone and ascends to a secret entrance in a similar labyrinth underneath Harpies' Point. For travelers who stay in the main passage, it is a direct shot to *the Bastion at Harpies' Point*. Stray from it by going down any of the smaller tunnels branching from this main one, and travelers find themselves in a *tunnel maze* that leads them wandering in circles and into dead ends. Stay on the main ascending tunnel and you stay on track. Leave the main tunnel and you risk getting lost for days, weeks, or forever. The labyrinth is littered with the dried bones and rotting backpacks of travelers who got lost and perished from lack of food and water.

Dangers of the labyrinth. Other than getting lost and traveling in circles, the danger is minimal. There are no traps other than the labyrinth itself, no water, and no cave-ins or crumbling rock, the temperature is a cool 50 degrees Fahrenheit (10 C), and the main passage is wide (20 feet/6.1 m), tall (25 feet/7.6 m) and easy to follow. Only a few of Leviathan's most trusted servants and some Greater Deevils are even likely to know about the passage to Harpies' Point. Any encounter with any other Minion of Dyval is pure chance – and the creature may, himself, be lost or just investigating tunnels out of curiosity. Of them, Bonelings, Deevils, Devilkins, Gorgons, Imps, Nexus Deevils, Arch Fiends and Serpents are the most likely to be encountered. Maybe a stone Golem or perhaps, even a demon spy or two. No Harpy or Dire Harpy will venture into a tunnel underground unless forced to do so by a powerful master, as they hate enclosed places, especially tunnels deep beneath the ground. The labyrinth and passage to Harpies' Point are not guarded so anyone who stumbles across them may be found there. But as stated, such curious travelers are few and far between. The real danger is getting to the temple, as it is nestled in mountains that are the primary home to millions of Harpies and Dire Harpies. Desert Gate is the entrance way into "Harpy Central."

Harpies' Point

Dimensional Gate to Dyzonias

Nestled toward the center of Harpy Valley is a place called *Harpies' Point*, an impressive oasis and home to a dilapidated building called *the Bastion*.

The Bastion Oasis. Surrounding the Bastion is a large, lush oasis, six miles (9.6 km) in diameter, and filled with palm trees, other trees, flowers, fruit and lush vegetation. The large pond and small waterfall is only a two mile (3.2 km) trek west of the Bastion. Its waters are clear, cool and refreshing to drink. This tropical paradise can be confusing to intruders who do not realize they have just traveled from the rainforests of *Dyzonias*, to the bleak furnace of sand and rock that is the *Great Dyval Desert*. Outsiders unfamiliar with the layers of Dyval, which are



most, won't realize they are in a desert until leaving Harpies' Point and traveling quite a distance.

The Bastion. The Bastion is a large, ancient, but battered stone structure that rests at the junction of three ley lines. It was once a fortress and gathering place, but has not served either purpose for eons. Despite being on a nexus point, it shows noticeable signs of age and deterioration. The main structure is a large stone building with crumbling stone columns supporting a blemished and cracked stone roof. A set of stairs at the back of the structure leads down to an underground level. It is here, underground, that the location of the dimensional portal leading back to *Dyzonia, the Second Layer of Hell*, is found. This also means this is where travelers coming from the jungle realm of *Dyzonia* enter the *Great Dyval Desert*.

The main chamber of the Bastion is a large, rectangular chamber that is 350 feet (106.7 m) long and 150 feet (45.7 m) wide. Ceiling height is 35 feet (10.6 m). It resembles a dungeon, complete with chains and manacles mounted along one of the walls and a sacrificial altar 50 feet (15.2 m) from the opening to the stairs. Along the opposite wall is a collection of 200 or more life-like statues, as well as several large piles of shattered stone that appear to be the remains of other statues that have been broken into numerous pieces. Closer inspection shows there are small areas between the forest of statues where pillows, silk cloth, bowls of water and simple personal items are found. Similar areas are seen along the dungeon wall as well. These are the sleeping areas of the three dozen Gorgons (2D6+4 present at any given time) who live in the main chamber. Another 2D6x10 Gorgons live in the adjoining labyrinth and 1D6x10 live in the oasis outside. Thousands more live in the surrounding mountain lowlands of Harpies' Point.

At the far end, away from the stairs, is sectioned off two-thirds of the way down by colorful silk sheets and tapestries hanging from the ceiling. The silk sheets are semi-transparent so 1-6 figures might be seen moving behind them, or a pulsating, bluish white glow may be seen on certain days. The tapestries are opaque and depict scenes of carnage by Harpy flocks or images of snakes and female snake charmers. All are new, and the general condition of the main chamber is swept and clean. Behind the curtains and tapestries is where the dimensional Rift can be opened to carry travelers to the previous layer of Hell, *Dyzonia*. It is inhabited and guarded by a cult of Gorgons who worship Lady Leviathan and keep the portal safe from unwelcome visitors. No enemy force has ever penetrated deep into Dyval, nor invaded the Great Desert, so there is no standing army, just the welcoming embrace of Gorgon women.

Along the walls are also doorways of various sizes covered by silk sheets rather than a door. Each opens to a dark tunnel. Like the temple at the mouth of *Desert Gate*, numerous tunnels carved from the rock of the plateau branch from the main chamber. Some go straight, some descend. Some crisscross with other tunnels, while some lead to other, smaller chambers (most inhabited by Gorgons) or to a dead end. All are part of a labyrinth designed to confound and contain unwanted visitors for hours, days, and even weeks. Only one is the secret underground passage that leads back to *Desert Gate* at the mouth of the valley to the east.

The only apparent way out of the Bastion is by the stairs, but that is not true. Three of the tunnels lead up and out, two at loca-

tions in the oasis, one right outside the columns of the Bastion. Once outside, the mountains of Harpies' Peak line the walls of Harpy Valley. Heading northwest leads to another plateau of stone that eventually dead ends into the mountains. Traveling east takes one out of Harpies' Peak and into the desert. Heading into the mountains takes the traveler into an unrelenting realm of stone and the home of Harpies, Dire Harpies, Gorgons, Shock Beasts, Beast Dragons, Chimeras, and Manticores. (**Note:** The latter three creatures can be found in the pages of **Rifts® Conversion Book One**). The higher one goes, the more Harpies and Dire Harpies there are until they seem to line the cliff walls and mountain peaks.

Getting through the mountains of the Great Dyval Desert is no easy task, and it is only the beginning of the dangers to be found in this level of Dyvalian Hell.

Gorgon's Pass

Toward the southern end of the Harpies' Peak mountain range is **Gorgon's Pass**. It is the only location in the south where one can travel from east to west without having to go around a thousand miles of mountains. The pass is relatively flat with few if any physical impediments, other than sand that slows travel and clogs the engines of motor vehicles. It consists of a flat rock covered in 2D4 feet (0.6 to 2.4 m) of sand. The pass cuts right through the heart of the southernmost mountains of Harpies' Peak, and if not for the thousands of Gorgons who inhabit the mountains on either side, it would be an ideal and easy route of travel.

Gorgons are infernal females with smooth, scaly skin, like that of a snake. Some are hideous hags while others are beautiful maidens, except they all have a head of snakes in place of hair and a wicked nature. These creatures control Gorgon Pass and dominate the surrounding mountains along the pass. There are also Harpies and Dire Harpies, but they are found higher in the mountains and leave people traveling through the pass to the Gorgons.

Built at a half dozen locations along the pass are small mountain ramparts – unmanned fortified strongholds that can provide shelter from the elements along the way. All are located 100-400 feet (30.5 to 122 m) up the mountain. All seem to be abandoned and in a state of disrepair, but still quite suitable for shelter and defense. They are thousands of years old, with cracked and broken fortifications. Surrounding these small forts are hundreds of life-like stone statues. All are obvious victims of the Gorgons placed around the fortress strongholds as a display of Gorgon power and as a warning that no place in Dyval is safe to mortals or any intruder. The race of the petrified figures vary greatly. Some appear to be dimensional travelers, while others look like slaves or just some poor soul who got trapped in the Great Dyval Desert. Some of the statues show signs of damage and are probably beyond anyone's help. Others are perfect and whole. If restored (Stone to Flesh spell required), they could make for unlikely allies. Of course, one has to contend with the Gorgons in the area, and they are everywhere.

All of the strongholds appear to be roughly the same size and design. The walls are made of large stone bricks cut from the very mountain. There are arrow loops (small, narrow slit openings) or windows for firing arrows, and the roof is flat and

rimmed with battlements where defenders could make a stand and attack from above. Inside the small stone fort are Greek-style stone pillars supporting the roof, a long stone table that can seat 24 human-sized warriors and a larger hearth where cooking can be done. Each also has a small shrine to Lady Leviathan inside, each contains a small natural pool that seems to be fed from an underground (or magical) water source. In some cases, the water that fills the pool (without overflowing) is fed from a statue of Leviathan holding a pitcher of water. The water is always clean, clear and drinkable.

Unless visitors look for it, they will not notice a trap door in the stone floor that opens to reveal a small chamber that is part of an underground complex. There are six short tunnels, each 12 feet (3.6 m) in diameter, leading to six identical 20x20 foot (6.1x6.1 m) chambers. Most show evidence of recent habitation and may include a bed, silk pillows, a water bowl, bottles of wine or alcohol, a box with jewelry (worth 2D6x1,000 credits, if any), women's clothing, drapes and other fineries. The chamber is also likely to have one or two sets of chains and manacles hammered into the wall or floor where a slave or prisoner could be kept. These chambers are the home of one or two Gorgons. Another concealed door located in the wall of one of the other six tunnel branches opens to a secret tunnel that leads outside the fortress 300 feet (91.5 m) away.

Such a stronghold may seem like an inviting place for mortals in desperate need of shelter and water. Thus, they are the perfect trap for bands of (1D4+4) Gorgons living in the underground complex below or keeping a watchful eye from a safe distance in the mountains. They wait for "visitors" to arrive and settle in, and when they least expect it, attack them. Most "visitors" are turned to stone and added to the statuary around the stronghold and elsewhere in the mountains. Others are captured, enslaved, toyed with and eventually slain or fed to the Harpies. If the "visitors" put up surprising resistance and fend the Gorgons off, the women will get reinforcements and return with two or three times as many and attack again. **Note:** The four forts most obvious from the floor of the pass are marked on the map.

Regent Gret'Cha

The largest and ugliest of the Gorgons is *Regent Gret'Cha*, Leviathan's most trusted combat general. Other than Lady Leviathan herself, Regent Gret'Cha is regarded as the Second in Command of all the Gorgons in Dyval and all bow before her or pay the price. Many Harpies and Dire Harpies, especially those living in the mountains along Gorgon Pass, also fear and respect this great warrior, and while they are not required to obey her, they often do as she bids.

Having become a Regent, Gret'Cha possess unique powers. She is almost twice the size of a typical Gorgon and her snake-like hair has three times the reach (30 feet/9.1 m). In addition, aside from her normal arms, the Regent can make pythons appear under her real arms connected right to her body. They look and act like giant snakes and can attack different opponents. These python arms extend her reach to 50 feet (15.2 m) and can engage in lethal combat. From the mouths of her snake arms and snake hair she can inflict acid as an attack or poison, whichever she chooses; both affect demons, Deevils and other supernatural beings. She can also turn into a four-headed serpent three times in a 24 hour period.

Regent Gret'Cha resides in one of the low mountain peaks at the southernmost end of Gorgon Pass, where she is relatively close to Leviathan at the *Citadel of Blood* (about 500 miles/800 km away). Her personal legion of 12,000 Gorgons (6-10th level experience) reside in the same mountain and are ready to mobilize at a moment's notice. Many Harpies and Dire Harpies, especially those living in the mountains along Gorgon Pass, also fear and respect this great warrior, and while they are not required to obey her, they often do so.

Regent Gret'Cha has spent much of her time gathering and preparing her Gorgon for a major, multi-front offensive in the Minion War. She eagerly awaits the command to launch the offensive and longs for the day Deevils enslave or destroy the demons of Hades. Until then, she waits, her troops ever alert for traitors, spies and intruders, to be captured and interrogated under torture before she hands them over as playthings to lucky Gorgons as reward for their duty.

True Name: Gretchalyn Viper.

Alignment: Diabolic.

Attributes: I.Q. 15, M.E. 20, M.A. 13, P.S. 40, P.P. 28, P.E. 25, P.B. 5, Spd 60.

M.D.C.: 335 (On S.D.C. worlds Gret'Cha has an A.R. of 12, 335 Hit Points and 165 S.D.C.)

Horror Factor: 17

Height: Stands 18 feet (5.4 m) tall. In serpent form she is 46 feet (14 m) long.

Weight: 1800 pounds (810 kg; double in serpent form).

Age: Immortal.

P.P.E.: 250. **I.S.P.:** 40.

Disposition: A cunning tactician skilled in combat and infantry offensives and sieges. Gret'Cha is mean to the core, and leads through brute force, fear and intimidation. She delights in torturing mortals, and one of her favorite tactics is turning people to stone, breaking off a limb and restoring them back to normal for more questioning. This is an emotionally agonizing process that is very effective.



Natural Abilities: Nightvision 180 feet (55 m), see the invisible, dimensional teleport 64%, teleport 32%, fire and cold resistant (half damage from all fire, heat and cold based attacks including Mega-Damage plasma and magic), cast Stone to Flesh at will, impervious to the Petrification of other Gorgons, and Bio-Regeneration 5D6 M.D. per melee round.

Petrification Gaze (special): 300 feet (91.5 m); this is the same as the standard Gorgon, but with a superior range. Victims need to save vs magic at 14 or higher.

Petrification Beam (special): Once per melee, with a range of 600 feet (183 m), +5 to strike, must be able to see the living target; same result as petrification gaze.

Spit Acid (special): 4D6 M.D. from the initial attack plus an additional 1D6 M.D. for 1D6 melees. (Damage is 4D6 S.D.C. +1D6 S.D.C. for 1D6 melee rounds in S.D.C. worlds.)

Poison Bite (special): 3D6 M.D. (5D6 S.D.C. in S.D.C. settings), but more importantly, the venom disrupts the bio-regeneration capabilities of supernatural beings and creatures of magic, preventing bio-regeneration for 2D6x10 minutes! Save vs lethal poison/toxins (14 or higher) is required. Each failed save means additional M.D. and the bio-regeneration is negated for an additional 2D6x10 minutes. A successful save means only 2D6 M.D. bite damage and bio-regeneration continues to work.

Create Giant Snake Arms (special): Just beneath each of her humanoid arms, Gret'Cha can create a python connected at her rib cage. Each serpent extends her reach to 50 feet (15.2 m), add two additional melee attacks, and the head of each snake can bite (2D6 M.D.), inflict acid damage (as above), inflict poison damage (as above), or entangle and crush (1D6 M.D. per melee action/squeeze). The Snake Arms can be created at will and maintained as long as desired.

Transform into a Four-Headed Serpent (special): The Regent can turn completely into a giant, 46 foot (14 m) long serpent with four heads, each on a flexible 12 foot (3.6 m) neck. The transformation takes one melee action and can be performed only three times in a 24 hour period. The transformation can be maintained for up to three hours at a time. In this form, Gret'Cha can swim and slither at double her normal speed, and burrow under and through sand at her normal speed. She can not cast spells as a serpent, but her Petrification, biting, acid and poison attacks can all still be used. As a serpent, she can only speak in a hiss and only short phrases.

Skills of Note: Brewing 80%/85%, Climb 85%, Concealment 66%, Detect Concealment 80%, Holistic Medicine 80%, Land Navigation 82%, Interrogation 90%, Lore: Demons & Monsters 85%, Math: Basic 90%, Palming 75%, Prowl 70%, Streetwise 62%, Tracking (people) 75%, W.P. Blunt, W.P. Energy Rifle, W.P. Shield, W.P. Sword, and W.P. Paired Weapons.

Vulnerabilities/Penalties: It is rumored that she can't stand the sight of her own reflection and will flee on sight (treat as a Horror Factor of 17). Also, she is susceptible to her own petrification beam and if reflected back on her she saves at -5! However, petrification lasts only 2D6+6 minutes and she is invulnerable when turned to stone.

Experience Level: 11th level Gorgon General.

Attacks per Melee: Eight (+2 two when python arms are grown).

Bonuses (Including attribute bonuses): +4 to initiative, +9 to strike and Dodge, +12 to parry, +4 to roll with impact, +7 to save vs magic, +6 to save vs psionics (considered a minor psionic), and +10 to save vs Horror Factor.

Psionics: I.S.P. 40. Powers include See Aura (6), Sense Magic (3), and Sixth Sense (2).

Magic: P.P.E. 250. Knows all spells level 1-4, plus Agony (20), Animate and Control Dead (20), Armor Bizarre (15), Aura of Death (12), Call Lightning (15), Domination (10), Exorcism (30), Fire Ball (10), Horror (10), Shockwave (45), Spoil (30), Stone to Flesh (30), and Wind Rush (20).

Alliances and Allies: Gret'Cha is fanatically loyal to Leviathan and serves her faithfully. She is also considered the leader of all the Gorgons and they will follow her every command.

Enemies: The forces of light and the demons of Hades! She can hardly wait until Dyval wins the Minion War and enslaves or destroys the demons of Hades. Most mortal beings are regarded as playthings, slaves, pawns, and cannon fodder.

Weapons and Armor: Typically wears nothing at all. However, she does often wield a Chrysteel hippe pole arm. It is giant sized and does 4D6+4 M.D., returns to wielder when thrown, and is indestructible.

Money: Over the years Gret'Cha has accumulated a large horde of weapons, armor, gold and gems. In her lair she has approximately six million credits worth of treasure and a few magic weapons. Equal amounts of wealth are stashed at a dozen secret locales across the Megaverse. As commander of the Gorgons, second only to Leviathan, Gret'Cha has access to most of Lady Leviathan's resources and can acquire just about anything she needs.

Plateau Ridge

Southern Harpy Peak Mountains

Ever since Lord Sahtalus assigned his Beasts to guard over her, Leviathan needed a place to privately contemplate and, in general, be alone. Plateau Ridge has become her new place to find solitude. It is a large, open expanse with mountains on three sides. Between the mountains are giant shelves or a series of flat rock plateaus, each measuring 75-100 miles (120 to 160 km) across. From the sky, they rather resemble giant dragon scales or a series of steps that lead down from the mountains in the north to the sandy beaches of the southern desert coast.

On the topmost plateau is a grand temple dedicated to Leviathan. It is a large stone structure that has a huge, domed roof on massive stone columns. On either side of the dome are a pair of towers. Carved into the mountain is a 200 foot (61 m) tall, beautiful likeness of Leviathan. Not far from her, are smaller likenesses of Rhada and Lady Hel carved into a cliff face. They were added at the command of Leviathan. Whenever she needs a place to blow off steam or get away, which has been quite often since the advent of the Minion War, she comes to *Plateau Ridge*. In fits of rage she blasts the carvings of Rhada and Hel to smithereens. This brings her great pleasure, especially after a hard day of having to deal with the other Deevil Lords in the Minion War. If smashing them weren't enough (yes they have to

be carved again and again by her servants) there are times when she will just mutilate or scar them. Leviathan's hate for Rhada and Hel goes back a long time, and she is extremely jealous of their exotic godly beauty. Not that Leviathan is sore on the eyes, just in her mind she doesn't measure up to these two. This has resulted in hatred and jealousy of two gods in her own pantheon.

When Leviathan is not brooding or tearing the place apart, she takes stock of her own schemes and sorts through her treasure trove at the temple. From her many victories in battle she has taken items from numerous opponents. She has an entire magic arsenal nestled away in a treasure chamber underneath the floor of the temple. All kinds of exotic treasures are stored there, from old dusty tomes that reveal long forgotten magic secrets or histories about various races and civilizations to powerful Rune Weapons. And if the rumors are true, she may even possess a piece of the legendary Castlerake rune sword and may not even know it. (For details on Castlerake, check out **Dragons and Gods** for the *Palladium Fantasy RPG*®.) Total value of the treasure trove must be in the trillions or more.

The mountains above the plateau are some of the tallest, standing 6,000-9,000 feet (1829 to 2743 m) tall. They are, of course, home to hundreds of the thousands of mortal Harpies as well as millions of Dire Harpies, who prefer the tallest mountains in which to roost. Along the Plateau Ridge and lower mountains are Gorgons. The temple is served and protected by 96 Gorgon priestesses, 12 Devilkins, two Nexus Deevils, two Beasts, one Arch-Fiend and a clan of 32 Dire Harpies devoted to Leviathan and experienced (5-8th level) in combat.

The Blood Mountains

Domain of Lady Leviathan

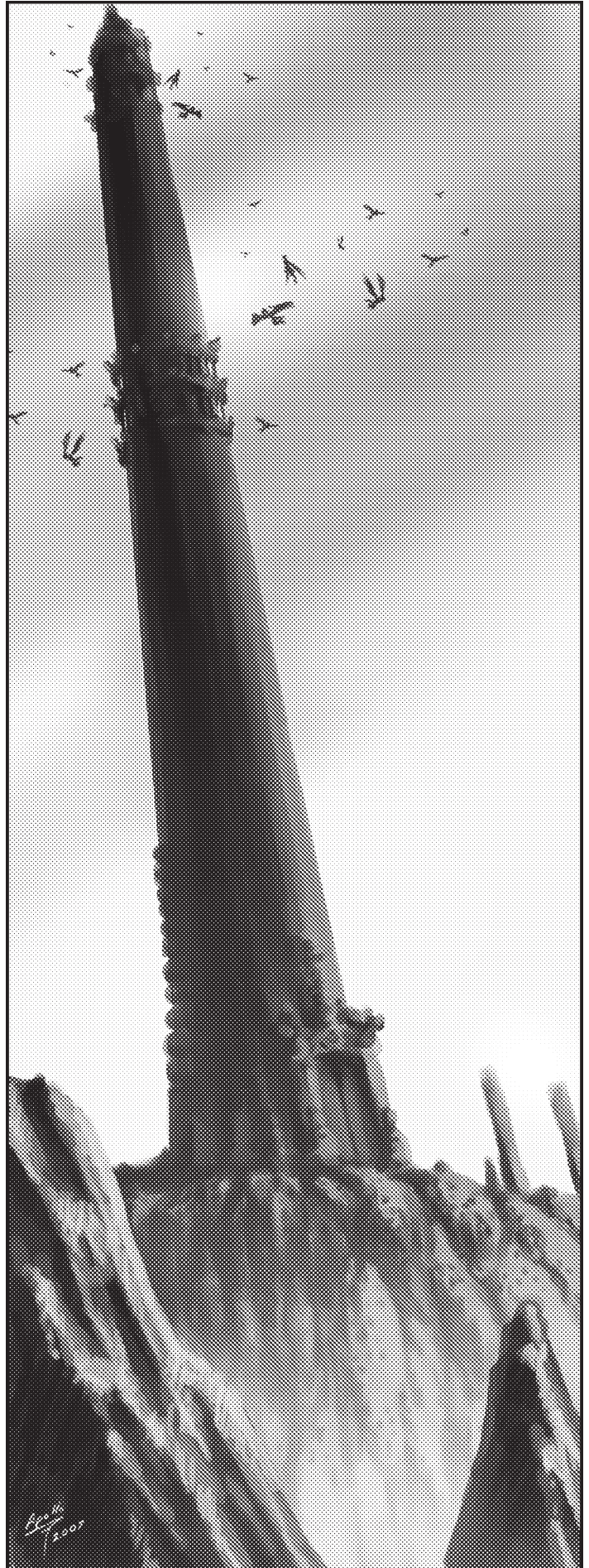
The Blood Mountains are the tallest mountains in the Great Dyval Desert, standing 10,000 to 15,000 feet (3048 to 4572 m) tall. The tallest of the Blood Mountains, so named because the stone has a red hue to it, are inhabited almost exclusively by millions of Dire Harpies, while the smaller ones are inhabited by Dire Harpies and a few hundred thousand mortal Harpies. The mountain range is "C" shaped, and in the center of the "C" is the elevated plateau of the *Blood Plain* – the location of the Red Monolith, the Citadel of Leviathan.

The Blood Plain

Home to Leviathan's Citadel, the Red Monolith

High atop a plateau in the southwestern corner of the Great Dyval Desert lies the *Blood Plain*. The plateau is relatively flat and the stone is a dark red color that looks like stained blood.

In the middle of the top plateau rests Leviathan's citadel, the massive **Red Monolith**. At 2,000 feet (610 m) tall, it is the size of a towering skyscraper or small mountain in and of itself. From the outside, one can see several openings around the middle and top of the monolithic tower. Dire Harpies and other flying creatures can be seen entering and leaving through these openings.



At the base of the citadel is a giant, 40 foot (12.2 m) tall double door made of red metal and covered in hundreds of gold runic markings. This makes the doors nearly indestructible and Leviathan can, at will, “program” the doors to only admit certain individuals. This I.D. “program” extends to the citadel as a whole and there is no limitation to the number of specific, or general types of people that can be allowed through into the doors. For example, the doors currently allow their owner (Leviathan), her most trusted Regents, the Dire Harpies, Gorgons, and select other individuals to pass. Reluctantly, she had to include the “bodyguards” assigned to her by Supreme Lord Sahtalus. The doors have 10,000 M.D.C. each, and regenerate any damage inflicted upon them at a rate of 1D4x100 per melee round, making them strong enough to hold even other Deevil Lords and gods at bay, at least for a while. The magic of the doors also prevents unwanted visitors from entering the entire citadel by magical means such as Mystic Portal, D-Phase, and even Teleportation. All such spells are instantly negated, with the P.P.E. spent to cast them used up without producing the desired effect. Intruders cannot enter through the upper openings either, they stop at the opening as if they hit an invisible solid wall and are repelled as if pushed away by a Telekinetic force. Slamming into the magic barrier does one M.D. to Mega-Damage creatures.

This impressive defense does have a major imperfection: mortals (Hit Point & S.D.C. beings), such as humans, are unaffected by its magic and can walk in or fly through any opening without resistance. They don’t even register to the magic defense system. This is a closely held secret, and since few beings dare enter a citadel of a Deevil Lord or Lady uninvited, and because the vast majority of inhabitants are supernatural beings, creatures of magic or other types of Mega-Damage creatures (including the Host) – all of whom are affected by the magic barrier – only a tiny number of people know about this flaw in the citadel’s defenses. It is of little concern to Lady Leviathan and her closest confidants, as none of them see humans/mortals as any kind of threat at all.

Inside the Red Monolith, the internal volume far exceeds the appearance from the outside. The interior has properties like a Dimensional Pocket, with the volume four times bigger than the exterior appearance, which is immense to begin with. There are dozens of levels within, and it is a virtual maze that goes horizontally as well as vertically. The typical corridor has a 50 foot (15.2 m) height and the width varies from 40 feet (12.2 m) to 100 feet (30.5 m) across. The interior walls and ceiling are composed of the same red stone as the exterior, and the whole place is rather drab with little variation throughout. The only thing that sets one location apart from another are the furnishings, drapery, and sconces. Thus, it is very easy to get lost and wander for days without being able to find your way around. Only the Deevil inhabitants seem to be able to find their way around without difficulty.

On the ground floor are wide corridors that lead to two dozen large, courtyard style chambers, the floors covered in mosaic patterns and depictions of Deevils and the Seven Layers of Dyvalian Hell. Along the walkways and between each chamber is a large pit where thousands of poisonous snakes are kept. Scattered throughout are various statues of those beings and creatures who have dared to enter the monolith and had a face to

face encounter with one or more Gorgons defenders. The Gorgons rarely go to the upper levels and there is an unspoken agreement that they watch over and defend the ground floor and lower levels. The ground floor is where Leviathan and her aides meet with visitors, hold meetings and host parties.

The remaining lower levels of Leviathan’s citadel start with the second floor and ascend over the next 1000 feet (305 m). There are 15 floors with 50 foot (15.2 m) ceilings. They include visitor quarters, meeting rooms, offices, courtyards, storage areas, several prisoner holding areas (complete with torture chambers), a library, a few additional Zen-style rock gardens, and residences where the Gorgons and select other minions reside.

Midway up the Red Monolith is a Dire Harpy aviary. A cavernous chamber that takes up the entire floor and has a height of 600 feet (183 m). The floor of the aviary is set up like a Japanese rock garden with sand, rocks and boulders in a variety of patterns. There are also numerous perches protruding from the walls as well as several tall pillars of stone with perches for the Harpies to rest on.

The aviary is one of the few places where Leviathan can find peace as she listens to the songs of Harpies or watches them dance in the air and fly in formation. To most beings, especially mortals, this place has a chilling effect. The stench is palpable, the screeching deafening, and the landscape bleak and depressing. In fact, the chamber with all its Harpy activity has a Horror Factor of 13, +3 when the Harpies are all “singing.” If combat breaks out in this area a save vs Horror Factor 16 must be rolled every melee round of combat.

Leviathan’s personal sanctuary is at the top of the tower and takes up the remaining 400 feet (122 m) of the Red Monolith. It is one of the few places that has splashes of color and feminine atmosphere. There are plush couches, piles of silk pillows, colorful rugs and wall hangings, drapery and banners, and other attractive furnishings and decor. Her bedroom is inviting, with delicate silk drapes and wall hangings everywhere, a large luscious bed, a large mirror with a fancy frame, a dresser made entirely of silver and gold, exotic furs and skins on the floor and the walls, and exotic flowers and plants growing from large vases and pots. There are also two large closets for her clothing and several large, locked chests to hold her most prized possessions, including several different suits of armor, a variety of weapons and numerous magic potions and enchanted objects. In an adjoining chamber is a room with five giant-sized mirrors, suggesting it might be a palatial vanity. It is really a *portal room*. Each of the five mirrors can dimensionally teleport Leviathan to any number of other dimensions outside of Dyval. When the portals are activated, the images of various locations of the dimension they are hooked into appear in the mirrors. For instance, the portal to the Palladium World will cycle through the Old Kingdom Mountains, the Baalgor Mountains, the Scarlet Mountains, to Mount Nimro, to the Northern Mountains, to the Baalgor Wastelands, and back again. Each holds an image for six seconds and then moves to the next one. To travel to that location, a person can simply step into the mirror and he is there. Lady Leviathan and a few of her most trusted Regents and aides can cause the mirror to hold the image for up to six minutes. This is done to allow numerous minions to step through the mirror and into that dimension.

To return from the alien dimension one must find the portal location and go back through it or have the ability to Dimensional Teleport back home. From the connecting dimension the portal is invisible and those arriving from Dyval seem to appear out of thin air. Leviathan and her chosen minions can see the return portals in the alien dimension, and only those rare beings with the ability to sense or see dimensional disturbances (such as Shifters) are also able to pinpoint and see the portal. To everyone else, it is invisible and may as well not exist.

Of the five mirrors, one is linked to the *Palladium World*, one is linked to *Phase World*, one is linked to *Rifts Earth*, one is linked to an alternative Earth (the world of *Heroes Unlimited*), and one is linked to one of the *United Worlds of Warlock* in the Three Galaxies. There is a sixth mirror that is in the corner and always covered with a tarp tied to it. Only Lady Leviathan knows where it leads.

The Red Monolith, as a whole, has 88,000 M.D.C. (In S.D.C. worlds the Monolith has an A.R. of 18 and 8.8 million S.D.C.) The corner stone for the Red Monolith (which is red too) has 1880 M.D.C.

Leviathan's Minions

Leviathan's minions are specifically Gorgons, Dire Harpies, and regular Harpies. The Gorgons are her lieutenants and pretty much do her bidding on a regular basis. Several thousand reside in her citadel and more have been called in since Lord Sahtalus ordered Beast bodyguards for each of the Deevil Lords. Initially, Lady Leviathan fought having bodyguards looking over her shoulder tooth and nail, but Sahtalus would not relent. In the end, she was forced to accept them into her citadel. There are 12 Beasts assigned to "protect" and "assist" Lady Leviathan, and at any given time, 36 of her most loyal and experienced Gorgons are nearby, running interference and tripping up the Beasts.

The Dire Harpies are Leviathan's main infantry force, shock troops and the leaders of the many millions of mortal Harpies that inhabit the Great Dyval Desert. They also serve as messengers and defenders of the citadel. All are fiercely loyal and protective of their mistress, and lead the mortal Harpies into battle. 5.6 million Dire Harpies roost in the tall mountains surrounding the Blood Plain and her citadel. Other than the Gorgons, Lady Leviathan has little use for any of the other Deevils and trusts none but her loyal Gorgons, Dire Harpies and Harpy Host. From time to time she will summon Deevils or Devilkins for various tasks, but most are menial chores or manipulative, and not something she would assign to her own minions. Lady Leviathan is skilled at using her flying hordes and serpentine petrifiers to their maximum effectiveness. Where others see savage monsters, Lady Leviathan sees capable, unrelenting and ruthless warriors all willing to fight and die for her. Indeed, there isn't a single Lord of Dyval that doesn't fear the power and sheer numbers of Leviathan's minions.

Regent Bir'cha

Regent Bir'cha is Leviathan's chief commander in charge of all of her Harpy forces in the Blood Mountains. The Regent is also in charge of the Red Monolith's defense and Leviathan's protection. It is a task in which the Dire Harpy takes great pride. Lately, the Regent has been in charge of mustering Leviathan's

forces, dividing them into individual armies and assigning the Dire Harpies to lead them. She is happy to make personal appearances on the battlefield to help morale and tip the tide of battle whenever necessary, as she loves the thrill of battle and is an excellent leader and tactician.

Regent Bir'cha is built like a typical Dire Harpy, however she seems to be engulfed in flame with pieces of fire and magma dripping from her feathers and mouth as she moves.

True Name: Dirr Bir'cha Chi.

Race: Dire Harpy.

Alignment: Aberrant.

Attributes: I.Q. 20, M.E. 22, M.A. 6, P.S. 28 (Supernatural), P.P. 18, P.E. 22, P.B. 5, Spd 5, and flying 75.

M.D.C.: 702. (On S.D.C. worlds, Regent Bir'cha has 175 Hit Points, 215 S.D.C., and an A.R. of 12.)

Horror Factor: 13

Height: 20 feet (6.1 m).

Weight: 1600 pounds (720 kg).

Age: Immortal.

P.P.E.: 60

Disposition: Loyal and dedicated to Leviathan, she is a natural born leader with a head for strategy and tactics. She likes to keep things simple, neat and tidy, and has a demanding, military attitude about everything she does. Regent Bir'cha demands utter loyalty, obedience and commitment from her troops, and she has no qualms about severely disciplining her troops to keep them in line.

Natural Abilities: Fly, nightvision 500 feet (152.4 m), see the invisible, spit lava (1D4x10 M.D. per attack; each spit counts as one melee attack with a range of 100 feet/30.5 m), bio-regenerate 2D6 M.D. per melee round. She has also received a Power Boost (I.Q. and P.E.) from Lady Leviathan, and has received the powers of Combat Prowess and Power Boost M.D.C. (H.P./S.D.C.).

Skills of Note: Climbing 85%, Intelligence 79%, Interrogation 64%, Land Navigation 88%, Lore: Demons and Monsters 80%, Math: Basic 95%, Tracking (people) 79%, Track Animals 74%, Military Etiquette 80%, Wilderness Survival 89%, W.P. Spear, W.P. Sword, W.P. Trident, and W.P. Energy Rifle.

Experience Level: 8th level Dire Harpy.

Attacks per Melee: Five.

Bonuses: +6 on initiative, +5 to strike, +6 to parry, +9 to dodge while flying, +4 to pull punch, +4 to roll with impact/fall, Critical strike on a Natural 18, 19, or 20. Paired Weapons, +2 to save vs magic, +5 to save vs psionics, +8 to save vs Horror Factor, and +1 on all other saves.

Vulnerabilities/Penalties: Regent Bir'cha is vulnerable to the song of the Blue Jay. If she hears the song she will flee until out of its range and can't even fight while the song is being played.

Psionic Powers: None.

Magic Knowledge: None.

Alliances and Allies: The Regent is one of Lady Leviathan's top generals and she commands the vast legion of Dire Harpies and Harpies in the Blood Mountains. She may also be

put in command of other armies, usually of Harpies, but may command any of Leviathan's minions. Bir'cha is one of Leviathan's most favored minions and she receives preferential treatment.

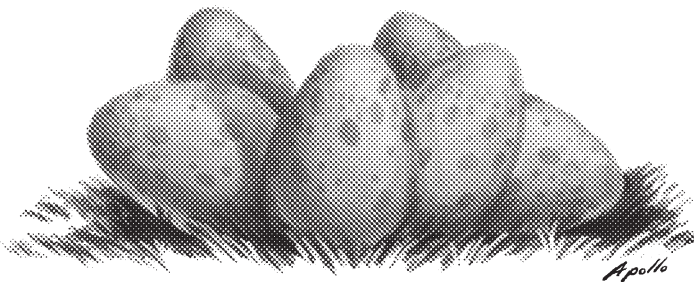
Enemies: Leviathan's enemies and the enemies of Dyval are Bir'cha's enemies. She loathes demons, especially Night Owls and Demon Locusts, and longs to destroy or subjugate Hades.

Weapons and Armor: No armor, she prefers not to be encumbered when she flies. She does have a magic Chrysteel spear that inflicts 2D6+5 M.D., is +1 to strike and parry. The spear also returns when thrown and inflicts double damage to beings of good alignment.

Money: She always has 1D6x10,000 worth of gems and gold on her person and has 1D6+6 million credits worth of gems and gold as well as an equal amount in Universal credits stashed away.

The Western Peaks

Like most of the mountains in the Great Dyval Desert, the Western Peaks tower 6,000-10,000 feet (1828.8 to 3048 m) and are filled with millions of Harpies and Dire Harpies. Nestled within their confines is the secret location of the Hatchery – the alchemical factory where the Shock Dragon Host are created, grown, and trained before being sent out into the Megaverse to do the bidding of their Deevil masters.



The Desert Hatchery

One of the lesser known Deevils are the Deevil Dragons. These creatures have sold their future to the Deevil Lords. Every century, each Deevil Dragon must turn over to the Deevil Lords at least a dozen of their unhatched eggs. Since these dragons have so few broods, there are many times when they must steal the eggs from true dragons. This has made Deevil Dragons the scourge of dragons, many of whom attack them on sight. For millennia the eggs have been collected and brought to the Desert Hatchery. The dry climate of the Great Dyval Desert is the perfect place to store the eggs until needed. It would not be until the Minion War exploded across the Megaverse that the Deevil Dragons would learn why the Lords of Dyval had been collecting the eggs. Over the eons, hundreds of thousands of eggs have been collected and put into magical stasis. The eggs are then mutated through a mystical process to create **Shock Dragon** warriors.

Leviathan allowed the Deevil Lords to use a location in her realm as their "hatchery." Now, however, with the onset of the war against Hades she has come to regret having the hatchery in

her realm. Almost daily, thousands of Shock Dragon troops show up at her citadel to be transported to Dyval Prime, or at the request of Sahtalus, to some distant dimension. She has always valued her solitude and now she is constantly called upon.

Ironically, the Desert Hatchery is under the supervision of Regent Felstus, who happens to be one of the more influential of the Deevil Dragons. Through the grace of Sahtalus, he has worked his way to the top through acts of treachery and betrayal. Of all the Deevil Dragons, Felstus has the most impressive track record and has collected the most eggs (half of which were stolen or acquired through treachery). These days he has numerous underlings who do his bidding which include several special Shock Dragon troops. He sends them to raid true dragons' nests and steal from other Deevil Dragons.

The Desert Hatchery is one of the few armed and secured locations in all of Dyval. It was like this prior to the start of the Minion War. The Hatchery was always regarded as having strategic value, and Regent Felstus happens to be a militaristic type, so precautions were taken to defend it. However, he always envisioned he was protecting it from jealous allies and power mongers within Dyval's hierarchy, not the demons of Hades.

The design for the Desert Hatchery is impressive, and structures like it are being built in a variety of locations to help the Deevils ward off the demon hordes. It is a walled fortress at the end of a narrow mountain valley. It has mountains on three sides, making the only approach right to the front door. The entire end of the valley has been walled off. This means a stone wall approximately 100 feet (30.5 m) tall stretches about 5 miles (8 km) across the valley. The wall is 30 feet (9.1 m) thick and has guard towers every 500 feet (152 m). The walls are manned at all times with a pair of roving guards (they walk between the watchtowers), plus there are four guards per tower. The main gatehouse is huge, with two gates 500 feet (152 m) across. This allows large amounts of troops to be moved out at a time, as well as allowing large pieces of equipment and War Steeds to come in.

Inside the walls are numerous buildings and barracks. The Desert Hatchery is evolving into a small city where thousands of Shock Dragons are birthed, raised and trained in batches. At the center is a large fortress where Regent Felstus resides. Beneath the building is a vast underground network with multiple underground levels and a variety of tunnels that stretch underneath the mountains to strategic exits. It is underground, in a hundred chambers, each the size of a football stadium, where the majority of unhatched eggs are stored. Several other chambers are used for magically mutating the unhatched dragons and dragonoids into Shock Dragons. They are then left in chambers to incubate where Regent Felstus likes to experiment and create different varieties of Shock Dragons. He looks at them as his own, special children of sorts. Children spawned for the purpose of war, destruction and trans-dimensional domination.

Regent Felstus

The name Felstus Darksire has been bantered around since the time when the Deevil Dragons first made their pact with the Deevil Lords. Rumor suggests that he was one of the original pact makers and may have killed any who opposed him. Given his nature, it is entirely possible.

Felstus has risen through the Deevil ranks over the centuries and has not only gained quite a reputation but has gained the notice of Lord Sahtalus. Felstus claims to be the father of the Shock Dragon troops and he often calls them “my children” when speaking about them. Some believe he is quite insane, while others believe the Desert Hatchery is part of his machinations to someday rise in power to take the place of one of the Deevil Lords or earn a position as a new one. He is always on the watch for any weaknesses he can exploit to his advantage. While some might see this dream as true madness, indeed, one cannot deny that Felstus has grown to substantial power over the centuries and now, with the Minion War, has the ear and trust of Lord Sahtalus, the being capable of making Felstus a Deevil Lord.

Regent Felstus is a large reptilian humanoid with legs like those of a goat, black shaggy fur and hooves. He has a pair of oversized dragon wings and a large dragon head with a pair of curled goat horns. He is adorned with gold jewelry and is fond of wearing a black cape. Many of the pieces of jewelry are magic items that provide a variety of effects, powers and protection.

True Name: Felstus Darksire.

Race: Deevil Dragon.

Alignment: Diabolic, with loyalty to no one but himself.

Attributes: I.Q. 27, M.E. 16, M.A. 12, P.S. 33, P.P. 23, P.E. 33, P.B. 7, Spd 30.

M.D.C.: 600. (On S.D.C. worlds, Regent Felstus has 330 Hit Points, 400 S.D.C., and an A.R. of 16.)

Horror Factor: 17

Height: 20 feet (6.1 m).

Weight: 2000 (900 kg).

Age: Regent Felstus is possibly one of the oldest of the Deevil Dragons and rumors are about that he was one of the original pact makers. This would make him several hundred thousand years old.

P.P.E.: 1200. **I.S.P.:** 150.

Disposition: Power hungry, mean, vengeful, conniving, and suspicious! He trusts no one, not even his loyal underlings, and he will betray anyone if he can gain some benefit from it.

Natural Abilities: Impervious to lightning; Regent Felstus takes no damage from conventional or magical forms of lightning. Bio-Regeneration 1D4x10 M.D.C. per melee round, Teleport 86%, Dimensional Teleport 86%, Supernatural Strength and Endurance, and Nightvision 500 feet (152 m). In addition Regent Felstus has been granted the powers that those beings receive when achieving the exalted rank. He has the gift of Arcane Power and is able to summon 4D6 Shock Dragons. The summon ability is unique to Regent Felstus because of his involvement in their creation and development. He also has abilities 1-5 of the Temporal Wizard (see **Rifts® England**).

Skills of Note: Astronomy 98%, Horsemanship: Exotic 98%/93%, Land Navigation 97%, Lore: Demons and Monsters 98%, Lore: Magic 98%, Lore: Psychics & Psionics 98%, Lore: Faerie 98%, Gemology 98%, Math: Basic 98%, Navigation 98%, Wilderness Survival 98%, W.P. Chain, W.P. Staff, and W.P. Energy Rifle.

Vulnerabilities/Penalties: Suffers *double damage* from Deevil/Demon Slaying weapons, Soulmancy bone weapons, and any magic weapon that does damage to Dragons/Serpents/Reptiles. Holy weapons, weapons made from a Millennium Tree and weapons made from *dragon bones* or powered by the life essence of a dragon do *triple damage*. The physical attacks from *true dragons* (bites, claw strikes, fire breath, etc.) and *Shock Dragons* do 50% more damage; spells do normal damage unless impervious. Furthermore, Deevil Dragons tend to underestimate mortals, especially humans.

Experience Level: 13th level Deevil Dragon.

Attacks per Melee: Eight.

Bonuses: +4 to initiative, +7 to strike and parry, +5 to dodge, +1 to roll with punch/fall, +11 to save vs Horror Factor, +10 to save vs magic and +5 to Spell Strength.

Psionics: 150 I.S.P.; Detect Psionics (6), Suppress Fear (8), Death Trance (4), Mind Block (4), See Aura (6), See the Invisible (4), Sense Magic (3), Object Read (6), Astral Projection (8), Telekinesis (varies), Telepathy (4), Total Recall (2), Hypnotic Suggestion (6), Radiate Horror Factor (8), Mind Bolt (varies), and Mind Wipe (special).

Magic: Regent Felstus is a 13th level Temporal Wizard and has 1200 P.P.E. He knows all Temporal Magic spells and all spell invocations from levels 1-6, in addition to the following: Agony (20), Ballistic Fire (25), Life Drain (25), Lightning Arc (30), Negate Magic (30), Swords to Snakes (50), Havoc (70), Anti-Magic Cloud (140), Re-Open Gateway (180), Soultwist (170), Time Hole (210), Circle of Travel (600), Teleport Superior (600), Void (700), Blood and Thunder (770), and Steel Rain (360).

Alliances and Allies: Regent Felstus commands a small army of 1,200 loyal Shock Dragons with exceptional powers (his own “special children” of which 40% are *Magic Wielders*, 40% are *Elite Shock Dragons* and 20% *Flying Shock Dragons*). His greatest benefactor is Supreme Lord of Dyval, Sahtalus. Felstus answers directly to Lord Sahtalus in all matters regarding Shock Dragons and the Desert Hatchery. So far, he has done an outstanding job by providing more troops for the Minion War than requested, and being right on top of everything Sahtalus asks of him. Felstus is a rising star on the fast track to becoming the next Deevil Lord, and he doesn’t intend to let anyone get in his way. For him, the Minion War is the final part of his plan in becoming his heart’s desire: a godlike power in Hell.

Enemies: Many! Regent Felstus has betrayed more Deevil Dragons and other beings than most ambitious Greater Deevils and even Deevil Lords. All would be happy to do anything that might slow his rise to power, provided it doesn’t betray another Deevil Lord or hurt Deevil efforts in the Minion War. However, the ever suspicious Felstus has covered his back well, and is, so far, insulated from the attacks of his enemies.

Weapons and Armor: Regent Felstus does not use conventional armor. While he has several magical suits in his vault, he prefers the use of magic or his Eylor Assault Staff.

Money: Over the years, Regent Felstus has claimed the treasure troves of many of his own kin. This has made him quite rich, with a huge vault full of gold, gems and a variety of magic

and Techno-Wizard items. The estimated value of this hoard is 30 million plus!

The Supreme Triad

Regent Felstus considers himself the father of the Shock Dragons, even though it was Lord Diabolus who concocted the method to create them. He is intimately familiar with the creation process, and it is he who makes tweaks to create flyers, magic wielders and elite warriors. Initially, he was trying to create an elite guard for himself. However, he quickly realized such “super-troopers” would give Deevil forces an advantage and he began to mass produce them. This move was also, correctly, calculated to win him more of favor from Lord Sahtalus.

To help him rise to power, Felstus created three powerful underlings to assist in training the newly hatched Shock Dragon troops, as well as to lead them in high profile battles. The result was the Supreme Triad. Three Shock Dragons “tweaked” to be a bit more “special” than all the other elite and manipulated troops. Together, these three would be unstoppable in battle and have set the bar high for any other Shock Dragons to try to live up to. In the eyes of the Shock Dragon troops, the Triad are like gods who fight at their people’s side, and Regent Felstus is their All-Father. This has worked quite well for the Regent, and if the Triad continues on its current course, they may become one of the greatest fighting forces in all of Dyval.

Triad A’Ron, Quickstats

A’Ron is the supreme warrior. Next to Regent Felstus and the Deevil Lords, A’Ron is the figure Shock Dragons most look up to. His exploits are legendary among the troops and whenever he is present all troops stop to stare in awe and listen to his every word. When led by him in battle, morale skyrockets to new heights, and Shock Dragons fight with even more ferocity and commitment (+1 on initiative and +1 to strike).

Triad A’Ron is one of Regent Felstus’s generals. He reports on current troop activity which includes troops being moved to the various fronts, and handles all training and troop support operations. A’Ron is also the final judge of when new troops are ready for real combat. Those who fail only get one chance to prove themselves, or else they are destroyed. He is brutal and ruthless, but an excellent commander and strategist. He is revered by all Shock Dragons, who are willing to follow him out of Hell and into any battle without hesitation or question, even if it is a battle to the death. A’Ron always stands by his word and can be trusted to live up to any commitment he makes.

Alignment: Aberrant.

Attributes: I.Q. 18, M.E. 14, M.A. 20, P.S. 32, P.P. 20, P.E. 25, P.B. 10, Spd 50 on the ground, and 120 flying.

M.D.C.: 285. (On S.D.C. worlds A’Ron has 75 Hit Points, 180 S.D.C., with an A.R. of 14.)

Effective Level: 8th level Elite Shock Dragon.

Note: A’Ron has the following mutations which make him a force to be reckoned with on the battlefield; Combat Knowledge, Combat Prowess and he has a spiked hide.

Disposition: Disciplined and militaristic like a hard-core military man. He has a twisted sense of honor and stands by his word.

Description: He stands a head above the other Shock Dragons at 16 feet (4.9 m) tall. He is coal black with a few green high-lights. A’Ron is also covered in natural spikes which would seem to suggest that his ancestors were Great Horned Dragons. He also has fierce red eyes that seem to bore right through the soul.

Skills of Note: Camouflage 50%, Detect Ambush 90%, Detect Concealment 75%, Escape Artist 60%, Horsemanship: Exotic Animals 60%/50%, Lore: Demons and Monsters 80%, Military Etiquette 90%, Prowl 80%, Swimming 85%, Rope Works 70%, Tracking 80%, Trap Construction 60%, Wilderness Survival 80%, Strategy and Tactics 69%. W.P. Battle Axe, W.P. Sword, W.P. Shield, W.P. Pole Arm, W.P. Energy Pistol, W.P. Energy Rifle, and W.P. Heavy M.D. Weapons.

Weapons and Equipment of Note: A’Ron has a suit of custom gold and crimson armor that incorporates his spikes. The suit is magical, has 200 M.D.C. (A.R. 18 with 220 S.D.C. in S.D.C. settings), is impervious to fire, and twice per day allows the wearer to teleport himself up to 5 miles (8 km) away. He also has a magical Deathbringer Sword (1D6x10 M.D. for blade attacks, +1 to strike & parry, 1D6x10+5 M.D. energy blast, 500 foot/152 m range; see **Rifts® Federation of Magic** for complete stats), and a Dimensional Pocket with 500,000 in gems and one million in credits. Finally, he has been granted an *Infernal Fire Sprite* as a mount and he can often be seen flying over his troops to rally them.

Triad Sanio, Quickstats

Triad Sanio is the supreme wizard of the trio. His exploits are legendary among the troops and many of the magic wielding Shock Dragons revere him. Sanio is ruthless in battle and evil in the extreme, but loyal to his two fellows in the Triad (they are like brothers), Regent Felstus and to Dyval in general.

Triad Sanio is a general directly in charge of the magic wielding Shock Dragons and has taken one or two gifted troopers under his wing for special training. While always wary of some young usurper who may try and take his place he does have a limit and will only teach them certain spells and then nothing higher than level 8. This gives the troops confidence and a purpose. If they fight well one day they may have the privilege of training directly under one of the members of the Triad.

Sanio is often found in the company of A’Ron and Renzo and the three are a lethal combat force in and of themselves. When they fight as a trio, they are a well oiled machine, with each practically knowing what the other is about to do before he does it. In addition to using their own powers, magic and fighting acumen, they direct the armies under their charge, leading them to victory more often than not. The appearance of “the three” or “the Triad” only goes to boost troop morale, sending most into a blood lust and ultimately, to victory.

Triad Sanio has a metallic red hide with yellow eyes. He is often adorned in magic robes and he has an assortment of magic trinkets (amulets and rings) that provide a variety of powers and effects.

Alignment: Miscreant.

Attributes: I.Q. 20, M.E. 18, M.A. 12, P.S. 20, P.P. 20, P.E. 20, P.B. 8, Spd 30.

M.D.C.: 200. (On S.D.C. worlds Sanio has 60 Hit Points, 100 S.D.C., with an A.R. of 14.)

Disposition: Ruthless in battle and always kills his enemies, even those who turn their back and run. To his troops, he sees himself as a father figure and one who has a responsibility to set an example. Of course, this makes him a stern father and he does not tolerate any disobedience.

Effective Level: 8th level Shock Dragon Magic Wielder.

Skills of Note: Detect Ambush 70%, Detect Concealment 65%, Escape Artist 60%, Tracking 50%, Camouflage 30%, Prowl 85%, Swimming 85%, Horsemanship: Exotic Animals 70%/60%, Lore: Demons and Monsters 98%, Lore: Magic 90%, Wilderness Survival 70%, W.P. Staff, and W.P. Blunt.

Weapons and Equipment: Sanio has a magic robe that provides extra protection. It has 100 M.D.C. (A.R. 16 and 100 S.D.C.) and has two Dimensional Pockets on the inside. He wears an Armor of Talisman (100 M.D.C. 3 times per day) and has a ring of Fly as the Eagle and a ring of Invisibility. His weapon of choice is a magic staff that adds +1 to his saving throw vs magic, and +1 to Spell Strength. It does 3D6 M.D. and can teleport to the wielder at will.

Magic: All level one spell invocations plus Animate/Control Dead (20), Armor of Ithan (10), Aura of Power (4), Call Lightning (15), Carpet of Adhesion (10), Chameleon (6), Electric Arc (8), Fire Ball (10), Invisibility: Simple (6), Lightning Arc (30), Magic Net (7), Mute (50), Meteor (75), Mystic Portal (60), Negate Magic (30), Orb of Cold (6), Shadow Meld (10), Wind Rush (20), and 10 additional spells of the G.M.'s choice up to level 15! He does not possess any Spells of Legend, though he would love to get his hands on such a spell, and he is currently tracking down a few leads. His most favorable lead is a place called *Tolkeen* on Rifts Earth, and an artifact called the **Book of Ten**. That's all he knows for the moment. Sanio has 370 P.P.E. and often carries amulets, talismans or a Soul Gem P.P.E. battery with additional P.P.E. or else he draws extra from a nearby ley line or nexus point.

Triad Renzo, Quickstats

Of the three members of the Triad, Renzo stands out most. He is a good foot shorter than the average Shock Dragon (only 9 feet/2.7 m tall), his coloring is pure silver and his eyes are a piercing emerald green that glow whenever he uses his psionic powers.

Perhaps because of his height, he seems to feel he has the most to prove. As a result, he is the most ruthless and cruel of the three and even makes examples of his own troops to drive home a point. Renzo uses his powers exclusively and relies on no other weapon in combat. He is merciless and bloodthirsty in battle, and he is often found in the thick of battle with his troops, covered in the gore and guts of his enemies. Renzo's need to prove himself sometimes compels him to take dangerous risks and extreme measures of retribution, however his two brothers watch out for him and together they are a force to be reckoned with. Of the three, Renzo is the most chaotic and malevolent. Without his two brothers in the Triad, Renzo might slip into madness or die in a glorious battle. Still, he is revered as a god-

like warrior figure by lesser Shock Dragons and his troops willingly follow wherever he may lead them.

Renzo has emerald green eyes, silver scales, and likes to wear flashy robes that make him stand out, even in battle.

Alignment: Diabolic

Attributes: I.Q. 16, M.E. 24, M.A. 8, P.S. 18, P.P. 18, P.E. 21, P.B. 15, Spd 40.

M.D.C.: 205. (On S.D.C. worlds Renzo has 63 Hit Points, 50 S.D.C., with an A.R. of 14.)

Effective Level: 8th level Elite Shock Dragon.

Disposition: Mean, cruel, and ruthless in combat. He will do anything to achieve his goals, from slaughtering his own troops to betraying would-be allies. He is only loyal to his brothers and Regent Felstus, and even then he is envious of his brothers and the Regent.

Skills of Note: Camouflage 60%, Intelligence 80%, Interrogation 70%, Land Navigation 60%, Lore: Demons and Monsters 80%, Lore: Psychic and Psionics 90%, Prowl 60% and Streetwise 50%.

Psionics: Renzo is a full-blown Mind Melter. As a result, he has the following psionic powers at 8th level. Alter Aura (2), Bio-Manipulation (10), Deaden Senses (4), Empathy (4), Healing Touch (6), Hypnotic Suggestion (6), Levitation (varies), Mask I.S.P. and Psionics (7), Mentally Possess Others (30), Mind Block (4), Mind Bond (10), Mind Wipe (special), Object Read (6), Presence Sense (4), Psi-Sword (30), Pyrokinesis (varies), Radiate Horror Factor (8), Remote Viewing (10), Resist Fatigue (4), See Aura (6), See the Invisible (4), Sense Dimensional Anomaly (4), Sense Magic (3), Sense Time (2), Sixth Sense (2), Suppress Fear (8), Summon Inner Strength (4), Telepathy (4), Telekinetic Acceleration Attack (10-20), Telekinetic Force Field (30), Telekinetic Push (4), Telekinetic Lift (6), Telekinesis Super (10+) and Total Recall (2).

Weapons and Equipment: Renzo has an assortment of trophies that he keeps from battle, most notably any items he picks off of the demon minions or even a demon itself. He uses no weapons on his own, preferring to rely on his own impressive abilities.

Terrain & Weather Encounter Table

The terrain of the Great Dyval Desert is vast and can be difficult to traverse in some locations. These dangers are presented in the form of a random table. Game Masters may select such a danger as circumstance and environment suggests, or make a random role on this table when they think it is appropriate. Any of these dangers are more likely to occur when traveling close to any of the mountain ranges.

01-20% Mild Sandstorms. While the wind is not constant or fast, there is enough of a breeze at times to whip up the sand, creating a light sandstorm that stings the skin and eyes, and makes talking (and spell casting) without covering one's mouth impossible. This reduces communication and visibility by half, and speed of travel by one third. Duration is 2D6x10 minutes.

21-30% Heavy Sandstorm. The wind whips up the sand, reducing visibility to only 1D6x100 feet (30.5 to 183 m) and speed is reduced by two-thirds. There is no severe damage, but

if people remain out in the open they suffer 1D4 S.D.C. per 25 minutes of exposure from the whipping sand and small, pelting stones. Talking (and spell casting) without covering one's mouth is impossible, and noise from the sandstorm requires people to shout to be heard up to 10 feet (3 m) away! The biggest problem is the amount of sand deposited. Normal tents are likely to be covered in 1D4 hours and a normal storm will last for 1D6 hours, trails are completely wiped away, and the landscape is different (-30% to Land Navigation skill).

31-50% Sand Pits. This danger is particularly numerous where the desert and the mountains meet. Often there are underground tunnels, or even underground lava tubes where sand tumbles like the sand in an hour glass, only it slides hundreds, sometimes thousands of feet into the depths of the tunnels. Travelers passing over them can be sucked down, the sand acting like quicksand in that the more they struggle, the faster they sink or the farther down a tunnel they slide. Fortunately, it is not a fast process where one just slides under the sand and they're gone. Rather, it is a slow process, but one that can trap an entire group of people.

It starts with a struggle to get through a particular location. Slowly, as progress is made through the spot where the sand pit is, one sinks deeper and deeper until its too late. Usually by the time the sand is up to the knees it is like a suction pulling the legs down and along its trail. This usually causes panic, increasing the sinking rate. The only way out is via magic (Levitation, flying, etc.), psionics (Levitation, Telekinesis, etc.), the use of rope to lasso a bolder and pull oneself out, rope held by a comrade outside the area of the sand pit to pull victims out, or by forming a human chain with someone at the end of the chain not in the sand pit. **Note:** People staying calm and mostly motionless sink into the pit at a rate of 1D4 inches per minute. Those who move about sink one foot (0.3 m) per melee round and those who panic and struggle sink 1D4 feet (0.3 to 1.2 m) per melee round!

A typical Sand Pit is 2D6x10 feet (20-120 feet/6.1 m to 36.6 m) across and 3D6 feet (3-18 feet/0.9 to 5.5 m) wide.

While it may seem that the obvious way to avoid Sand Pits is to go around them, the trouble is recognizing one before you walk into it, and that's hard to do. Sand Pits are not obvious holes or depressions in the ground, they blend in with the rest of the sand and you don't realize the danger until you start to sink. Those skilled in the ways of the desert or who possess the skill *Wilderness Survival* or *Detect Concealment/Traps*, or *Camouflage* or *Tracking* (people or animals) have a chance to spot a Sand Pit, but only if, **1)** they are looking for one, and **2)** they are traveling at a careful speed (no more than a Spd of 13). Even then, the character suffers a skill penalty of -20%.

51-70% Rock Slide! When traveling in the cool shadows of the mountains, where temperatures are only 90-95 degrees Fahrenheit during the day, you have to be wary of rock slides. Wind and sand are two key elements in erosion and the mountains are blasted daily from various directions. Naturally, this can loosen rock and erode support in key locations, resulting in rock slides. While they do not happen every day, the mountains are a logical place to travel along side of. They provide some shelter from the sun and travel is often easier on stone than on sand. So it is only fair to mention that rock slides can be a threat, especially if traveling through a mountain pass or even a valley. **Note:** Charac-

ters are warned of an impending rock slide by pebbles and small stones rolling down the side of the mountain and pelting their feet. This gives them 1D6 melee rounds (15 to 45 seconds) to make a mad dash for cover or be hurt by a rock slide. Roll to determine the severity and damage of the slide.

01-60% Light Rock Slide. A barrage of small rocks, no larger than a golf ball, and pebbles bouncing down the side of the mountain and pelting everyone within 1D4x100 yard/meters. The rain of rocks lasts for 1D6 melee rounds and does 2D6 S.D.C. damage per round.

61-00% Medium Rock Slide. A barrage of medium to large rocks and pebbles bouncing down the side of the mountain and hitting everyone within 3D6x10 yard/meters. The rain of rocks lasts for 1D6 melee rounds and does 6D6 S.D.C. damage per round. Furthermore, a boulder the size of a couch or desk comes rolling down at one of the player characters, a riding animal or valuable possession! Roll to dodge (needs an 11 or higher). If struck, damage is 1D6x10 S.D.C. to Hit Point/S.D.C. Beings or 4D6 M.D. to Mega-Damage characters.

71-80% Sand Slide. In rocky regions where it is sloped, sand can cover the ground, giving the appearance of a sand covered path. The sand is actually only a few inches to a foot deep, and sitting on a smooth rocky surface or loose gravel. The slightest pressure, such as a footstep, can send the sand and anyone stepping on it careening out of control.

Victims slide 2D6x10 feet (6.1 to 36 m) away, probably downward, and suffer one point of damage for every 10 feet (3 m) of sliding. Furthermore, there is a 01-50% chance of slamming into a boulder or taking a more serious tumble that inflicts an additional 3D6 S.D.C. damage (or 1D4 M.D.). There is also a 01-50% chance that the victim drops whatever he was holding in his hands when he started to slide and it will take 2D6 minutes to find and recover that item or items. Characters who make a successful roll on their Acrobatics or Gymnastics skill or make a successful roll to save vs impact/fall (must roll a 13 or higher) suffer half damage and slide half the distance.

81-85% Sky Drop. A rock the size of a brick to that of a microwave oven seemingly drops from out of the heavens to inflict damage to whomever or whatever is under it. Sometimes, instead of a rock, the item is a partial suit of armor, a gun (only 33% chance it is in working condition), a skull or large bone, a dead, humanoid body or a half-eaten dead body, or a slain Harpy. The item that falls from the sky is likely to have been dropped by a high flying Harpy. This may be a deliberate action to cause trouble and injury to those below (Harpies of every variety are hateful, malevolent creatures), but more likely than not, something simply discarded without concern for those below.

Damage from Falling Items: *Small, brick-sized items* inflict 5D6 S.D.C. damage (or 1D6 M.D.). *Medium, soft or comparatively light items* such as half a body, rifle, etc., do 1D6x10 S.D.C. (or 2D6+3 M.D.). A large, heavy item like a rock the size of a microwave oven or a human body does 2D6x10 S.D.C. damage (or 5D6 M.D.) to whatever it hits.

Dodging a Falling Item: A character *should* see a shadow at his feet a few seconds before it hits him. The falling item *may* also make a whistling sound as it nears the ground. This means the potential victim *may* attempt to *dodge* the falling debris, and needs to roll a 13 or higher to move out of the way and avoid

taking any damage. A Perception Roll to notice the shadow from the falling debris, especially if the item is small or the character is preoccupied, may be appropriate, G.M.'s discretion.

86-90% Sand Dump. More annoying than anything else, a clump of sand slides off some mountain ledge or cliff and lands on a character below. Damage is only 1D6 S.D.C., but it is startling, the victim loses initiative and two melee attacks. He is covered in sand: it is in his hair, clothing, backpack, pockets, etc., which may be annoying and uncomfortable, as well as ruin food that is not sealed. It takes 2D6+8 minutes to do a thorough cleaning.

91-95% Sand Avalanche. While most common in mountain valleys and the lower third of mountains, a Sand Avalanche is possible even in the deep desert. A Sand Avalanche crashes into everything in its path (typically 3D6x10 feet/9.1 to 55 m wide) inflicting 6D6 S.D.C. damage (or 2D4 M.D.) to all, and sweeping everything away (probably down a mountain) 2D6x100 feet (61 to 366 m). Furthermore, there is a 01-60% chance of slamming into a boulder or taking a more serious tumble that inflicts an additional 6D6 S.D.C. damage (or 2D4 M.D.), and there is also a 01-90% likelihood that the victim drops whatever he was holding in his hands when he was struck and it is lost, buried beneath the sand. A search for it takes 2D6 hours and there is only a 01-25% chance of successful recovery. Spending 1D6+20 hours of searching doubles those odds. Characters who make a successful roll on their Acrobatics or Gymnastics skill or make a successful roll to save vs impact/fall (must roll a 14 or higher) suffer half damage.

96-100% Super-Sandstorm. Visibility is only 1D6x10 feet (3 to 18.3 m), speed is reduced by 90%, and people who remain out in the open suffer 1D4 S.D.C. per five minutes of exposure from the whipping sand and small, pelting stones. Talking (and spell casting) without covering one's mouth is impossible, and noise from the sandstorm requires people to shout to be heard by the person standing right next to them! Super-Sandstorms may cover an area up to 1D4x100 miles (160 to 640 km) in length or in diameter, and last for 1D8 days. The storm is so dense that it blocks out the sun and it becomes as dark as night. This drastically reduces visibility to practically nothing. Even a basic tent can provide sufficient protection from the elements, otherwise a person will have the flesh peeled from their bones in a matter of hours. All one can do is take cover and pray.

Deevil/Monster Encounter Table

The Great Dyval Desert is only populated in certain areas and Game Masters should probably just roll when traveling through these areas. For instance, out in the middle of the desert, it is unlikely that anyone will come across anything. However, if closing in on an oasis or near or in the mountains, it would be appropriate to roll. The likelihood of an encounter in these areas is at least once per 8 hours of travel. Game Masters should feel free to tailor these encounters to fit his group of players and campaign, and introduce more or fewer encounters as he deems fit based on location, circumstance and actions by the player characters. **Note:** These tables are suitable for all locations in the Great Dyval Desert except Tundra Ridge. There substitute the Harpy encounters with Shock Beasts or Mimics.

01-30% A trio of Harpy Host or Dire Harpies! The trio swoop down at the player group. Roll percentile dice again to determine the creatures' intent and actions.

01-10% The trio pick off one or two of the characters in the player group and fly away with him/them to a nearby nest where they plan to torture their captive(s) before killing and eating him!

11-20% The trio decide to fly down and question the player group. Who are they? Why are they here? How did they get here? If met with satisfactory responses, the Harpies demand a token payment in gold or credits (not more than 100), food or booze and fly away without further incident.

21-30% The trio fly down and attack, intent on slaying the intruders. The monsters fight until they are each severely injured (M.D.C. reduced to one third or less), at which point they fly away. They are too embarrassed by this defeat to tell anyone else, and the group is allowed to continue on its way.

31-40% Two of the three fly down to attack. The third flies off upward into the sky. Unless she is stopped from leaving, she returns with 1D6 *Harpy Host* to join the battle within 1D4 minutes. They fight to the death.

41-50% Two of the three fly down to attack. The third flies off upward into the sky. Unless she is stopped, she returns with 1D4+1 *Dire Harpies* to join the battle within 1D4 minutes. They fight to the death.

51-60% Two of the three fly down to attack. The third flies off upward into the sky. Unless she is stopped, she returns with 2D6+2 *Harpy Host* (or Harpies with one third *Dire Harpies*) to join the battle within 1D6 minutes. They fight to the death.

61-70% The trio tails the group. The trio do not attack nor do they come in to question them. Rather, the Harpies follow their every move, from the air, at a safe distance, out of range of any weapons. This may continue for hours, days and even weeks. It is an unnerving experience as nobody knows their intent. Presumably, the trio is waiting for something to happen, but what? Are they waiting to attack at nightfall? Are they waiting to attack until the group is vulnerable? Are they watching and waiting until the group does something that threatens Dyval or Lady Leviathan or one of her holdings? Are they waiting, like vultures, to pick at the bones of people the player group might slay in combat as they trek through the desert? Or to feast on their bones should they meet their demise? Or are they planning on stealing something from the player group? Could they be allies under the right circumstances? These and other choices are for the G.M. to make. Have fun.

71-77% A trio of *Dire Harpies* fly down and land in a pattern that rather surrounds the group. They may ask questions, but mostly they have come down to taunt and heckle the group about how they are stupid for coming to Dyval, especially the Great Desert, and how they are going to die any number of horrible deaths. Any information the *Dire Harpies* provide will be incorrect, incomplete or flat out lies designed to mislead and cause the intruders suffering and grief. They may follow for a short while, continuing to heckle, but eventually fly away without further incident. They only attack if seriously threatened or attacked first, and even then only fight until one of the three loses more than half her M.D.C. and then fly off laughing and taunting as they fade into the distance.

78-85% The trio start to ask the player group questions and tell them they must accompany them or die. If the group follows, they are taken to a small temple and handed over to 1D4+2 Gorgons for interrogation. If the group refuses, runs or attacks, the three start to screech and give chase or fight back. 1D4 melee rounds later, 2D6+3 Harpy Host swoop down from the sky to join the fight. They battle until half of them are slain or all are severely wounded (down by half M.D.C.), at which point they fly away. They are too embarrassed by this defeat to tell anyone else and the group is allowed to continue on its way.

86-93% The trio demands 100 credits (or equivalent in trade) per person as a "right of passage" fee. If the group pays up, the trio flies away. If they refuse or attack the trio fly up into the sky shrieking. 1D4 melee rounds later, 4D6+6 Harpy Host led by the original three swoop down to insist on payment. Only this time, the cost is 1,000 credits per person. Pay or fight until half of them are slain or all are severely wounded (down by half M.D.C.), at which point they fly away. They are too embarrassed by this defeat to tell anyone else and the group is allowed to continue on its way.

94-00% The trio is a Harpy patrol. If the group duck and stay out of sight for 1D6 minutes the patrol doesn't notice them and flies right past. If the group is noticed, two fly down to demand surrender, while the third flies off to get reinforcements. Unless she is stopped, she returns with 1D6+3 Harpy Host (or Harpies with one third Dire Harpies) to join the battle within 1D6 minutes. They fight to capture the group for interrogation (i.e. torture and death or enslavement). If captured, the group is either taken to one of the Regents or a clan of Gorgons. If the player group fights well, the Harpies retreat after all are reduced to 25% of their M.D.C. or half are slain. However, they will report the encounter and a patrol of 2D6+6 Harpies led by 6 Dire Harpies will be sent out to find the intruders and capture them.

31-35% 1D4 Fire Scorpions see player group as prey and attack; fight to the death.

36-40% 1D4+1 Mimics follow the player group disguised as ravens or buzzards, or some other ordinary animal. They are spies for a local Greater Deevil and may try to pick off one of the characters to capture and interrogate for their master. If the group seems dangerous, or on an important mission, they may arrange an ambush to capture and question the outsider. If the outsiders are suitable pawns, the Greater Deevil will use them. If they are a danger to him or Dyval, or working with demons, they will be tortured and slain.

41-45% 1D4+2 Harpy Host are beating up and threatening an Imp (or Shock Beast, or a runaway slave, demon or other race). He is in pretty rough looking shape. The Imp notices one or more of the player characters and shouts for their help, promising to lead them to a treasure hoard if they rescue him. The Harpies warn outsiders to leave while they still can, and turn their attention back to the Imp. If anyone in the player group threatens or attacks even one of the Harpies, two stay with the Imp and the rest attack. They will fight to the death. If the Imp is rescued, he will lead the group to a treasure, provided he gets one equal share. It is the treasure horde of one of the Regents (worth millions) and certain to put the player group into hot water. Along the way to the treasure, this villain is likely to lead the group into other types of trouble. G.M.s unleash those imaginations and have fun.

46-50% Gorgon! A lone Gorgon is walking through the desert or mountains. If the group is able to hide, she never notices them. If she sees them, she pretends not to, but finds the nearest band of (2D4+2) Gorgons, Harpies or Dire Harpies and sends them to investigate. If she is confronted, she insists she wants no trouble, but if let go she will do as noted above. If attacked, she fights to kill, but will surrender if it means saving her own life. If taken prisoner, she will work to undermine the group.

51-55% 1D4+2 Shock Dragons. They have been sent on patrol duty as part of their training. All are first level, but gung-ho warriors anxious to prove themselves. Pray one or two of them don't wield magic or have other powers, as they will offer a difficult battle as basic Shock Dragons. Their intent is to capture at least half the group (the rest may be slain if they resist too much) and take them to their squad leader, an experienced Shock Dragon trainer, or one of the Triad.

56-60% A minor Gorgon patrol. There are 1D6+1 Gorgons and they are looking for trouble. May substitute with one or two Fire or Earth Infernal Sprites.

61-65% 1D6+2 Bonelings and a Deevil looking for booty. They try to set up an ambush and demand tribute for safe passage or death. If paid off, these brigands are likely to let outsiders pass without further incident. Any additional information of help (like drinking water) they might provide all have a price (100 credits for a water skin, 100 credits to be pointed in the right direction, etc.). They'll attack and fight only if they are not paid, but quickly retreat if their opponents are too tough. G.M. may substitute for any other combination of Deevils.

66-70% Stalked! The characters are being stalked by a young Shock Beast (half the usual M.D.C.), Tiger Beast or a Mimic. It will attempt to pick off the weakest member or a straggler to kill and eat.

71-75% Devil Worm attacks and fights to the death. May substitute with a Shock Beast.

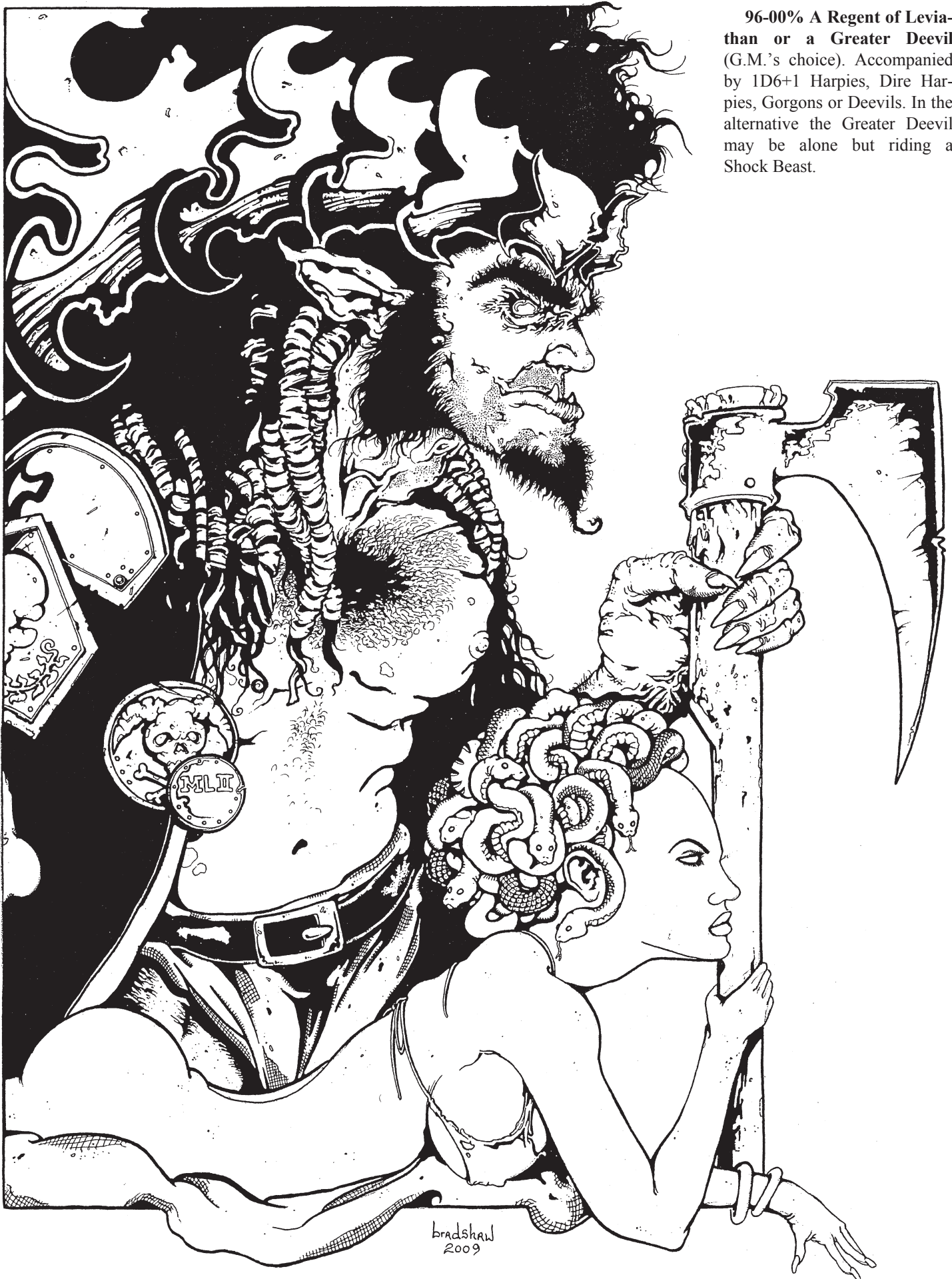
76-80% One Juvenile Flying Horror attacks and fights until it is down to its last 20% M.D.C.

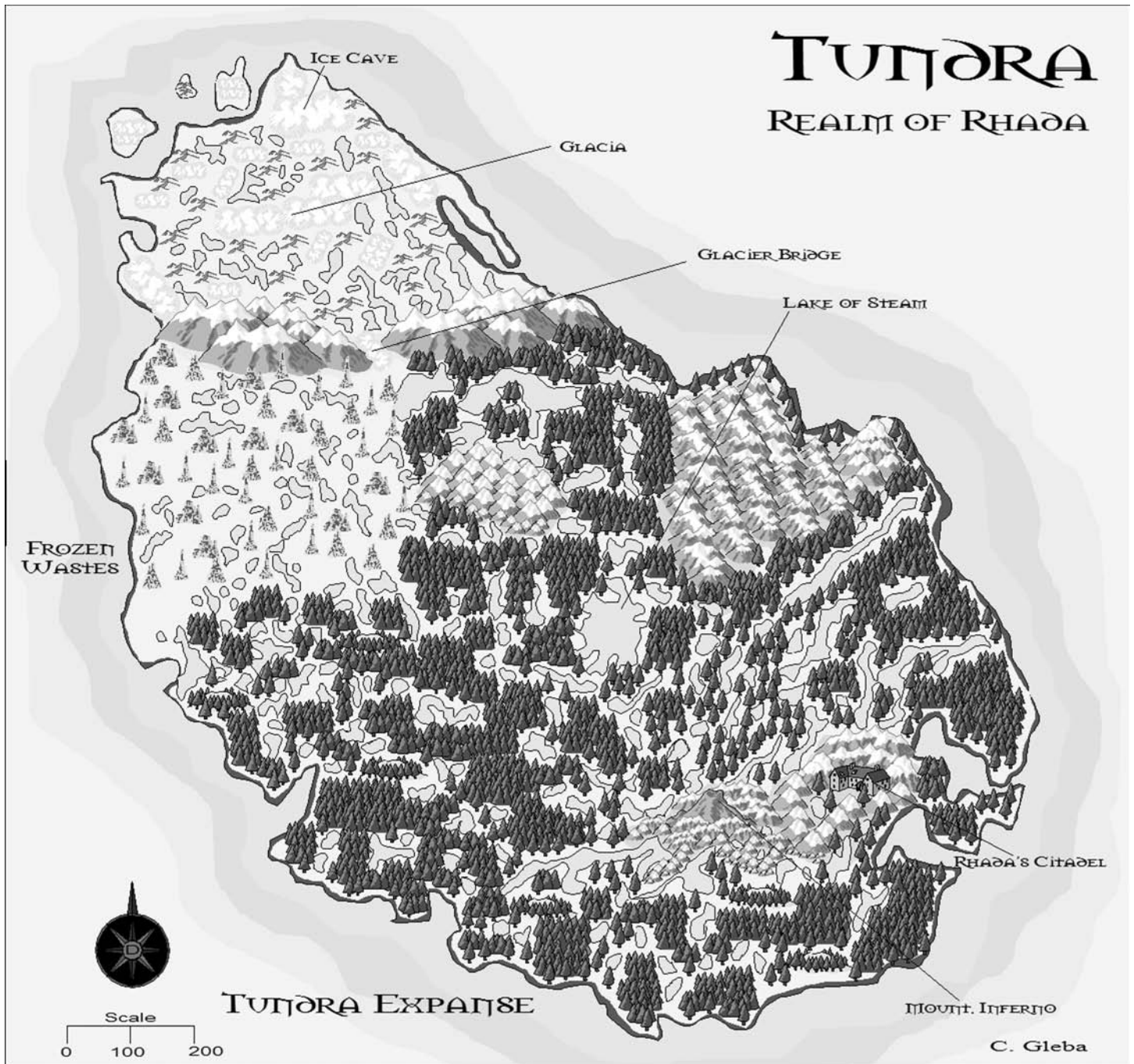
81-85% A major Gorgon patrol. There are 2D4+4 Gorgons and 1D4 Harpy Host or other Lesser Deevils on patrol. They will try to capture any intruders and interrogate them. Afterward, the prisoners may be held and questioned some more or given to Harpies to feed upon.

86-90% 1D4+1 Demons (any, though probably lesser) or D-Bees who are runaway slaves used by Lady Leviathan in her secret mining operation in the Deevils' Ridge. (In the alternative, the slaves may be runaways from an unauthorized operation by some other Deevils operating illegally on Leviathan's turf. Or they are really spies.) They will fight if the player characters threaten to capture and turn them in, or if they attack them for some reason. Otherwise, they may try to enlist our heroes in acts of sabotage against the Deevils, or to help them free other slaves, or join them in an effort to find a way out of Dyval. They are very interested in a) revenge against Deevils, and b) getting out of Dyval.

91-95% 1D4+1 Worms of Taut, probably Fire Worms or Nippers. They are hungry, and the player characters are food. Will fight to the death.

96-00% A Regent of Leviathan or a Greater Devil (G.M.'s choice). Accompanied by 1D6+1 Harpies, Dire Harpies, Gorgons or Devils. In the alternative the Greater Devil may be alone but riding a Shock Beast.





Tundra

Fourth Layer of Dyval

The dimension known as Tundra is the fourth layer of Dyval and the domain of the *Lady Rhada*. The land is a stark contrast to the Great Dyval Desert and contrary to most of the hot and steamy Deevil realms. Here, in Tundra, the land is part glacier, part frozen plain of scrub and scrawny pine trees, and part conifer forest all covered in a blanket of snow or ice. Instead of fiery volcanoes, there are snow capped mountains and ice encrusted hills. Instead of blistering desert there are frozen plains and bluffs.

Tundra is broken up into three distinct zones:

The north is called **Glacia**, a place of snow dunes, frozen lakes and glaciers barren of vegetation, divided from the rest of the continent by a ridge of snow capped mountains known as the *Barrier Mountains*.

Beyond the Glacier Barrier is the **Frozen Wastes**, a land of frozen lakes, buttes, bluffs and giant pillars of ice scattered across a tundra of scrub and snow. Thousands of ice caves also honeycomb the Frozen Wastes, and at least half of them are inhabited by Deevils and other denizens of the Dyvalian Hell.

The largest of the three zones in this frozen Hell is the **Tundra Expanse**, a forest of coniferous trees that covers snow encrusted hills and low lying mountains. This is where the bulk of the *Fenry Deevil Wolves* reside and where the citadel of Rhada is located.

The Climate of Tundra

Temperatures drop below zero Fahrenheit (-17.8 C) after dark, and even during the day temperatures rarely rise above freezing, but rather hover between 20 and 30 degrees Fahrenheit (6.7 to 1 C). The sky is usually a dull, winter grey or pale hazy blue, and the appearance of the sun a rarity. However, Tundra does have an Earth-like day/night cycle with roughly 14 hours of winter darkness and 10 hours of light. When visible, the sun is but a small spot in a blue-grey sky, little heat radiates from it, and even under the best conditions, Tundra has the light of an overcast day.

Dimensional Focal Points/Portals

Tundra's three main dimensional focal points are *Gate Cave* in Glacia in the north, *Mount Inferno* in the southern portion of the Tundra Expanse, and *the Citadel of Rhada* which leads back to *Dyval Prime*.

Gate Cave. Travelers coming through the Rift at *Tundra Ridge* in the *Great Dyval Desert* appear at **Gate Cave** in northern Glacia. Likewise, one can travel back through the Rift at *Gate Cave* to get back to the Great Dyval Desert. Gate Cave has a dimensional portal permanently opened to the third level of Dyval, the *Great Dyval Desert*. In fact, this permanent Rift to the Great Desert helped form the massive ice cave on Tundra. Using the permanent Rift to the *Great Dyval Desert* places travelers at *Tundra Ridge* located in the north of the desert. This is the only location the Rift will take travelers from Tundra. **Note:** Rhada, her Regents, and minions of Dyval who live in Tundra can use their own *dimensional teleport (+16%)* ability at the Ice Gate portal to "port" to a specific location anywhere in Tundra (instead of to the Great Desert) at no P.P.E. cost.

The second dimensional focal point is **Mount Inferno** and, as the name suggests, teleports travelers to the fifth layer of Hell, named *Inferno*, the domain of Lord Mephisto. Mount Inferno is located in the southern portion of the Tundra Expanse.

As always, the citadel of each Deevil Lord is connected to Dyval Prime. **Lady Rhada's citadel** is located in the southeast, and counts as the third dimensional focal point on this layer of Hell.

Out to Sea

Each dimension that contains a layer of Dyvalian Hell floats on some sort of ocean or sea. In the case of Tundra, there are four stratas of moisture, though not all are water.

The first is water along the coastline covered in broken and floating slabs of ice. Many are large enough and thick enough to walk or stand on, but they are loose, floating in the water and will drift away. These ice slabs are as small as a magazine to the size of a table, to the size of a foundation for a house.

The second strata is farther out to sea where there is much less ice and the water looks blue from a distance. The current is stronger and freezing.

The third strata is not water at all, but a constant light snowfall and frosty mist. Entering this area, visitors float toward the next strata, and quickly lose sight of the sea and land.

The fourth strata of sea is entirely white mist and those who linger in it for more than 2D6+10 minutes will find themselves

hopelessly lost in the Astral Plane! Ironically, one cannot deliberately reach Tundra via the Astral Plane, though there are some tales of travelers who supposedly found themselves in Tundra by accident after physically entering the Astral Plane and drifting around for what seemed like an eternity.

Glacia

The Glacier Region of the Frozen North

Glacia is a barren, inhospitable land of snow and ice that even most Deevils and their Host try to avoid. Only beings who enjoy arctic conditions find it pleasant.

Deevil Population

The Host

None per se, except for the occasional visitor, spy and out-cast.

Lesser Deevils

Bonelings – 10,000 (mostly in ice tunnels).

Deevils – 4,000 (x5 under the Barrier Mountains).

Devilkins – 3,500 (x10 under the Barrier Mountains).

Dire Harpies – 22,000 (80% in living in the Barrier mountains).

Fenry – 280,000 (plus 180,000 in the Barrier Mountains).

Fiends – 6,000 (mostly in the tunnels under the Barrier Mountains).

Gorgons – 8,000 (50% living in ice caves, the rest live in and under the Barrier Mountains).

Ice Wraiths – 640,000 (33% living in the Barrier Mountains).

Imps – 500

Naga Deevils – 4,300 (in and around frozen lakes and ice caves).

Nexus Deevils – Few, if any.

Greater Deevils

None per se, except for the occasional visitor, spy and out-cast.

Notable Monsters in the North

Devil Worms – None.

Flying Horrors – 24,000 (mostly in the mountains, though they come down to hunt in Glacia and the Frozen Wastes).

Ice Worms – 1.1 million.

Infernal Sprites (Water) – 130,000

Infernal Sprites (Air) – 80,000

Infernal Tri-Tops – None.

Mimics – 150,000

Worms of Taut (various) – None known.

There *may* also be Ice and Magma Golems, and the occasional invading demons (scouting parties, raiders, and lone individuals only), as well as various other beings.

Note: 40% of the Fenry and a growing percentage of Ice Wraiths (at least 30%) in Glacia serve Lady Rhada. All others are unaffiliated, loners or answer to Mephisto and other Deevil Lords.

Glacia, a land of ice & snow

Glacia is the northernmost zone of Tundra. It is a wide open expanse of glaciers, snow and ice devoid of vegetation. There is little wildlife and few places where one can find shelter, except in the depths of the ice caves or a cavity in a glacier. The safety of an ice cave, however, is a deadly illusion, for it is inside the caves that the monstrous inhabitants of the region are frequently encountered.

The wind blows almost constantly (1D6x10 mph/16 to 96 km) and there are times when travelers can't see more than 100 feet (30.5 m) in front of them.

Blowing snow does more than reduce visibility, it covers tracks and trails, changes the landscape (-33% to Land Navigation skill), causes wind chill that can seem 1D4x10 degrees Fahrenheit colder than the actual air temperature, creates large snow drifts, and causes blizzard-like conditions.

In a snow blizzard, visibility is only 10-20 feet (3 to 6.1 m), the roar of the wind reduces verbal communication range to only 30% (even shouting), and covers trails, vehicles and travelers in snow within a few hours.

Glacia is covered with thick, packed snow (2D6 feet/0.6 to 3.6 m), a blanket of 1D4 feet (0.3 to 1.2 m) of fresh, loose snow, and is dotted with snow dunes. The entire region north of the mountains is an arctic desert.

The shifting snow creates large areas covered by **snow dunes**, making the land appear hilly and uneven. This unevenness would make travel difficult enough, but the ever-shifting snow dunes – some as tall as 50-100 feet (15.2 to 30.5 m) – constantly change the face of the surface. The snow doesn't pack down like it does in Earthly cold environments, but instead blows with the wind, forming snow dunes. This makes navigation and tracking difficult at best. Travelers often mistake the dunes for low hills, but since the snow is not packed, it acts more like loose gravel or sand, making climbing them an uneasy prospect. First, one sinks 1D4 feet (0.3 to 1.2 m) deep into the soft snow. Wading through such deep, soft snow reduces the speed of man-sized beings by 60% (30% for beings 10-16 feet/3 to 4.9 m tall, and only 10% for true giants). Second, the loose snow often results in *snow slides*, or a minor avalanche, sending the climber sliding back down (1D4x100 yards/meters) on a sheet of snow. Such snow slides are seldom fatal and the victim can climb out of the snow pile at the bottom of the dune, but sliding is annoying, makes travel ponderous, and is often embarrassing. There is also a 30% chance of losing some of one's gear in a snow slide.

To successfully traverse the many snow dunes of Glacia, one must go at a snail's pace, never faster than a *Speed of 6*, and no sudden movement. If time is not a factor, the elements are. The constant blowing wind makes visibility on the dunes a meager 1D6x100 feet (30.5 to 183 m), as well as freezing unprotected travelers to the bone (cold characters are -2 on initiative and Perception Rolls, and -1 on all combat rolls; also see *Hypothermia Rules* at the end of the Tundra description). If there is anything good about Tundra and the snow dunes, it is the blowing snow helps protect travelers out in the open from being seen by predators.

Frozen lakes are found throughout the Tundra. However, in *Glacia* they are frozen as much as 80 feet (24.4 m) thick. This

makes them completely safe to walk on, though Naga Deevils may inhabit the waters under the ice as well as the ice caves in and around the lakes. Frozen Lakes throughout the rest of Tundra are thinner and often have weak spots where Naga Deevils wait to snare prey or appear from the frozen depths to attack outsiders.

The glaciers in this region may jut upward from the snow covered land like icebergs swept up on dry land, or as a range of mountains made of solid ice. Most are wind swept and polished smooth on the surface, making climbing them a slow, difficult process. Snow that falls on the glaciers seldom melts nor gets packed down, so snow in the glaciers is little more than a loose sheet of powder laying on a slick, smooth surface. Walking on the snow is likely to send it sliding down or away, making avalanches and slips and falls common. People scaling the mountainous glaciers must constantly be on guard or may suddenly find themselves sliding down a slope on a carpet of snow.

Normal glaciers move at an incremental pace not visible to the naked eye. However, in Tundra, catastrophic **glacier-quakes** are a regular, weekly occurrence. When a quake happens, a small glacier may entirely crumble and collapse, or the quake may open new ice caves, cause treacherous chasms to open, or cause parts of large glaciers to break apart and tumble to the earth below. In their wake are left massive walls of shattered ice, debris fields, and valleys of slippery, loose ice shards, all of which impede travel (reduce Spd by 30%) and force visitors to go around or climb over these icy barriers. Getting caught in a glacier-quake and bombarded by falling ice inflicts 3D4x10 M.D. within a couple of melee rounds (5D6 seconds).

The Northern Ice Caves and a Dimensional Gateway

Ice caves are home to many of the denizens of *Glacia* and the *Frozen Wastes*. *Bonelings*, *Deevils*, *Devilkins*, *Fenry*, *Gorgons*, *Ice Wraiths*, *Ice Golems*, *Ice Worms*, *Magma Golems*, *Naga Deevils*, fugitives, spies and other menaces, including the occasional *Winter Storm Ice Demon* and *Tiger Beast* may all be found in ice caves.

Ice Caves are a vast network of mostly unmapped caves and tunnels below the surface. They are the most extensive under *Glacia* (the *Frozen Wastes* have only 25% as many) and a labyrinth of tunnels and caves literally honeycomb the entire zone up to the Barrier Mountains. Some are created by earthquakes, flowing water and shifting ice and snow, but most are created by burrowing Ice Golems, Magma Golems, and Ice Worms and assorted other Deevils and monsters. One particularly stable glacial region at the northernmost point in *Glacia* is said to have the largest, oldest and most numerous caves and tunnels in all of Tundra. It is known by many names, the "Great Northern Cave Network," "Rhada's Heart," "Gate Cave," "Crystal Hall" and simply as THE "Ice Cave."

The Ice Cave or "Gate Cave" is the dimensional focal point that connects *Tundra* to the *Great Dyval Desert*. It is located in a massive underground labyrinth at the heart of the *Great Northern Cave Network*. The Rift to the **Great Dyval Desert** takes travelers to a northern mountain known as *Tundra Ridge*, and the presence of this dimensional portal and its connection to the

Thundra Ridge Mountains makes the entire mountain range cool compared to the rest of the Great Desert.

Here in Tundra, the cave is completely formed out of a massive and dense ice shelf. For millennia, the **Gate Cave** has been shaped from the blast furnace like heat that comes through the Rift connecting it to the Great Dyval Desert. As a result, the cave is a massive chamber, one mile (1.6 km) in diameter with a tall ceiling, and has a tributary of six streams caused by melting ice. It is roughly circular in shape as if a flying saucer was once held in its icy embrace. Much of the floor is covered in a thin dusting of sand (the sand becoming truly noticeable near the Rift to the Great Dyval Desert). At its narrowest point the ceiling is only 40 feet (12.2 m) tall, but 200 feet (61 m) at its tallest in the center. A series of 21 tunnels going in all directions radiate from Gate Cave, but there is no clear way to get to the surface and one could spend weeks searching before he finds a tunnel to the surface. A character with tracking might (with a -20% skill penalty) figure out which tunnel shows the greatest sign of travel (footprints, wear, and sand), suggesting it is the one that leads up and out. There are three tunnels that seem like equally valid candidates, but only one leads out.

Heat and light radiates from the permanent Rift to the Great Dyval Desert, illuminating the entire ice chamber. The Rift also makes Gate Cave one of the warm spots in all of Tundra, with an ambient temperature of roughly 34 degrees Fahrenheit (1 C) throughout the giant cavern year round, and increasing to 50 degrees Fahrenheit (10 C) within 60 feet (18.3 m) of the desert Rift itself.

A few dozen large, thick columns of ice, 70-100 feet (21.3 to 30.5 m) in diameter, stretch from floor to ceiling. The ice columns appear to help keep the ceiling from caving in and radiate with a faint glimmer of magic energy from the connecting ley lines in the chamber. Ages before Rhada's house arrest and imprisonment, she had artisans carve the ice columns like totem poles, with her likeness and those of the other Deevil Lords. In addition, there are numerous beautiful ice sculptures throughout the cavern. The ice sculptures vary in both size and appearance, with the largest being that of an ice dragon with its wings fully extended, to the smallest statues roughly humanoid in size. There are depictions of Fenry, Ice Wraiths and other Deevils and even one of a regal, humanoid, male feline that many believe is a portrait of her demonic, *Raksasha lover*. Others are scenes of angels falling in battle to Deevils, demons kneeling before Rhada, trees and nature scenes as well as various supernatural monsters.

There are so many ice sculptures scattered throughout the cave (away from the warmth of the desert Rift) that it must have taken the artisans generations to complete. A few of the ice sculptures are more than they appear at first glance. Some bear runes and Eyes of Eylor, similar to the Watcher Statues used by the Splugorth. These "watchers" of the Gate serve as hidden cameras that transmit everything they see to *Lady Rhada* and alert her to activity within the Gate Cave. Thus, new arrivals and "visitors" coming and going from her domain are known to her. These days, however, Rhada's magic ice statues are commanded by another master. *Lord Mephisto* has learned about them and where Lady Rhada controlled them from within her citadel. He has interrogated Rhada countless times trying to force her to reveal her secret in their creation, but while she refuses to give up

that secret, Mephisto has figured out how to *see through their eyes* the same as Rhada. Thus, both Lord Mephisto and Lady Rhada can see whatever the statues see.

Also scattered throughout the chamber are 11 *Ice Golems* (there used to be 33). Most hide among the statuary or within a niche carved into the cave wall or one of the pillars where they remain silent and motionless until they are commanded to attack. They too serve Rhada as her eyes and ears, but also as loyal guardians to do her bidding. (See complete description that follows.)

Beyond Gate Cave, in the tunnels and other caves from and around the grand ice chamber, live Deevils and monsters, including *Gorgons*, *Ice Wraiths*, *Ice Worms*, *Bonelings*, *Naga Deevils*, *Fenry* and *other* creatures, all happy to welcome outsiders with open arms and slashing claws.

The way out. Careful exploration of the ice caves and tunnel network reveals a single tunnel leading to the surface. The tunnel is smooth at first, but as it goes further along to the surface, rough hewn steps have been carved into it. They are fairly reliable even though they are made of ice, and are rough enough that no one being careful and taking their time should slip and fall. The cave tunnel ends and opens up to the outside after about a two mile (3.2 km) journey. However, the entrance is likely to be partially covered and blocked by recent snow and/or snow a drift. It is not enough to seal the large cave entrance shut, but travelers may have to climb over a snow mound or dig part of their way out. Just one last, minor annoyance before entering the frozen Hell of Glacia, gateway to Tundra.

On the surface, at the mouth of the tunnel, are a pair of Ice Golems . . . or are they statues? The Ice Golems won't attack, unless ordered to do so by Rhada. They only defend themselves when they are attacked, otherwise they stand silent and motionless like statues. They are her last pair of eyes, and she seldom jeopardizes them in combat. However, other monsters keep an eye on this exit and surrounding area. Thus, there is often (01-60% chance) 1D4 other types of Deevils or monsters lying in ambush not far away.

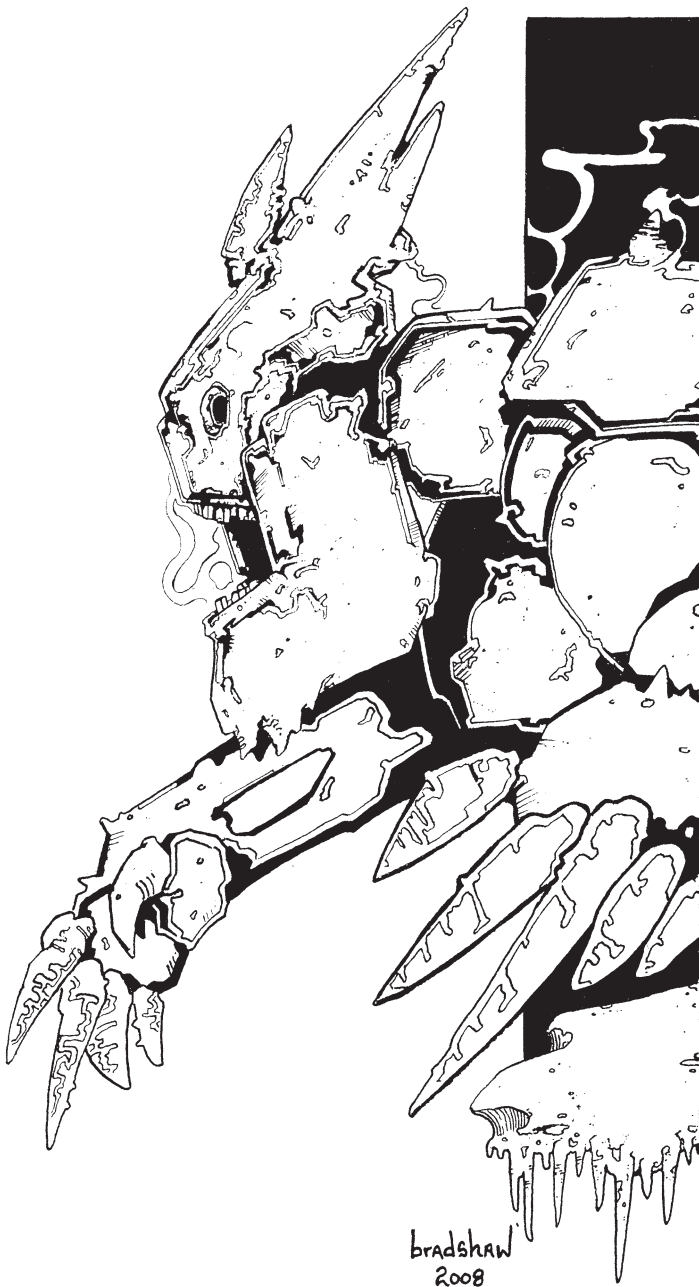
Ice Golems

Lady Rhada's Ice Golems vary a bit in appearance, but all are made of ice, have blocky, angular bodies, heads crowned with sharp spikes or horns, and long fingers that look more like icicles and are used to slash and stab like a trident or pick. Instead of an iron heart, Ice Golems have a ruby one with sapphires for eyes. All are made of ice, making them somewhat transparent like an ice sculpture, and the valuable stones inside them are easily seen. Regardless of the size and appearance, each Ice Golem has 120 M.D.C., is impervious to cold and cold based attacks of every kind, including magic, but is vulnerable to fire and takes double damage from it. If attackers are careful, the precious gemstones that power a golem can be recovered after the monstrosity is slain. The sapphires are worth 5,000 credits a piece and the ruby heart is worth 30,000 credits.

Alignment: Considered Miscreant evil.

Attribute Equivalents of Note: I.Q. 6, P.S. 30 (Supernatural), P.P. 18, P.E. 25, P.B. 9, and Spd 16.

Size: Varies from 10-20 feet (3 to 6.1 m).



M.D.C.: 120, regardless of size. (In S.D.C. environments, the Ice Golem has 96 Hit Points, 200 S.D.C., and an A.R. of 16.)

Horror Factor: 16

Skills of Note: Magically understands all languages 96%, knows Basic Math 80%, Climb 40/35% (+40% to scale ice or tread upon snow without causing a disturbance), Land Navigation 60% (+20% in snow and snowstorms), and Track Humanoids 30% (+30% in snow or on ice).

Special Abilities: Nightvision 200 feet (61 m), Supernatural P.S. and P.E., can walk across snow without causing it to shift or fall, can walk/run across ice at full speed without slipping, falling, or causing it to crack, impervious to cold, does not need to eat, drink, breathe, or sleep, and has no emotions or desires. Rhada's Ice Golems can mentally communicate with her when they detect activity, and she sees and hears what they do. All are 100% loyal to Lady Rhada, no other. Also see bonuses.

Attacks per Melee: Five.

Mega-Damage: Punch: 3D6 M.D., Power Punch: 6D6 M.D., but counts as two melee attacks. Head Butt or Slashing Claw Attack: 4D6+3 M.D. Kick: 4D6 M.D. Running Ram Attack: 5D6 M.D. plus it has a 01-70% chance of knocking opponents up to twice the Ice Golem's own size off their feet. (In S.D.C. environments, damage is Hit Point/S.D.C. plus P.S. damage bonus.)

Bonuses: +2 to strike and parry, +1 to dodge, +1 to disarm or pull punch; no initiative or dodge bonus. Impervious to Horror Factor, cold, cold based magic, drugs, gases, disease, Horror Factor, fear attacks, insanity, illusions and most psionics; lasers do half damage. Only magic weapons, Supernatural Strength and other M.D. attacks can hurt an Ice Golem.

Vulnerabilities & Weaknesses: A basic, predatory intelligence (they do as they are told) and a vulnerability to fire. Even S.D.C. fire does half its normal damage as M.D., so if a fire attack normally does 4D6 S.D.C. it does 2D6 M.D. Mega-Damage fire and heat do full damage, magic M.D. fire inflicts double damage, lasers do half damage, explosives and other M.D. attacks do their normal damage.

The Barrier Mountains

The southern border of Glacia is clearly defined by the **Barrier Mountains** that stretch from west to east with an opening in the center, and mark the end of the Glacia zone; on the other side of the mountains is the second zone in Tundra, the Frozen Wastes.

The mountains are treacherous to climb and huge, towering 40,000 feet (12,192 m) at their highest point. They are virtually impassable either by going through, around, or over. In the latter case, trying to fly over the ice and snow encrusted mountains means getting attacked by a flock of Dire Harpies (1D4x10 of them) and/or 1D4 Flying Horrors. The only clear and safe passage through the mountains is *Glacier Bridge* located toward the center of the mountain range.

The north face of the Barrier Mountains is all snow, ice and glaciers. Even at a crawl, climbing is treacherous and the constant icy wind murderous. The wind cuts through climbers like a knife and a cave that was accessible only last week is gone the next, covered by snow or a cascading sheet of ice. Parts of the glaciers and mountain look as if a terrible battle was fought there, leaving jagged outcroppings of stone and ice that appear to have been gouged out or blasted away. Some is the result of glacial activity carving up the mountains, others are, indeed, the site of terrible battles.

Like the rest of Glacia, there are many caves in these mountains, but most are dead ends or inhabited by all manner of Deevils and monsters. The caves are an average temperature of 30-40 degrees Fahrenheit (1-4 C) year round, but feel much warmer when out of the brutal wind. A cave may seem like a dry, safe haven – a place to get out of a storm for at least a little while – but they are often a tomb waiting to be filled. A blizzard can send snowdrifts to cover an entrance, while an avalanche can seal the cave entrance with tons of packed snow or ice as tight as a sarcophagus. Some of the caves do not connect to any of the underground passages, while others are part of a cave network that can span hundreds, even thousands of miles. Such

cavern networks are labyrinths from which only the lucky emerge from intact. Only Fenry and Ice Wraiths who live in the tunnels of the Barrier Mountains know them well. It is a secret they keep to themselves.

Winter Storm Ice Demons, Ice Wraiths, Bonelings, Fenry, Gorgons, Dire Harpies, Flying Horrors, Mimics, and other Deevils and monsters use the caves as temporary shelters, resting places, nests, lairs and hunting grounds. Only a few caves connect all the way to the network of caverns that runs *underneath* the mountains. Mortal visitors who travel that deep into the bowels of this frozen Hell will be surprised to find a realm of heat, and rivers of lava. It is here, in the temperate underground one finds large bands and communities of a larger variety of Deevils, particularly those who prefer warmer climates. Getting out alive will be the trick, as these infernals regard intruders as potential slaves, playthings and prey to feed upon.

Glacier Bridge

There is but a single way to get through the Barrier Mountains with any guarantee of success, and that is to trek to **Glacier Bridge**. Practically in the center of the Barrier Mountains is a large and fairly easy to find pass. Entering the pass is initially very easy, however, it narrows very quickly so there is mountain on either side. In the center of the pass is a chasm roughly two miles (3.2 km) wide and deep. It is a sheer drop, and the ever present winds make walking near the chasm's edge tricky and dangerous. Even Deevils can be swept off their feet and blown into the yawning chasm. Running through the middle of the chasm is an ice bridge, known as *Glacier Bridge*. At its widest, the bridge is 1,000 feet (305 m) across, and at its narrowest, only 70 feet (21.3 m). However, because it is ice, one must watch his footing at all times, and as if to punctuate the fact, icicles and pieces along the edge of the ice bridge regularly crack off and fall into the chasm. The area periodically rumbles from mild earthquakes (2-3.5 on the Richter scale), which only adds to the overall sense of dread crossing the bridge (Horror Factor 9; H.F. 12 during a quake when ice and rock tumble into the chasm from along the side of the mountain).

According to rumor, over time, the bridge erodes and every few hundred years the bridge collapses entirely! Only to reform during ice storms, and what some say is the work of Ice Elementals, or so the local infernals like to tell it. And of course, according to them, Glacier Bridge is overdue for a total collapse. (**Note:** In reality, the ice is thick, solid and entirely sound, but scary to cross nonetheless.) The real danger is more likely to come by way of Deevils and predators, such as a pack of Fenry, Dire Harpies or an Ice Wraith, and from the sky in the form of *high winds* (40-70 mph/64 to 112 km) and *storms*.

The south end of Glacier Bridge is also the headquarters of *Regent Arc'cus*, an Ice Wraith who commands many of the Wraiths and Deevil inhabitants of *Glacia*, *Barrier Mountains* and the *Frozen Wastes*. He stands ever vigilant of invaders and intruders from the north via Gate Cave, and may stop and question, kill and devour any outsiders with whom he takes a dislike. Regent Arc'cus has 1D6+3 Ice Wraiths keeping an eye on the south end of the bridge at any give time, and has them divert outsiders and suspicious characters directly to his sanctuary nestled away in a mountain ridge to the south of the pass. Anyone trying to pass must somehow escape their notice, defeat them in

battle, or pay some sort of significant tribute (worth at least 10,000 credits/gold) to the Regent or forfeit their lives! In the case of other Deevils, they are harassed and delayed until they give up something in exchange for being let on their way, be it gold or information. He also likes to engage in games of intimidation, deal making and games of cat and mouse. Only Deevil Lords, other Regents, and beings who can fly, get away without paying any kind of tribute.

Regent Arc'cus

Regent Arc'cus was appointed a long time ago by Lady Rhada. His duty is to guard the northern pass and act as a warlord and leader to the other Ice Wraiths in the Barrier Mountains and Glacia. While there has never been any need for his services in all-out warfare, it was convenient for Lady Rhada to have an extra force of troops on hand at her beck and call. Lady Rhada's relationship with Regent Arc'cus has always been amicable and surprisingly respectful, and both mutually benefit from his leadership.

That was before her "great betrayal" and the intervention of Lord Mephisto. Regent Arc'cus had pledged his loyalty to Rhada, but was torn by the news that she had betrayed all of Dyval by having a torrid affair with a Demon Lord! A Raksasha, no less. "How could she do this," asked Arc'cus, "and expect her minions to stay loyal, when it was the very enemy she embraced?" If she was a fool, it made him appear as one too. After all, was he not one of her most renowned and dutiful commanders?

Arc'cus stormed off to confront her at her citadel for some answers. The answers he got came, not from his Lady, but from the would-be usurper, *Lord Mephisto*. The Deevil Lord had taken it upon himself to jail Lady Rhada and publicly humiliate her before her subjects. It was a task with which Mephisto took deep satisfaction. He explained the situation to Regent Arc'cus as he had to so many others. He painted a picture of a heated affair and secrets shared under the bed sheets amongst torrents of love. Secrets that made Dyval vulnerable to its most hated of enemies, the Demons of Hades.

According to Mephisto, Lady Rhada had proven herself to be both a traitor and a fool, for her demon consort was nothing but a trickster who used the trappings of love to melt the heart of the Ice Queen so that he and his demon legions might invade Dyval. Worse, claimed the wily Mephisto, Lady Rhada learned of her lover's intentions and willingly agreed to help him conquer Dyval. The plan, he insisted, was for the two of them to first conquer Dyval, starting with Tundra, and then using their combined might to conquer Hades and become King and Queen of both Dyval and Hades. A lust for power born in unholy love, heated by desire and revealed in treachery.

As always, Lady Rhada denied the accusations, admitting only to the crime of falling in love and sleeping with the enemy. But betray Dyval? Compromise their realm? Condemn her own minions? Never. Mephisto, she swore, lies for his own insidious reason. If anyone is a danger to Dyval, it is he! But in the end, the silver tongue of Lord Mephisto prevailed, and Lady Rhada was branded a traitor. Word of her betrayal and acts of conspiracy to aid the enemy against her own people spread quickly throughout Dyval.

When Regent Arc'cus came to his Lady's citadel, Mephisto forbade him from speaking with Rhada, but confirmed the accusations. Then he did something unexpected, he offered Arc'cus a new legion of minions. One greater than any Lady Rhada had ever asked him to lead. All he had to do was accept Lord Mephisto as his *new master* and help him take control of the minions of Tundra – many of whom refused to accept Lady Rhada's guilt. Having someone of Arc'cus' reputation would help condemn Rhada and win Mephisto more of her minions.

It was an attractive offer to be sure. Still, there were things that didn't ring true. The extent of Rhada's betrayal was unknown, and all anyone knew was what Lord Mephisto chose to tell. And wasn't he the Prince of Lies? Then there was the look of anguish in Lady Rhada's eyes when he saw her, in chains, at a distance. Not shame or guilt, but pain tinged with regret and hatred for her accuser. It suggested to Regent Arc'cus that there was another side to this story left unspoken. And though it all made sense as Mephisto explained it, Arc'cus could not bring himself to accept it. He asked to speak directly to Lady Rhada, but was, of course, denied. So he left without giving Mephisto an answer. Arc'cus has been pondering a course of action ever since. He swore an oath of allegiance to Lady Rhada, and upon much reflection, he cannot believe she would betray them all. Not without him knowing something was afoot. Furthermore, she has not done anything further to hurt Dyval, nor to escape her captivity, which she could do with ease. All she has done is protest her innocence and work behind the scenes to keep Tundra and her subjects safe. Meanwhile, all Mephisto has done is enjoy her misery, poke at her, and try to convince Rhada's minions to accept him as their Lord and master. It is clear that Mephisto has designs to make the frozen Hell part of his own domain.

Regent Arc'cus has never liked Mephisto, but what he is considering now could be suicide. He is planning to openly oppose Mephisto and stand at the side of Lady Rhada. If two thirds of Tundra's minions officially announced their faith in their Lady and threatened war from within unless Rhada was exonerated, the rest of the minions were likely to fall in line and Mephisto would have to back down. The majority of the Fenry, after the initial shock of the accusations, have shown loyalty to Lady Rhada, and so have many others. Still, Regent Arc'cus is hesitant to put his plan to action. If his plan fails, he is ruined, and even if it succeeds, Mephisto may seek revenge. If he took Mephisto's offer, he'd put Lady Rhada one step closer to being condemned, but he'd become a leader within Mephisto's ranks.

For now, the Regent waits, pondering his next move and wondering what fate may have in store for him. The smart move is to accept Mephisto's offer, so why can't he bring himself to do so?

True Name: Arcabus Darkshard.

Alignment: Aberrant with leanings towards Miscreant.

Attributes: I.Q. 19, M.E. 18, M.A. 6, P.S. 29 (Supernatural), P.P. 19, P.E. 22 (Supernatural), P.B. 9, Spd 25.

M.D.C.: 384. (On S.D.C. worlds, Regent Arc'cus has 97 Hit Points, 110 S.D.C., and an A.R. of 15.)

Horror Factor: 12

Size: 11 feet (3.3 m) tall, 500 lbs (225 kg).

Age: Unknown, an immortal creature of chaos.

P.P.E.: 224. **I.S.P.:** 28.

Disposition: A resourceful and capable leader who usually thinks fast on his feet, especially in combat situations. He fights dirty and does whatever it takes to win. However, he is a poor politician and these days, seems indecisive, pensive and frustrated about the situation with Lady Rhada and how to respond to it. It's not that he's a hero, it's more that he hates Lord Mephisto and likes Lady Rhada. Arc'cus can appreciate cunning and political treachery as much as the next guy, but Mephisto's capitalization of Lady Rhada's affair just doesn't sit right with him. He also hates the way Mephisto rules over his minions and has no desire to become one of them. Thus, he has convinced himself that he doesn't care about the injustice to Lady Rhada nor harbor misplaced loyalty for her, she's just the *lesser evil*, and he should do something about it before things spiral out of control. The question is, what exactly? Mephisto is not one to trifle with unless one is certain to get the upper hand against him.

Natural Abilities: Nightvision 1,000 feet (305 m), good day vision, Dimensional Teleport 62%, impervious to cold (including magic based attacks), lower surrounding temperature by 55 degrees to a 100 foot (30.5 m) radius, knows all Water and Air Elemental magic (one of his special powers as a Regent was *Arcane Power*), an immunity to all fire and cold based attacks, including magic fire(!), and bio-regenerates at a rate of 2D6 M.D.C. per melee round. Has all other powers and abilities of the Ice Wraith.

Skills of Note: Track by scent 80%, recognize scents 48%, Prowl at 95% Land Navigation 98%, Demon and Monster Lore 85%, Track Humanoids 85%, Camouflage 70%, Wilderness Survival 90%, W.P. Blunt, W.P. Battle Axe, W.P. Paired Weapons, W.P. Energy Rifle and W.P. Heavy M.D. Weapons.

Vulnerabilities/Penalties: None other than those associated with Ice Wraiths. He can, however, be put in positions where he becomes rather conflicted, indecisive and confused. This does take some doing and usually, the person has to be someone of equal or greater power as the Regent himself. The indecisiveness seems to come from a feeling of intimidation and inadequacy, and cunning individuals, like Mephisto, may be able to use this to their advantage. This also means Arc'cus may be susceptible to bluffing.

Experience Level: 10th level Ice Wraith.

Psionics: Hydrokinesis only; 28 I.S.P.

Magic: 224 P.P.E. He knows all Air and Water Elemental spells plus all the spells under Ice Wraiths.

Attacks per Melee: Six.

Bonuses: +2 on Perception Rolls, +2 on initiative, +4 to strike, parry, dodge, and disarm, +2 to roll with fall and pull punch, +2 on all saving throws and +2 to Spell Strength.

Weapons and Armor: Prefers not to wear armor and wields a Greater Rune sword that shoots 6D6 M.D. fire balls, 1,000 foot (305 m) range, can unleash fire twice per melee round (each blast counts as one melee attack) and can turn its owner invisible at will.

He does wield one truly rare and unique item, a magical gem he claims is one of the *lost Founder's Stones* (see **Coalition Wars® Rifts®: Siege on Tolkeen One**, page 46, for de-

tails on the *Founder's Stone*). He came across it from a group of adventurers who were killed trying to cross Glacier Bridge.

The "Second" Founder's Stone: Like the original Founder's Stone, this stone is only about the size of a chicken's egg. It looks like clear quartz, with blue veins running through it. The stone is cold to the touch and feels like an ice cube that doesn't melt when held. This stone wields the power of Elemental Magic and provides the holder the ability and P.P.E. to cast the following spells even if they do not know them: Summon Storm (100), Drought (70), Encase in Ice (40), Freeze Water (8), Firequake (80), Part Waters (50), Hurricane (50), and Snow Storm (40). The stone has an internal P.P.E. reserve of 290 and regenerates at a rate of 10 P.P.E. per hour. If the stone's P.P.E. is depleted, the owner can still cast the spells by pumping in his own P.P.E. All spells cast through this Founder's Stone are cast at the owner's current level of experience. **Note:** For true Warlocks, like Arc'cus, the Founder's Stone enables him to cast the spells contained within it, and any other Elemental spell he knows at *half* the usual P.P.E. cost.

Money: The Regent has a stash of gold, gems, and magic scrolls collected as tolls over the years worth 32.9 million credits, as well as 6 million in Universal Credits.

Alliances and Allies: Regent Arc'cus commands all of the Ice Wraiths in Glacia and two thirds of the ones in the Frozen Wastes. Despite his indecisiveness about Rhada and the Minion War, he is a competent leader, feared and respected among his fellow Ice Wraiths, Fenry and most Lesser Deevils.

Enemies: He has locked horns with *Regent Bone Wraith* and the two don't like each other one bit. They are long-time rivals who view each other with absolute disdain. The two have come to blows on several occasions and enjoy insulting and harassing each other and their minions. Regent Arc'cus would love to call 'Bones' out one day and end their feud once and for all, but Lady Rhada and Mephisto both forbid it. Regent Arc'cus also dislikes Mephisto and sees him for the deceiving manipulator that he is. Arc'cus remains loyal to Lady Rhada and his own welfare.

The Frozen Wastes

Occupying the western half of Tundra, just south of the Barrier Mountains, are the *Frozen Wastes*. This zone is a region of snow, ice, scrub, frozen lakes and towers of ice and rock in the form of buttes and bluffs. Most of the lakes are frozen solid and perfectly flat on top like huge skating rinks, but some look as if something big struck the water and everything flash-froze in mid-splash. Indeed, some of the large ice buttes and bluffs seem to be created from the very lakes around them. Large ice buttes and bluffs are everywhere, though many are riddled with large holes, cracks and chunks missing from them. This only provides more places for *Dire Harpies*, *Flying Horrors*, *Winter Storm Ice Demons*, and *Ice Wraiths* to hide and use the buttes and ice towers as perches from which to survey the area in search of prey. From these lofty heights they can see for miles while remaining unseen themselves. Indeed, both *Winter Storm Ice Demons* and

Ice Wraiths are virtually invisible when they cling to the side of a butte or tower of ice. They especially enjoy attacking and tormenting demons and mortals before they slaughter them. Not that this is very often, but occasionally a group of foolish mortals on some grand adventure will pass through the Frozen Wastes. On the ground, Fenry, Bonelings, Gorgons and other Deevils and monsters are on the prowl. And when traveling in the wide open areas of the Frozen Wastes, which is most of the place, Dire Harpies and Flying Horrors are likely to come swooping down from the heavens to snatch up prey like a hawk snaring itself a rabbit.

Even if there were no Deevils and monsters residing in the Frozen Wastes, it is a forbidding and dangerous land. Snow, violent ice storms and snow blizzards are frequent, the wind is unforgiving, and the terrain is desolate and barren.

There are easily 60 frozen lakes of notable size and twice as many small lakes (not on the map). All frozen lakes have water under their ice coated surface, and though they can be walked over, there may be areas of thin ice and traps set by Naga Deevils and Ice Wraiths. Underneath Tundra is seething geothermal activity that heats and thaws about 10% of the lakes in the Frozen Wastes. The water in these geothermal-heated lakes is still icy cold, but unfrozen and home to hundreds of Naga Deevils. Flying Horrors and other wildlife come to the thawed lakes to drink the water and bathe, making the area around them populated by more wildlife, monsters and the predators that prey on them, including Tiger Beasts, Fenry, Harpies, Ice Worms, Mimics, Flying Horrors and others.

Deevil Population of the Frozen Wastes

The Host

Harpies – 5,000

Shock Dragon – 2,000

Tiger Beasts – 2,400

Plus individuals and small bands of other Deevils and mortal servants.

Lesser Deevils

Bonelings – 5,000

Deevils – 3,500

Devilkins – 2,100

Dire Harpies – 10,000 (roosting in the ice buttes and mountains).

Fenry – 1.2 million.

Fiends – None.

Gorgons – 2,000 (90% living in ice caves).

Ice Wraiths – 520,000 (50% live in ice caves).

Imps – 1,000

Naga Deevils – 23,000 (90% living in the frozen lakes and ice tunnels).

Nexus Deevils – None known.

Greater Deevils

None per se, except for the occasional visitor, spy and out-cast.

The only exception is the archaic and unaccounted for *Winter Storm Ice Demons* – 246,000 (15% live in the Barrier Mountains, 25% in the Tundra Expanse, and the rest in the Frozen Wastes making this region extremely dangerous.) They are outcasts in Deevil society. One third live in the *Frozen Wastes*, one third live in the forested *Tundra Expanse*, and the rest live scattered across the mountainous regions of Tundra.

Notable Monsters in the Frozen Wastes

Devil Worms – None.

Flying Horrors – Only those in the neighboring Barrier Mountains, though they come down to hunt in the Frozen Wastes.

Ice Worms – 250,000 (mostly underground).

Infernal Sprites (Water) – 110,000

Infernal Sprites (Air) – 40,000

Infernal Tri-Tops – None.

Mimics – 10,000 (in addition to those in the mountains).

Tiger Beasts – 1,500

Winter Storm Ice Demons – See Greater Deevils, above.

Worms of Taut (various) – None known.

There *may* also be the occasional band of demons or outsiders. **Note:** 55% of the Fenry and a growing percentage of Ice Wraiths (at least 35%) in the Frozen Wastes serve Lady Rhada. All others are unaffiliated, loners or answer to Mephisto and other Deevil Lords.

Sub-Regent Ike'avis, Quickstats

The Frozen Wastes is under the rule of a *Winter Storm Ice Demon* who goes by the name *Ike'avis*. He does not answer to any of the Deevil Lords except Lady Rhada, who made him a Sub-Regent. Prior to her imprisonment, he and Rhada were in “talks” about making him a full Regent. He is a hot tempered firecracker who easily explodes over the slightest insult or indignity.

With Lady Rhada discredited and under house arrest, Ike'avis is all but ignored by the Deevil Lords, and completely dismissed by Lord Mephisto. A fact that makes him incensed. He is also perturbed that they shanghai and enslave his Winter Storm Ice Demon subjects when they need them as if they were wild animals. He has only been informed of bits and pieces of Rhada's captivity and does not know the full details, but doesn't really care. Rhada was the only ruler of Dyval who has ever acknowledged him and his people, so he would side with her against the other Deevil Lords to restoring her rule of Tundra. In fact, he and all of his subjects would relish war if Mephisto wanted to bring it on. Neither Sub-Regent Ike'avis or the other Winter Storm Ice Demons care if she has had a love affair with a Demon Lord.

Ike'avis is also angry to be left in the dark about the Minion War and other affairs of Dyval. If a Deevil Lord were to show him respect and give him the recognition and power he craves, Sub-Regent Ike'avis *might* be persuaded to accept that Lord as his new master. However, they all regard him and his kin to be savage sub-demons and treat them all like dirt. Winter Storm Ice Demons hate politics, authority and commitment. Ike'avis accepted Lady Rhada mainly because she gave them near complete autonomy, treated them the same as she treats the Fenry,

and seldom called upon them to serve her in any way that could be considered beneath them. In short, she flattered Ike and treated the rest with some modicum of respect, something no other Deevil Lord would ever consider. A wise move, as these barbarous archaic demons are loyal only to her and they conceal their true numbers. Twice as many as are known to exist live in some of the deepest ice caves under Glacia and the Frozen Wastes, putting their true numbers closer to half a million. All are willing to fight on behalf of Lady Rhada should the call come. The fact that she is an outcast among her fellow Deevils only makes her more appealing to the fickle Winter Storm Ice Demons.

Race: A Winter Storm Ice Demon. Sub-Regent Ike'avis is made of a living ice. His face is often blood stained from having gorged on some type of humanoid.

Alignment: Diabolic.

Attributes: I.Q. 13, M.E. 13, M.A. 6, P.S. 23 (Supernatural), P.P. 18, P.E. 20 (Supernatural), P.B. 5, Spd 32.

M.D.C.: 219 (On S.D.C. worlds Sub-Regent Ike'avis has 119 Hit Points 100 S.D.C. and an A.R. of 15.)

Disposition: Unapologetic, outspoken, quick to anger and always jumps to conclusions. Ike tends to react and overreact, and lets his actions speak for him. He has a bad temper, is violent, vindictive and murderous. In combat, he is a cagey fighter, and though ruthless and hot tempered, he would never fight to the death unless cornered and never sacrifices his own people for no reason. He dislikes Deevils, but hates the Demons of Hades even more.

Natural Abilities and Skills of Note: See the description of Winter Storm Ice Demons, below.

Experience Level: 12th.

Weapons and Equipment: Nothing noteworthy.

Alliances and Allies: Lady Rhada and her minions, particularly the Fenry.

Enemies: Anyone who gets in his way or makes him angry.

Note: Winter Storm Ice Demons are not “official” Deevils nor even Hosts of Dyval. That was something that Lady Rhada was trying to change before Mephisto had her imprisoned. For the most part, they are seen as the equivalent of barbaric anachronisms from a bygone era who have no place in the Deevil hierarchy. Only Lady Rhada has given them any recognition and power in her realm. They dislike all other Deevils and demons. At least two-thirds answer to Sub-Regent Ike'avis and stand by him to reinstate Lady Rhada. Most (95%) would stand against any Deevil Lord, demonic force or outsider who invades Tundra.

Winter Storm Ice Demon

The word “demon” in the name of this infernal is misleading, because the fact that they inhabit Dyval suggests they are Deevils of some kind. On the other hand, they may not be Deevils or demons. Winter Storm Ice *Demons* are *not* counted among Host or Deevils. Even though 25-33% serve Lady Rhada when she calls upon them, they do so willingly. Two thirds will fight or serve on behalf of Rhada if it is Ike'avis who commands them to, and the rest will consider it his “request.” Most true “Deevils” consider them *outcasts* and *primitive monsters*. Some

ancient texts on other worlds suggest they are not Deevils, but an ancient race of archaic beings who were almost wiped out before they were conquered by the Deevils of Dyval. Indeed, they are only known to inhabit *Tundra*, where less than 250,000 are known to exist, with a few thousand more living in the remote northern regions of the *Palladium World*, and a few thousand scattered elsewhere in the Megaverse, total population unknown. This puts them under the radar and makes them something of an X factor.

Winter Storm Ice Demons are cruel, savage killing machines. They live to fight, kill for pleasure, and eat humanoid flesh. They like to brawl, attack unprovoked and go looking for trouble. Though solitary hunters by nature, Winter Storm Ice Demons may gather in groups of 3-12 to lay siege to an armed camp, home or even a fort or combat platoon. They are completely unafraid of humans and most other humanoids, and welcome a challenge from men of magic and physically powerful beings such as giants, dragons, cyborgs, robot pilots, demons, Deevils and others. Some get so caught up in a fight and the need to triumph in battle, that they fight to the death, especially if provoked. However, most fight to the brink of death before giving up and vanishing into the snow.

Winter Storm Ice Demons are brutish creatures made of living ice. They have long, thin arms and legs, and a head and spine covered in a crown of ice-thorns or spikes. Their claws are like short swords and their teeth are like daggers. Sharp spikes and spines cover the monsters' back and head, while ice shards help to protect the forearms and knees. Though human beings and other mortal humanoids are their favorite prey, dragons, sphinxes, other creatures of magic, beautiful superhuman beings and people of good alignment are actively sought out, destroyed and devoured. When they aren't available, demons and Deevils will do.

Also known as the "Winter Storm Demon" and "Winter's Vengeance."

Alignment: Always Diabolic.

Attributes: I.Q. 1D6+7, M.E. 1D6+7, M.A. 1D6, P.S. 4D6+10 (Supernatural), P.P. 1D6+12, P.E. 1D6+15, P.B. 1D6, Spd 3D6+22.

Size: 7-9 feet (2.1 to 2.7 m) tall; 800-1000 lbs (360 to 450 kg).

M.D.C.: 6D6x10+330. (On S.D.C. worlds it has P.E.x2 +100 for Hit Points, 1D6x10+60 S.D.C., and a Natural A.R. of 15.)

Horror Factor: 9

P.P.E.: 4D6x10 on average.

Disposition: Murderous and cruel.

Life Span: Immortal, although they can be slain.

Natural Abilities: Great strength, speed and cruelty. Impervious to cold no matter how cold it gets (loves it; the colder the better, and cold based magic has no effect and does no damage), impervious to poison and disease, as well as ice storms and blizzards (can see up to 2000 feet/610 in the worst storms), and is resistant to fire! Nightvision 2000 feet (610 m), can see the invisible, can turn invisible when on ice or in water. Doesn't need to breathe air or drink water, and can go without eating for seven days at a time without ill effect (can eat any living creature, but loves to feast on human flesh, bones and blood, and often gorges itself on them whenever possible). Bio-regenerates 1D6+1 M.D.C. every melee round

and magically understands all languages, but growls, snorts and howls like an animal. Speech is limited to one or a few words, such as "No," "Yes," "Come," "Leave," "This way," and "now you die" in a cold, deep voice.

Snow Walk, Scale Ice and Survive Frozen Depths (special): The creature leaves tracks when it walks across snow, but can run atop freshly fallen snow without sinking down into it. Ice Demons can run/slide across ice even if wafer thin at double their normal speed as well as swim in below freezing water at double their normal speed, and climb up frozen rock and sheer walls of snow or ice at full speed.

Limited Invisibility (special): The archaic demon turns invisible at will when in water or standing still or moving slowly (Spd 7 or slower) on or against ice. Thus, they cannot be seen when crouched on an ice tower or ice encrusted butte or frozen lake. Likewise, they cannot be seen in an ice storm until they are within 10 feet (3 m) and about to attack (always has the initiative in an ice storm).

Snow Meld (special): Twice a day, the demon can also meld into the snow, completely vanishing without a trace. A tactic usually reserved for a timely retreat in battle when down to a few M.D.C.

R.C.C. Skills: Climbing 90%/80%, Dowsing 66%, Land Navigation 75% (+20% in snow and even in snowstorms), Track Humanoids 70% (+10% in snow and even in snowstorms), and Swim 90% (up to depths of one mile/1.6 km).

Level of Experience: 2D4+1 on average, or as set by the Game Master for NPCs. Not available as a player character.

Attacks per Melee: Six physical attacks or two by magic, a limitation of its primitive nature.

Damage: As per Supernatural P.S., but typically, a punch or kick does 3D6+1 M.D., a power punch does 6D6+2 M.D. (but counts as two melee attacks), a bite 3D6 M.D., a head butt 4D6 M.D., and inflicts a death blow Critical Strike on a roll of a Natural 20, double damage direct to Hit Points (when applicable) or triple damage to M.D. creatures.

Bonuses: +1 on initiative, +3 to strike and parry, +2 to dodge, +2 to disarm, impervious to possession and Horror Factor, and +3 on all saving throws.

Vulnerabilities: -5 to save vs fire based magic and ordinary fire does half damage. Magical flame weapons and Holy Weapons do double damage. Techno-Wizard, Rune Weapons and other magic weapons, including the claws, bites, and breath attacks of dragons and other creatures of magic, inflict their usual damage. The Ice Demon is vulnerable to ordinary M.D. weapons. Silver weapons have *no* special significance.

Magic: Wields all Water Warlock spells levels 1-5; cast as if by a 6th level Warlock. P.P.E.: 3D6x10 plus 10 per level of experience.

Psionics: None.

Habitat: In Dyval, they are found only in the frozen Hell known as Tundra, particularly in the regions of the Barrier Mountains and the Frozen Wastes, but can be found throughout the realm.

Allies and Alliances: Among Deevils, they are most comfortable with Tiger Beasts, Fenry, Naga Deevils, and Pandemoniums. Sometimes ally themselves with Witches,

evil practitioners of magic, dark gods, Deevil Regents and Lords and other powerful, evil beings, especially if war and bloodshed are promised. Many would side with Lady Rhada against Mephisto if only for causing him embarrassment and driving him from “their” realm. At least 75% regard Sub-Regent Ike’avis as their de facto leader.

Enemies and Rivals: Driven by instinct to hunt and prey upon intelligent life forms, particularly humans, other mortals, and creatures of magic, but has no love for demons, perhaps for disassociating themselves from them. Winter Storm Ice Demons are not particularly fond of Deevils, but accept them as their superiors and potential allies. However, they consider Ice Wraith Deevils to be their rivals, they often prey upon Dire Harpies, and dislike the arrogant Deevil Dragons.

Tundra Expanse

The last and largest region in Tundra is the *Tundra Expanse*, which starts at the treeline and dominates the entire southern two-thirds of Tundra. The Expanse is a light forest of conifer trees, grass and scrub filled with hills, mountains, and frozen lakes. The climate is cold, but nothing as harsh as the two frigid northern zones where temperatures are always below freezing and the icy wind is vicious. In the Expanse, the average temperature ranges from 25-35 degrees Fahrenheit (-3.9 to 1.6 C), and the storms are much less severe and broken by the trees. Rolling hills, forest, dozens of large and hundreds of small lakes, streams and rivers break up the landscape, as do low mountains in the southeast and northeast.

The trees are normal conifers that do well in the cold environment. They help to shield the inhabitants from winter storms and the north winds. The environment resembles many cold climate regions on Earth, and except for the presence of Deevils and monsters, travelers would be hard pressed to distinguish it from any other snow covered forest.

Deevil Population

The Host

- Harpies – 50,000
- Shock Dragons – 2,000
- Stalkers – 3,000
- Tiger Beasts – 12,000
- And the occasional mortal servant.

Lesser Deevils

- Bonelings – 65,000
- Deevils – 16,500
- Devilkins – 13,300
- Dire Harpies – 10,000 (these are in addition to those living in the northern mountains and are found mainly in the mountains of the Expanse).
- Fenry – 7.8 million.
- Fiends – 6,500
- Gorgons – 6,000
- Ice Wraiths – 210,000
- Imps – 2,000

- Naga Deevils – 66,000 (90% living in the rivers and lakes).
- Nexus Deevils – 300

Greater Deevils

None per se, except for the occasional visitor, spy, outcast and Winter Storm Ice Demon (see their description and numbers in the section on the Frozen Wastes).

Notable Monsters in the Tundra Expanse

- Devil Worms – 2,300
- Flying Horrors – 11,000 (living in the neighboring mountains, though they come down to the forest to hunt).
- Ice Golems – 1100+
- Ice Worms – 310,000
- Infernal Sprites (Water) – 215,000
- Infernal Sprites (Air) – 247,000
- Infernal Sprites (Earth) – 34,000
- Infernal Tri-Tops – 43,000
- Magma Golems – 100+
- Mimics – 225,000 (in addition to those in the north).
- Other Golems (Stone, etc.) – 30+
- Shock Beasts – 60,000
- Tiger Beasts – Listed under Host.
- Worms of Taut (various) – None known.

There *may* also be invading bands of demons, scouting parties, raiders, snipers and lone individuals. **Note:** 64% of the Fenry and a growing percentage of Ice Wraiths (at least 40%) living in the Expanse remain loyal to Lady Rhada. All others are unaffiliated, loners or answer to Mephisto or other Deevil Lords.

The Lake of Steam

One of the most unique places in the Tundra Expanse is the massive Lake of Steam. It is the only place in all of Tundra where the temperature is always above freezing, and can be seen for up to 100 miles (160 km) away due to the unmistakable column of clouds that rise up from the lake, caused by the steam and heat.

The Lake of Steam is heated by underground thermal energy that keeps the water temperature a comfortable 110 degrees Fahrenheit (37.8 C) year round and a two mile (3.2 km) area around the lake at 45-56 degrees Fahrenheit (7 to 13 C); downright balmy for the Tundra. The extreme temperature difference of the lake causes a fog to always permeate two miles (3.2 km) around the lake, becoming less dense the further one gets away from the lake shore. Visibility is poor due to the fog, and is typically limited to 20–80 feet (6.1 to 24.4 m); triple that on the outskirts of the fog bank away from the lake. Under the worse conditions, usually at night, the fog is like pea soup that limits visibility to 1D4 feet (0.3 to 1.2 m) and makes travel all but impossible.

The fog all but obscures the lake and makes travel on it hazardous. Air temperature on the lake waters is 60-65 degrees Fahrenheit (15.5 to 18 C) and moisture hangs in the air around as a wet mist. Light rain is common on and around the lake. Snow and ice storms may hit the lake area, plunging temperatures by 30 degrees Fahrenheit (1 C) while the storm lasts, but

snow accumulation, damage and penalties are half. Any snow or ice dropped on the area melts within 2D6+2 hours.

All sorts of flowers, fruit and vegetation not found anywhere else in the frozen realm grow around the lake, attracting a much broader range of wildlife. Except for the poor visibility and presence of certain Deevils and monsters, the area around the lake is ideal for humans and most mortals. The warmth keeps Ice Worms, Ice Wraiths and Winter Storm Ice Demons away, and other Deevils, Dire Harpies and Flying Horrors avoid it because of the poor visibility. Only the *Fenry* dominate the land and *Naga Deevils* inhabit the lake. Notable monsters include Infernal Sprites that roost in the trees and the occasional Mimic, Shock Beast, Tiger Beast and Infernal Tri-Tops.

The Fenry Gathering

The Tundra Expanse is home to the Devil Wolves known as the *Fenry*. It is one of the few places in the Megaverse where so many Fenry are gathered in one place. They are found mainly in the forest and hills of the Expanse, though some inhabit the lower regions of the mountain ranges as well. Ever since their mistress was imprisoned in her own citadel, a growing number of Fenry and Ice Wraiths have gathered in the region to show their support, solidarity and displeasure with what they see as an injustice. Mephisto has barred them from entering her citadel, so hundreds of thousands of them wait outside it for miles around. At night they howl from dusk to midnight in a cacophony of protest that can be heard throughout half the Expanse.

This uncharacteristic display of displeasure and protest makes Lord Mephisto nervous and a little peeved. It has even gotten Lord Sahtalus to send an army of 5,000 assorted Deevils and 2,000 Shock Dragons to surround the citadel to ensure no Fenry enters or speaks to its mistress. This has resulted in another uncharacteristic response from the Fenry. The majority of Tundra Fenry have, effectively, gone *on strike*. Until their mistress is exonerated, they refuse to participate in the Minion War or leave Tundra. While they will not directly oppose the other Devil Lords or the Minion War, they refuse to cooperate. There are, of course, millions of additional Fenry scattered across the Megaverse as well as living in other parts of Dyval. Those away from Dyval are actively serving the Devil Lords or fighting in the war, but those in Tundra loyal to Lady Rhada refuse even under the penalty of torture and death. About a quarter to a third of the Fenry believe the stories of Rhada's treachery and are no longer loyal or part of the protest, however, even most of them refuse to fight as a show of solidarity to their brethren. Of course, independents, rogues and opportunistic Fenry do as they please, but that number is tiny.

It has been suggested that it may only be a matter of time before drastic action is taken against these Fenry protestors. One punishment could be exiling them from Dyval as a whole. A consequence of this would be the loss of their "immortality," and if killed in another dimension, they would die, their spirits unable to return to Dyval to be reborn. This is something that the Fenry have considered and it's a chance that they are willing to take. However, such extreme action seems unlikely. The Fenry number into the millions, and as noted, are scattered across the Megaverse in the service of Dyval. Extreme action against their brethren in Tundra might cause them all to rebel



and that could have serious repercussions for the Minion War and Dyval as a whole.

Twice since the Taut Offensive, Lord Sahtalus has called upon the Fenry of Tundra to join the Minion War and an overwhelming majority have refused. This dissension in the ranks is, for now, limited only to the Fenry of Tundra, but grumbling and concern is starting to echo elsewhere. Meanwhile, Lady Rhada has refused to command them to do otherwise until the charges

of conspiracy and betrayal against her are dropped or she gets a fair trial.

Mephisto's response is to petition for Rhada's execution and to turn Tundra over to him, and he'll deal with the mutinous Dogs of Hell. Lord Sahtalus can't afford to lose the rest of the Fenry, nor create greater dissension among the other Deevil Lords by giving Mephisto more power. In fact, he's starting to question Mephisto's claims that Rhada is a traitor at all. It's a delicate situation, because he can't risk ostracizing Mephisto either, and a petty or vengeful Mephisto could be as much of a detriment to the Minion War as this rebellion by the Fenry of Tundra. For now, the Lord of Dyval tries to ignore both the escalating situation on Tundra and the schemes of Lord Mephisto, while hoping for the best. However, he knows that sooner or later, circumstances will force his hand one way or another. Fortunately for Lady Rhada, she is the lesser of two evils.

Regent Ferringer

Throughout all of this, the Fenry's de facto leader, a Regent Ferringer, has been noticeably absent. The other Deevil Lords know that if the Fenry are to comply and join the Minion War, Regent Ferringer must be found to rally them. However, his whereabouts are unknown and, for some reason, he can't be summoned. This is something else that worries Lord Sahtalus and, for now, he would be content just to know where Regent Ferringer might be and what he is up to.

Regent Ferringer has been a longtime favorite of Lady Rhada and he has been a Regent for a few hundred thousand years. His efforts have always served his mistress, and even when she was helping Abdul-Ra to escape imprisonment, Regent Ferringer supported Rhada's actions, even if he did not totally agree with them. At the time, he feared the other Deevil Lords would eventually learn of Lady Rhada's ill-chosen love affair, but he knows she did nothing to threaten Dyval or Tundra, and that she would never let either fall into demonic hands. Regent Ferringer was not surprised when Lord Mephisto got Lord Sahtalus' consent to chain Rhada within her own citadel, but he is surprised at the lengths Mephisto has gone to in calling for the Lady's head.

The Regent learned of Mephisto's plans shortly before Lady Rhada was accused and imprisoned. (Fenry are, after all, everywhere!) He visited her in secret one final time before the Prince of Lies' henchmen came for her. She refused to run away and abandon Tundra for fear of what Mephisto might do to her beloved realm and subjects. Without sufficient time to hatch a plan of escape or countermeasures to thwart Mephisto's scheme, she told Regent Ferringer to flee, and bestowed upon him a fraction of her power so he could one day return to stop Mephisto's grab for power and free her from imprisonment. Where the Regent may be hiding, or what rescue plots he may be working on, is anyone's guess.

True Name: Feraldo Cerabusi

Race: Fenry.

Alignment: Aberrant.

Attributes: I.Q. 18, M.E. 15, M.A. 22, P.S. 40 (Supernatural), P.P. 22, P.E. 25 (Supernatural), P.B. 15, Spd 140.

M.D.C.: 950. (On S.D.C. worlds, Regent Ferringer has 255 Hit Points, 160 S.D.C. and an A.R. of 14.)

Horror Factor: 14

Size: 6 feet (1.8 m) at the shoulders, 10 feet (3 m) long and weighs 1,200 pounds (540 kg).

P.P.E.: 20. **I.S.P.:** 70.

Disposition: A strong, capable leader, resourceful, cunning, and ruthless in battle. Unfailing loyalty to Lady Rhada. It has become his purpose to set her free and restore her as the ruler of Tundra and Lord of the Fenry, and stop Mephisto from taking over Tundra or using Fenry as cannon fodder in off-world schemes to grab more power.

Natural Abilities: The same as all Fenry: Nightvision 180 feet (54.8 m), excellent day vision, hearing equal to cybernetic amplified hearing, impervious to fire (includes magic and Mega-Damage fire), magically knows all languages, can leap 50 feet (15.2 m) high, or 100 feet (30.5 m) lengthwise (double when running), dimensional teleport 70%, bio-regenerate 4D6 M.D. per melee round. Like other Fenry, the Regent can track blood scents up to 500 feet (152 m) at 86%, and recognize the scent of others up to 50 feet (15 m) at 70%.

Regent Powers Include: Combat Prowess (see bonuses), Raw Power (see M.D.C. and Attributes), and Superior Metamorphosis (including Humanoid and animals).

Skills of Note: Streetwise 82%, Intelligence 84%, Land Navigation 93%, Wilderness Survival 95%, Track Animals 70%, Track Humanoids 85%, Identify Plants and Fruits 75%, Demon and Monster Lore 85%, Basic Math 95%, Prowl 70%, Swim 90%, and Climb 80%.

Vulnerabilities/Penalties: Takes triple damage from silver, and double damage from Holy Weapons and weapons made from a Millennium Tree.

Experience Level: 9th level Fenry.

Attacks per Melee: Seven physical or psionic attacks.

Bonuses (Includes attribute Bonuses): +7 to initiative, +10 to strike, +5 to parry and dodge, +6 to pull punch, +6 to roll with impact, +2 to entangle and disarm, +2 on all magic saves, and +8 to save vs Horror Factor. Critical Strike on a Natural 18, 19 or 20. Paired Weapons, which means he can do a bite and a claw or two claws.

Psionics: All Healing, Sensitive, and Physical powers; I.S.P.: 70.

Magic: None, per se.

Alliances and Allies: Regent Ferringer speaks for all of the Fenry and the majority (88%) are loyal to him if not Lady Rhada. Likewise, the Ice Wraiths of Tundra are minions of Rhada and while less supportive, at least 40% would work with the Wolf Master. Regent Ike'avis and 90% of his Winter Storm Ice Demons also like the Regent and would happily join forces with him to oust Mephisto and put the Lady back in power.

Enemies and Rivals: The enemies of Rhada are his enemies, including Lord Mephisto, and if the other Deevil Lords don't tread lightly, they could be added to the list. The Regent also despises the demons of Hades and dislikes dragons and creatures of magic.

Weapons and Armor: None, has little need for any.

Money: Has access to billions of credits and access to thousands of minions on several different worlds.

Mount Inferno

Dimensional Gateway to Inferno

Mount Inferno is a smoldering volcano of considerable size. There are a few simmering pools of lava, but the volcano has not been active in a thousand years. There is little smoke coming from the summit, nor is there any lava draining down its sides.

There is an extensive set of lava tunnels going through the whole area. Most of the tunnels are dead ends, though there are three that lead to an underground chamber at the center of the volcano. This is the location of a *dimensional gateway* to Mephisto's domain of Hell, **Inferno**. This chamber is deep in the bowels of the volcano, and the portal is on a small, rock island surrounded on all sides by hot, liquid magma. There is a single stone path, 18 feet (5.5 m) wide, leading to the island. In many respects, the chamber inside Mount Inferno is the opposite to Gate Cave in the north. The floor is primarily lava, not ice, and the boiling lava makes the air temperature 110+ degrees Fahrenheit (43 C).

Within the chamber are numerous carvings of Mephisto and the other Deevil Lords, all smaller than he, of course. Standing in the center of the rock island is a huge statue of Lord Mephisto, sitting upon a giant throne holding a plate with a scorpion. The statue is 50 feet tall (15.2 m) and the plate is 20 feet (6.1 m) in diameter. The dimensional portal to Inferno is actually on the plate with the scorpion. Climbing up the lap of Mephisto, onto his left arm, and up onto the plate, activates the portal, and voila, you appear in Inferno at Lava Bridge.

Mephisto established this direct link to Tundra and uses it to come and go as he pleases. It can also serve as a portal for his armies should he ever need to invade (or need help from) Tundra. In fact, in times of need, the entire chamber at Mount Inferno can be used to teleport all living beings within its confines to its connected level of Hell.

Taking a page from Lady Rhada's rule book, Mephisto has learned to create Golems made of Magma to guard the gate and destroy any demons or non-Dyvalian invaders. Like Rhada's Ice Golems, they serve as his eyes and ears inside the volcano as well as guardians instructed to destroy any intruders who find their way to the dimensional chamber. Thus, the Magma Golems attack anyone not accompanied by a Deevil, and fight to the death. Magma Golems assigned to Mount Inferno try to close off any means of escape and slaughter all non-Dyvalians who enter, but will not pursue those who escape beyond the boundaries of the chamber inside the volcano.

Magma Golems

Mephisto's Magma Golems vary a bit in appearance, but all are made of rock and molten magma. They have lumpy, hulking bodies and round heads dripping with molten lava. The hands are red hot, molten rock, with steam rising from them and pits of molten stone dripping off, and the fingers are more like hot poker. Buried inside the Golem are the traditional gemstones of a Stone Golem, but each is encased in lava before it cools. Regardless of the size and appearance, each Magma Golem has 145 M.D.C., is impervious to fire and fire/heat based attacks of every nature, including magic, but is vulnerable to cold, which

is why they seldom leave the volcano that is Mount Inferno. If attackers are careful, the precious gemstones that power a golem can be recovered, but it will require chopping through solid rock, as the Magma Golem turns to hardened stone when it is slain.

Alignment: Considered Miscreant evil.

Attribute Equivalents of Note: I.Q. 6, P.S. 40 (Supernatural), P.P. 18, P.E. 25, P.B. 8, and Spd 14.

Size: Varies from 10-20 feet (3 to 6.1 m).

M.D.C.: 145, regardless of size. (In S.D.C. environments, the Magma Golem has 86 Hit Points, 180 S.D.C., and an A.R. of 15).

Horror Factor: 16

Special Abilities: Nightvision 200 feet (61 m), Supernatural Strength and Endurance, can swim through lava as if it were warm water, walk across lava without sinking in it, impervious to fire and magic fire, does not need to eat, drink, breathe, or sleep, and has no emotions or desires. Mephisto's Magma Golems can mentally communicate with their creator when they detect activity, and he sees and hears what they do. All are 100% loyal to Mephisto, no other. Also see bonuses.

Skills of Note: Magically understands all languages 96%, knows Basic Math 80%, Climb 40/35% (+20% to scale rock), Land Navigation 60% (+20% in mountainous environments), Swim (in lava) 85%, and Track Humanoids 30% (+20% in mountains).

Attacks per Melee: Five.

Mega-Damage: Punch or Head Butt: 5D6 M.D., Power Punch: 1D6x10 M.D., but counts as two melee attacks. Kick: 6D6



M.D. Running Ram Attack: 1D6x10 M.D. plus it has a 01-70% chance of knocking opponents up to twice the Golem's size off their feet. (Damage is Hit Point/S.D.C. plus P.S. damage bonus in S.D.C. environments.)

Bonuses: +2 to strike and parry, +1 to dodge, +1 to disarm and pull punch; no initiative or dodge bonus. Impervious to Horror Factor, heat and fire based magic, drugs, gases, disease, fear attacks, insanity, illusions and most psionics; lasers do half damage. Only magic weapons, Supernatural Strength and other M.D. attacks can hurt the Magma Golem. M.D. heat and plasma attacks do no damage at all.

Vulnerabilities: A basic, predatory intelligence (they do as they are told) and a vulnerability to cold and ice. Reduce speed by half and damage the Golem inflicts by 1D6 in freezing temperatures. Magic cold based attacks do *double damage*. Explosions, bullets, rail gun rounds and most other physical attacks do one third normal damage, but other types of M.D. attacks (lasers, particle beams, lightning, etc.) do normal damage.

Note: At any given time, 4D6+12 Magma Golems are stationed in hot lava around the dimensional portal with another 2D6+20 stationed elsewhere in the massive lava chamber. They blend in with the wall which puts them in a position for a surprise attack as necessary.

Citadel of Rhada

Nestled away at the end of a small mountain valley in the south, is Rhada's citadel. It is nothing like the fortified towers of the other Deevil Lords, but rather resembles a picturesque mountain chateau atop a hill. The sprawling citadel actually looks inviting and rich, like a palace or five star resort hotel. The stone walkways are shoveled of snow, and plumes of smoke rise from several chimneys. Its scale is easily three times that of a chateau built for human beings, and it is built in a horseshoe shape. In addition to the scenic mountains on all sides, is a light forest of pine and fir trees. The chateau appears to be constructed of wood, brick and stone. While this gives it a rustic appearance, it is a magic item with 130,000 M.D.C. (In S.D.C. worlds it has 130,000 S.D.C. and an A.R. of 17.) Like all citadels of the Deevil Lords, it can be used to teleport entire armies to Dyval Prime.

When the citadel was under Rhada's control it had everything she needed to pursue her studies and interests abroad. Always protective of her realm, her citadel was able to produce Ice Golems. There is a special chamber for creating these mystic servants and another room to control them. A large mirror above a roaring fireplace is linked to each of the Ice Golems, and she can see through their eyes at will. Lady Rhada was able to create one Golem per week and rumor has it there are still more than 1000 scattered across Tundra, as well as two dozen inside the citadel. In addition to the Ice Golems, Rhada can also make the standard Clay, Stone and Iron Golems and several adorn her chateau. Likewise, it is said she can make other types of specialized Golems as well, and perhaps she has some unique ones hidden away with her inside the citadel.

Lady Rhada has always been a practiced sorceress, and her ambitious studies include Alchemy and other lost magical arts. When she originally had her citadel constructed, part of it was

turned into a **mystic forge**. The forge does the majority of the work, and all Rhada has to do is magically "program" it to create certain weapons and armor. She has dozens of magical suits of armor and weapons hidden throughout the castle, and with the mystic forge, she can make magic items in days rather than weeks or months (roughly a quarter of the normal time required). The forge has been shut down since her imprisonment. It was last used by Diabolus to construct chains and manacles that can hold a Deevil Lord; the very ones that bind her now. If constructed anywhere else, it would have been possible for Rhada to eventually break them and escape, but these chains were made by a god for a god, and only *Lord Sahtalus* has the key to releasing them.

Prior to her "house arrest" imprisonment, a few Fenry were all one would see lurking around the chateau, as they kept out of sight and prowled the forests and mountains until summoned. Under the current situation, the chateau has been surrounded by a mixed army of Deevils – the Minions of Mephisto – to keep Lady Rhada, the grounds and the chateau off limits to her own wolfish minions.

Rhada's Imprisonment

During the early days when the Minion War was limited to skirmishes at the Great Rift on an alien world, the status quo was maintained by both demons and the Deevils. Occasionally, a Demon Lord or Deevil Lord would become directly involved to rally their troops against the other's forces, and to get a little personal satisfaction by killing their rivals in battle. *Lady Rhada's* battle instincts drove her to lead Deevils in combat at the Great Rift, and with her leadership, the Deevils would easily overrun the Great Rift. That's when *Demon Lord Abdul-Ra* made his appearance. Several of his top Raksasha generals had been defeated or slain, some by Rhada, herself, so he went to settle the score. He performed magnificently as one would expect, caused sufficient chaos in the Deevil ranks, and caused the unified Deevil combat force to break down, enabling the demons under Lord Abdul-Ra to retake their positions in the Great Rift.

Bolstered by his triumph and seeing an opportunity to strike directly at the heart of the Deevil Lords, Lord Abdul-Ra decided to attack Lady Rhada directly and capture her. His spies had learned the location of Rhada's encampment and the Demon Lord carefully made his way right to her tent where he called her out and challenged her before anyone even realized he was there. The two engaged in epic battle, but when the fury came to an end, it was Lady Rhada who stood triumphant and Lord Abdul-Ra her captive. Abdul-Ra was placed in chains and taken back to Dyval, to her realm in Tundra where she could interrogate him. The Raksasha was kept in a magically warded cell that rendered him powerless.

The other Deevil Lords salivated at the idea of interrogating Demon Lord Abdul-Ra under torture, but Lady Rhada would not permit it. At least not until she was done with him. Her intent was to get information from the fallen Demon Lord and use it to increase her own power base. As unlikely as it may seem, captive and captor fell in love, and a forbidden love affair blossomed from it. Rhada was impressed by her captive's cunning ability to infiltrate her armed camp, as well as his courage and ability in combat. She was also impressed with how he carried

himself, even in captivity. Abdul-Ra was struck by Rhada's courage, strength and grace in all matters, not just combat. Over time, that respect and admiration turned into forbidden love, as it was taboo for demon and Deevil to associate with one another let alone dare to become embroiled in matters of the heart.

In time, hated enemies become lovers and companions. Lord Abdul-Ra could have escaped many times over, but chose to stay with the only goddess he had ever truly loved. Lady Rhada let her underlings run most matters involving her kingdom, and the two enjoyed a time of simple bliss neither had ever known before. Meanwhile, Lady Rhada would keep the other Deevil Lords busy by throwing them a juicy piece of information from time to time. Nothing damaging to Lord Abdul-Ra or the demons of Hades, but enough to keep the Deevil Lords preoccupied. They all wanted a piece of the Demon Lord, but acknowledged that Rhada, as his vanquisher, had rights to him first.

Finally, Supreme Ruler of Dyval, Lord Sahtalus, became insistent she turn Abdul-Ra over to him or else. According to Mephisto and a few other sources, Lady Rhada would sometimes spend days in seclusion with the Demon Lord, and there were rumors of . . . the unthinkable. Rhada refused, and before long, she was accused of being a traitor by Lord Mephisto. When Lord Sahtalus and a contingent of his Beasts arrived at Rhada's citadel unannounced, they found the Demon Lord was gone! When informed that the Demon Lord had "escaped" only a few hours before his arrival, an infuriated Lord Sahtalus accused her of complicity, had her placed in chains, and let Mephisto paint her as a demon conspirator and traitor. At first it felt like fitting revenge, but Mephisto, as always, has taken things much too far, accusing her not just of allowing the Demon Lord to go free, but that she conspired with him to allow demons to invade and conquer all of Dyval. The other Lords and many minions of Dyval now demand Rhada's head, and Lord Mephisto has positioned himself to add her realm to his own when that happens.

Lord Sahtalus never believed she was a traitor to Dyval for a minute, but he has no guilt about her predicament or that she could be executed. Blood is the liquid with which demons and Deevils wash their hands. No, what concerns him is the inevitable upheaval that killing her would cause. The other Deevil Lords are all jockeying to get a piece of Rhada's kingdom, with Mephisto and a few others making their petitions as to why they should get her entire kingdom and all of her millions of minions (mainly Fenry and Ice Wraiths). If he eliminates Rhada, it will leave a vacuum in the hierarchy of Dyval with everyone scrambling to fill it. If he gives any part of Tundra and Rhada's minions to one of the existing Deevil Lords, it unbalances the status quo, makes one of them more powerful and the rest unhappy. An unhappy Deevil is an infernal conspiring to exact revenge upon the one responsible. In this case, that would be perceived as Lord Sahtalus. Likewise, if any one of the other Lords or Ladies becomes too powerful, that individual may try to grab more power, including Lord Sahtalus's own throne! Furthermore, her wolfish minions are so loyal to Lady Rhada that he can't kill her for fear of losing control of the Fenry who seem poised to revolt. And all of this comes during the Minion War in which Sahtalus *needs* the entire power base of Dyval intact and strong to fend off demonic incursions and plots against them. Mean-

while, he can't help thinking that all of this somehow plays into one of Mephisto's many plots to acquire power and rulership of Dyval.

With the Minion War escalating, Lord Sahtalus has bigger things to worry about, and would love to release Rhada to add her to his list of top generals and her minions to the war effort. She may have compromised security by bring a Demon Lord to Dyval, and she was a fool for succumbing to his feline charm, but traitor to Dyval? There has never been a greater general or more stalwart defender of Dyval than Lady Rhada. However, Mephisto's lies have poisoned the minds of many but her most loyal followers. To free her now would also risk revolt among the other Deevil rulers and, in turn, could damage the war effort. Consequently, Sahtalus bides his time and searches for a favorable compromise or way out. While Sahtalus remains indecisive on the matter, Mephisto and Leviathan continue to lobby for Rhada's execution and the division of her frozen realm. Diabolus thinks she can be useful and wants her back in the fold, while Nickodeamis has no opinion on the matter. As for the other Deevil Lords, they are caught up in the Minion War, so Rhada remains chained in her citadel where she languishes. To make a decision on her fate now would only create chaos, dissension and trouble in the Minion War.

Environmental & Encounter Tables

Weather Table

When traveling through *Glacia*, Game Masters may wish to roll once per day on the Weather Table. When in the *Frozen Wastes*, roll once every two days, and for the *Tundra Expanse*, roll once every four days, or as the G.M. feels appropriate.

01-20% All Clear. Well, at least as clear as it's going to get. While overcast, there is no foul weather threatening.

21-40% Light Snow. Its not enough to hinder or cause a problem, however it is 10 degrees colder than normal and reduces visibility to about one mile (1.6 km). It snows for 1D6 hours. Accumulation is only an inch or two (2.5 to 5 cm).

41-50% Freezing Rain. Rain falls from the sky and when it hits the ground it freezes instantly. Any vehicles and people out in this weather get covered in a layer of cold, wet ice. Windshields are coated in ice and slush that the windshield wipers can't keep up with, requiring the driver to stop and scrape off his window every 15 minutes. Vehicles, power armor and robots are -25% to piloting skill when performing evasive maneuvers and stunts, and maximum speed is reduced by 20%. Individuals feel soaking wet, chilled to the bone, and miserable; -10% to Land Navigation skills, -1 on initiative and Perception Rolls. The freezing rain hampers all methods of travel, reduces visibility to 500 feet (152 m), covers the ground in ice, and reduces Spd by 50%. Traveling at speeds greater than half speed has a 50% chance of slipping out of control and falling down (1D6 S.D.C. damage) or crashing (4D6 S.D.C. or 1D6 M.D. for every 10 mph/16 km above half speed). In the alternative, Game Masters may wish to consult the Ice spell and apply penalties accordingly. The storm lasts for 1D6 hours.

51-70% Snowstorm. It is not a blizzard and the area is actually about 10 degrees warmer than usual, however snowfall is heavy, sound is muffled, wind gusts up to 20 mph (32 km), visibility is reduced to 1000 feet (305 m), -30% to Land Navigation skill, -50% to track, and snow accumulation from the storm is 1D6+2 inches (7.6 to 20.3 cm). The snow and wind covers any tracks or trail the characters may have been following as well as any tracks they have left behind. The storm lasts for 2D4+2 hours.

71-80% Pelting Ice and Snow! A mix of snow and pelting ice rains down from the gray sky. The whipping snow makes visibility difficult and the 30-40 mph (48 to 64 km) winds tear at those unprepared, inflicting 1D6 S.D.C. damage for every 10 minutes out in the storm. Visibility is only a mere 200 feet (61 m). Speed is reduced by half, -50% to Land Navigation skill, -70% to track and -3 to strike with ranged weapons. Traveling any faster is likely to result in disaster (double penalties and damage presented under Freezing Rain). The storm lasts for 1D4 hours. Afterward, the snow crunches with every step taken (-50% to prowl).

81-90% Blizzard! The temperature is reduced by 20 degrees Fahrenheit (11.1 C), wind is 50 mph (80 km) with gusts up to 75 mph (120 km), and visibility is all but non-existent. At best, there is 20 feet (6.1 m) of visibility, but half the time one can barely see more than 10 feet (3 m) ahead. Those not protected by warm clothing or environmental armor will suffer frostbite and hypothermia within an hour. Stationary vehicles are likely to be buried (2D4x10% of it) in a snowdrift, moving vehicles are likely to get stuck in the snow. Best speed is 25% of normal. Moving any faster is dangerous (same as Freezing Rain with double the penalties and damage). Verbal communication, even shouting, is only 30% of normal and the storm interferes with radio communication, radar and other sensors, reducing them by 50%. The storm lasts for 3D4 hours, snow accumulation is 1D4 inches per hour. Afterward, the snow-covered landscape seems changed (-30% to Land Navigation) and old trails are gone – covered.

91-00% Dead Calm. The weather is uncharacteristically pleasant. The sky is bluer and less cloudy than usual, there is no wind or precipitation and even the sun peaks out for 2D4 hours a day. As delightful as that may sound, there is an eeriness in the air, as if something is brewing and when the calm is broken, it will be bad. Likewise, Dire Harpies and cave dwellers come out to hunt, kill and cause trouble during these periods of calm. The calm holds for 1D4+1 days.

Glacia Terrain Table

The northern region of Glacia is a harsh environment to trudge through. For terrain in the north I would suggest Game Masters roll at least once per day.

01-10% Clear. The terrain is passable without any major mishaps.

11-30% Ice Cave. The travelers come across an opening to a network of Ice Caves. This could be a good place to wait out a snowstorm or camp for the night – provided one does not go too deep into the cave or make too much noise. Attracting the attention of the inhabitants deeper within the cave is to flirt with disaster.

Likely inhabitants of an Ice Cave (roll percentile):

01-10% An Ice Golem; attacks and fights until the intruders flee the cave or are destroyed.

11-20% An Ice Wraith who doesn't appreciate intruders.

21-30% 1D6 Bonelings looking for trouble.

31-40% 1D4 murderous Naga Deevils.

41-50% A playful Tiger Beast. ("Playful" as in cat and mouse games and the player characters are the mice!)

51-60% An ill-tempered Gorgon.

61-70% A Deevil Outcast (any Host, Lesser or Greater Deevil).

71-80% 1D4+1 Ice Wraiths.

81-90% A hungry Ice Worm.

91-00% 1D6 demon spies/invasers (any type).

31-40% Glacier. The terrain is wide open and easy to traverse, however finding shelter will be difficult. Out in the open the temperature with the wind chill is -30 degrees. This will reduce travel speed by 10%. Unless the characters have proper protection they will freeze in a matter of hours.

41-50% Glacier Ridge. The glacier just suddenly ends and for miles on either side there is nothing but a sheer drop. To go forward requires climbing down the ridge or finding another way around. The drop is 2D4x100 feet (61 to 243.8 m).

51-60% A Crevice blocks the way. This is a large crack in the surface of the glacier and it will either take 2D4 hours to go around, or some other means will be needed to cross. The crevice is 2D4x10 feet across (6.1 to 24.4 m).

61-70% Snow Dunes! Traveling through this part of Glacia is difficult, reducing overall speed by 1/4. Also, because of the wind and blowing snow, all Land Navigation rolls are at -30%.

71-75% Ice Lake. While it looks innocent enough there is a 1-25% chance per hour that a weak spot in the ice will be found, causing the ice to break, exposing those traveling to the ice water below. It can take 1D6 hours to cross over an ice lake, otherwise it will take twice as long to go around.

76-80% Ice Valley. The only path ahead is through a valley where a glacier is split in half. The path ahead is full of twists and turns making it impossible to tell exactly what is ahead. There are also spots where the valley narrows to only a few feet, making it single file only. Ambushes are likely to occur from above.

81-85% Ice Bridge. The only way to cross a large crevasse is over a natural ice bridge. The bridge is 1D4x100 feet (30.5 to 121.9 m) long and 1D10x10 feet (3 to 30.5 m) wide. Winter Storm Ice Demons love to trap prey on ice bridges.

86-90% Wall of Ice! The only way ahead is to climb a glacier. Its height is 2D4x100 feet (61 to 243.8 m). The wall of the glacier extends for miles in either direction and would take some time to go around.

91-95% Ice Tunnel. Perhaps created by the dreaded Ice Worms, a tunnel with a 30 foot (9.1 m) diameter is before the characters. It heads in their general direction and all appears safe. This is one of the few breaks the characters get as it gets them out of the weather (even though it is still cold, just not as cold) and it will cut 1D4 days off their travel through Glacia.

96-00% Snow Fissure. Lightly packed snow fills in a crevasse. Anyone walking over it begins to sink as if in quicksand. The problem is they sink faster and in 1D4+2 melees will be completely covered. Unless something is done in the next 1D4+1 minutes, the person will suffocate if they don't have an independent oxygen supply.

Frozen Wastes Terrain Table

The Frozen Wastes have their own brand of danger. Since the area is roughly the size of Glacia it would be appropriate to roll on this table once per day of travel or as needed or desired by the G.M.

01-20% Clear Terrain. Conditions are favorable for travel, the land open and unimpeded. However, the Dire Harpies up in the mountains and the denizens from the Ice Caves also come out to hunt when it's clear. Roll on the following table for random encounters.

01-10% A lone Dire Harpy. She may or may not be hostile.

11-20% An Ice Wraith with murder in his heart.

21-30% 1D6 Bonelings looking for trouble.

31-40% A Naga Deevil on the prowl (1D4+1 if encountered on or along the shore of a Frozen Lake).

41-50% A Tiger Beast or Mimic, or Lesser Deevil on the prowl.

51-60% A hostile Gorgon or Winter Storm Ice Demon.

61-70% 1D4+2 Fenry on the prowl. Travelers, particularly mortal travelers, are likely to be regarded as prey or intruders.

71-80% 1D6+1 Dire Harpies out hunting.

81-90% A hungry Ice Worm or Flying Horror.

91-00% A Greater Deevil (or demon invader) and 1D6 lesser minions.

21-30% Steam Vent/Geysir. Shoots a pillar of steam 1D4x10 feet (3 to 12.2 m) in the air before it rolls out as a cloud of steam over a 1D6x10 foot (3 to 18.3 m) radius. It does 4D6 S.D.C. damage from the initial blast and 2D6 S.D.C. per melee round caught in the steam cloud to those not protected by armor or other means.

31-50% Ice Lake. Most of the lakes in this region are frozen solid and travel across its flat, snow-covered surface is comparatively fast and easy. Much of the surface water is frozen a foot or more thick and can easily support giants, cargo trucks, heavy robots and tanks without a problem.

However, there is a 01-25% chance (roll once a third of the way across the lake, halfway across and toward the end) that a *weak spot* in the ice cannot support a traveler's weight (or the weight of his mecha or vehicle) and he crashes through the ice into the icy water below. If the character can swim, he can hold his position at the hole in the ice, but needs somebody else or extraordinary means (psionic, magic, etc.) to pull him out. Hypothermia sets in within 12 minutes and the character will pass out, sink and drown unless rescued before that happens.

Characters who cannot swim sink into the dark, freezing water below and are swept 1D4 yards/meters away, under the ice, every melee round! To recover a character swept away under the ice, a hole will have to be chopped or blasted into the ice (7 M.D.C. per foot of thickness; 1D4 feet/0.3 to 1.2 m thick) and

someone will have to go in after him, or use extraordinary means, to retrieve the hapless character. **Note:** Characters in power armor, cyborgs and giant robots may be able to pull themselves out of the water and back onto the icy surface without help from others. However, the armor, 'Borg or 'Bot must have the necessary capabilities to swim or float, otherwise he/it sinks to the lake bottom and requires rescue as above. Depth of a lake varies: 1D8x100 feet (30.5 to 244 m) on average.

Weak ice is usually the result of a particularly strong, moving water current, an earlier battle that melted and thinned the ice or cracked and weakened it, or the deliberate work of *sabotage*. Naga Deevils that live in the lakes, as well as other mischievous and evil beings, sometimes deliberately chisel, melt and weaken patches of ice to wreak havoc on visitors and enemies, and to snare prey. In the case of such sabotage, it is likely that 1D4+1 Naga Deevils (or other perpetrators) are nearby and will come to the "accident site" to attack the victim underwater and/or those trying to help him on the surface.

Many of the frozen lakes are massive and it can take hours (2D4) to cross over them, however, it usually takes two or three times as long to go around them, and most are reasonably safe.

51-60% Frozen Canyon. Several massive buttes form a canyon. The width varies from as little as 40 feet (12.2 m) to as much as 240 feet (73 m). G.M.s can roll 4D6x10 to determine a random size during an encounter. While not dangerous in its own right, there is a 01-30% chance per hour of travel through the canyon of an ice avalanche. The avalanche rains down tons of ice and snow for 1D6 melee rounds and does 5D6 M.D. per melee unless a cave or some kind of cover can be found. Characters who roll a 15 or higher on a D20 using their roll with impact/fall bonus only suffer half damage. They can roll each melee. Those who survive will have lost 2D4x10% of their belongings and need 3D6+10 minutes to dig themselves out. A canyon can take up to 12 hours to pass through; roll 2D6.

61-70% Frozen Canyon or Valley. This canyon has stable walls, so there is no threat of an avalanche. Even the usual harsh wind is reduced by half. The width varies from as little as 40 feet (12.2 m) to as much as 240 feet (73 m); G.M.s can roll 4D6x10 to determine a random size during an encounter. A canyon can take up to 12 hours to pass through; roll 2D6. The danger this time is from Deevils or monsters. **Note:** Roll on the Random Encounter table described previously under #01-20%.

71-80% Ice Geysir! Pressure from under the ice causes trapped water to explode from a single location periodically. The problem is with ice, this can happen in multiple spots over a large area. This causes 2D4+2 geysers to spring up over a 100 foot (30.5 m) area and they blast everything and everyone in that area with fast freezing water. The end result is the water freezes almost instantly, trapping travelers by freezing their feet to the ground where they stand! A successful dodge of 13 or higher avoids getting frozen to the ground, but a failed dodge means they are frozen in place. Furthermore, the victims are coated in ice, weighing them down and making movement very difficult (reduce Spd by 70%, reduce attacks per melee and combat bonuses by half!). To restore speed and movement, they must chop and pull the ice off of themselves. This is difficult and time consuming (2D6+12 minutes) as the ice is practically glued to their skin or whatever they are wearing, and the victims

feel cold down to their bones, even in environmental body armor or power armor. Melting if off is more effective but takes four times as long and leaves them dripping wet. Just chopping a victim loose from the ground without injury to the feet and shoes takes 2D4 minutes. **Note:** Time is an enemy, because another blast of freezing water is unleashed every six minutes, increasing the weight, penalties, time and difficulty of getting unfrozen accordingly. Failure to get out of the spray range and dodging again, could result in the victims getting frozen in place and freezing to death or suffocating when completely encased in ice (takes 30 minutes). Those in some kind of environmental body armor can be stuck and last 2D6 hours before their internal heating system shuts down or when their oxygen supply ends, whichever comes first. Those with a Supernatural Strength of 25 or higher can break out of the ice in two melee rounds (30 seconds) and help others pull free. While ice can be broken, it takes 1D4+5 M.D.C. worth of damage to get loose from the ground. The rest can be broken off in chunks with 2D6+4 S.D.C. damage but has an A.R. of 14.

81-90% Rough Terrain. The ground is broken and uneven, covered in shards of loose ice, a debris field of jagged ice, deep snow or large snowdrifts. Whatever the case, travel speed is reduced by half and requires twice as much energy (fatigue twice as fast).

91-95% Ice flow in a freezing river! A narrow river blocks the characters' path. It is 2D6x10 feet (6.1 to 36.6 m) across. The water is moving, but it carries chunks of ice moving through it that hit like battering rams (1D6 M.D. per hit, 1D6x10 hits to cross by swimming). The group needs to either go around, or find a way over. While the chunks are large they cannot support the weight of a normal human let alone anyone larger or heavier. Falling in this river is death and trying to get out would require some major magic, psionics or a miracle.

96-00% Ice Upheaval! The group sees, first hand, how some of the ice buttes and ice bluffs appear! Without warning, the ground suddenly trembles and a large tower of ice bursts through the ground and rises toward the heavens. This large piece of ice grows to 2D4x100 feet (61 to 243.8 m) tall and can be just as wide. All in the area are showered with chunks and daggers of ice for 1D6 minutes and the ice does 3D6 S.D.C. per melee round unless the characters can shield themselves or find some kind of cover to protect themselves. Those at ground zero are hurled 1D6x100 feet (30.5 to 183 m) and suffer 1D6x10 S.D.C. for every hundred feet they are sent flying. However, the characters can roll with fall/impact in hope of reducing the damage by half; need to roll a 14 or higher to reduce damage. There is only a 01-30% chance of being at ground zero when the pillar of ice appears and such ice pillars usually only appear on and around a frozen lake.

Tundra Expanse Terrain Table

The largest piece of real estate in Tundra is the Tundra Expanse. This forested region is a mix of terrain and Game Masters may wish to roll once for every two days of travel.

01-30% Open Forest with relatively easy terrain to travel. However, this part of the frozen Hell is much more heavily populated and encounters with Deevils or monsters are much more common. G.M.s, roll on the following table whenever you think

it is appropriate, otherwise roll once for daytime and once for nighttime.

01-10% 1D6+1 Fenry attack. They fight to the death.

11-20% 2D4 Dire Harpies or 1D4+2 Naga Deevils.

21-30% A hungry Ice Worm or 1D4+1 Infernal Sprites who see the player characters as prey.

31-40% 2D4+4 Bonelings who attack those weaker than they or fewer in number. Flee if their intended victims put up too much fight.

41-50% A murderous Winter Storm Ice Demon out for blood.

51-60% A solitary Gorgon, Horror or Beast spoiling for a fight.

61-65% A hungry juvenile Flying Horror dives in from the sky above.

66-70% 1D4 Devils, Devilkins, or Imps looking for trouble. May substitute Mimics or Shock Beasts who feel threatened and attack.

71-75% A pack of 2D6+4 Fenry on the prowl. They are open to possible discussions and negotiated safe passage if the intruders have something important to share or skill to offer. Otherwise the Fenry attack and fight until half their number are slain or seriously injured.

76-80% 1D4 Ice Wraiths. They don't appreciate outsiders in their domain and are out for blood.

81-85% A Tiger Beast on the prowl. He or she may be a potential ally or a murderous foe.

86-90% 2D6+1 Dire Harpies swooping for the kill.

91-95% An adult Flying Horror, an angry Infernal Tri-Tops or Ice Worm attacks with the intent to kill and eat them all.

96-00% 1D4+1 Ice or Magma Golems block the path forward and threaten to kill the player characters unless they turn back. Combat will ensue if the travelers refuse. In the alternative, this could be a pack of 1D6+6 Fenry or 1D4+4 Ice Wraiths or 1D6+1 Winter Storm Ice Demons.

31-50% Dense Forest with rolling hills. Travel is slowed by 10% while passing through this area. Roll on the previous encounter table.

51-60% Ice Lake. Ice lakes dominate Tundra and there are even more in the Tundra Expanse. However, this region of Tundra is a bit warmer, especially underground. As a result, there is a 1-35% chance per hour that a weak spot in the ice will be found, causing the ice to break, exposing those moving across to the ice water below. It can take 2D6 hours to cross over an ice lake, otherwise it will take twice as long to go around. The only advantage here is the forest can provide some material to help in crossing the lakes. For instance, skis or snowshoes could be fashioned and they reduce the chances by 1D4x5% per hour.

61-65% Mountains. There are three mountain ranges in Tundra. At the G.M.'s discretion, the group has either encountered a rocky outcropping that takes 1D6 hours to go around, or else they have come across one of the major mountain ranges and it could take days to travel through or around.

66-75% A Frozen River! Rare as it is, a small river blocks the characters' path. It is 2D4x10 feet (6.1 to 24.4 m) across and all that is visible are chunks of ice moving through the area. The group needs to either go around, or find a way over. While the

chucks are large they can not support the weight of a normal humanoid. Falling in this river is a death trap and trying to get out would require some major magic or psionics.

76-85% Lake of Steam! Like the Lake of Steam, a smaller lake is found that has liquid water at a constant 80 degree Fahrenheit (26.7 C) temperature. This can provide some temporary heat and minor reprieve from the cold weather.

86-95% Ice Geyser! Pressure from under the ice causes trapped water to explode from a single location periodically. The problem is with ice, this can happen in multiple spots over a large area. This causes 2D4+2 geysers to spring up over a 100 foot (30.5 m) area. They can cover everything and everyone in that area. The end result is the water freezes almost instantly and can trap mortals unless they make a successful dodge of 13 or higher. On a failed dodge they are frozen in place and their comrades only have 1D6 minutes to save the frozen victim before they freeze and suffocate to death. Those in some kind of environmental body armor can be stuck, but will be able to last as long as their oxygen supply lasts. Those with a Supernatural Strength of 25 or higher can break out of the ice. While risky, the ice can be broken, but it takes 100 S.D.C. worth of damage to penetrate and has an A.R. of 14. Those that save are still covered in water and ice and suffer 4D6 S.D.C. (2D4 M.D. to magic and supernatural creatures) from cold damage. Adventurers, however, may have a bit of warning, especially in the forest, where numerous trees in the area will be covered in a layer of ice.

96-100% Avalanche! While passing through a nice, peaceful valley there is a sudden rumble in the distance. A wall of snow is rushing towards the characters. With sufficient warning the avalanche can be avoided, like using Sixth Sense, or those familiar with winter environments. Detect Ambush at -30% can provide clues to an impending avalanche.

Tundra Deevil & Monster Encounter Table

Despite how cold it is in Tundra, there are probably more creatures and Deevils than all those found in the Great Dyval Desert. Diabolus uses any excuse to be in Rhada's realm and, as such, uses it as a proving ground for certain creations. There is also a lot of Deevil activity because of Mephisto. He divides his attention between his own realm and Tundra so Deevil runners are often trying to seek him out. There is also the largest collection of Fenry, with most being centered around Rhada's citadel. So despite the horrid conditions, one also has to contend with the variety of beasts found here as well. Game Masters may wish to roll once per day of travel to determine if there is an encounter. However, not all encounters need to be confrontational and the characters may have the upper hand so they can avoid having to face a Deevil, or even an Ice Worm.

01-10% Winter Storm Ice Demons. One or two of these demons can take down 20 ordinary men with ease so they are extremely dangerous, short tempered, and aggressive to those who do not show them fear and respect. Though loyal to Lady Rhada, they have no love for Deevils, and do not feel compelled to slay or capture outsiders traveling through Tundra. Instead, the monsters question the group, extort gold, booze and valu-

ables from them and if the strangers are respectful and pay up, they let them go on their way.

11-15% Ice Golem Agent of Rhada. One of Lady Rhada's Golem guardians. The creature is likely to consider the player group dangerous intruders and attack, or Lady Rhada may use her magic to speak through the creature to have the group do something for her in exchange for safe passage through Tundra to wherever they want to go. If the group refuses, roll on this encounter table once every hour and all encounters are outright attacks!

16-20% Ice Golem Defender. One or two of Lady Rhada's golem guardians. The creature is likely to consider the player group dangerous intruders and attacks. It fights until destroyed.

21-30% 1D6 Lesser Deevils (any). They can be a detachment on patrol, keeping the area safe, on a specific mission for one of the Deevil Lords (probably Mephisto), or just a group of rogues trying to avoid their superiors. Whatever the case, they will harass the characters given half a chance.



31-40% Stalked! The characters are being stalked by a Fenry (Lesser Deevil), or Tiger Beast, or Shock Beast, Mimic, or other predator. It attacks a character who is off by himself, ahead of, or behind, the rest of the group. It sees the character as prey, but gives up and flees if he or the rest of the group put up too much fight (e.g. after it loses half of its M.D.C.).

41-50% Ice Worms. The characters have walked into the territory of 1D4 Ice Worms. They are very aggressive and if they spot the characters they will try and make a quick meal out of them.

51-55% Winter Storm Ice Demons! 1D4 spot the characters. Longing for the taste of flesh, they attack!

56-65% A band of 2D6+2 Fenry. These wolfish infernals are completely loyal to Lady Rhada and are defenders of Tundra. If they think the intruders might be able to help their mistress they may take them to a Fenry leader or Greater Deevil loyal to Rhada and force the player characters to do something for them. **Note:** Any ally of Lady Rhada (or the infernal goddess herself) may want outsiders to engage in acts that confound, trick, harass, undermine, hurt and even destroy the *minions of Mephisto* operating in Tundra.

66-70% Ice Wraiths on Patrol (no more than 5)! They are on the lookout for any demons or intruders and will attack. Given the opportunity they will try and stage an ambush using

the terrain to their advantage to capture and interrogate outsiders.

Roll percentile dice for their affiliations and likely motivation.

01-50% are minions of Rhada and have her and Tundra's best interest at heart.

51-70% are rogues working for their own best interest, which is probably killing the outsiders and taking their valuables for loot.

71-90% are loyal to Mephisto and working for his best interest.

91-00% are bloodthirsty infernals who attack and slay outsiders without question or hesitation. They fight to the brink of death before vanishing in the snow and limping off to lick their wounds.

71-75% Fenry! A small band of 1D4+2 Fenry are on the prowl. They view outsiders with hostility and attack. If the intruders prove too tough for them, they run off to get help and will return with 1D6 more Fenry and relaunch the attack. They may kill as many as half of the intruders, but will want to capture a few for interrogation.

76-80% 2D4+1 Host Minions of Dyval. Any non-Deevil such as a Cryxon, Shock Dragon, Stalker or even Brodkil, Black Faeries, or Witchlings. These are minions of *Lord Mephisto* charged with reporting back any activity by Lady Rhada to escape or undermine him, as well as seek out and destroy demon spies, or mortal invaders who may be pawns of Lady Rhada or other Lords of Hell.

81-85% Deevil Assassins. Three Deevils, two Devilkins, two Fiends, and an Arch Fiend led by a Serpent Greater Deevil. All serve Lord Mephisto. They are trying to root out Lady Rhada's most loyal leaders and servants and either turn them with bribes and temptation, threats and intimidation, or when that doesn't work, quietly destroy them. (This combination of Deevils may be altered for the sake of variety, but these are among Mephisto's primary minions.)

The gang has been beating up a large, gray Fenry and are getting ready to finish him off when the Fenry looks up and says, "help me." The infernal wolf has caught the scent of the player character(s) who have stumbled upon Mephisto's wetwork operation. Since these infernals are not supposed to leave any evidence that can be traced back to them or their master, or leave any witnesses alive to speak about what they may have seen, the Deevil assassins attack the player characters with murderous intent. They will fight to the death and will track our heroes down if they manage to escape. If the player group can save the Fenry (a leader among his people), he will be grateful and may have them do more on his and Lady Rhada's behalf, provided they are willing. Of course, such action will be directed against Mephisto and his thugs and other assassination squads operating in Tundra.

86-90% Magma/Lava Golem. The player group stumbles across 1D4 of these creatures. They serve Lord Mephisto and are likely to see intruders as spies or enemies to be destroyed, and attack. Mephisto is likely to approve, though there is a slim chance (15%) that he might have a use for these outsiders as pawns unwittingly doing his bidding.

If the heroes are chosen as potential pawns, Mephisto has the Golems stop fighting and wander away. A short time later, one

of his other minions, probably a Deevilkin disguised as a mortal (child, female, male, etc.), will encounter our heroes and either deliver an offer to them from a mysterious, unnamed benefactor who wants to hire or help them, or she will try to manipulate them into situations and battles that pit them against Mephisto's enemies or to acquire something (from information to magic item) he desires or which hurts his rivals.

91-95% 1D4 Greater Deevils. While not very common to Tundra, Greater Deevils serve both Lady Rhada and Lord Mephisto, as well as those who operate independently. They will most certainly harass, attack, or try to manipulate the player characters.

96-00% Ambush! The player group suddenly finds itself surrounded by 1D6+8 Lesser Deevils (probably Fenry and/or Ice Wraiths). They are told to surrender and lay down their weapons, or die. If battle ensues, the Deevils will fight until they are slain or the outsiders are captured. They are taken to a leader, Greater Deevil or Regent loyal to Rhada and interrogated. If the leader can find some use for the captives they are allowed to live. If not, they will be questioned more, beaten, slain and eaten.

If the ambushers are some other combination of Deevils other than above, they are either independent operators working for themselves, or working for Mephisto.

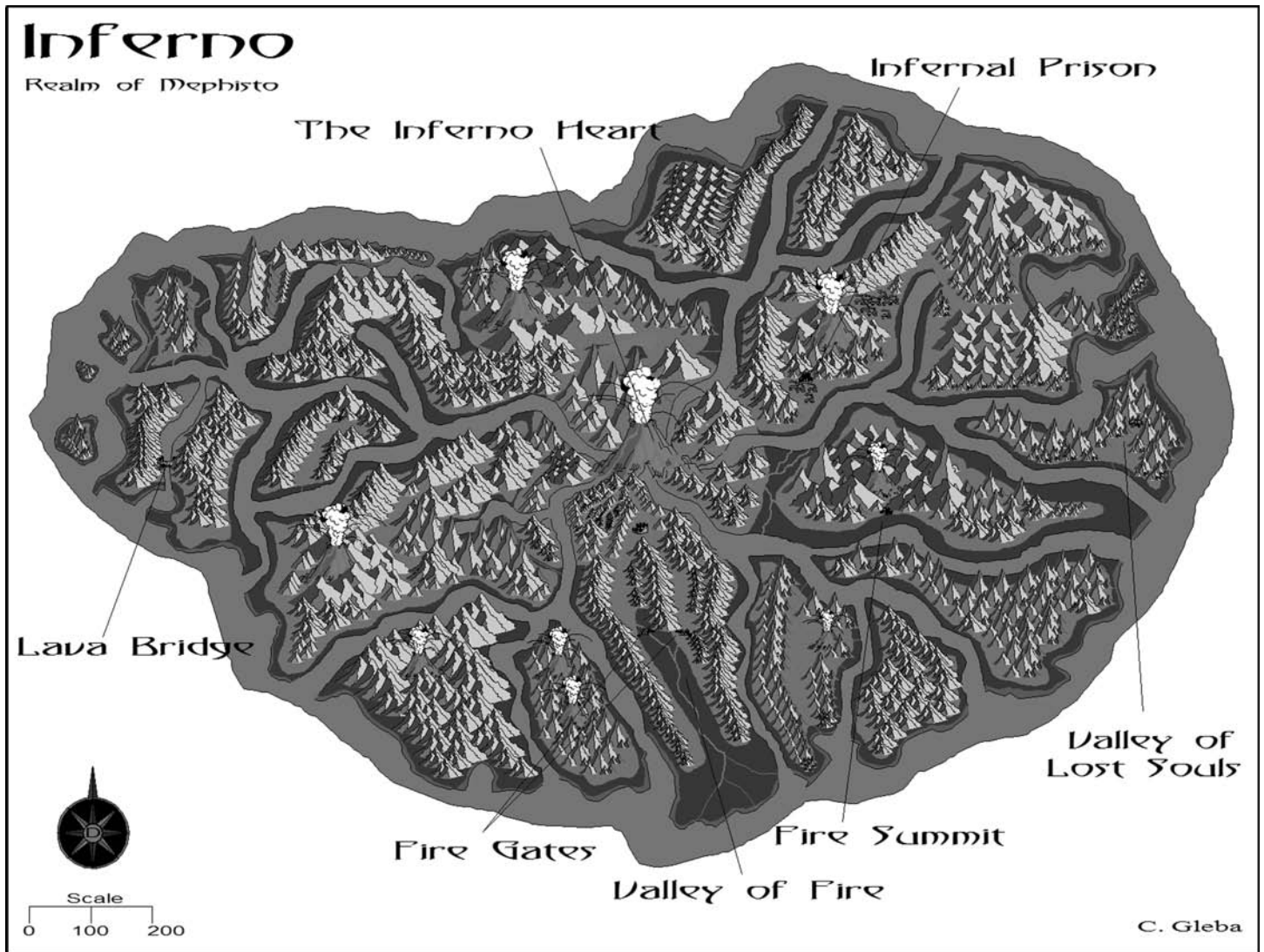
Inferno

Fifth Layer of Dyval

Inferno is a realm of volcanoes, lava and heat. Where the other layers of Dyvalian Hell float on a sea of water, Inferno is a multitude of island landmasses floating on a sea of boiling lava. The lava sea constantly bubbles and churns with horrible smelling gas clouds erupting on its surface. Air temperature out to sea is 150 degrees Fahrenheit (65.5 C) and few man-made vessels can cross the lava's surface without catching fire and being consumed.

Even on land, lava flows like rivers and seas on Earth. Hot molten magma flows freely, fire, ash and brimstone rains from the sky, and the whole land shakes and rumbles constantly. Most of the land is composed of giant mountain chains that have lava oozing down their sides. When smoking volcanoes erupt, violent storms of ash, rock and lava rain down upon all who are caught in its fury. The geothermal activity causes the land to rumble violently and, in some cases, causes the earth to crack open, or thrust pieces of rock through the surface, adding to the extensive mountain chains found throughout the realm.

The entire realm of Inferno is like an oven with air temperature ranging from 100-120 degrees Fahrenheit (37.8 to 48.9 C). The ground is composed of rock, most of which has been covered with liquid magma that has hardened, forming a black crust over the ground. There are a few locations where the original ground has not been covered with magma and these places usually correspond to locations where the Forbidden Fruit of Inferno grows. These locations are remote and difficult to get to and often well guarded by the minions of Mephisto.



Traveling through Inferno is no easy task and most assuredly magic would be of great help. All of Inferno is nothing but rock, rivers of lava, smoke, and heat. Even the air is barely breathable. It is thin, stinks of sulfur and other toxic fumes. Mortals not accustomed to this kind of harsh environment will find that they fatigue in half the time that they normally would. (**Note:** The initial rounds of combat, for instance, are unaffected. After fighting for more than half the character's P.E. attribute in melee rounds, however, visitors begin to feel tired and find it difficult to catch their breath. Reduce Spd, all combat bonuses and saving throws by 30%. Round down for fractions. Characters in environmental armor and those who have an independent oxygen supply are unaffected. Beings who have a Supernatural Endurance or are "resistant" to fire and heat can engage in combat or heavy exertion for minutes equal to their P.E. attribute number x10. Only demons, Deevils, dragons, most Creatures of Magic and beings impervious to heat and fire are unaffected by the environment of Inferno and function as normal.)

Most of the terrain of Inferno is broken rock covered by volcanic silt and ash. The ground is uneven, hilly and mountainous broken by numerous canyons, crevasses and rivers of lava. There are no roads, only footpaths and winding trails created by hardened lava through the broken landscape. Earthquakes, Fire Jets, Fire Geysers, Fire Walls, Gas Vents, Lava Pits, Lava

Rivers, Ash Storms, smoke from active volcanoes, and volcanic eruptions all add to the dangers and impedes to travelers.

While one might imagine the realm to be devoid of life, there are Deevils to contend with. There is no surface water, little vegetation to speak of, and little wildlife. This is not an environment suitable for humans or most mortal life forms. Those found in Inferno are either foolish outsiders, spies, slaves and those sent here to die. Mortals not prepared for this harsh environment perish in a matter of days. Even those who come prepared are not likely to survive more than a few weeks. Inferno is truly the Hell of Dyval.

Terrain & Weather Dangers

Fire Winds

Heat swells and undercurrents created by boiling volcanoes and vents in the ground may create *hot winds* that increase the air temperature by 20% wherever they blow. Where these hot winds meet with comparatively cool air (under 115 degrees Fahrenheit/46 C), Fire Tornadoes may form.

Cold Ash Storms

Ash is constantly being spewed forth from volcanoes throughout Inferno in giant clouds. Over the course of several

days, these ash clouds become enormous in size and unable to bear their own weight so they fall to the ground as massive clouds that create a sort of ash fog. The size of the storm is 4D6x10 miles (64 to 384 km) and it takes 4D6 hours for the storm to clear and the ash to settle down.

Penalties: Visibility is 1D4x100 feet (30.5 to 122 m), talking without the mouth being covered by an air mask or scarf is impossible (ash fills an open mouth instantly and causes the victim to cough and gag; loses 1D4+1 melee actions/attacks), grit causes the eyes to burn and water, -1 on initiative, -4 on Perception Rolls, and Spd must be reduced by 70% or characters are likely to stumble and fall, walk into a boulder, or fall into a steam vent or lava pit! It will also clog engines and stall vehicles. Takes 2D6x10 minutes to unclog an engine.

Note: *Smoke* from a billowing volcano or released by a volcanic vent has the same penalties and half the visibility range. Infrared scopes and optics can see through smoke.

Hot Ash Storms

The same as above only this is *hot ash* from a volcano swept up by a Fire Wind. Hot ash blows around violently and stings unprotected skin and singes the hair. Visibility is only 2D6x10 feet (6.1 to 36 m) and *penalties* are the same as Cold Ash Storms above.

There is one more danger from Hot Ash Storms, there is a 01-50% chance that any combustibles will catch on fire! Hot ash doesn't hurt most Deevils nor does it catch their hair on fire, however, for mortals it can be quite deadly. Damage: Those exposed to hot ash take 2D4 S.D.C. damage per minute until some kind of cover can be found (even covering oneself with a fire resistant tarp or tent), plus clothing is likely to catch on fire (01-50% chance) and so might hair (01-12% chance). Any *highly flammable materials, fuel, etc.*, exposed to the hot ash (such as an open container of gasoline) will explode in a fiery blast and inflict damage to everything and everyone within a 10 foot (3 m) radius. G.M.s should determine reasonable damage based on quantity of the flammable material, but it should be at least 5D6 S.D.C. damage per gallon of flammable liquid, plus shrapnel, and everything in the blast radius is set on fire! The blast radius is also likely to double, triple or quadruple when a large amount of fuel (15 gallons or more) ignites.

Fire Geysers

Volcanic activity is so pervasive there are countless locations where magma bursts through the surface with geyser-like effect. The molten rock is boiling hot and erupts from a small mound in the ground. These mini-volcanoes are known as Fire Geysers. Hades has a similar phenomenon, but they are small and found in scattered clusters. In the realm of Inferno, a Fire Geyser is usually a mound about the size of an easy chair, and there is typically only one, not several clustered together. When it blows, lava shoots 20-30 feet (6.1 to 9.1 m) into the air and comes splattering down in a 15 foot (4.6 m) radius. Damage is 1D4x100 S.D.C. (or 1D4x10 M.D.C.). An eruption lasts for 1D4 melee rounds (15 to 60 seconds). The duration between geyser eruptions can vary from 1D4x10 minutes to 2D4 hours depending on the Fire Geyser. However, there is always a *soft rumbling* before an eruption, followed by a plume of steam shooting up into the air from the mini-volcano *6D6 seconds before* a Fire

Geyser blows. This gives alert travelers a chance to run for their lives. Fire Geysers are found throughout Inferno, but are most common in mountain valleys and lower elevations (below 2000 feet/610 m).

Fire Jets

Fire Jets are *pillars of flame* that shoot out of the ground. Most blow at frequent intervals, while others constantly burn. It depends on their source of fuel. If a constant source is available then the flames burn without pause, reaching heights of 4-16 feet (1.2 to 4.9 m). If the fuel is sporadic, or ebbs and flows, the Fire Jet may seem to die down to nothing, only to suddenly burst to life, shooting a pillar of fire into the air for 1D6 minutes at a time. It typically takes twice as long for the fuel to build up before the next burst, but the time can really vary and is left to the discretion of the Game Master. Getting through a field of Fire Jets can be like traipsing through a minefield. A Fire Jet could spout to life at any moment, but as long as the traveler is not right on top of one, he should be okay.

Fire Jets are easy to spot. Most (90%) look like small cones of rock, like a stalagmite rising up out of the earth, though they can just as often be a hole or crack in the ground. Whichever the case, the ground around it for a foot or two (0.3 to 0.6 m) is crystallized, like glass, with a dark, charcoal burned rim. Furthermore, there may be the remnants of past victims laying nearby, burnt to a cinder.

One can also hear a hissing sound from most 1D6 melee rounds (15-90 seconds) before they ignite, and a flickering, like a lantern or candlelight, can be seen coming from the opening, especially at night, 1D4 minutes before it ignites. The largest and most powerful actually have a flame that hovers just above the hole, similar to a pilot light on a gas stove. They seem relatively harmless and can even be used to light fires. However, they can go from a small, 6 inch (0.15 m) fire to a jet of flame 4-16 feet (1.2 to 4.9 m) tall in seconds.

The heat of a Fire Jet is so intense that anyone within 3-6 feet (0.9 to 1.8 m) takes 2D6 S.D.C. damage, metal buttons start to melt, belt buckles heat and may cause clothes to smolder. A person can't get any closer and most will instantly recoil 30 or more feet (9.1 m). Anyone caught closer or right over a Fire Jet suffers 1D6x100 S.D.C. (2D6 M.D.) damage when it goes off and there is a 01-70% likelihood that combustible items such as hair and clothing catch fire.

Fire Walls

There are a multitude of small volcanoes and volcanic vents scattered across the surface of Inferno, plus nine large ones, four of which are truly massive active volcanoes. They are constantly spewing hot ash, magma, smoke and various gases. They are directly responsible for the foul smelling and barely breathable atmosphere throughout Inferno. While it does not truly rain lava from the clouds, molten rock is expelled every time a *volcano erupts*, which is quite often. Various types of *ash* and *gas clouds* expelled by the volcanoes and vents in the ground are also a problem. Some gas clouds are actually combustible and are easily ignited by a bit of hot ash or fiery lava, which ignites a **Fire Wall** that runs for the length of the combustible gas cloud or fume venting from below the surface. Thankfully, Fire Walls usually only last 1D4 melee rounds (15 to 60 seconds), but they

inflict tremendous damage and often consume everything in their path.

Like a tidal wave of fire, these walls measure 2D4x100 feet (61 to 224 m) wide, 1D6x100 feet (30.5 to 183 m) tall and 2D4x10 feet (6.1 to 24.4 m) thick. They move at about 40 mph (64 km) and the damage inflicted is devastating; 2D6x10 S.D.C. (1D6 M.D.) per melee round (every 15 seconds).

A Fire Wall takes 1D4 melee rounds to pass by. However, while the Fire Wall only takes a moment or two to pass a certain point, it will have enough fuel to burn for several minutes, with a typical range of 1D10 (or 2D4+2) minutes. It should also be noted that Fire Walls just roll over everything in their path, like a storm front.

The safest place to be is beyond the wall's reach, but if it is rolling over you, finding some type of cover and holding your breath is the only way to survive. A Fire Wall momentarily consumes all the oxygen as it passes. Furthermore, trying to breathe while the wall goes by means the character breathes in flame and scorches his lungs (1D6x10+60 S.D.C. to mortals or 6D6 M.D. to Mega-Damage beings other than demons).

Fire Tornadoes

A Fire Tornado is a swirling cone of fire with thick, black and red clouds in the center and top of it. It sucks the air/oxygen out everywhere within a 100 foot (30.5 m) radius as it passes by. Thankfully, that's usually only for 1D6x10 seconds. All S.D.C. structures hit by the tornado take 2D6x100 points of S.D.C. damage (2D6x10 M.D.). Surprisingly, fires are uncommon (01-10% chance) because the Fire Tornado itself is using up all the available oxygen as it makes its path of destruction.

Getting sucked into the tornado is almost certain death. A Supernatural P.S. of 45 or greater can resist it or hang on to something firmly anchored into the ground, but most others within 80 feet (24.4 m) of it are pulled right inside, spun around and thrown out the opposite direction. A character can get stuck in the whirling fire for 1D6 melee rounds (15-90 seconds) and takes 1D6x10 S.D.C. damage per melee inside the tornado. Ironically, being small and traveling so fast, they take less damage than large structures struck by the whirling inferno. **Note:** Mortals in M.D.C. body armor or power armor suffer one quarter the damage to their S.D.C. and then Hit Points from being battered in the storm and the impact of being hurled out. Each character in an M.D.C. vehicle takes 10% of that damage, but the vehicle takes 1D6x10 M.D.; so do demons caught in such a tornado.

Gas Vents & Toxic Clouds

Gas Vents are typically deep, narrow cracks in the ground that, at random intervals, release noxious fumes or toxic gas clouds of *sulfuric acid*, *ammonia*, *carbon monoxide*, *carbon dioxide*, *methane* and *natural gas*. Any of these gases can kill a human in 1D6 minutes unless the character has a breathing apparatus, magic that allows him to breathe without air, bionic oxygen tank and filter, or is wearing environmental body armor with independent oxygen supply. Toxic gas can bubble up or erupt on the surface and linger for 1D4+1 minutes, but may still be enough to kill everyone in its path (3D4x10 foot/9.1 to 36.6 m radius). The average person can only hold his breath for 30-60 seconds. Characters subjected to the toxicity of a gas bub-

ble or venting must roll a *save vs lethal poisons* (14 or higher) to survive a sudden gas cloud. Characters caught at the edge of such a toxic cloud can usually run or stagger out of its path and to fresh air, suffering minimal damage (same as a successful *save vs lethal poison*). The rest need to roll to *save*.

A **successful save vs poison** means the character loses all of his attacks and bonuses for the duration of the gas cloud, during which he coughs and gasps for air, but is not seriously injured. Even after exposure he experiences some trouble breathing and feels congestion in the chest for 1D4x10 minutes, but is otherwise okay (no penalties or damage).

A **failed roll to save** means the character chokes and *DIES* from suffocation or poisoning! However, immediate (within five minutes) CPR, oxygen through an air mask, magic or psionic healing, has a chance of reviving the victim. Roll to *save vs coma and death* with a +20% to survive (add any other bonuses to *save vs coma* the character may have). A successful roll sees the victim gasping back to life. Speed, attacks per melee and bonuses are all *half* for the next hour as the character recovers from this near-death experience.

Methane and natural gas can choke and kill as per above, but are also flammable and explosive. A single spark can cause a severe explosion and create a *fire gout*. Damage from a gas cloud explosion is 6D6x10 S.D.C. (or 3D6 M.D.) to everything in a 1D4x10 foot (3 to 12.2 m) area. Fortunately, gas explosions are less common.

Note: Gas Vents and toxic gas clouds most often occur in valleys, canyons, caves, and crevices. It is safe for humans to go through the area six minutes after the gas cloud appeared. Furthermore, the nature of Inferno is such that when Gas Vents and or a toxic cloud appears, it has a noticeable, foul smell and picks up ash and fine dust to create a hazy but noticeable semi-transparent cloud that can be seen and avoided (unless it appears right on the characters).

Lava Pits

Inferno is nothing but rock floating on a sea of magma. Volcanoes and lava are everywhere. Lava Pits are comparatively small pools of molten rock bubbling up from the ground. They measure 1D6x10 feet (3 to 18 m) in diameter and are easy to spot as steam and smoke rises from them and the lava is a glowing red mass with a mottled crusty top coating of cooling magma. Stepping or falling into a Lava Pit is the same damage as *Rivers of Lava* described below. **Note:** 1D4 Steam or Gas Vents, Fire Walls, or Fire Geysers are often (70% chance) found within 300 yards/meters of a Lava Pit.

Rivers of Lava

Inferno has rivers of lava everywhere. Some are small and narrow (1D6 feet/0.3 to 1.8 m wide), others are large and long (2D6x100 feet/61 to 366 m wide and 6D6 miles/9.6 to 57.6 km long), while the largest are the equivalent of the Mississippi River and run for hundreds of miles. People seem to forget that lava or magma is *liquified rock!* So think about how much heat it takes to melt and boil rock and you get the idea of how hot and deadly lava rivers, streams, lakes and seas must be.

Crossing rivers of lava is dangerous and tricky for humans and other mortal races. Even flying over large, flowing bodies of lava the air temperature is 1D4x10 degrees Fahrenheit hotter

than the surrounding air around it. Rising waves of heat create strong air currents and turbulence (-25% to piloting skills of aircraft, power armor and all flyers, -50% in a Fire Wind or Ash Storm), and the air is acrid and foul even at 20,000 feet (6096 m).

Characters who fall into a river of lava are likely to be consumed by fire and heat in a matter of minutes. Remember, lava is *molten rock!* **Damage:** 1D6x100 S.D.C. per melee round (every 15 seconds) or 2D6 M.D. to organic Mega-Damage life forms (1D6 M.D. per 10 minutes to M.D. vehicles and armor). Plus lava is hot and sticky, melts flesh and leather in seconds and sets clothes, hair and combustible material on fire. Those who manage to climb out of lava suffer an additional 1D6x10 S.D.C. damage (1D4 M.D.) for an additional 1D6+2 melee rounds, due to the thickness, stickiness and flowing nature of the lava that covers their bodies as it continues to burn. Only magic healing has any hope of saving anyone who falls into lava.

Rope and rags dropped into lava burst into flame upon touching the molten rock. Clothing, padded armor and hair also catch fire in a second. Leather armor, plastic and human flesh begin to melt and bubble within 1-3 seconds and even chains and thin metal begin to melt in 1D4 melee rounds (15-60 seconds). Mega-Damage armor and material do *not* burn or melt that fast, but quickly heat up and the internal cooling systems of environmental body armor, power armor, man-sized robots and light vehicles begin to overheat after 3D6+10 minutes (temperature is 15 degrees Fahrenheit/8.3 C hotter than desired/setting), and may burn out after 1D4+1 hours.

Telekinesis and any means of *flight* is the ideal way to travel *over* bodies of lava. The Deevils use *enchanted stone barges* and there are some *War Steeds* who can run or swim across the surface of boiling lava. For that matter, most Deevils (and demons) are impervious (or greatly resistant to) M.D. heat and fire, so they can actually *swim* through the stuff like a day at the beach. *Naga Deevils* love to travel through flowing streams of lava and to surprise unsuspecting outsiders by emerging from the boiling rivers to attack them. For mortals, however, even taking a stone barge is like traveling across a sweltering sauna with heat that is even more oppressive than the rest of Inferno. Steam, hot ash and the sulfuric atmosphere that hovers above such boiling rivers add to the discomfort and can be stomach turning (roll to save vs nonlethal poison to avoid vomiting in the first 20 minutes traveling on lava). **Note:** See Gas Vents and Toxic Clouds described earlier for additional dangers of traversing rivers, lakes and seas of lava where gas clouds frequently pop up.

Steam Vents

Steam Vents can cook a normal human in seconds like a lobster. Steam Vents blow at precise intervals, however, since water takes less time to heat than molten rock, Steam vents blow more frequently. The time between intervals varies greatly from location to location, and ranges from 1D6 minutes to 1D6 hours.

A Steam Vent shoots a pillar of steam 1D4x10 feet (3 to 12.2 m) high into the air before it rolls out as a steam cloud over a 1D6x10 foot (3-18.3 m) radius. **Damage:** An unprotected character suffers 4D6+6 S.D.C. damage from the initial steam blast and 2D6 S.D.C. per melee round caught in the steam cloud. A typical steam cloud lasts for 1D6+1 melee rounds (30 to 105

seconds) before dissipating. Most supernatural creatures and those wearing environmental body armor are unaffected by a burst of steam.

Volcanic Eruptions

The most prominent weather condition isn't even directly related to weather, it is volcanic eruption. When a volcano erupts, it fills the sky with billowing clouds of dense smoke, ash and soot, and rains down hot, burning ash, rocks the size of a pea to that of an easy chair, and a shower of lava across a 6D6 mile (9.6 to 57.6 km) radius (triple that radius for the largest volcanoes). Mortals caught within the radius of a volcanic eruption suffer the same penalties as a **Hot Ash Storm** plus an additional 1D6x10 M.D. per minute from splattering lava and falling stones. Deevils and other supernatural and M.D. beings suffer 1D6 M.D. per minute, mainly from the rock shower; the splattering lava is like rain to most infernals.

In addition, a pyroclastic cloud *may* (10% chance) roll down the volcano, inflicting an additional 6D6x10 M.D. to everything in its path (Mega-Damage beings suffer 6D6 M.D.) and all are swept up by the force of the cloud and carried 2D6x1000 yards/meters away from where they were standing when the cloud hit. Lava also boils up and over the volcano's rim and vents along the side of the mountain, creating rivers of lava that consume everything in their path.

Deevil Population of Inferno

The Host

Cryxon – 100,000

Harpies – 670,000 (80% living in the mountains away from active volcanoes).

Shock Dragons – 250,000

Stalkers – None known.

Tiger Beasts – None known.

Lesser Deevils

Bonelings – 216,000

Deevils – 2.4 million.

Devilkins – 1.3 million.

Dire Harpies – 200,000 (living in the mountains).

Fenry – None known.

Fiends – 1.5 million.

Gorgons – 6,000

Ice Wraiths – None known.

Imps – 12,000

Naga Deevils – 750,000 (living in the lava and mountains).

Nexus Deevils – 10 or so.

Greater Deevils

Arch Fiends – 350,000

Beasts – 90,000

Deevil Dragons – 12,000

Horrors – 110,000

Pandemoniums – None known.

Serpents – 334,000

Wraiths – 10,000



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Notable Monsters in Inferno

Devil Worms – 2,700

Entities (most at the Valley of Lost Souls).

Fire Scorpions – 6.4 million.

Flying Horrors – 260,000

Infernal Sprites (Fire) – 3.3 million.

Infernal Sprites (Earth) – 2.1 million.

Infernal Sprites (Air) – 1 million.

Infernal Tri-Tops – None known.

Lava Serpents – 72,000 (in the lava rivers, seas and volcanoes).

Mimics – None known.

Shock Beasts – 30,000

Worms of Taut (various) – None known

It is unlikely to find invading bands of demons this deep in the seven layers of Dyval.

Note: Mephisto also keeps 2D4x1000 mortal slaves and 4D6x1000 or more prisoners of all kinds, mortal, demonic and others.

Fire Summit & Infernal Prison

As the Minion War has escalated even beyond Mephisto's expectations, he felt a need to take some additional precautions. Even before the war, his own citadel which contained several levels of prison cells was close to being dangerously overcrowded. After the Taut Offensive, Mephisto realized he would need more space for many more prisoners. As a result, he created **Infernal Prison** not far from his own citadel. The site is an underground catacomb with a large, natural hollow and numerous tunnels and lava chambers within an inactive volcano. These chambers have been turned into full prison cells with the addition of chains, manacles, metal bars and other means of imprisonment and torture. The facility can easily hold 8,000 to 10,000 prisoners, and Mephisto can hardly wait to see his prison filled.

Nearby **Fire Summit** came in handy because its mines produce some of the best quality metal in all of Dyval, and a massive smelting operation utilizing lava and geothermal energy is also located at the base of the summit. Conditions at Fire Summit are horrible, and hundreds of mortal slaves die every day from heat, dehydration and exhaustion. The metal is shipped to Infernal Prison or wherever it is needed.

Valley of Lost Souls

Lava Bridge, in the east, is the dimensional entrance to Inferno from Thundra. The **Valley of Lost Souls**, located in the west, is the portal to the Mines of Dyval, the next layer of Dyvalian Hell. The valley has long been a place for various ghosts and Entities, especially Syphons and Possessing Entities. Anyone trying to get to the Mines of Dyval must pass through the valley and face these dreaded creatures. Since the Entities are invisible, it often comes as a surprise as comrades turn on each other for no apparent reason, only to discover too late that their teammates are possessed by evil Entities. The valley is littered with skeletons from the shore all the way to the entrance to

the mines. Some clearly look like mortal adventurers, while others appear to have been escaped prisoners or slaves.

Anyone who survives the Possessing Entities needs to make their way into the depths of the Inferno Mine to get to the next layer of Dyval, the **Mines of Dyval**.

These mines are empty, with dozens of tunnels and mining passages all leading into the depths below. In the deepest of the mining shafts is a large cavern lit by simmering pools of lava that reek of sulfur. In the middle of the cavern is a brilliant open Rift which is the gateway into the next realm of Dyval, the Mines of Dyval. While the way may seem clear, Mephisto was not about to leave his "back door" unguarded. For centuries the perfect guardian eluded him until he witnessed a fearless assault from a Lava Serpent on a group of his minions. Impressed with the creature's size, raw power and abilities, Mephisto pressed the creature into his service and it resides in the Valley of Lost Souls, deep in the mines, and keeps unwanted visitors away from the portal. It is a position forced upon the Lava Serpent, so in the beginning, Krask was bitter and resentful. However, over the millennia, the brute has learned to deal with its position, convincing itself that it is a position of power and authority. Still, the monster, one of the largest, oldest and most powerful Lava Serpents in Dyval, is not a loyal admirer of Mephisto and sticks it to its "master" whenever it can. This means the great and powerful Krask sometimes lets visitors buy passage to the Mines of Dyval. The price is usually steep and involves valuable gems, magic items or a person it desires. On some occasions, it might even turn a deliberate blind eye, claiming the individual (or group) managed to sneak past its ever vigilant eyes.

Krask gets around the entire valley as well as several levels of the mine via a series of underground lava rivers. The entire floor under the Rift to the Mines of Dyval is fluid and Krask is able to come up through any of the rivers and large lava pools surrounding the Rift. In the back of the cave he has a lair where the monster keeps his collection of gold, silver, gems, and magic items (1D6+4 Lesser Rune Weapons, 1D4 Greater Rune Weapons, 1D4+2 Holy Weapons, 1D4x10 other magic weapons, 1D6x10 Bio-Wizard items, 1D4x10 Techno-Wizard devices, 1D4x100 magic scrolls, 2D4x10 magic potions, 1D6x100 magic components and 4D6 various other magic items).

Krask, the Great Lava Serpent, Quickstats

Alignment: Diabolic.

Attributes: I.Q. 13, M.E. 12, M.A. 10, P.S. 45, P.P. 20, P.E. 31, P.B. 10, Spd 60.

M.D.C.: 8,000 (On S.D.C. worlds Krask has 310 Hit Points, 300 S.D.C., with an A.R. of 16.)

Experience Level: 10th level.

Disposition: Cranky and mean. He can't be negotiated with and has a wanton need for death and destruction.

Skills of Note: Same as any Lava Serpent +10%.

Combat: Heat Breath (special): Breathes out a wave of heat that does 1D6 M.D. Range: 100 feet (30.5 m).

Spit Lava (special): Twice per melee the monster can spit out a gob of boiling lava to inflict 1D4x10 M.D. damage to the target it strikes, plus 2D6 M.D. per melee round for 2D4 rounds as the lava continues to burn. The massive gob of lava is an area effect attack that covers a 15 foot (4.6 m) radius.

Psionics: I.S.P. 59. Powers are limited to: Presence Sense (4), See Aura (6), Sense Dimensional Portal (6), Sense Time (2), Mind Block (4) and Telekinesis (varies). Considered a Major Psychic.

Description: Krask is an 800 foot (244 m) long, massive red serpent with a dragon-like head. Permanently branded into his chest is a black scorched scorpion, denoting the sign of Mephisto.

Weapons and Equipment: He doesn't use any. However, over the years he has amassed several million in gold, gems, and magic items.

Note: Krask is magically bound to the Valley of Lost Souls and can not leave. This is something that he knows and it has made him pretty bitter and he often vents it on the poor souls who make it to his lair.

Lava Bridge

Getting to Inferno is no easy task. It is deep within Dyval and inhospitable to mortals. Those daring enough to travel to Inferno are likely to come there by means of the Lava Bridge.

Lava Bridge is the dimensional portal connected to Tundra inside Mount Inferno. Spanning a chasm between two stable mountain chains is an elaborately carved stone bridge. Two ley lines intersect at the bridge. One ley line runs along the river of lava going north and the other crosses the bridge from the southeast. Like the other Dyval focal points, this Rift is constantly stable and always acts as a doorway between Tundra and Inferno.

The bridge itself appears to have been carved from one seamless expanse of stone from one of the mountains to which it is connected. It is approximately 10 miles (16 km) across and a mile (1.6 km) wide. The location is in the lowest elevation between the mountains, 500 feet (152.4 m) above the lava. With the chaotic conditions in Inferno it is a wonder the bridge has not collapsed long ago. However, the magic energy of the Rift surges through the bridge, making it all but indestructible. Even during the largest of earthquakes, the bridge survives unscathed, gently swinging to and fro.

Connecting on either side of the bridge is a mountain ridge. Each mountain chain has a ridge running along the side of the mountain going north and south. The ridge varies in width from a few feet to several hundred. Of all the mountain ridges, these paths are clearly the most used. There are signs of foot travel and evidence of other adventurers, such as the occasional melted gold or silver coin, a piece of armor, a broken weapon, a spent E-Clip or human bones. These and other mountain passes are likely to have *Shock Dragons*, *Deevils*, *Devilkins* or *Harpies* guarding them or living around them. Since the onset of the Minion War, Mephisto keeps a contingent of 24 *Flying Shock Dragon Flyers* stationed at Lava Bridge. His contingent is a special breed and seem to be the kin of Fire Dragons. Most have red scales and can breathe fire and they seem unhindered by Inferno. They watch for spies and intruders to capture and bring to the Prince of Lies for interrogation in his dungeon. When Mephisto or one of his torturers is done with prisoners they are either enslaved and sent to the mines or Infernal Prison, or fed to Krask, the watcher at the dimensional gate at the Valley of Lost Souls.

Valley of Fire

In the middle of Inferno is the Valley of Fire! If one seeks the forbidden fruit of Inferno, this is where they must go. It also happens to be the only path to Mephisto's citadel.

The valley runs from south to north. Halfway up the middle, the valley splits, with both still running north, but with a mountain chain separating the two valleys. The valley gets its name from the scores of massive Fire Jets that line each side of the valley. Only here Fire Jets shoot 600 feet (182.9 m) into the air and are 200 feet (61 m) wide. They put off incredible amounts of heat and no mortal can get within 1,000 feet (305 m) of them. Supernatural creatures who are resistant or immune can approach, though even they feel the heat. Those who dare to get too close and make direct contact with the flame are likely to be incinerated (suffering 2D4x100 S.D.C./6D6x10 M.D.). Any S.D.C. material that gets within 50 feet (15.2 m) is likely (80%) to combust, and normal S.D.C. armor becomes too hot to wear and begins to melt. The giant Fire Jets make the Valley of Fire 140 degrees Fahrenheit (60 C) at all times.

Traveling up the middle of the valley is not any safer because it contains a raging river of lava and is dotted with smaller tributaries and Lava Pits. The southern half of the Valley of Fire is relatively flat and bare, save for ordinary Fire Jets and Steam Vents, and it is also a place where Fire Tornadoes crop up on a regular basis. Deevils, Fiends, Arch Fiends, Harpies and Dire Harpies may also be encountered in this part of the realm. Ley lines run under the land in this region, especially along the valley walls. Somehow the magic energy in the Valley of Fire becomes infused within the flames, creating *mystic fire*. Any blade forged within this fire becomes a basic magic weapon that does M.D. damage in Mega-Damage environments, is +1 to strike and +1 to damage, and nearly indestructible. While trying to forge a weapon within the bowels of Dyval is all but impossible, there may be ways to capture some of this fire and return home with it. Many have tried in vain to get to the Valley of Fire in an effort to obtain but a single flame. That's all it takes once brought back to a forge. If the fire can be kept burning constantly, even getting down to hot coals, the magic fire remains indefinitely. The trick, of course, is finding a means to trap the fire, keep it burning, transport it out, and survive Dyval to get back home, all while facing hordes of Deevils. It is no easy task and many have made the trip to Dyval and paid for it with their lives.

Mephisto is aware of the power of the mystic fire and has a mystic forge in the basement of his citadel where basic magic weapons can be created and sold, traded or handed out as favors. Blade weapons are the speciality of the forge masters. Of course, Mephisto is quite stingy with his "gifts" of lesser magic weapons. Alchemy and other magic used in making mystic weapons can forge more powerful magic weapons, but this is seldom done because of the amount of time it takes and the fact that Mephisto will not let others, especially other Devil Lords, use his mystic fire or forge. Furthermore, it is Mephisto's minions who often leak the rumors about the magic fire to lure out-worlders into Mephisto's clutches for his own amusement or to be made into slaves.

The Fire Gates bar progress further north. Two massive, fortified walls, 100 feet (30.5 m) thick, run across the entire length

of the valley junction where it splits into two. Beyond these gates are the *Gardens of Inferno*.

The walls are 200 feet (60.9 m) tall and have pointed battlements and ramparts running along the top of their lengths. In the middle of the walls are two huge gates, each directly over a river of lava and each leading to one of the valleys on the other side. The Fire Gates seem to be made from some type of black metal that is burning hot to the touch, but never melts from the lava and heat below. Each gate has a drawbridge that is wider than the river, allowing travelers to approach from either side. On the sides of each gate are a dozen normal-sized Fire Jets that keep intruders away from the wall. The gates are all run by non-human slaves. Most Deevils find simple guard work boring and demeaning. If forced to do it, they do a poor job, so Mephisto has all but given up trying to man the post with Deevils or other infernals. Instead he has one of his lieutenants find inhuman, mortal henchmen and worshipers happy to serve their god, Lord Mephisto, and he puts a couple of Greater Deevils in charge to keep them in line. The stupid mortals see their post as special or even a reward for their dedication. As a result they are zealous about the duty. A fact that makes the Prince of Lies smirk. This arrangement works surprisingly well, and has served Mephisto for countless millennia. As zealous fanatics, most cannot be bribed to look the other way or let in outsiders.

The Greater Deevils in charge of the mortal rabble, on the other hand, *can* be bought, sometimes for as little as fresh food to a few bottles of booze. Such consumable bribes are best, as there are no gems, credits or tangible evidence of bribery for the Gate Master or Lord Mephisto to question. Thankfully, the Gate Masters – each Fire Gate has its own Gate Master – are slovenly cusses who leaves most of the oversight to the six Greater Demons (3 Beasts and 3 Horrors) in charge of the mortals, and the work to the devoted inhuman mortal worshipers. The Gate Masters only get involved when there is a serious problem or the gates fall under siege, which hasn't happened in 9,000 years. Should the Fire Gates fall under attack, the Gate Master can instantly summon 1D4x10 Fiends and 1D4x100 Deevils on Infernal Fire Sprite War Steeds to join the battle within two minutes. Meanwhile, mortal guards within the battlements that have magic horns can bellow out an alarm. If more defenders are needed, 2D6x100 Harpies led by 1D6x10 Dire Harpies by air and a dozen Lava Serpents by the river arrive two minutes later. An army of 10,000 Deevils, Devilkin and Fiends led by Beasts, Arch Fiends and Horrors can amass within 15 minutes! Furthermore, if the Fire Gates or his citadel were ever really in danger, Lord Mephisto is likely to take a direct hand and could teleport twice as many defenders to the Fire Gates in half the time. Mephisto is supremely confident that demons of Hades could not breach this far into Dyval, but he is prepared if they do.

Note: Each Fire Gate has its own Gate Master. The east gate is run by a *Horror* named **Trook** (9th level Greater Devil, Miscreant alignment). The other is a *Gigante* named **Maddax** (10th level Palladium Fantasy Soldier, Miscreant alignment) who runs the west gate. Each is lazy, selfish and greedy in his own right.

Apples of the Gods

Fire Orchards. Just beyond the Fire Gates, nestled within the twin valleys, are the Fire Orchards of Inferno. Each orchard covers a 10 mile (16 km) area and is a rather eerie sight: A forest of low trees without leaves, but each year a small number of the trees (6D6) bear fruit. There are no leaves, just several (5D6) golden apples (as in they look like metallic, gold apples) hanging from barren branches.

Aside from the trees, the only other distinguishing feature is the pools of boiling water. There aren't many, perhaps no more than a 100 in both valleys. Most of the water is oily and polluted, because of the volcanic activity. However, there are some that are palatable and safe enough to drink when the water is cooled. Servants from the Fire Gates often have the choice pools staked out.

Unlike the Fire Gates, several Devilkins and Fiends guard the orchards (often in disguise). They receive special incentives and favors from Mephisto and most are on the fast track up the chain of command. While Mephisto's official minions are Fiends and Arch Fiends, he often uses Deevils and Devilkins for various other assignments.

The Golden Apples of Dyval are the things of legend in many worlds, for whomever eats the fruit gains the power of a god. To be exact, a *Demigod*, and only *temporarily*. Any character who can make it as far as the Fire Orchards and eat one of the Golden Apples gains 1D6x10+80 M.D.C. (S.D.C. in S.D.C. settings), Supernatural P.S. and P.E., 4D6x10 P.P.E., and one of the following powers (based on the character's own desire and personality):

1. Limited Invulnerability: An additional 1D4x100+400 M.D.C. (or S.D.C. and a Natural A.R. of 17 in S.D.C. settings).

2. Shape Shifting: Can change into one type of animal once per day, per level of experience, for 2 hours per level of experience.

3. Super-Swift: +1D4 to P.P., +1D6x10 to Spd, and can leap three times the usual distance and height.

4. Flight: Can fly at will at a Spd of 3D4x10 for up to two hours per level of experience.

5. Turn Invisible at will: Duration 30 minutes per level of experience and can also see the invisible.

6. Super-Tough: +1D6 to P.E., +3D4x10 to M.D.C., resistant to fire, cold, poison and disease (all do half damage).

7. Fearless: +1D4 to M.E., +6 to save vs Horror Factor, +2 to save vs insanity, and +3 to save vs possession and mind control.

8. Energy Expulsion: Fires energy bolts from his hands or eyes. 1D6 M.D. (or S.D.C.) per level of experience at a range of 2D6x100 feet (61-366 m).

9. Super-Psionic Powers: All the abilities of two of the psionic categories (Healing, Physical or Sensitive), and 5 Super Psionic powers of choice.

10. Magic Powers: Has all the O.C.C. abilities of a spellcaster (pick one: Ley Line Walker/Wizard, Elementalist/Warlock, Ocean Wizard, Old Believer/Nature Magic, Shifter, or Necromancer), plus all level one magic spells for that magic O.C.C. and 20 spells of choice from levels 2-6.

11. Super-Healing: Bio-regenerates 2D6 M.D.C. (or Hit Points/S.D.C.) per melee round, resistant to cold or fire (half damage) and impervious to disease.

The Transformation to Demigod: The transformation is not instantaneous. It takes 2D4 days. Furthermore, the character suffers nightmares and feelings of paranoia and the transformation is physically and emotionally traumatic. Characters should roll to save vs insanity at -2. On a failed roll they must roll on the Random Insanity Table. A successful save means no insanity.

Duration: The power of a Demigod is long lasting but temporary: 6D6+24 days. When the powers start to fade (they vanish in 48 hours once the process begins) the character can maintain them by eating another Golden Apple. This can be maintained indefinitely as long as the fruit is available, except the duration for all subsequent transformations is 3D6+11 days.

Addicted to Power: Many people cannot handle going from mortal to god and back again. They crave physical power and 90% either seek more Golden Apples (super rare even in places like Splynn Dimensional Market and typically cost 4D4x10 million credits for a single apple when they can be found) or seek power by some other means – drugs, Juicer or M.O.M. augmentation, Bio-Wizard augmentation/Symbiotes, mutation/Gene-Splicing, super abilities, and similar. Cybernetics is not usually sought as it is mechanical augmentation and doesn't "feel" right. Those addicted to power who cannot find a substitute are -1 on initiative and all combat bonuses, -10% on all skills, and feel inadequate.

Note: Though nourishing, sweet and juicy, supernatural beings and creatures of magic gain *nothing* by eating the Golden Apples, nor do the Host, or Fallen Demons or Deevils. Their prior supernatural link excludes them. Only mortal flesh and blood creatures can benefit from these rare and magical fruits.

Sub-Regent Sooth Fire, Quickstats

For a Devilkin, Sooth Fire appears old. She has silver hair and dull hooves, and is rarely seen without her Entity Domination Staff.

Sub-Regent Sooth Fire has recently risen to the position of the *Orchard Keeper*. Mephisto chose her above others probably because of her experience. She is a loudmouth, arrogant Devilkin who is prone to too much drink. However, she is also cunning, a skilled liar, and a master of deception, as well as utterly ruthless in combat. Mephisto has promised her additional power in exchange for seeing to the safety of the orchards. The Sub-Regent has her own dreams of power so she is willing to do Mephisto's bidding, even if she'd prefer to be out in the Minion War causing chaos to demons.

Note: To keep Sooth Fire loyal and doing his bidding, Mephisto granted her an impressive range of psionic powers. Mephisto has promised to grant even more power to Sooth and if she serves him well, he has promised to promote her to Regent.

Real Name: Soothtyre Firelarr.

Alignment: Miscreant.

Race: Devilkin.

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

M.D.C.: 150 (On S.D.C. worlds Sub-Regent Sooth Fire has 48 Hit Points, 24 S.D.C., with an A.R. of 12)

Disposition: An arrogant loudmouth who sometimes doesn't know when to keep her mouth shut.

Experience Level: 8th level Devilkin.

Natural Abilities: As per all Devilkins.

Skills of Note: Intelligence, Surveillance, Demon and Monster Lore, all at 98%, and W.P. Staff (8th level proficiency).

Magic: None.

Psionics: All Physical Psionic powers. I.S.P.: 200. Granted to her when she became Sub-Regent.

Weapons and Equipment: Aside from her staff, she often carries a bag full of Splugorth coins valued at 1D6x1000 credits.

The Inferno Heart – Mephisto's Citadel

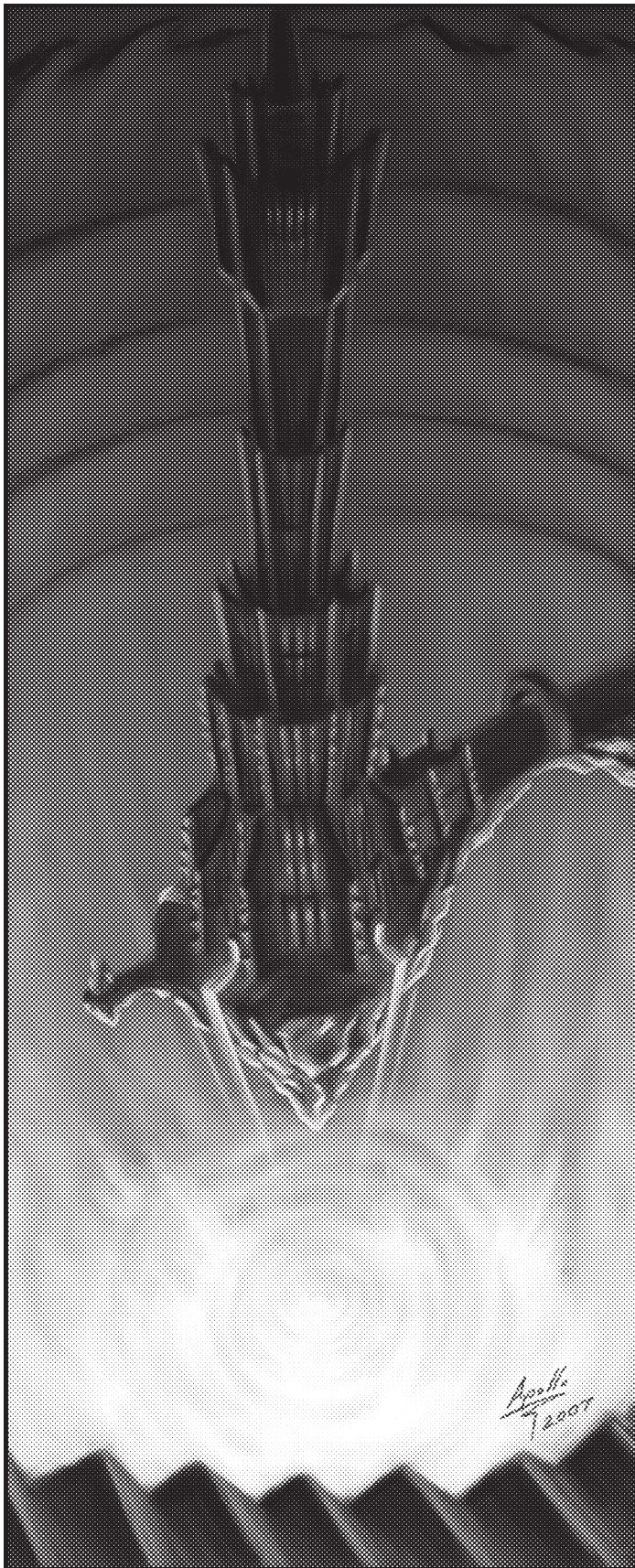
Traveling further north beyond the Fire Orchards is the *Inferno Heart*, the largest volcano in the realm. At 14,000 feet (4,267 km), the Inferno Heart can be seen for miles away. Smoke constantly billows from its lava filled caldera, making the mountain and the land around it constantly cast in shadow and darkness.

At the heart of the volcano is Mephisto's true lair. The citadel is a tall, imposing structure constructed of a black metal that has a sheen like obsidian. It is a massive fortress with walls 200 feet (61 m) tall and stops at the edge of a precipice at the top of the volcano; below is nothing but lava. The fortress has numerous towers and battlements in several levels that look like a series of tiers.

On the interior of the volcano is a narrow set of stairs that wind down in the smoking caldera. The stairs vary in size from as narrow as 10 feet (3 m) across to 100 feet (30 m). Along the way are landings located every 100 feet (30 m). Each landing has a statue of Mephisto in a different pose. It is at the landings that one is most likely to encounter a *Deevil*, *Devilkin*, *Shock Dragon*, *Fiend* or *Arch Fiend* coming or going from the citadel. The majority of his troops are Fiends and there are at least 200 at any given time in or around the citadel, but he also commands and uses other infernals, particularly those listed above.

Powers of Illusion. Like the other Deevil Lords, Mephisto's citadel possesses the standard powers and features for citadels of the Deevil Lords (discussed under *Dyval Prime*), as well as some unique abilities aptly suited to Mephisto. Being the symbol of *illusion* and *deception*, it is only appropriate that his citadels in both Inferno and Dyval Prime can project any type of illusion within their domain. The following spells can be cast using the citadel, only cost half the normal P.P.E. and duration and saving throws by victims are equal to a 15th level spellcaster. **Illusionary Magic of Mephisto's Citadel(s):** Aura of Power, Chameleon, Multiple Image, Reflection, Horrific Illusion, Apparition, Illusion Booster, Illusory Wall, Aura of Doom, Illusion Manipulation, Illusory Forest, and Illusory Terrain.

Mephisto can also give the same powers of illusion to as many as three of his trusted minions. This is done by bestowing the individual with one of his three, identical, rod shaped control crystals. Each crystal can be used to cast any of the spells listed



above, but spell potency is only equal to a 5th level spellcaster and the crystal contains 60 P.P.E. Any additional spellcasting requires the wielder to use his own P.P.E., ley line energy or some other P.P.E. source. Each crystal is 4 feet long (1.2 m) and has 100 M.D.C. (500 S.D.C. and an A.R. of 15 in S.D.C. settings).

Currently, Mephisto projects an illusion that his citadel at the base of the Inferno Heart instead of at the top of the volcano. Surrounding the illusion is a genuine army of Deevils, Devilkins, Fiends and Shock Dragons all eager to capture or destroy intruders. Captives and announced visitors are taken to the illusionary citadel where they and their captors walk through a large metal door. There is a momentary, blinding flash of light before they can see their surrounding. What captives and visitors do not know is that they and their escorts have just been teleported to the Grand Foyer of the *real* citadel. Such are the antics of the Master of Deception.

With the magic of the citadel, Mephisto is also able to project a 3D image of himself anywhere in the Megaverse. It is a means of two way communication and something he always uses when meeting with the other Deevil Lords. It annoys them to no end and scares the hell out of most mortals who see a hundred foot (30.5 m) tall manifestation of Mephisto towering over them. The illusion is just that, an illusion, and Mephisto cannot cast magic, physically attack or use any of his own powers through this means of communication. Still, it makes for an impressive display and most mortals cower in fear when they see Mephisto. The 3D projection only costs 30 P.P.E. if used in Inferno, 60 P.P.E. for anywhere else in Dyval, and 120 P.P.E. for anywhere in the Megaverse. The vision of Mephisto can also be any size up to 100 feet (30 m) tall. If used during a battle or some other type of life or death event, it may be appropriate to roll Mephisto's Horror Factor of 14.

Finally, the Inferno Heart is *impervious to fire and heat*. The citadel takes no damage from any type of fire, heat or plasma based attacks. Even fire based explosives only do one third their normal damage. Cold-based attacks, energy weapons, magic and most other weapons and attacks inflict their normal damage. The citadel has 130,000 M.D.C. (In S.D.C. worlds the Inferno Heart has an A.R. of 17 with 1.3 million S.D.C.)

The Real Inferno Heart

The main gate is on the side of the citadel near the lip of the volcano and facing the stairwell going down. The gate is guarded at all times by Fiends and lately there have been a dozen Shock Dragons there as well.

Inside the gates there is no courtyard, instead visitors are ushered into a **Grand Foyer** with vaulted ceilings 100 feet (30 m) tall. The foyer is large enough for at least 500 Deevil-sized troops. At the far end of the foyer is a grand throne built for Mephisto's giant frame. Tethered to either side of the throne is a Fire Scorpion, pets that make quite the impression when greeting guests and can be unleashed to attack if necessary. When Mephisto is to meet anyone, be they minions or allies, or conspirators he is scheming with, they always meet here. Consequently, Mephisto has an array of infernal guards stationed in the foyer (1D4+3 Arch Fiends, 2D6+3 Fiends, 1D6+6 Deevils, 1D4+1 Devilkins and 1D4+1 Naga Deevils). Mephisto is not one to take outsiders any deeper into his personal sanctuary than necessary, so most audiences end here and visitors leave through the same door they came in. If they want to wait for an answer, petition another audience with Lord Mephisto or hang around for any reason, they must wait at the base of the volcano. Of course, exiting the Grand Foyer, there is another flash of

light, and they appear outside the illusionary Inferno Heart at the base of the mountain.

The Inferno Heart Citadel has 27 levels which includes the numerous battlements that rise above the main structure.

Level 27 is Mephisto's personal domicile. From here he can survey all of Inferno and what an impressive sight it is. Just below the battlement is a dedicated Alchemist lab. All kinds of exotic components can be found here as well as several tomes of forgotten knowledge that Mephisto is studying. He has numerous tomes on lost magic, as well as forbidden knowledge from various worlds, but a large number from the Palladium World.

Level 24 is a floor of large meeting chambers and private quarters. This is where Mephisto's primary Retribution Squad meets. Mephisto likes them close by in case he needs them immediately, which is often the case. The area is lavishly decorated with murals of the Deevils' deeds which often depicts disturbing scenes. Each of the Deevils is given their own private room. There is also a large staging area that has a large dimensional portal for troop movement. It can send a platoon of infernals to any location in Inferno or directly to Dyval Prime.

Level 20 is a large throne room. It is rarely used mostly because Mephisto meets most visitors at the Grand Foyer. However, sometimes when a particularly important individual is expected, such as Lord Sahtalus, or Mephisto just wants to make a grand display, he'll meet them in his throne room.

The throne is the centerpiece of the room. It is constructed of marble and is studded with onyxes and several dark colored gemstones. On the armrest, are two ivory horns that protrude out and the back of the throne has several exotic skulls with a dragon's skull in the center and various demonic skulls on either side. The throne is also built for his large 16 foot (4.8 m) tall frame. It is a valuable piece of treasure that could easily fetch 4-5 million credits from the right party. In the middle of the throne room is a pair of concealed trap doors. Connected to the throne is a lever that can activate one or both of them. Both lead to massive cages containing 1D4 Fire Scorpions who are always looking for a meal.

Level 13 is notable because it is where Mephisto's most trusted infernal servants reside – mostly Arch Fiends and Fiends. The level has a small staging area as well as a small portal room from which they can embark on their missions.

Levels 10 and 11 are a maze of conventional living and meeting rooms left purposely empty and only used when Mephisto has a need for them.

Level 5 is someplace Mephisto calls his "House of Mirrors." A place where he can fool his enemies, rivals and comrades alike. For example, Lord Sahtalus has tried to assign 12 Beasts to each of his Deevil Lords and Ladies as elite guards for their own protection. Everyone knows they are meant to spy on the rulers of Hell so Sahtalus knows what all of his "subjects" are up to. The fifth level of the Inferno Heart is a grand illusion that pretty much runs itself. In the illusion, Lord Mephisto has the Beasts (and others) following him around in circles, meeting with unlikely allies, such as the Splugorth, and other creatures of chaos. This is to give Lord Sahtalus false information, keep Sahtalus in the dark, allow Mephisto to do as he damn well pleases, and to provide Mephisto with non-stop entertainment.

This trickery amuses Lord Mephisto to no end, and he likes watching the Beasts chase their own tails trying to keep up with an illusion of himself that has been going non-stop for several hundred years. (**Note:** Mephisto can watch everything that transpires in the House of Mirrors from a viewing chamber filled with large mirrors located in his domicile on Level 27.) Once in a while, Mephisto steps in if only to throw them off, always appearing where, his illusionary doppelganger was standing a split second before. (The Prince of Lies can step in and out of his illusions of himself at will.)

Most of Mephisto's minions know to avoid Level 5. His most trusted lieutenants know the reason, but to most others it is a place that is just off limits. *Anyone* stepping into this level will be caught up in the illusion and won't be able to tell reality from fiction. Even when it appears that you're going up or down the various levels in the Inferno Heart, it is still part of the illusion of Level Five. And that's part of the trickery, for there are some real Deevil minions on the floor, but one cannot tell which are real and which are illusion. The only things known to be real on the whole level are Sahtalus's 12 Beast bodyguards who are supposed to be with Mephisto.

Levels Four and Nine are massive armories with weapons and armor. Both contain weapons and equipment for his minions. One third are minor magic weapons forged in the magic fire of the Valley of Fire.

Level Three houses Mephisto's mystic forge and several large storage rooms, some containing metal and tools for making magic weapons, others to store them.

The rest of the Inferno Heart, other than the dungeons, are massive shrines dedicated to Mephisto that can be used for gatherings and parties, though the paranoid and untrusting Mephisto rarely ever hosts such events.

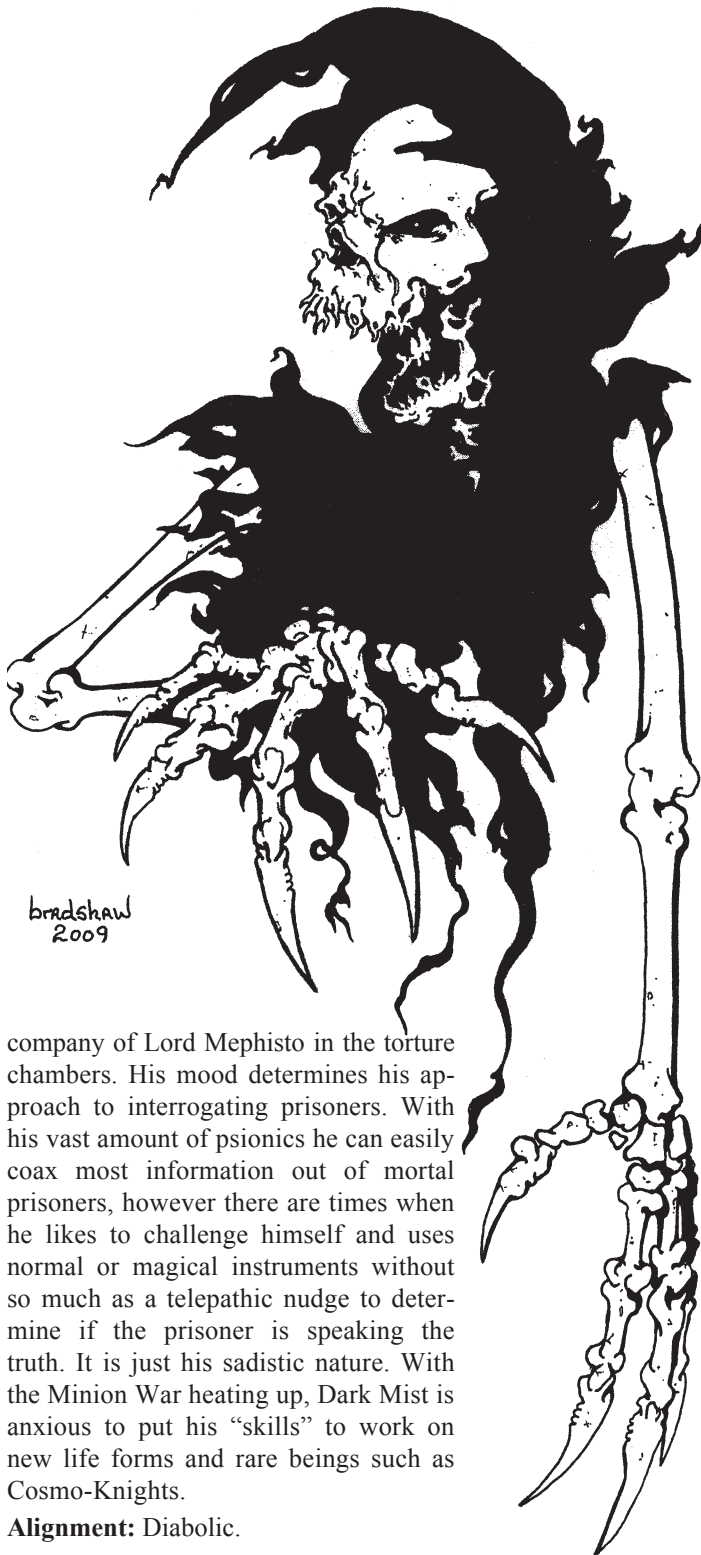
Inferno Heart's Dungeons

Six levels are dedicated to holding prisoners from simple mundane humans and D-Bees to supernatural creatures and creatures of magic, including Elementals, Spirits of Light, dragons and even a human whose title of *Defiler* has earned him a special place close to the torture chambers. All the necessary precautions are built into the prison to prevent these beings from using most of their supernatural abilities, however these countermeasures are not discriminatory and affect all who enter, even Mephisto. That's why this level is the most heavily guarded section in his citadel and several Arch Fiends oversee it.

Sub-Regent Dark Mist is in charge of the prisoners, and he has a small detachment of Fiends and Arch Fiends under his command. When he's not torturing or having prisoners tortured for his own pleasure, he is interrogating them, trying to glean any useful information that he can pass on to Lord Mephisto.

Sub-Regent Dark Mist, Quickstats

Dark Mist happily volunteered to work in Mephisto's private dungeon, and he absolutely loves his job. While torturing mortals is fun for any of the wicked infernals of Dyval, most don't care to be cooped up inside a citadel with little, if any, real combat action or devilish fun in the worlds of mortals. Not Dark Mist. He takes great pleasure in torture, and even enjoys the



company of Lord Mephisto in the torture chambers. His mood determines his approach to interrogating prisoners. With his vast amount of psionics he can easily coax most information out of mortal prisoners, however there are times when he likes to challenge himself and uses normal or magical instruments without so much as a telepathic nudge to determine if the prisoner is speaking the truth. It is just his sadistic nature. With the Minion War heating up, Dark Mist is anxious to put his "skills" to work on new life forms and rare beings such as Cosmo-Knights.

Alignment: Diabolic.

Race: Deevil Wraith.

Attributes: I.Q. 23, M.E. 17, M.A. 18, P.S. 24, P.P. 12, P.E. 22, P.B. 24, Spd 16.

M.D.C.: 105. (On S.D.C. worlds Sub-Regent Dark Mist has 44 Hit Points, 54 S.D.C., – no A.R. as Wraiths are ethereal by nature.)

Disposition: Sadistic and cruel, Dark Mist loves to force his will on others, break prisoners emotionally and physically, inflict pain and suffering, and to add insult to injury, has a sarcastic and demeaning wit.

Skills of Note: Interrogation Techniques 84%, Demon and Monster Lore 89%, and Intelligence 81%.

Experience Level: 6th level.

Weapons and Equipment: He has access to many implements of pain that inflict simple mundane damage to items that can even make a demon wince.

Description: A ghostly black specter that hovers and can move through walls like he moves through the air.

Note: Sub-Regent Dark Mist only oversees the prison levels in the Inferno Heart Citadel, not the Infernal Prison in the north-east.

Detention Block, Section AA

Sub-Regent Dark Mist is nothing if not organized and he has the cells ordered into different categories. For instance, Cell Block AA is his designation for extremely dangerous and powerful beings that are creatures of light or at the very least, good. Among the prisoners on this level, there are three especially worth mentioning. They occupy cells AA-21 through AA-23.

Fast Finger Lenny, Quickstats

Fast Finger Lenny was a master safecracker back on his home, an alternative dimension of Earth where superbeings exist. Lenny started his career as a super-villain, but the guilt weighed on him so badly he soon quit a life of crime and became a superhero . . . sort of. Lenny was more of a Robin Hood who stole from *supervillains* and kept the loot for himself. Sure, he gave some money to charities as an anonymous doner, but he liked living in style. His criminal specialty was using his power and skill as a thief to break into a villain's hideout and secretly sabotage their security systems to allow "heroes" easy access. He would then rob the villain blind, then leave an anonymous tip for the "heroes" where they could find their nemesis or his secret base. FFL also freed kidnap victims and imprisoned heroes, but always in a way that kept his identity and direct involvement secret. Unfortunately, his last job did him in.

Fast Fingers broke into the super-fortress of a villain known as *Vile-D*, a crackpot trying to bring about Armageddon with a nuke he had stolen from the U.S. military. A special, experimental nuclear device ten times more destructive than the most powerful tactical nuke on the planet. As *Vile-D* prepared to unleash the device on a South American country to exasperate an already tense situation, Fast Finger Lenny did his part to stop the madness by sabotaging the nuke and stopping the tragedy. *Vile-D* traced the intervention back to Lenny. The villain had planned to kill him when he thought a better punishment would be to let Lenny rot in Hell, literally! Lenny was captured, knocked out and woke up in Lord Mephisto's dungeon, where the unsung superhero is beaten and tortured daily. His jailers take great delight in breaking his long, delicate fingers which have become gnarled and deformed from the multiple breaks they have received.

Alignment: Unprincipled.

Attributes: I.Q. 14, M.E. 21, M.A. 5, P.S. 42, P.P. 21, P.E. 12, P.B. 10 (used to be 15), Spd 22.

M.D.C.: Not applicable. **Hit Points:** 50. **S.D.C.:** 45.

P.P.E.: 25 points.

Disposition: Lenny is pretty beat up, but retains a positive, defiant attitude his jailers despise. He even cracks jokes while they are torturing him. Most of the jokes are lost on his Deevil and Fiend tortmentors, and only result in more pain for poor Lenny, but it gives him greater resolve to make these villains pay.

Experience Level: 8th level Mutant.

Super Abilities (Minor): Superhuman Strength, Clock Manipulation, Multiple Limbs (has an extra pair of arms), Power Channeling, and a Heightened Sense of Touch.

His jailers don't know it, but Lenny can come and go from his cell at will, and could escape any time he wanted to. He's been sneaking around the dungeon and is slowly trying to map out the citadel as part of a plot for revenge. He looks forward to the day he can undermine one of Mephisto's schemes before escaping with part of the Deevil Lord's fortune (or magic item). That revenge might involve exonerating Lady Rhada (to some degree) and showing Mephisto for the lying brigand he is.

Skills of Note: Basic Electronics 90%, Climbing 90%/80%, Concealment 64%, Escape Artist 80%, Forgery 70%, Juggling, Palming 75%, Pick Locks 85%, Pilot: Hover Vehicles 90%, Prowl 75%, Safe Cracking 72%, W.P. Handguns, W.P. Knife, and W.P. Paired Weapons.

Description: Lenny would look completely human if it wasn't for the extra pair of arms and hands. In addition, all of his hands and fingers are long and delicate, providing a bonus for delicate work which are suited to his occupation.

Weapons and Equipment: Other than a few rags for clothes, he has managed to steal a small silver dagger (1D4 damage), and fashion a set of lock picks from bone fragments in his cell. He also has a ball of string, a thin bound book with 100 blank pages, a piece of charcoal and two pencils, all of which he is using to map the dungeon and citadel. The book and writing utensils were taken from the belongings of another prisoner brought in for interrogation. The items are hidden in another room. **Note:** Unknown to Lenny, the book was intended to be a spell book, the pages have runes making the paper indestructible and the leather binding is made from the hide of a dragon, all of which gives the tome special magic properties the would-be hero has yet to discover. Namely, he can focus on any one location on one of his maps and teleport to it! Since he has made the maps and been to each location, the teleportation is flawless and costs only 10 P.P.E. Anyone else would have to spend 150 P.P.E. and have a 90% chance of success. Lenny can teleport two others with him by touching them.

Chase (Spirit of Light), Quickstats

Chase has been on a quest to find his long-time friend and fellow spirit of light, *Salaya*. They have been friends and allies for countless eons. Chase heard rumors that a Seraph was captured and taken prisoner in the Minion War, but his source didn't know if it was Deevils, demons, or some other force who had her. Chase has been searching high and low for her and came across the *Tree of Darkness* in Germany's Black forest on

Rifts Earth. He was hoping to capture one or two demons or Deevils (he didn't care which) and try to determine where his friend had been taken. To Chase's surprise, there weren't a few Deevils lurking about the Tree of Darkness, but several thousand! Needless to say, he was the one taken prisoner. However, the Cheruu sees this as good fortune as he has come across a heroic Cosmo-Knight and a strange little human who seems to have a good enough heart. Now all he has to do is get out of prison to continue his search. He has concluded that Salaya is not in Dyval, because Mephisto boasts about having the only "live" *Spirit of Light* in captivity. Once Chase escapes (yes, he's an optimistic little fella), as much as he would like to continue his search for Salaya, he feels that something is very wrong and he is bound and determined to get to the source of it. There were far too many Deevils concentrated in one location and he keeps hearing rumors about how Dyval was attacked by Hades Demons! This requires further investigation because he fears what would happen if Hades and Dyval were truly and finally committed to all-out genocide!

Alignment: Scrupulous.

Race: Cheruu, Creature of Light.

Attributes: I.Q. 25, M.E. 29, M.A. 35, P.S. 45, P.P. 27, P.E. 31, P.B. 51, Spd 60, flying 150.

M.D.C.: 450 (On S.D.C. worlds Chase has 310 Hit Points, 93 S.D.C., and an A.R. of 10.)

Disposition: Kind, caring and protective of mortals. He, like fellow prisoner Luke Kingsford, won't leave unless he can take as many mortals with him as possible.

Skills of Note: Demon and Monster Lore 98%, Pick Locks 84%, Palming 84%, and Escape Artist 80%.

Experience Level: 11th level.

Description: He looks like a three foot (0.9 m) tall infant with white wings and yellow flames for eyes. In his current state, Chase is covered in *Mystic Leeches* which drain his magic energy.

Weapons and Equipment: None.

Note: Chase is contained in some type of energy cell and it seems that only Sub-Regent Dark Mist has the key, so there appears to be no way out for the little Cheruu.

Cosmo-Knight Luke Kingsford, Quickstats

As is evident by Fast Finger Lenny's incarceration, the Minion War is spreading across the Megaverse at a frightening pace. Luke was traveling with a small group of adventurers hot on the trail of slavers in the *Three Galaxies*. What he and his comrades didn't realize was the slavers' cargo was headed for a *Deevil space station!* The station looked deceptively normal, until they were jumped by Deevils and other lesser minions. Even with the Cosmo-Knight's incredible powers, they were outnumbered and overcome by the infernals. He would have been killed had it not been for the station's commander who recognized the prize she held. Seeing advancement in her future, the Cosmo-Knight was transported to Inferno and has been here since the early days of the war. When not being tortured or beaten, he is trying to coordinate an escape plan with Lenny and Chase in which they can all escape at the same time. However, unless they have some

outside assistance, it looks like they will have a long stay ahead of them.

Alignment: Scrupulous.

Race/Occupation: Cosmo-Knight!

Attributes: I.Q. 20, M.E. 18, M.A. 20, P.S. 46, P.P. 20, P.E. 20, P.B. 13, Spd 50.

M.D.C.: 265. (On S.D.C. worlds Luke has 165 Hit Points, 100 S.D.C., and an A.R. of 14.)

Experience Level: 2nd level.

Disposition: Honor and nobility are personified through Luke's actions and words. One of the reasons he has not yet tried to escape himself is he wants to help free the other innocent prisoners too. He is not likely to attempt an escape without trying to save as many as possible.

Skills of Note: Demon and Monster Lore 46%, Navigation: Space 66%, Paramedic 51%, and W.P. Blunt.

Description: Blue eyes and dirty blond hair that has grown long with imprisonment. He is beginning to accumulate numerous scars because of the magic implements used in his torture. His regenerative abilities are all but negated by the mystical manacles placed around his wrists and ankles, leaving him to heal like a normal human.

Weapons and Equipment: None at the moment. His Cosmic Morning Star is locked up in the citadel.

Note: Magic is preventing Luke from summoning his cosmic armor, and his weapon has been confiscated by Mephisto. He has been given magic manacles that prevent the use of his other abilities. Should the manacles be removed he will regain all of his powers within 2D4 melee rounds. There is a possibility that Lenny might be able to pick the locks on the manacles, however it would require at least 2D6 minutes of effort per each manacle, and they fear there may be a mystic alarm on the magic chains that would alert the jailers.

Detention Block – Section BB

Detention Block BB is composed of supernatural creatures on the evil, insane and chaotic side. Unlike those in Block AA, these prisoners will do anything to escape and don't care about the consequences to the other prisoners. They are also likely to cause a lot of damage in their escape. So, a few extra precautions have been taken to keep these prisoners under control. At the present time, there are a dozen prisoners and each is seething and plotting against their jailers. These numbers are also likely to increase, especially with demons and their minions. The following prisoners occupy cells BB-01, BB-05, and BB-12 respectively.

Prince Agonizer Fury, Quickstats

Prince Fury was the demon in charge at Devil's Cross. He had a force of almost 5,000 warriors and 1,000 Greater Demons, and they were caught with their pants down during a Deevil sneak counterattack. He fought well, slaying hundreds of Deevil minions, but in the end, he was taken prisoner. He hoped he was going to die, but the Deevils saved him to ensure they could get all the information they could out of him. Prince Fury held out for a long time, but he finally broke and told his Deevil captors all he knew about demon deployments and strategies planned

for the Minion War. Broken, he is a greater threat than ever, as shame and anger make him yearn for bloody revenge.

Alignment: Diabolic.

Race: Brek-Shall Greater Demon.

Attributes: I.Q. 14, M.E. 10, M.A. 12, P.S. 41, P.P. 18, P.E. 24, P.B. 3, Spd 20.

M.D.C.: 3,000. (On S.D.C. worlds Prince Fury has 104 Hit Points, 200 S.D.C., and an A.R. of 14.)

Disposition: Fury is a combat junkie whose answer to everything is "let's duke it out!" He pushes his troops and himself to the limit and doesn't know when to give up. He held up under torture for so long, even his jailers almost gave up hope of ever breaking him. These days he is lost in shame and hatred. All he contemplates is escape and taking Mephisto's citadel down when he does.

Experience Level: 9th level Brek-Shall.

Skills of Note: Detect Ambush 75%, Detect Concealment 70%, Intelligence 72%, and Tracking 60%.

Description: A large, red-skinned demon, but instead of dreadlocks, he has a Mohawk. Currently his red skin is covered with blisters and sores because of torture and conditions in his cell.

Weapons and Equipment: None currently. He had a bone flamberge that had the following magic properties: Extra Damage, Super Sharp, and Infectious Wounds. The sword is giant-size and does 5D6+4 M.D.

Note: To contain Prince Fury, he has been placed in a cell that utilizes cold. The interior of the cell is always cold, keeping him relatively sedate, sluggish and uncomfortable.

Flick the Fire Elemental, Quickstats

Flick is the victim of unfortunate circumstances. Traveling in his natural energy form he came across Inferno by accident. Inferno looked like the Plane of Fire and Flick decided to take on a physical form to explore his surroundings. Unfortunately, he picked Inferno Heart to manifest himself. Mephisto saw an opportunity to do a little fishing and snagged himself a Fire Elemental. It seemed like an intriguing find and it is a creature he has wanted to experiment on for some time. Mephisto grew tired of calling the Elemental, "it," so he named him *Flick*.

Alignment: Anarchist.

Race: Major Fire Elemental.

Attributes: I.Q. 6, M.E. N/A, M.A. N/A, P.S. 32, P.P. 24, P.E. N/A, P.B. N/A, Spd 80.

M.D.C.: 6,000 under normal conditions, but magic saps his strength (1,200 M.D.C., and attributes are halved). (On S.D.C. worlds Flick has 2400 Hit Points, 2,000 S.D.C., and an A.R. of 14.)

Disposition: Before his imprisonment, Flick was a happy go lucky Elemental with not a care in the world. However, now he wants out and can't get in touch with his other Elemental brethren and he doesn't quite understand the situation he's in.

Effective Level: Not applicable.

Skills of Note: None.

Description: A large pillar of flame that sometimes takes on a vaguely humanoid appearance.

Weapons and Equipment: None, ever.

Note: Flick is kept in a unique magical cage that saps his strength and has thick walls made of flowing water. Mortals could easily pass through the water, however, a being composed of fire can not. Even if he were at full power, the magic that keeps the liquid formed in the shape of a box on all sides is far too strong. However, Flick is able to sense a little brother nearby. Perhaps this little brother (a Warlock) would help him.

In-Kev, Temporal Raider, Quickstats

For years, In-Kev was successful at his trade, Dimensional Raiding. He primarily worked in the *Three Galaxies*, but he also had a safe house on *Wormwood*. He and his team, which consisted of a mix of Temporal Warriors and Wizards, would use their magic and dimension spanning abilities to steal from just about everywhere. They've been to many major nexus points in the Megaverse, including Rifts Earth, particularly *Splynn*, where there is an active bounty for their capture. In-Kev has amassed a small fortune which is hidden away on a remote planet in the *Thundercloud Galaxy*.

In-Kev's big mistake was to think he could break into a Deevil Lord's citadel and rob him blind. He even picked Rhada's citadel because his sources informed him that she was currently out of favor with the rest of the Deevil Lords, and rumors further suggested that she was imprisoned. In addition, the team could use the Fenry gathering around to cause a distraction. Little did they know that Mephisto's forces occupied Rhada's citadel, and the team was overwhelmed and captured. Several were killed in the battle with the Deevils, while at least half of the team was imprisoned. It has been some time since their capture, and most of the other team members have been killed in the interrogation chamber. In-Kev believes only one of his teammates managed to escape, and he is hoping he will execute a rescue any day now. Even In-Kev knows this is wishful thinking, but it helps him keep his sanity.

Alignment: Miscreant.

Race: Temporal Raider.

Attributes: I.Q. 20, M.E. 17, M.A. 11, P.S. 21, P.P. 19, P.E. 20, P.B. 11, Spd 24.

M.D.C.: 270. (On S.D.C. worlds In-Kev has 120 Hit Points, 150 S.D.C. and an A.R. of 14.)

Disposition: Brash, quick to take action and angry. This attitude has earned him many visits to Mephisto's torture chamber.

Effective Level: 12th level Temporal Raider.

Skills of Note: Lore: Dimensions 86%, Lore: Demons and Monsters 86%, Lore: Magic 86%, and Intelligence 82%.

Description: Silver colored plates cover his body. He had a cape and armor, but they have long since been destroyed.

Weapons and Equipment: None, and all that he had was confiscated. He had a Greater Rune Weapon called the *Staff of Time* which he can still sense somewhere nearby. At his hide-away, he has at least 20 million credits worth of gold and gems, and a number of other items that could get him another 50-60 million credits. That's assuming he can ever escape, and that his team member who escaped hasn't cashed it in for himself.

Note: In-Kev believes that one of his teammates may have escaped and he is hoping to be rescued.

The Vault of Mephisto

Over the years, Mephisto and his minions have captured many heroes, villains and enemies. Many were powerful in their own right and had a variety of valuable possessions when they were captured or slain. Many of these items were powerful weapons and magic items that are kept in Mephisto's treasure vault on **Level 26**. The treasure trove is rumored to rival even the mighty *Splugorth Lords*.

The vault is protected by a series of wards on the main entrance, mostly those that inflict by area effect as well as a few alarm wards. The wards are set to include Mephisto and the vault's guardians, a *pair* of oversized and souped-up Fire Scorpions. These creatures are kept in a nearby cage and a special sequence of wards can open the cage releasing them. They are a special variety of Fire Scorpion that Mephisto had Diabolus modify to his liking.

Fire Scorpion Guardians: These Fire Scorpions have been modified in the Bio-Vats by Diabolus to boost their I.Q. to 7 (low human equivalent) so they can be given rudimentary commands and communicate to a limited degree. Each has also been made tougher. Mephisto uses them to guard his treasure vault and dispose of unwanted visitors and thieves. **Note:** They look just like regular Fire Scorpions, but are smarter, 50% bigger, have a Supernatural P.S. of 40, P.P. 24 and 400 M.D.C. These creatures are treated like pets by Mephisto, who is always dropping an unsuspecting human into their midst for them to feed upon. The pair attack anything that moves.

A Few Notable Magic Items in the Vault

The following are but a tiny sampling of the items locked away in Mephisto's vault. Game Masters should feel free to substitute their own creations. They could even lead to a quest to retrieve the item itself. For ideas on additional items, Game Masters may wish to check out the **Rifts® Adventure Sourcebook, Chi-Town Burbs™: The Black Vault™** which has 101 magic items to choose from.

Staff of Time – Greater Rune Weapon: This is a simple looking metallic blue staff covered with silver runes. The only thing that stands out is the silver clock in the middle of the staff that appears to be an embedded pocket watch. The watch always has the correct time, even when traveling to different dimensions. The owner can set the watch and base time on their native dimension, or switch to their current dimension.

- The staff has an I.Q. of 14.
- Alignment: Anarchist, and not too picky about its owner.
- 4D6 M.D. when used as a blunt weapon.
- Spells: The Staff of Time can cast the following spells, but must draw from its P.P.E. base in order to do so. All spells are cast at 7th level. Attune Object to Owner (30), D-Phase (20), D-Shift 2D (25), Remote Viewing (45), Time Warp Fast Forward (70), and Temporary Time Hole (100).
- Base P.P.E. 200 and regenerates 10 per hour.
- Once the staff has been attuned to its owner, he can summon the staff from anywhere in a given dimension for 30 P.P.E. It

can even be summoned from across dimensions, but this requires the owner to spend 90 P.P.E.

- Indestructible and has all the other basic properties of a Greater Rune Weapon.

Note: As the staff is located in Mephisto's vault, the Mystic Power Drain wards negate any of its powers. The staff was acquired from In-Key, who now resides deep within Mephisto's prison.

Eagle Eye Map: This unusual artifact dates back to a war that spanned thousands of years on another world. The item is an map case carved out of ivory and covered with ornate decorations that depict an eagle flying across different terrain. Inside the case is a blank magic parchment. Upon removing the scroll from the case, the scroll magically floats into the air, unfurls, and a thin beam of blue energy fires from the scroll case at the scroll. The beam of light moves around as if some invisible hand were directing a laser pointer to draw, in glowing blue energy, a map of the surrounding region! In a matter of 1D4 minutes, a very detailed area map depicting a 100 mile (160 km) radius is drawn on the parchment. When the map is finished the light show stops, and the magic parchment floats to the ground. On the paper is an accurate, to scale, black and white map showing all geographic features in detail, including any local towns and communities. The map can be used indefinitely, as long as the parchment is kept outside of its case. Returning the scroll to its case wipes it clean.

- Limitations: A new map is created when the scroll is removed from its case, however, a new map can only be created *twice per day* (24 hours). Furthermore, the magic only maps surface areas above ground, and not dungeons, subterranean tunnel or cave network, nor the interior of buildings. If used in a city, the map does not show every city street, only a few main arteries and the surrounding area.

The parchment does not work without the case, and if one is destroyed or lost, the other is useless.

- Value: 250,000-500,000 credits in a place like the Splynn Dimensional Market, possibly more. Rare.

Alchemist's Chest: The chest was recovered by a group known as the Chaos Legion from an Alchemist on another world. The chest contained a minor tome that had numerous Deevil names collected in it. The Chaos Legion learned of this book because the Alchemist was foolish enough to summon one of the Deevils. The Deevil was subsequently slain and his essence brought back to Dyval by sheer happenstance. While it was a considerable amount of time (roughly ten years), the Deevil was able to remember the Alchemist who summoned it and where he was located. Fortunately for the Chaos Legion, the Alchemist was still in business. In the middle of the night, the Legion struck, and despite a formidable battle by the Alchemist, the mage was captured, his secrets tortured out of him, and he was eventually slain and *all* of his possessions brought back to the vault within the Inferno Heart.

The powers of the chest: The chest is similar to a Dimensional Pocket. Items do not rattle or roll around the chest, making it seem empty. In fact, unless the command word is given, the chest appears empty when opened. The chest is small, only two feet (0.6 m) wide by three feet (0.9 m) long. A chest of this size normally could hold 100 pounds (45 kg). However, the al-

chemist chest can hold 5 times that amount, an impressive 500 pounds (225 kg) in gold, loot, gems, weapons and even armor can be stored. The last ability of the chest is that it can walk! The chest has four short legs, and when commanded to do so, it can move at a Speed of 10. The chest can also open and close by itself. This means it can refuse to open for people it does not recognize, and no attempt to pick lock or force it open works. When ordered to open by its recognized owner(s) it complies. The chest can also be told to disgorge one specific item, some, or all of its contents, and does so by tipping over. Small, breakable items might be destroyed by such an action.

- The chest has 1,500 M.D.C. (700 S.D.C. with an A.R. of 16). Depleting the M.D.C. destroys the chest and all of its contents are likely to be lost, ejected into the Astral Plane or some remote dimension.
- Value: Rare and unique, it could fetch 4-6 million credits in a place like the Splynn Dimensional Market.

Bracers of Defense: These odd looking bracers are clearly of alien design, or crafted by a long forgotten magic. They appear to be made of silver and curl around the forearms from the wrists up to the elbows. They don't appear to offer much protection to men at arms and they seem delicate and fragile, possibly suited to a practitioner of magic or priest.

- The bracers register as magic and can be activated three times per day with but a thought (still counts as one melee action). When activated, they confer to the wearer bonuses of +1 on Perception Rolls, +3 to parry, +2 to disarm and entangle, +2 to pull punch, and +60 S.D.C. and +2 to Armor Rating (of the character himself or the armor he is wearing) in S.D.C. worlds. (In Mega-Damage environments the bonuses apply and a 60 M.D.C. force field surrounds the individual.) The magic lasts for 15 minutes per use.
- The Bracers are crafted of a magic material that has 170 M.D.C. per bracer (200 S.D.C. with an A.R. of 18), but only take damage if directly targeted. The only way to repair them is via magic with a spell like Mend the Broken. Both bracers must be worn in order for the magic to work.
- Value: 1-2 million credits at a place like the Splynn Dimensional Market.

Bracers of Offense: These bracers are full metal cuffs that clasp onto the arm from the wrist to short of the elbow (covers most of the forearm). They must have been crafted by the same maker as the Bracers of Defense because the magical filigree on the insides of the bracers is nearly identical. The Bracers of Defense look like they belong on a warrior.

- When activated, they provide the wearer with +1 attack per melee round, +1 on initiative, +3 to strike, +1 to parry, +6 to the user's P.S. attribute, and +30 to Hit Points. (In Mega-Damage environments the bonuses apply and a 30 M.D.C. force field surrounds the wearer.) The bracers can be activated three times per day and last for 15 minutes.
- These bracers were designed for heavy combat and as a result, are much tougher than the Bracers of Defense. These bracers have 350 M.D.C. (500 S.D.C. with an A.R. of 19 in S.D.C. settings) and are only damaged when specifically targeted. The bracers can only be repaired by magic, and both bracers must be intact for them to work.

- Value: 3-5 million credits at a place like the Splynn Dimensional Market.

Notable Minions

Regent Bone Wraith

Bone Wraith has served Mephisto for Millennia. He is his chief general who assembles legions of Fiends and Arch Fiends to carry out Mephisto's will. He is also in charge of Mephisto's lesser Minions – Deevil, Host and non-Deevil. Bone Wraith is keenly aware that those on Lord Sahtalus' War Council (described in *Grim Mortis*) are all devoted to the Supreme Lord of Dyval and that Mephisto's minions are mere fodder in the Minion War. The Regent is one of the beings who has convinced Mephisto that he should be the Supreme Ruler of Dyval. To this end, Bone Wraith engages in many political campaigns and acts of treachery to gain support for his master. This includes events surrounding Lady Rhada. In fact, he has been actively trying to convince the Fenry of Tundra to leave that weak fool Rhada and join the true strength and vision of Mephisto. He makes frequent trips to Tundra hoping to find Regent Ferringer, as Bone Wraith's spies say that he is back in Dyval. He has yet to find the Fenry, but he believes he can talk some sense into the Regent. If not, well, perhaps a show of force will convince the Fenry otherwise. If that too should fail, then maybe his usefulness is at an end.

True Name: Bones of Agony.

Race: Arch Fiend.

Alignment: Miscreant.

Attributes: I.Q. 19, M.E. 18, M.A. 19, P.S. 38, P.P. 20, P.E. 24, P.B. 12, Spd 26.

M.D.C.: 760. (On S.D.C. worlds, Bone Wraith has 35 Hit Points, 47 S.D.C., and an A.R. of 15.)

Horror Factor: 15

Height: 15 feet (4.6 m).

Weight: 1,000 (450 kg).

Age: Unknown, but he has been with Mephisto for countless millennia.

P.P.E.: 660

Disposition: Evil, obsessive, cunning, cold and calculating. He is suspicious of everyone and has spies and informants everywhere. The Regent is usually always one step ahead of his opponents and ruthless in both politics and combat. He also has a streak of paranoia that causes him to worry that others may try to take his position or undermine Master Mephisto. Bone Wraith is 100% devoted to Mephisto and his quest to become Supreme Lord of Dyval.

Natural Abilities: Nightvision 90 feet (27.4 m), see the invisible, metamorphosis at will (human and animal), dimensional teleport 98%, resistant to fire and cold (takes half damage), bio-regeneration 4D6 M.D.C. per melee, and magically knows all languages. As a long-time Regent to Mephisto who has served loyally, he has been granted the following powers; Arcane Power, a boost to his P.P.E., and a boost to his M.D.C.

Skills of Note: Climb 98%, Concealment 83%, Escape Artist 98%, Horsemanship: Exotic Animals 95%/85%, Literate in Dragonese, Atlantean, and Splugorth 98%, Lore: Demons and Monsters 98%, Lore: Magic 90%, Intelligence 98%, Interrogation Techniques 95%, Land Navigation 98%, Locate Secret Compartments/Door 85%, Math: Basic 98%, Palming 95%, Pick Locks 98%, Prowl 95%, Streetwise 89%, and Track Humans 98%.

Vulnerabilities/Penalties: He is vulnerable to weapons made of iron.

Experience Level: 13th level Arch Fiend.

Attacks per Melee: Seven.

Bonuses (includes attribute bonuses): +3 on initiative, +7 to strike, +5 to parry and dodge, +5 to pull punch, +3 to roll with impact, +2 on all magic saving throws, +10 to save vs Horror Factor, and +2 to Spell Strength.

Psionic: None.

Magic: All level 1-3 spell invocations plus Shadow Meld (10), Multiple Image (7), Fear (5), Escape (8), Mystic Portal (60), Magic Net (7), Circle of Flame (10), Fire Ball (10), Fire Gout (20), Repel Animals (7), Animate and Control Dead (20), Exorcism (30), Banishment (65), Desiccate the Supernatural (50), Heal Wounds (10), Blind (6), Armor Bizarre (15), Aura of Death (12), Death Curse (Special), Domination (10), Impervious to Energy (20), Words of Truth (15), Agony (20), Wind Rush (20), Ley Line Tendril Bolts (26), Shockwave (45), Mute (50), Warped Space (90), Anti Magic Cloud (110), Energy Sphere (120), Firequake (160), Teleport (600), Doppelganger (Superior) (1000), and Mystic Quake (420).

Weapon Proficiencies: Chain, Staff, Blunt, Energy Pistols, and Energy Rifles.

Alliances and Allies: Regent Bone Wraith has six Arch Fiends who act as captains and execute his orders when needed. He is also a favored underling of Mephisto and as the Minion War progresses, his responsibilities and power will no doubt grow.

Enemies: Regent Arc'cus and Regent Bone Wraith have crossed paths on more than one occasion. Eventually, that could come to a head and the two may exchange blows. Of course, he has no love for the demons either and for now he is focusing his attention on the war and how best he can make the demons pay.

Weapons and Armor: Regent Bone Wraith does not wear armor, preferring to use spells in battle. He does, however, favor his Eylor Assault Staff.

Money: Over the millennia, Bone Wraith has amassed a fortune in gems and magic items. While the bulk of what he collects in his battles goes to Mephisto, he is allowed to keep a percentage of it, usually 20%. Despite his alignment he is loyal to Mephisto and always turns over the loot he collects, usually taking his share after Mephisto has inspected it.

Description: He has a long leather robe that is adorned in chains. Several crisscross his chest and abdomen with some kind of demonic skull mounted where a belt buckle would be. Hanging down on his sides are chains which can be easily used in battle when needed.



Wahs Darb

Scion of Mephisto

There are very few *free agents* permitted in the various Deevil Lord citadels, and even fewer that have free reign in Dyval. **Wahs Darb** is one such individual. It is widely known that Wahs is the *offspring* of one of the Deevil Lords, however which one remains a mystery and none have stepped forward to claim him. This creates an interesting dynamic as no one wants to hurt Wahs for fear of earning the wrath of his powerful parents – whoever they might be. Consequently, most everyone walks on eggshells around Wahs and gives him more latitude than they would anyone else.

Wahs Darb is a bounty hunter for the Deevil Lords and free to choose the jobs he wants. He enjoys conducting the dirty work of the Deevil Lords and takes assignments where the use of other Deevils would be inappropriate. Since the Minion War started, Wahs has done most of his work for *Lord Mephisto*. The two seem to have a similar outlook and Wahs has spent a lot of time in the **Inferno Heart**. Mephisto has even granted Wahs Darb the title of *Sub-Regent* and given him a small detachment of Deevil minions to command. This could be a reward for services rendered, or a boon that Wahs asked of Mephisto. Whatever the case, this *apparent alliance* is likely to have earned Sub-Regent Darb the enmity of Mephisto's enemies.

Wahs Darb is an adept dimensional traveler and has been to hundreds of dimensions. When he's not engaged in foul acts for one of the Deevil Lords, he is either found in **Wonder World** located on Level Four of Center on *Phase World* (described in **Dimension Book 12: Dimensional Outbreak**) or the streets of *Atlantis*, where he is fond of the many taverns that cater to supernatural beings. He takes partying to the extreme and has, on more than one occasion, woken up in a place he didn't remember even going to, and often with one or more ladies whose names he didn't know.

Some Galactic Tracers are picky about who they work for, but not Wahs. On Phase World he has made a name for himself as a backstabbing cutthroat willing to take just about any bounty regardless of possible moral implications. Wahs has done work for the *Trans-Galactic Empire*, the *Splugorth*, and the *CCW*. If he can collect a bounty from multiple parties, he'll even go as far as chopping up his quarry and delivering various body parts just to collect two or more rewards from the same bounty. This has earned him a reputation for being an untrustworthy misanthrope, but he is so good at what he does that his services remain in high demand.

Real Name: Wahs Darb Salohcin.

Alignment: Miscreant.

Race: Spawn of a Deevil Lord, but looks like a Deevil.

Attributes: I.Q. 18, M.E. 19, M.A. 24, P.S. 40 (Supernatural), P.P. 20, P.E. 24, P.B. 18, Spd 38.

M.D.C.: 270. (On S.D.C. worlds, Wahs has 108 Hit Points, 192 S.D.C. and an A.R. of 12.)

Size: 8 feet, 9 inches (2.5 m) tall and 500 (225 kg) pounds.

Age: Unknown.

P.P.E.: 50

Horror Factor: 14

Disposition: Wahs is cocky, arrogant and full of self-confidence. He has yet to meet a challenge that he can't beat or outsmart one way or another. That makes him overconfident, and could be his undoing some day. Though he may artfully pretend otherwise, Wahs relies on no one but himself, and sees everyone else as expendable.

Natural Abilities: Supernatural Strength and Endurance, bio-regenerates 1D6x5 per minute, resistant to fire and cold (takes half damage even from magic attacks), can summon 2D4+1 Lesser Deevils (he prefers Deevils), can Dimensional Teleport at 66%, metamorphosis: human (at will, same as a Deevil), and has Phase Powers (see below).

Phase Powers: D-Phase (15), D-Shift Ghost (50), Dimensional Leap (10), Fast Draw (4 to 80), Phase Blast (15), Phase Field (25), Phase Warp: Confuse (20), and Spacial Distortion: Self (15); the number in parenthesis is the I.S.P. necessary to use them. (See **Rifts® Dimension Book 2: Phase World®** for descriptions of Phase Powers.)

Skills of Note: Body Building, Boxing, Computer Operation 98%, Detect Ambush 84%, Hand to Hand: Assassin, I.D. Undercover Agent 80%, Intelligence 78%, Pilot Small Starship 94%, Pilot Hover Cycle 98%, Surveillance Systems 84%, and Weightlifting. Also W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons, and W.P. Sword, all at 7th level proficiency.

Experience Level: 9th level Galactic Tracer (see **Phase World®**).

Attacks per Melee: Eight.

Bonuses (including attribute bonuses): +4 on initiative, +5 to strike, +10 to parry, dodge, +4 to roll with fall/impact, +2 to save vs magic, +1 to save vs psionics, and +3 to save vs Horror Factor.

Vulnerabilities/Penalties: Iron inflicts *double damage*. Any weapon that does extra damage to Deevils also does *double damage* to Wahs Darb as well. For some reason he is *not* subject to the true name curse of demons and Deevils, suggesting he may be half Devil and half Demigod of some kind.

Magic: 50 P.P.E.; all level one Fire Elemental magic plus Turn Dead (6), Luck Curse (40), and Heal Wounds (10).

Psionics: I.S.P.: 240. In addition to Phase Powers, notable psionic abilities include, Alter Aura (2), Deaden Senses (4), Mind Block (4), Summon Inner Strength (4), Telekinetic Leap (8), Sense Dimensional Anomaly (4), Sense Time (2), Psi-Shield, Psi-Sword and Radiate Horror Factor (8; Horror Factor 15).

Alliances and Allies: Although Wahs Darb has countless “connections and associates,” he has no true friends or allies. He has simply backstabbed so many of his fellow Deevils, sold out so many allies, and in some cases outright abandoned his comrades in the heat of battle, that nobody who has heard of him trusts him for a minute. Mephisto appears to be an exception, but one must wonder who is taking advantage of whom in this relationship, Wahs or Mephisto? Could Mephisto be Wahs’ father? That’s a current rumor Wahs just laughs off. When pressed on the matter Wahs jokes about how he’s the love child of a Devil enchantress and a Splugorth father he has never known. (By the way, neither Wahs or anyone seems to know who his mother is, either.) Nobody dares to ask Mephisto for fear of being struck down where they stand. However, Mephisto is known to have sired many illegitimate children he knows or cares nothing about, one of whom may (or may not) be Wahs Darb.

Enemies and Rivals: Those who are still alive are too many to list. The rest fill graveyards across the Megaverse. Wahs Darb has made countless enemies in numerous dimensions. *The Galactic Tracer Guild* in the Three Galaxies has issued a *five million credit bounty* for proof of his death. They want him dead for double-crossing a band of guild Tracers and subsequently being responsible for their execution. He has also jumped numerous bounties, having let other tracers do the bulk of the work and then, at the last minute, swooping in to steal the quarry to cash in on the bounty himself. In two cases that included stealing the Galactic Tracers’ ship, leaving the men stranded and, in one case, causing the owner’s death. Wahs has crossed the line in Splynn on more than a few occasions as well, but since he likes to spend so much money there, his infractions – including countless assaults, murder and other crimes – are ignored. The Splugorth High Lords know and watch him, but so far, they’ve only asked him to rein his actions in and be a bit more discreet.

Weapons and Armor: Wahs has an array of weapons and armor stashed around the Megaverse at various safe house lo-

cations. His preferred armor is a custom enchanted black leather vest with silver studs that he obtained while in the Splynn Dimensional Market. The leather vest has 67 M.D.C., and has a built-in Armor of Ithan talisman! The talisman has the usual 100 M.D.C., three activations per 24 hours and activates automatically when Wahs is in danger.

For weapons, Wahs is more hands on. He does use the occasional energy rifle or pistol when he has to, but he is more apt to use his Phase Powers to get close and then beat down his opponents hand to hand. For this he uses a pair of specially crafted *brass knuckles*. The brass knuckles alone add 1D6 M.D. to his punch damage, and on command, silver spikes extend from them, adding an additional 1D6 M.D. (2D6 M.D. total). The last power of the brass knuckles is a built-in switchblade. The handgrip extends, forming the blades, giving Wahs the option to punch, stab or slash. Damage from the blade is 2D6 M.D. and does double damage to beings of good alignment and 6D6 M.D. to Angels, avatars and Gods of Light of good alignment. The last piece of equipment that Wahs is never without are his “shades.” He found these sunglasses during one of his dimensional jaunts, and when he concentrates and pumps in 10 I.S.P., he can see the invisible for 10 minutes or they can magnify objects as if looking through binoculars (two mile/3.2 km range).

Money: Wahs has billions of credits stashed across the Megaverse. He has 20 million in credits and 90 million in various magic items, gems and precious stones in his safe house in Dyval, specifically in the *Inferno Heart*. He has 130 million in Universal Trade Credits in Phase World, 43 million in a bank in Atlantis, and 15 million Black Market credits on Rifts Earth.

Description: Wahs has the general appearance of a Devilkin, but has powers, abilities and skills that break from those of an average Devil; further evidence of his divine heritage by a Demon Lord.

Inferno Weather & Encounter Tables

Inferno Weather Table

Weather in Inferno is the direct result of geothermal activity. The hot lava currents help to not only shape the land, but add to the harsh atmospheric conditions. In addition, many of the volcanoes are active, adding to the harsh weather conditions. With the chaotic conditions in Inferno, it is suggested that Game Masters roll for every six hours of travel or at their own discretion.

01-10% Calm Day! The weather holds with no problems for the next 6+1D6 hours.

11-20% Hot Ash rains over the area. For the next several hours it occurs 2D4 times and lasts for 2D6+10 minutes at a time.

21-40% Lava Rain! One or several of the volcanoes is particularly active and lava is being ejected high into the air. It rains down for 3D6 minutes, doing 1D6 M.D. per melee round.

41-50% Cold Ash Storm. Visibility is terrible.

51-60% Toxic Gas! Noxious chemicals in the form of massive clouds that hug the ground. Those in environmental armor or have an independent oxygen supply are unaffected.

61-70% Rock Storm. Various rocks from the size of pebbles to boulders rain down on the characters. Most of these rocks appear molten, as they have just been expelled from a volcano. Damage from the rocks is 2D4 M.D. (4D6 S.D.C.) per melee and the Rock Storm will last for 1D6 minutes.

71-80% Fire Wall erupts without warning. Dodge! Characters need a 14 or higher to avoid it unscathed.

81-90% Fire Tornado! Run for your life!

91-95% Volcanic Eruption! Get out of range if you can.

96-100% Roll again, only double the duration.

Inferno Terrain Table

The terrain of Inferno is formidable. Game Masters may wish to roll at their discretion or once for every day of travel. There may also be sections where the table is not appropriate and the Game Master should feel free to ad-lib some physical challenges. Keep in mind that any combat in Inferno is going to be a challenge, so don't take it over the top.

01-10% No additional terrain modifiers. The terrain is relatively flat and not much of a hindrance.

11-20% The path is blocked by large boulders. The characters have either wandered into a dead end, or the terrain no longer permits forward travel. Characters will either have to go over, (perhaps climbing is an option, or fly over, or double back and go around. In either case it will take roughly 2D6 hours to go around.

21-30% Rough, rocky terrain impedes movement. Reduce best possible speed by 30%.

31-40% Lava tunnel! The characters come across a large lava tunnel that is heading in their general direction. However, it is difficult to say whether the tunnel is active or not. The tunnel stretches for 4D6 miles underground. There is a 10% chance that lava will break through one of the tunnel walls and the characters will have to make a speedy retreat or advance in order to avoid the hot flowing magma.

41-50% Earth Tremor. A very mild earthquake shakes up the terrain. It is not likely to do any damage and there is no danger unless in combat or in some other type of compromising situation, such as scaling a canyon wall or crossing a rocky bridge over a river of lava! While in combat, all bonuses are at a -2 penalty and characters lose one attack and are -30% on sense of balance rolls. Those that are flying are unaffected. The quake lasts for 1D6 minutes and has 1D4 aftershocks within the next two hours.

51-60% A field of Fire Jets (or Geysers) blocks the characters' path. Going around will take an extra 2D4 hours of travel. Do they dare try to dodge past the Fire Jets (need 12 or higher)?

61-70% The characters' travels have taken them to a large crevasse. There is a ledge running along it large enough for the group to travel over. It shouldn't present too many problems unless there are other factors such as weather or Deevils!

71-80% A river of lava blocks the path of the characters. They will either have to use some type of magical means to

cross the river or they will have to find a safe place to cross. Finding a safe location to cross could take up to 3D6 hours.

81-86% A field of 4D6 Fire Geysers bars the characters' path. It will only take 1D4 hours to go around.

87-92% A slip canyon. These kinds of canyons vary in width from a few feet to dozens of feet wide. The difference with these canyons is that they taper together at the top making anyone traveling through them practically undetectable, at least from the air. Unlike tunnels, boulders and other debris can fall from the ledge and become wedged into the canyon, forming blockages. One can go over or under these boulders, but there is always a 1-25% chance that the boulder is knocked loose, trapping or pinning someone. In addition, they take 4D6 points of damage. They're a great place to hide and travel undetected, but there is the trade off of falling debris, loose boulders and the sudden flash flood of lava. Slip canyons, on average, extend for 1D6x10 miles. Given the nature of Inferno, there is a 1-30% chance while the characters are in the canyon that either a river of lava bars their path, or lava begins pouring into the canyon. Going up may be the only way out and that's only if the top has an opening large enough for the characters to fit through.

93-99% Rock Avalanche. Due to the chaotic nature of Inferno, loose rock and debris become knocked loose and cascade down a mountain. The avalanche is deadly and does 6D6 M.D. As the characters are passing through a region of buttes, various rocks and boulders begin to rain down. Damage is 2D6 per melee unless shelter can be found. The rock slide lasts for 1D4 minutes.

100% Firequake! Perhaps the spell was inspired by the happenings in Inferno. Just like the spell, the ground quakes and trembles. Gouts of fire spew from the ground and noxious gases are released. However unlike the spell, this happens over a much larger area which extends for 1D4x1000 feet (305 to 1219 m). Speed is reduced by 10% as the ground heaves and shakes. With the gases it is difficult to breathe -9 to strike, parry, and dodge, -5 on initiative and each melee the characters need to roll dodges against the flame burst that do 5D6 S.D.C. Unlike the spell however, giant pieces of rock burst forth from the ground along with the fire. The rock is big enough to impact 1D4 normal human sized people and the damage is 2D6 M.D. (or 1D4x10 S.D.C.). The firequake lasts for 1D6 minutes.

Inferno Encounter Table

Despite how inhospitable Inferno is, there are creatures, as well as Deevils that call this level of Dyval home. Given the terrain, some encounters may be avoidable if the characters have the advantage and spot the impending trouble. A successful Detect Ambush always helps. This will allow the characters, if they choose to hide out, the opportunity to avoid conflict. Encounters are likely for every two days of travel in Inferno.

01-10% 2D4 Fire Scorpions see the characters as prey and attack. They fight to the death.

11-15% A lone Shock Beast (or two Infernal Fire Sprites). It sees the characters as invaders or prey and attacks.

16-20% 1D4 Naga Deevils rise out of a nearby lave pit or river of lava and rush forward to attack. They give up and retreat only when their M.D.C. is reduced to 40%. There is a 01-40%

chance they return 2D4 minutes later with 1D4+1 additional Naga for a rematch.

21-30% 1D6+1 Devil Worms competing for territory. Upon seeing the characters they stop fighting each other and attack the player characters. Thankfully, half are injured and have half their usual M.D.C., but the other half have all their M.D.C.

31-35% Bonelings! The characters come across signs of a recent battle. Immersed in gorging themselves are 2D6 Bonelings. If they see the characters they will attack!

36-45% 1D4+1 Harpies or two Dire Harpies are circling the area looking for prey. If they spot the characters they will try and swoop down and snatch them away for a quick meal.

46-50% 1D4+1 Fire Scorpions. These creatures attack in the most unlikely of places. Their favorite tactic is to attack from above on a vertical surface like a canyon wall.

51-60% 2D6 Deevil Host or Henchmen. They are most likely a small squad of Dragon Shock Troopers, however it can be Stalkers, Cryxon, or even Brodkil. They are minions of Mephisto and are well armed and armored. They will try to capture the player character and take them to the prison at the Inferno Heart or the prison in the north.

61-65% 1D6 Lesser Deevils. They are most likely Fiends, however it can be *any* of the lesser Deevils. All are riding Infernal Earth Sprites. They are not happy to find invaders on their home turf.

66-70% 1D4 Fire Sprites attack and fight to the death.

71-80% 1D6 Arch Fiends on patrol. They seem to be looking for someone or something and moving about quite quickly. If they spot the player characters they will attack and try to capture at least a few of them.

81-85% 1D4 Haunting or Tectonic Entities. The former are ghosts and may be frightening but mostly harmless unless they make a racket that attracts 1D4 other minions. Tectonic Entities are likely to create bodies out of hot ash or small stones and cold ash and attack.

86-90% One Deevil Wraith, but he's unhappy to find the player character in his home realm and attacks. The Wraith will try to capture at least a couple of them for interrogation.

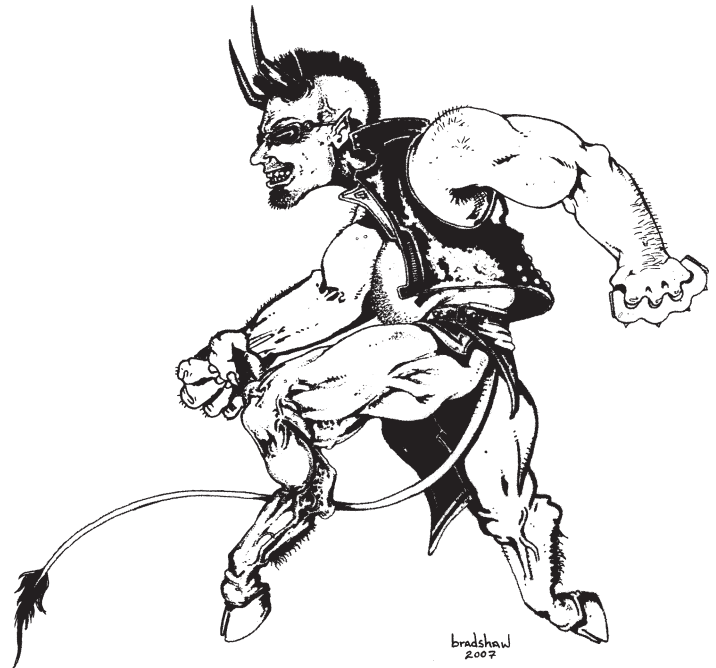
91-00% Lava Serpent! Prowling the depths of lava is a single Lava Serpent. It is looking for prey and has detected the passing of the characters.

The Mines of Dyval

The Sixth Layer of Dyval

The *Mines of Dyval* is also the realm of Deevils, Devilkins, and Imps, many of whom call Nickodeamis their lord and master. This dimension has a landmass covered by endless tracts of northern rainforest reminiscent of those in the State of Washington on Earth, broken by numerous mesas. There is a great diversity of wildlife here, and a large range of infernal Host and minions.

The land gets its name from the hundreds of mining operations going on at each of the mesas. In fact, each mesa is named after the most valuable resource its mines produce.



Deevil Population

The Host

- Cryxon – 1.3 million.
- Harpies – 11,000
- Shock Dragons – 340,000
- Stalkers – 1.1 million.
- Tiger Beasts – 67,000

Lesser Deevils

- Bonelings – 130,000
- Deevils – 1.7 million.
- Devilkins – 3.8 million.
- Dire Harpies – 12,000
- Fenry – 300,000
- Fiends – 135,000
- Gorgons – 20,000
- Ice Wraiths – 3,000
- Imps – 815,000
- Naga Deevils – 160,000
- Nexus Deevils – 50 or so.

Greater Deevils

- Arch Fiends – 37,000
- Beasts – 170,000
- Deevil Dragons – 97,000
- Horrors – 195,000
- Pandemoniums – 20 or so.
- Serpents – 115,000
- Wraiths – 400 or so.

Notable Monsters

- Devil Worm – None known.
- Fire Scorpions – 12,000
- Infernal Sprites (Air) – 650,000

Infernal Sprites (Water) – 320,000

Infernal Sprites (Earth) – 214,000

Infernal Sprites (Fire) – 40,000

Infernal Tri-Tops – 60,000

Mimics – 13 million, not that one would know.

Shock Beasts – 5,000

Worms of Taut (various) – None known.

There may also be bands of demons and mortals that have escaped slavery and are seeking a way to get home or to another layer of Dyval.

Slaves. The Mines of Dyval have the largest numbers of slaves, by far, in all of Dyval, including 700 Greater Demons, 4,600 Lesser Demons, 16,000 Gargoyles (various types), 30,000 mortals (humans and D-Bees), 90,000 Lesser Deevils (all types, who are being punished for insubordination or some other wrongdoing), as well as a smattering of other lesser supernatural beings and creatures of magic. Operations are bolstered with several thousand Host, mainly Cryxon and Stalkers, as needed.

The slaves toil away at the mines all day and night in rotating shifts. Each mesa also has a processing station where the raw ore is turned into useful commodities. Some complain that Lord Nickodeamis resides in the richest real estate in all of Dyval, which makes the Deevil Lord grin with pleasure as such grumbling satisfies his own greedy nature. His citadel is almost bursting at the seams with all the gold coins and gems he has secreted away. If anyone truly knew about the riches he has piled up in his citadel, he might become a bigger target for Dimensional Raiders, Deevil Lord or no.

Weather

The Mines of Dyval has its own unique weather patterns. The sea is much warmer than the land area (air temperature is 75-85 degrees Fahrenheit/23.8 to 29.4 C), causing high winds, strong storms and hurricanes when the hot and cold air masses collide, which is often. The wind always blows at the Mines of Dyval (4D6 mph/6.4 to 38.4 km) even when there are no storms brewing. For some reason, the winds increase at night (double).

Penalties and consequence of the persistent wind. These constant winds have a dramatic influence on the island continent and the creatures who inhabit it. For instance, most of the trees are stronger and more flexible than their counterparts in the other layers of Hell. In fact, when used as lumber, the wood has double the normal S.D.C. The surface of the mesas are rough, but sand blasted, making what little piles of rocky debris there may be, piles of pebbles. The mesa, with their many handholds, would be perfect for rock climbers except the strong winds impose a penalty of -10% to all forms of *climbing*. The constant howl of the wind and rattle of leaves and branches provides a bonus of +5% to *Prowl*, but a penalty of -5% to *Detect Ambush* or *Track* (people or animals, as tracks are quickly covered, washed out by rain or blown away). Likewise, flying in the windswept layer of Dyval is difficult and the winds impose a -5% piloting penalty to all flyers under the best of conditions, and greater penalties (-10% to -50%) apply during stronger winds and fierce storms.

A Tornado can whip through the island in a matter of minutes (most last 2D6 minutes), leaving a swath of destruction in its path as it tears across a portion of the island.

Hurricanes happen once or twice a month. The edges of the island flood inward for several miles (1D6 miles/1.6 to 9.6 km). Meanwhile, winds of 2D6x10+50 mph (112 to 272 km) batter the forest, whip across parts of the continent and dump volumes of rain across 2D4x10% of the entire infernal realm. In some locales, especially on the mesas, water pools until it overflows, pouring down the sides of the mesas causing flash floods and more destruction. This may also cause many of the mines to flood. As a result, many of the slaves have built elaborate escape tunnels which either take them out of a potential flood zone, or to a place just high enough to maintain air to breathe. (**Note:** Game Masters, use the Elemental spells for Tornado and Hurricane for damage details on these types of weather conditions.)

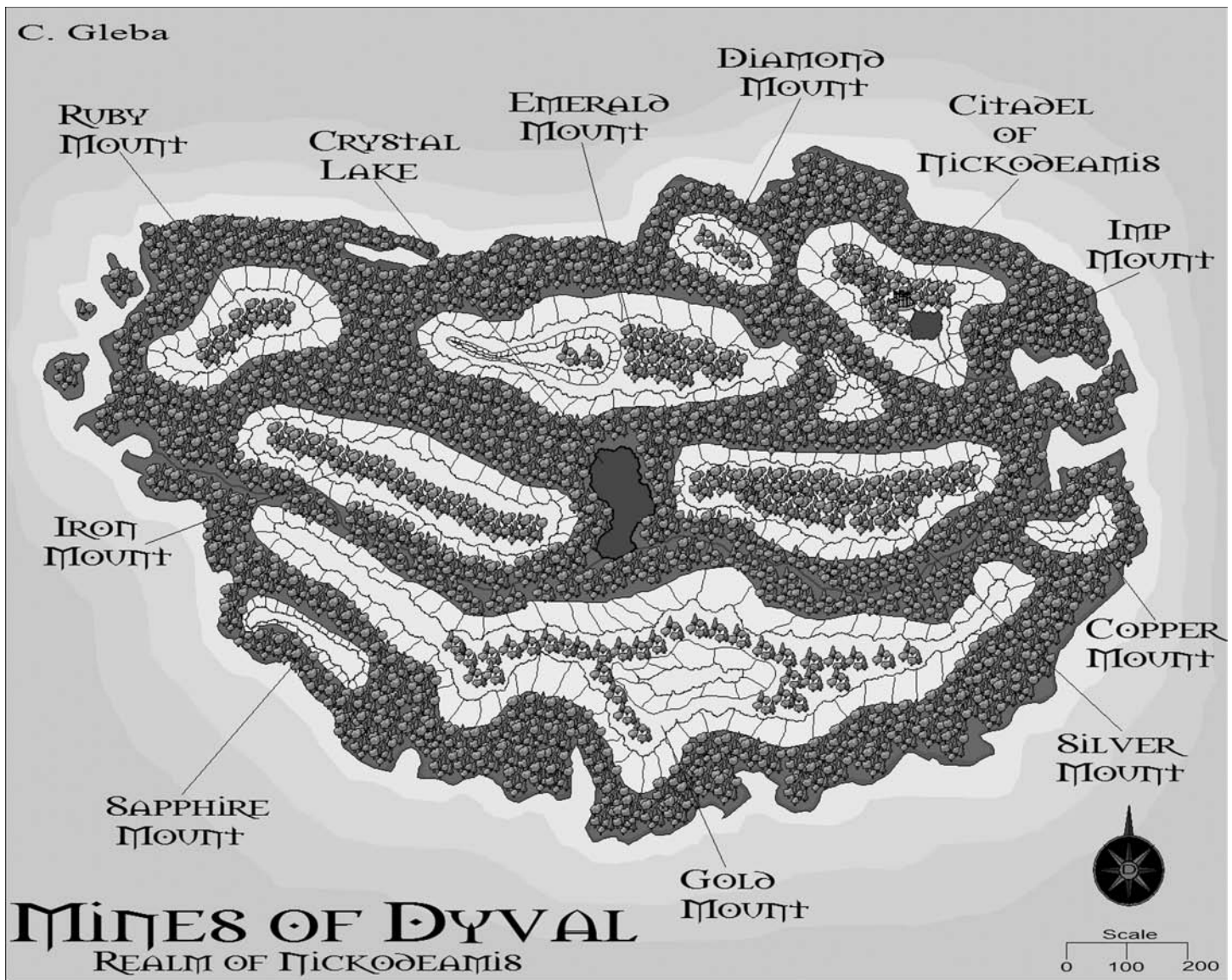
Devil Winds

Devil Winds are brief, powerful wind storms. What makes them so dangerous is there is no warning signs for them. No darkening sky, gathering clouds, or drop in temperature, they just suddenly appear out of nowhere. It is windy to begin with, so one does not expect anything dangerous until the sound of the winds suddenly become deafening to the point that casual conversations can't even be heard. The wind is so loud that it is reminiscent of the sound of a jet taking off. As the sound hits, so does the wind: A hurricane strength blast capable of knocking humans and most mortal beings off their feet and tumbling 3D6 yards/meters, and staggering the strongest supernatural beings. The impact and effects are similar to the spell *Wind Rush*, only the wind keeps coming for 2D6 minutes and affects everything in a swath 2D6x10 yards/meters wide for a length of 2D6 miles (3.2 to 19.2 km).

Hang on or lose it: A Devil Wind is so powerful and sudden that even characters with Supernatural P.S. are likely to be caught off guard and lose their grip on anything (or anyone) they were holding. Roll percentile dice to determine if the character is able to hold on to whatever he had in his hands when the Devil Wind hits. **01-66%** means the item is dropped or torn out of his hand by the wind. If it weighs less than 12 pounds (5.4 kg), it is carried off in the wind for 2D6x1000 feet (609.6 to 3657.6 m)! Items weighing 13-30 pounds (5.8 to 13.5 kg) are also carried off but for half the distance (still a long way). **Any items carried off** by the Devil Wind are likely (90%) to be lost and irretrievable when blown away in the forest (50% in an open area), as they could end up anywhere on the ground, in a tree, in a pond, several hundred feet up the wall of a mesa, etc.

Debris Damage: Characters caught in a Devil Wind are wise to duck and cover, staying low to the ground or *flat* on their belly. Those who try to fight the wind and stay standing, or prop themselves up against a tree suffer, 6D6 S.D.C. damage every minute of the storm from flying debris, and before the storm ends they are hit by something big or deadly that does 4D6 M.D.! **Note:** Those laying flat on the ground take no damage.

Movement: Walking against the wind is impossible. Only characters with a Supernatural P.S. of 36 or greater can withstand the wind and move at a Spd of 2. (Yes, that's two.) Moving with the wind is also nearly impossible because it



pushes people much faster than they want to go and continually knocks them down (80% likelihood of knockdown every melee round), inflicting 2D6 S.D.C. per fall plus the usual debris damage. Furthermore, those moving in the wind must fight it to avoid being slammed into a tree, so maximum speed is one third the character's usual Spd attribute number.

Other Warnings: Out to sea or on a river, a Devil Wind will push a vessel 3D6 miles (4.8 to 29 km) off course in the direction of the blowing wind. On the top of a mesa, the wind is 30% faster and there is the risk of being blown off the mountain!

Duration: As noted, a mercifully short 2D6 minutes (which is likely to feel like an eternity).

Wind Zones: Almost everywhere. A Devil Wind Storm can happen at any time and at any place on the island, except inside the depths of the mines and a two mile (3.2 km) radius around the citadel of Nickodeamis.

Game Master Fun: So many weapons, pieces of equipment, water skins, paper, plastic, heck, entire duffle bags and backpacks get carried off by the Devil Winds, tornadoes and hurricanes that a character can literally stumble across ANYTHING, especially common items like knives, swords, rope, cloaks, jackets, clothing, map, backpacks, canteens, food rations, hand-

guns, rifles, E-Clips, etc. The item could be laying on the ground, be half buried, hanging from a tree branch, or sticking out of a tree trunk. Most deteriorate in the moist, dark environment fairly quickly or may be damaged by the impact when it landed. Others are gathered or destroyed by the residents of the realm whenever they are found. However, it might be fun to have a character notice something helpful or downright life saving at a moment of need or desperation. In the alternative, finding "stuff" can be played for mischief. "Hey, that's my dagger! Where did you get it?" bellows a Deevil.

The Forest

The forest in the realm of Nickodeamis thrives despite the short four hours of sunlight, one hour of twilight (30 minutes at dusk and dawn), and 19 hours of night. The trees are sturdy, tower about twice the height of trees on Earth and recover quickly from damage. The leaves on most trees are also twice as large as trees on Earth, which helps to double their surface area for gathering nutrients. There is also more carbon dioxide in the atmosphere, so the plants can supplement what little light they receive with carbon dioxide.

Because there is so little light the average temperature is much cooler and is typically 45-50 degrees Fahrenheit (7.2 to 10 C) at night and 60-62 degrees Fahrenheit (15.5 to 16.6 C) during daylight hours. Compared to most of Dyval, the cool weather and lush forest is practically paradise, and the cool temperatures are certainly tolerable by most humanoids. Occasionally, in the higher altitudes, there is even snow. Nickodeamis occupies the highest plateau in all of the realm and it is not uncommon for there to be snow all around his citadel.

The forest covers much of the realm and is home to a vast variety of wildlife from numerous worlds, including Earth and the Palladium World. The massive rainforest is also home to a vast number of Host, Lesser and Greater Deevils, monsters, and henchmen. Most outworlders, however, are slaves contained to the mines located in the mesas.

Silver Mount

As the name suggests, silver and nickel are mined here. Devilkins and Imps are the taskmasters that keep thousands of slaves working.

Copper Mount

Gateway to Inferno

Each of the various mesas is named after the material mined from it. For instance, Copper Mount has copper mines. Most of the plateaus are heavily mined and conceal a giant honeycomb of tunnels and chambers. Copper Mount is mostly played out and only has a few active mines in operation.

Dimensional Portal to Inferno. Aside from the copper ore, deep in the center of the plateau is the *dimensional Rift* that connects the Mines of Dyval to *Inferno*. This makes the mines and surrounding area unusually hot for this layer of Dyval (85 degrees Fahrenheit/29 C, and 100/37.7 C in the chamber with the Rift) when compared to the rest of the Mines of Dyval.

Within the vast chamber that contains the dimensional portal, the veins of copper ore would bleed out into the open except that the entire cave is covered in a thin coating of the metal. This makes the cavern bright from the reflected light of the Rift and it seems to be made of copper.

A quartet of Imps stand guard in the chamber. Well, it's not so much guard duty as oversight of slave guards. The Imps command 4D6+12 mortal slaves assigned to defend the chamber from invasion. The mortals are not armored and only have very basic spears for weapons. In a worst case scenario, there are a dozen Imps and other infernals nearby who can be brought to the Rift chamber within 1D4 minutes to repel invaders. Many slaves don't last long as most of the Deevils have little patience to deal with mere mortals, so they are abused, beaten and killed on a regular basis.

There is not that much activity at the dimensional portal, except from minions of Dyval who belong there. Invaders have never penetrated into the depths of Hell to the Mines of Dyval, so Nickodeamis is actually quite lax about security. New slaves are usually brought in from Dyval Prime, under tight guard via the citadel of Nickodeamis.

Imp Mount

Imp Mount is a small mesa and the domain of an estimated 270,000 Deevil Imps. The mesa was once attached to Emerald Mount and remains connected via a series of underground tunnels. The portion of the mesa that directly connected the two mounts on the surface eroded away long ago due to over-mining. Today, Imp Mount stands alone as a small mesa island surrounded by rainforest. There are Imp-sized entrances to the mesa all over the top of the mount, but only a few that are human or Deevil size. Getting in and following most of the small upper passages requires human-sized beings to crawl on their hands and knees. The average diameter of these tunnels is 4 feet (1.2 m), which gives the diminutive Imps an advantage against large intruders.

Beyond the initial entrance tunnels, the interior of the mesa tunnel network opens up. Tunnels deep in the interior are twice as big, allowing humans to walk upright. Small, medium and large chambers are used for gatherings, parties and storage. Most Imps have their own private living chamber, many dug into the tunnel walls or in tunnel offshoots. Slovenly beings, the tunnels and chambers of Imp Mount are filthy with trash, bones and all kinds of waste all over the place. The whole interior reeks from the filth and the initial impression one gets is Imps are "party animals." This is true, and they have one hell of a bash most days of the week. Some are small private parties, others are community wide celebrations and festivals, some are dance nights, others involve gambling, while still others are cruel games with mortal victims and slaves, gladiatorial contests, and generally getting drunk or high. As of late, with the Minion War in full swing, there has been a shortage of booze and other "party" items, so the partying have been less frequent and less grand.

King Spuntz

Of all the Imps, King Spuntz is the most unlikely of kings. He was not interested in being king because he was always too busy partying and indulging in his own dark pleasures. After one dozy of a party, Spuntz woke up with a nasty hangover and the Crown of the Imps on his head. Apparently, during the course of the party, the original king was summoned! Spuntz just picked up the crown, put it on his head, banished the old king, and kept right on partying. So far, none of the other Imps have challenged his position, probably because Spuntz knows how to throw a party and ever since he became king the booze has not stopped flowing. At least until the Minion War heated up.

Spuntz never planned on being King of the Imps, but he likes it. Since taking the crown, his malevolent, Machiavellian side has blossomed. King Spuntz is an excellent organizer, planner and schemer. He has excelled at manipulating people and situations to not only remain in power, but to cement his position. Like most Deevils, the Imp is quick to use others to get what he wants, and he is very adept at seeing a potential problem and squelching it by creating dissension and infighting within the group that might challenge or cause him trouble. Not only are these tactics very effective, but King Spuntz finds them and the betrayals and squabbling they spawn to be extremely fun and entertaining. Of course, he has no qualms about framing, cheat-



ing or embarrassing rivals and enemies, and works at doing so by the most underhanded, gratifying and amusing means. As a result, he has so many schemes going at once that he can barely keep track of them all.

The Taut Offensive and the ensuing Minion War came as quite a surprise and has put a damper on the King's fun and games. For one, it made King Spuntz to have to think about the outside world. For another, he had to assign Imps to many of Lord Nickodeamis' war efforts. This has expanded King Spuntz's horizons and opened a whole new realm of possibilities for the little King. War offers a great many opportunities and the cunning Imp is only starting to realize his full potential as a master of manipulation, intelligence gathering, sabotage and covert operations. War, he has discovered, is fun and exciting, especially when you are the one calling the shots and others pay for your decisions. He loves the adrenaline rush of manipulating lives and events on the battlefield and is especially interested in exploring the realm of espionage.

These days, King Spuntz is engaging in more serious games on the playing board of the Minion War and is starting to get delusions of grandeur with each successful operation. Particularly those that garner him wealth, power or accolades. He ignores his failures, and has no regard for the lives of mortals. To him, all mortals are pawns in a larger game. So far, his growing aspirations have remained under the radar of the Deevil Lords, but little King Spuntz has big dreams. Dreams of seizing power quietly, behind the scenes through lies, manipulation and deceit. With some luck and cunning, he could have a big future.

True Name: Spuntzen Sarkfellow

Alignment: Was Anarchist, but is quickly becoming Miscreant.

Attributes: I.Q. 14, M.E. 11, M.A. 22, P.S. 16, P.P. 13, P.E. 16, P.B. 8, Spd 13.

M.D.C.: 66. (On S.D.C. worlds, King Spuntz has 30 Hit Points, 20 S.D.C. and an A.R. of 10.)

Horror Factor: 10

Height: 4 feet (1.2 m).

Weight: 150 (67.5 kg).

P.P.E.: 192

Disposition: Spuntz had always loved manipulating and using others for his own gain and amusement, but had always been laid back and ready for the next party. Becoming King changed his perspective and enlarged his dreams. Now he is more concerned with games on a grander playing field. For the first time in thousands of years, he sees the Megaverse as his game board. The rush he gets from his new games has even made him forget about drinking and debauchery.

Cruel pranksters, many of the Imps under the King's command are also enjoying "games" involving undermining demon and mortal leaders, military operations, communications, and other disruptive and embarrassing activities in the war.

Age: Unknown, he's been the current ruler for 1,000 years.

Natural Abilities: As per all Imps. As King of the Imps, Spuntz received a power boost effectively elevating him to Regent and he has been bestowed with the following: Arcane Power and the ability to summon 1D6+3 Imps (only) twice per day.

Skills of Note: Streetwise 54%, Intelligence 66%, Land Navigation 70%, Escape Artist 70%, Pick Locks 70%, Palming 60%, Concealment 49%, Find Contraband 55%, Demon and Monster Lore 65%, Basic Math 95%, Brewing 70%/75%, Gemology 75%, Prowl 60%, Climb 80%, W.P. Knife, and W.P. Energy Pistol.

Experience Level: 7th level Imp.

Attacks per Melee: Four.

Bonuses: +1 to strike and parry, +3 to dodge, +2 to pull punch, +4 to roll with impact, +2 on all saving throws, +3 to spell strength, and +4 to save vs Horror Factor.

Vulnerabilities/Penalties: Takes double damage from iron.

Magic: P.P.E. 192. Knows all spell invocations from levels 1-4.

Psionics: None.

Alliances and Allies: He answers directly to Lord Nickodeamis and is leader of all the Imps. For now, he has the loyalty of the majority of Imps. Only a few are disgruntled or rebellious, and they are being sent to the front lines rather expeditiously.

Enemies: The Demons of Hades and champions of light.

Weapons and Armor: Magic Gold Armor: A full suit of plate and mail that has 500 M.D.C. (500 S.D.C. with an A.R. of 19) and is noiseless, weightless, automatically adjusts to its owner (in this case, it has a pair of slits for Spuntz's wings and tail and is small in size), and gives the wearer a supernatural P.S. of 30.

A Magic Dagger of Poisoning: Constantly drips poison (does an extra 2D6+2 S.D.C. or 1D6+1 M.D. on a failed saving throw vs lethal poisons/toxins) and is super sharp. Damage is 1D6+4 S.D.C.

The Crown of the Imps: Gives the wearer access to an additional 200 P.P.E., +1 to spell strength, and access to all spell invocations levels 1-3. The Crown is a minor Rune artifact.

Money: He has 1D6 million in gold and gems at a secret stash somewhere in Imp Mount.

Description: Looks like a typical Imp, but he has an oversized crown that always looks tipped.

Citadel of Nickodeamis

As far as the outside world is concerned, the Citadel of Nickodeamis rests on the top of the mesa farthest northeast. It is a grand, walled castle of ivory color. It faces a large lake and is surrounded by forest populated by Deevils, Devilkin, and Imps. And it is a *fake*.

Nickodeamis' own proclivities as a thief and backstabber have compelled him to go to the trouble of building a *fake citadel* at the top of the mount. His hope is that any would-be thieves, assassins or invaders would be lured to the castle where they should meet their doom. The fake citadel is one giant booby trap. From pit traps to weapons that seem to spring out of the walls, to pools of acid and lava that have flimsy rope bridges crossing them. All kinds of traps are scattered throughout the building. Furthermore, one hundred *Fiends*, *Imps* and *Deevils*, along with a 1D4x1000 *Devilkins*, live inside the sprawling "citadel" and 10,000 of Nickodeamis' troops are stationed on the other end of the mesa, but companies of them often come to the (fake) citadel to train, practice, gather and show off in the sprawling courtyards and parade grounds. They do not realize they are part of the charade, believe the castle is genuine, and that Lord Nickodeamis is watching from a window above.

To complete the illusion, the structure is furnished like a palace, with rich furnishings, tapestries, statues, paintings, a ballroom, throne room and everything thing you'd expect to find at a citadel of a Deevil Lord. There is even a treasure vault that contains chests of gold coins, gems, armor and other valuables worth in excess of ten million credits. The vault also holds 11 *Devil Worms* to greet any thieves and is home to a *Deevil Wraith* who likes to surround herself with works of art and shimmering gold. So elaborate and convincing is this charade that 98% of Nickodeamis' own minions believe the castle is his Citadel.

Beneath the fake citadel is a natural, underground cavern used as a torture chamber and place to sacrifice victims to Lord Nickodeamis. In one of the walls is a *secret door* that opens to a tunnel that leads to the true citadel. Of course, there are a battery of deadly spike traps to hamper the curious, and a few slide traps that drop intruders into one of the many jail chambers hidden below. Magic users may detect a hint of magic coming from the underground network, but it could easily be dismissed as background energy from the ley lines that crisscross the mesa.

The Real Citadel

The real citadel of Lord Nickodeamis is a cave network inside the mesa itself. The top ones seem like natural tunnels and chambers where numerous Imps, Deevils, Devilkins and Naga Deevils have made their homes. These are among Nickodeamis' most trusted minions, and they also serve as a deterrent to keep intruders out of the subterranean home of their master. These cave lairs are extremely well furnished and if one is paying attention, too evenly placed and well ordered to be "natural" formations. Ten levels below, in the very heart of the mesa citadel,

the rough hewn walls turn into a smooth surface of carved and polished stone covered with murals. **This is Nickodeamis' inner sanctum** – his domicile and lair. His true treasure vault is kept here in several rooms filled with gold coins, jewels, jewelry, statuary, precious art, and finery from across the Megaverse, the likes of which would make a king envious.

The Study. Adjacent to the vault rooms is Nickodeamis' study. A massive chamber filled with shelves and books, scrolls and computers, monitors and wall hangings. All manner of subjects are covered, from magic and lore to histories and information on individual rulers, civilizations, races, worlds and, of course, enemies. It is often occupied by Lord Nickodeamis (50% chance) and 1D4+1 of his Devilkin aids. But it is always guarded by a Horror called Goodfellow (8th level, Aberrant) and a pair of Fiends.

The Master Bedchamber. Next to the study is the bedchamber of Lord Nickodeamis. It is lavish and fit for an Emperor. There is an adjoining bathroom, several large closets, and a sitting room.

The mystic vault of Nickodeamis. This vault would have filled up long ago if not for its mystic properties. The vault door itself is huge, towering at a 100 feet (30.5 m) tall and just as wide. If not for the magic it would be impossible to open. It has 5,000 M.D.C. (50,000 S.D.C. with an A.R. of 19) and would be one tough nut to crack.

If someone were able to map out the interior of Nickodeamis' citadel (a monumental task given its sheer size) something wouldn't add up! The vault by all appearance should be facing one of the external walls to the north, but when opened, this vault appears to go on to infinity. The vault is, in effect, one giant dimensional envelope with no apparent limit. The only way to gain access is to open the vault, because spells such as Mystic Portal and D-Phase will not work, and the spell caster trying to use such spells will find himself teleported outside, beyond the boundaries of the citadel.

The vault door is covered in runes and there are some very clear symbols inscribed on the door. They are the combination to unlocking it and relate to a series of spells that need to be cast in order to open the vault. Those skilled in either reading runes, or have mystic knowledge such as Lore: Magic, have a chance (8%) to open the door, albeit with a considerable amount of study time – at least 1D6+6 hours, and that's rushed. The runes spell it out (no pun intended) and if one can't read runes, they have to rely on the mystic symbols etched into the middle of the door. There are four rows, with the first row being a set of precious gemstones the size of watermelons. In order, there is an Onyx, Emerald, Diamond and Ruby. These stones represent the four elements (Earth, Water, Air, and Fire, respectively) and any Elemental-like spell activates them. A Warlock is not required, just a spell that is based on an Elemental invocation such as Call Lightning for air, or Fire Ball for fire, and so on.

The next row contains a series of pictographs. The first is a sun, then an eye in a Circle of Mystic Knowledge, a gold key, and a Shadow Beast. In this line the following spells that would be cast are Globe of Daylight, Eyes of Thoth, Escape, and Shadow Meld.

The third line takes spells from another discipline and has the following symbols: a clock and a clock among a storm. For

these two symbols, any Temporal magic spell will do for the first symbol, although it should be 8th level or higher, and a Time Maelstrom spell for the second symbol.

The final row has only a single symbol: a depiction of an open Rift. The casting of any high level dimension spanning spell such as Dimensional Teleport, or Dimensional Portal is the final key to unlocking the vault. It must be a spell, so those with the natural ability are out of luck.

Of course, those able to read the runes will have ready instructions with the exact spells spelled out. For Nickodeamis, there is but a simple command word that he utters to gain entrance and that knowledge will die with him before it is revealed to anyone. For anyone else, only those who figure out the key (above) and possess the magic to activate the sequence, get in.

Once the final spell is cast there is a series of loud clangs as huge, hidden tumblers are moved. Slowly, the door opens to its full length.

The treasure stored is truly a sight to behold. There are mountains of gold coins and bricks, gems, jewelry, works of art, ancient artifacts from a hundred different worlds and eras, magic items, mystical weapons, armor, and alien looking objects. There is easily several hundred billions in cold, hard cash and just as much or more in magic items. It would take an army a week to empty the vault. Finding a specific item known to be inside the vault could take hours (at least 1D6+2) and cataloguing it all would take a year.

In the unlikely event that an outsider should open the vault, Nickodeamis knows exactly what is in the vault and you can rest assured that he would have his minions scouring the Megaverse to recover it and make the bold thief responsible pay for his crime. To date, no one has succeeded at even locating the Mystic Vault chamber and Nickodeamis is confident that no one ever will. To ensure this, there are two other locations within his citadel on different levels containing an exact replica of the main vault. However, they are traps and anyone entering either of these rooms activates the last in a series of traps that seals the room and floods it with water from the lake above. Eventually, the water drains out and Nickodeamis' Deevils, Imps and other minions deal with whoever might be left alive. If the citadel were ever destroyed, the entire contents of the vault disappear to a dimension only Nickodeamis knows about.

The level below the inner sanctum is a massive chamber designed to be a gladiatorial arena. It can hold 2,000 Deevils, but usually has an audience of Nickodeamis and less than 100 of his most trusted minions and any visitors. The spectacles held here are usually geared toward displays of Lord Nickodeamis' power, vengeance or mercy. Its contestants are those who anger and displease him.

The powers of Old Nick's Citadel have evolved around his eccentric ways. First, there is a constant *Sanctum spell* in place. This keeps most prying eyes from looking in on Nickodeamis and it has given him relative security in his plans to take over the throne of Sahtalus. Without this veil of privacy he may have been thwarted long ago. Fortunately, this combined with his bumbling idiot act has helped him to avoid scrutiny from the other Lords of Dyval.

There is also a powerful incantation called *Sanctuary* over the citadel that keeps Nickodeamis safe from assassins and in-

vaders. Those who even dare raise their hand to Nickodeamis in his citadel are instantly struck down (as per the *Sanctuary Spell of Legend*) where they stand, and they can be wracked with the *Agony* or *Havoc* spell at his choosing. So far, none have been foolish enough to even try, however, it makes Nickodeamis feel safe and supremely confident in his citadel. It should be noted that the Sanctuary spell only applies to Nickodeamis, not any of his advisors, servants, or minions.

Lord Nickodeamis has been secretly planning to remove Sahtalus from the throne and take over Dyval for some time. Perhaps at some point he anticipated a direct confrontation with the Supreme Deevil and has taken precautions against such an attack. His citadel has the impressive power of a *Rift Triangular Defense System*. The catch is it only has to be on a single ley line. Like an active circuit, the citadel routes the power through it and is able to create a ley line triangle. This drains the citadel of enormous power and when this is activated, Nickodeamis is unable to keep either the Sanctum, or Sanctuary spells active on the whole citadel. He can keep them in place at only one area of his choosing, but it is limited to a 300 foot (91.4 m) radius. During such an emergency he would probably keep it around himself or his true treasure vault. At Nickodeamis' choosing he can divert the final bit of magic energy to keeping the Sanctum and Sanctuary spells up and use this power to create swallowing Rifts. This is a last ditch effort of defense, but is something that the citadel can do.

In the event that the citadel is ever attacked, it has 174,000 M.D.C. and should be able to withstand a considerable amount of punishment and there is a veritable army within its subterranean walls. (In S.D.C. worlds it has 174,000 S.D.C. with an A.R. of 18.)

Notable figures at Old Nick's Citadel

Regent Pourmore

Regent Pourmore is the current majordomo expected to carry out all of Lord Nickodeamis' commands and whims. These days, with the Minion Wars becoming more and more heated, Pourmore has recruited some minions of his own. His right-hand man is a Devilkin called Temptor who fills in whenever Pourmore is not available.

True Name: Mour Eber

Race: Deevil Imp.

Alignment: Anarchist.

Disposition: Pourmore, like other Imps, is a prankster and party creature by nature. However, he enjoys the power he has been given and it delights him to give orders to King Spuntz in the name of Lord Nickodeamis. The two don't see eye to eye on many things and they usually end up in a drinking contest with the loser passing out. So far, Pourmore is in the lead.

Attributes: I.Q. 14, M.E. 17, M.A. 22, P.S. 14, P.P. 14, P.E. 19, P.B. 10, Spd 15.

M.D.C.: 79 (On S.D.C. worlds he has 39 Hit Points, 20 S.D.C., with an A.R. of 10.)

Height: 3 feet (.9 m). **Weight:** 100 (45 kg).

Age: Unknown, however he has been the majordomo for Nickodeamis for at least 5000 years.

Horror Factor: 10

P.P.E.: 79

Natural Abilities: Same as any Imp, plus the Regent power of Metamorphosis: Humanoid, enabling the Regent to assume any humanoid shape. Also, in order to get things done around such a large citadel, Pourmore is able to summon 2D4 Lesser Deevils and 1D6 Greater Deevils once per day.

Skills of Note: Streetwise 58%, Intelligence 70%, Land Navigation 74%, Escape Artist 75%, Pick Locks 75%, Palming 65%, Concealment 54%, Find Contraband 60%, Demon and Monster Lore 70%, Basic Math 98%, Brewing 75%/80%, Gemology 80%, Prowl 65%, Climb 85%, W.P. Knife, and W.P. Blunt.

Experience Level: 8th level Imp.

Attacks per Melee: Four.

Bonuses (Including attribute bonuses): +1 to strike and parry, +3 to dodge, +2 to pull punch, +4 to roll with impact, +4 to save vs magic, and poison, and +4 to save vs Horror Factor. He is also +2 on all other saving throws.

Vulnerabilities/Penalties: Regent Pourmore takes double damage from iron.

Magic: As Regent, he knows all spell invocations from levels 1-3.

Psionics: None.

Alliances and Allies: Pourmore is the right hand to Lord Nickodeamis. As such, he wields a great measure of power and respect, especially from other Imps. He also speaks for Nickodeamis, so most of the Deevils do their best to stay on his good side.

Enemies: He hates the demons of Hades and any who oppose Nickodeamis.

Weapons and Armor: He has a Cloak of Guises which can turn into a dozen different sets of clothing and several magic medallions. One of the medallions he always wears provides an extra 60 P.P.E., another is an amulet that can cast an Armor of Ithan spell at 10th level power three times per day, and a ring that casts Shadow Meld three times per day. He also carries a Crystal Fire Rod everywhere he goes.

Money: Pourmore has his own little cache of magic items and gold coins secreted away in his personal chambers within the Citadel.

Description: A small, pot-bellied humanoid with tiny bat-like wings, tail and horns. He often wears a red cape, a large brimmed hat and several gold medallions around his neck.

Sub-Regent Temptor, Quickstats

Sub-Regent Temptor stands in when Regent Pourmore is drunk, passed out or on business. He also doubles as the citadel's head of security. Nickodeamis demands absolute loyalty from his servants and if even a single coin goes missing (and Old Nick knows where all of his coins are) he punishes his minions severely. Pourmore and Temptor are the first to receive their master's wrath, so they work together to keep everyone else in line.

True Name: Temptor Gile

Race: Devilkin.

Alignment: Miscreant.

Attributes: I.Q. 14, M.E. 16, M.A. 22, P.S. 21, P.P. 20, P.E. 20, P.B. 19, Spd 18.

M.D.C.: 950. (On S.D.C. worlds Sub-Regent Temptor has 160 Hit Points, 123 S.D.C. with an A.R. of 12.)

Disposition: Disciplined and takes his job seriously. He tries to outdo Pourmore whenever he gets the chance. To this end, he often brings Pourmore gifts of booze and other potent beverages and drugs to keep him looking like a drunken fool.

Abilities: Sub-Regent Temptor has been granted a power boost to his M.D.C. Old Nick wanted to ensure that his head of security had a big edge in battle.

Experience Level: 7th level Devilkin.

Skills of Note: Escape Artist 70%, Forgery 60%, Intelligence 66%, Interrogation Techniques 70%, Surveillance 65%, Land Navigation 75%, Swim 85%, Climb 75%, Pilot Hover Craft 80%, Horsemanship: General 70%, Computer Operation 80%, Demon and Monster Lore 85%, Basic Math 85%, W.P. Knife, W.P. Sword, W.P. Energy Rifle, and W.P. Paired Weapons.

Weapons and Equipment: The armor is impervious to fire and is far superior to normal armor. It has 500 M.D.C. (250 S.D.C. with an A.R. of 17).

Description: He is always seen in his red plate and chain magic armor.

Diamond Mount

A variety of different diamonds are pulled from the mines of this mesa. The most valuable of all are the blue diamonds used to make Chrysteel Weapons. These weapons are so valuable that in addition to the workforce and their masters, there is a force of 80 Shock Dragons, 80 Deevils, 80 Devilkins, 20 Beasts, 10 Imps and two Serpents that are permanently based on the top of the mesa. All are loyal to Nickodeamis and take their responsibility very seriously.

Chrysteel Weapons

Within the Mines of Dyval, Lord Nickodeamis discovered blue diamonds that had a unique property, they capture just a fraction or spark of magic energy. Enough magic to give an ordinary steel weapon the capability of hurting demons and infernals. Even the tiniest diamond chip seemed sufficient to give an entire weapon Mega-Damage capabilities.

Actually, manufacturing was not quite that simple. The steel also had to be made from ore excavated from the Mines of Dyval and forged in the flames of a living Fire Elemental. This combination created simple melee weapons lethal to supernatural beings and creatures of magic. Nickodeamis called weapons made of this combination **Chrysteel**.

For millennia, Lord Nickodeamis managed to keep this discovery secret, arming only troops of Deevils, Devilkins and infernals completely loyal to him with Chrysteel Weapons and hoarding tens of thousand more in a secret cache in his realm and even a few in places in the Megaverse at large. In recent



centuries, Lord Sahtalus and other Deevil Lords learned about Chrysteel and have leveraged Nickodeamis to trade Chrysteel Weapons to them. Even though it has made him wealthier than he already was, he has done so grudgingly and in small amounts, claiming the materials are rare and the weapons difficult to make.

When the Minion War erupted Lord Sahtalus insisted production be increased and that Lord Nickodeamis provide *Chrysteel Weapons* in mass quantities. Nickodeamis is not happy about this, but has provided tens of thousands of Chrysteel Weapons. However, he has continued to hoard just as many for himself and has enough weapons to equip several massive armies hidden away. A fact that would enrage Sahtalus, Supreme Ruler of Dyval, should he ever find out. Of course, Nickodeamis is careful to make sure he and the other Lords and Ladies of Dyval do not learn about his weapon stash, or his own plans to usurp the throne of Hell for himself.

All Chrysteel Weapons have the following properties:

- An unusual dark blue color and sheen to the metal.
- Eternally sharp; never need sharpening.
- Damage: M.D. in Mega-Damage settings as per weapon type (S.D.C. in S.D.C. settings).

Dagger: 1D4 M.D.

Short Sword: 1D6 M.D.

Large One-Handed Sword: 2D6 M.D.

Large Two-Handed Sword: 3D6 M.D.

Giant Size Sword 4D6 M.D.

Battle Axe: 3D6 M.D.

Spear: 1D6 M.D.

Pole Arm (in general): 4D6 M.D.

Mace and other blunt weapons: 2D6 M.D.

- +3 to M.D.(Damage is S.D.C. in S.D.C. settings.)
- Hard to break and has 1D4x100 M.D. (S.D.C. with an A.R. of 18 in those settings). Damage to the weapon occurs only when an opponent is deliberately trying to damage or destroy the weapon itself.
- Do not radiate with magic and have no visible glow. Only beings who can see auras can see the faint magic energy contained within.
- The weapons are, in effect, very simple magic items that do damage to supernatural beings, creatures of magic and any other being that is not usually harmed.

Note: Chrysteel weapons can be made into magic weapons with greater power through the usual mystic processes, but that is seldom done. Chrysteel also has the drawback that it cannot be combined with any other alloy or made another way than previously described.

Deevil Armor

The forge in Iron Mount is where most Chrysteel weapons and armor are made as well as a variety of other weapons and armor. Such armor may be full suits, but they are not environmental armor.

Wearing body armor is usually up to the individual Deevil. In the past, few Deevils wore heavy armor, but since the advent of the Minion War, more and more are electing to wear at least partial body armor. Demons are, generally, tougher than Deevils (not that they'd ever admit it), so they really need to rely on addition protection.

Chrysteel Armor: Chain mail: 55 M.D.C., Chain and Plate full suit: 100 M.D.C., Plate Armor half suit: 85 M.D.C., Full Plate Armor: 165 M.D.C. Weight varies from 50-150 pounds (22.5 to 67.50 kg) depending on size and type of the armor. As beings with Supernatural P.S. and P.E., weight is not usually a concern. Mobility is fair, -10% to physical skills requiring dexterity and freedom of movement. Cost: 40,000 to 120,000 credits; the more M.D.C. protection the greater the cost.

Patchwork Armor: May combine modern and ancient types of armor salvaged from fallen enemies. Polycarbonate or Ceramic and Chain Mail Half Suit: 35 M.D.C., Ceramic and Chain Mail full suit: 80 M.D.C., Heavy Plate Armor (mixed) half suit: 60 M.D.C., Full Plate Armor (mixed): 120 M.D.C. Weight varies from 50-150 pounds (22.5 to 67.50 kg) depending on size and type of the armor. Mobility: Half suits: -5%, Full suits: -10% to physical skills requiring dexterity and freedom of movement. Cost: 15,000 to 50,000 credits; the more M.D.C. protection the greater the cost.

Dragon Hide Armor (Full): Deevils are not shy about using the hides of other creatures for armor and protection. Deevils have made deals with several "sources" for dragon skins/hides, but supplies are small.

M.D.C. by Location:

Head/Helmet – 4D6+40

Arms – 4D6+40

Legs – 6D6+60

Main Body – 3D6x10+180

S.D.C. Note: For S.D.C. dimensions, increase the M.D.C. by 20% and apply an A.R. of 18.

Weight: 100-200 kg (45 to 90 kg).

Mobility: Excellent, no penalties for infernals or demons. (-25% to any beings without Supernatural P.S., otherwise -10% if not a demon or Deevil.)

Special Powers & Features:

1. *Bio-Regeneration:* Damage to the armor is restored/healed at a rate of 3D6 M.D.C. every 20 minutes. **Note:** In combat, the armor actually bleeds a little when damaged! The healing ability is negated if the suit is destroyed (reduced to zero M.D.C.).

2. *Combat Bonuses:* Dragon Armor makes the wearer +1 to strike, parry, pull punch, and roll with impact.

3. *Magic Property:* One magic ability/spell that can be cast three times per day (24 hours). The spell is selected from Spell Invocations Levels 1-3 and is typically something like Armor of Ithan, Breathe Without Air, Chameleon, Invisibility, Levitate, See the Invisible and similar. Once the magic ability is selected it is always the same.

Cost & Availability: 1.6 to 2.2 million credits, often more. Rare, typically worn by Deevil commanders, warlords and assassins/Special Forces.

Demon (or Deevil) Hide Armor (Full): Since demons and Deevils disincorporate after dying, the skin must be removed while the demon is alive! Skinning a demon alive is a terrible and painful form of torture, requires an M.D. blade, a special, alchemical oil that preserves the skin, and a cruel, hard heart – all of which are easy for infernals of Dyval. Bio-regeneration means a demon can be skinned countless times. The skin is then padded and sewn into a full suit of leather armor (pants or skirt, shirt or jacket, helmet) often accented with bits of chain mail, metal studs, spikes, chains, bone and so on for dramatic effect.

M.D.C. by Location:

Head/Helmet – 2D6+24

Arms – 2D6+18

Legs – 3D6+22

Main Body – 1D6x10+100

S.D.C. Note: For S.D.C. dimensions, increase the M.D.C. by 20% and apply an A.R. of 14.

Weight: 40-100 kg (18 to 45 kg).

Mobility: Excellent, no penalties for infernals or demons. (-15% to any beings without Supernatural P.S., otherwise -5% if not a demon or Deevil.) These suits are never given to any mortal no matter how favored they are. They are strictly reserved for Deevils.

Special Powers & Features:

1. *Bio-Regeneration:* Damage to the armor is restored/healed at a rate of 2D6 M.D.C. every hour. **Note:** In combat, the armor actually bleeds a little when damaged! The healing ability is negated if the suit is destroyed (reduced to zero M.D.C.).

2. *Combat Bonuses:* +1 to save vs possession and +2 to save vs Horror Factor.

3. *Nightvision:* 100 feet (30.5 m).

4. *Horror Factor:* The armor adds +1D6 to the wearer's Horror Factor or provides a base H.F. of 12, whichever is higher.

Penalty/Curse: A side effect to anyone wearing the armor is they radiate as supernatural evil and over time, if a good alignment, the wearer *may* see his alignment drop by one category each experience level or year until he becomes Diabolic. Evil beings are not affected by this.

Cost & Availability: 200,000 to 320,000 credits, often more. Fair availability to the forces of Dyval.

Screaming Fire Chariot

For Deevils too large to ride an Infernal Sprite or those that enjoy showing off, there is the Screaming Fire Chariot. A simple 1-4 man chariot that can be harnessed to just about any beast of burden and pulled along the ground, across boiling lava or through the air depending on the War Steed; a pair of Infernal Sprites is the most common. The chariot is stabilized and helped to stay aloft via magic. Should the Infernal Sprite(s) be killed, the chariot gently drops to the ground.

It gets its name from the fact that when aloft, the wheels are covered in fire and rather resemble a manned comet trailing through the sky. For additional effect, there is an eerie scream that is heard as the chariot passes by. Only cavalry troops and high ranking infernals use the chariots, and they are becoming a favorite of the Beasts and the minions of Supreme Lord Sahtalus, in Grim Mortis.

M.D.C. by location:

* Main Body – 300

Wheels (2) – 100 each

Harness and Reins – 15

* Destroying the main body destroys the chariot. (On S.D.C. worlds the Screaming Fire Chariot has 300 S.D.C. for the main body, and 60 S.D.C. per wheel, and all parts have an A.R. of 14.)

Speed: The magic built into the chariot doubles the speed of the creature pulling it, whether on the ground or in the air.

Range: Varies with the beast pulling it. However, the magic of the chariot reduces the fatigue of the War Steed pulling it, effectively doubling their normal range.

Size: Varies with the creature pulling it and the owner of the chariot. Most are 15 feet (4.6 m) tall, 15 feet (4.6 m) wide, and 18 feet (5.5 m) long.

Weight: 1,000 pounds (450 kg)

Market Cost: Exclusive to Dyval troops, but would easily sell in the outside world for 1-3 million credits without the lightning quivers or War Steeds, triple or more with them.

Weapon System: Lightning Bolts: Mounted on either side of the chariot is a quiver containing 12 magic lightning javelins.

Primary Purpose: Assault.

Range: 2000 feet (610 m).

Mega-Damage: 5D6 M.D. each (or S.D.C. in those environments).

Rate of Fire: Must be thrown and each toss counts as one melee attack.

Payload: 24 Lightning Bolts.

Soul Gems

Soul Gems must be made from the finest gemstones, and that is what the Mines of Dyval have in great abundance. Soul Gems are created by the rare and vanishing practice of *Soulmancy*. Many are used as simple P.P.E. batteries that have one time uses as the soul trapped in the gem is consumed. Other gems are used to trap souls and transport them. While still others are used in weapons. Top Deevil agents and generals often have a variety of Soul Gems on hand. Below are only a small selection of the types and uses.

P.P.E. Batteries – Smoky black gems that have 1D4x100+200 P.P.E. that is consumed all at once. Often used in rituals or to cast powerful spells.

Soul Collectors – Clear black or deep blue multifaceted gems used in a ritual to trap and hold as many as 20 souls in one gem or one powerful being such as a Demon Lord or god. The faces of the trapped souls can be seen swirling around in the many facets of the gem, often screaming.

Soul Gem Energy Cells – An emerald or other green tinted gemstone the size of a grapefruit used as the power source in large engines of war. It can hold up to 100 souls and consumes them for fuel.

Soul Spells – Small, marble sized, red, pink or violet gems that contain a single soul trapped within. The gems can be programmed to cast one spell, usually a powerful one (7-12th level). The gem can be used 13 times to cast that one spell before the soul is completely consumed and the gem crumbles into dust.

Soul Mediums – A clear or milky gem the size of lemon that contains 4-8 souls. These gems are used as a means to communicate from whatever world they are on, across space and dimensions to speak directly with their respective Commander, General, Regent or Deevil Lord in Dyval or worlds away. The gems require an expenditure of 5 P.P.E. for five minutes of use. Soul Mediums can only communicate with other Soul Mediums, including mirrors studded with them.

Emerald Mount

The Emerald Mount is home to mines that extract not just emeralds but a variety of other precious and semi-precious stones. Its slave force is managed by Devilkins and Imps. This is also where Soul Gems are manufactured.

Crystal Lake

A massive, deep lake of cool, fresh water. It is home to Naga Deevils and the surrounding woods are inhabited by Infernal Water Sprites. Stemming from Crystal Lake is the *Arms of Pity River*, which stretches from one end of the continent to the other, west to east.

Ruby Mount

Gateway to Grim Mortis

In the northwestern corner of the realm is Ruby Mount. It has numerous abandoned mines as well as several active ones. Here *Deevils*, *Devilkins* and *Bonelings* lord over the slaves.

In addition to mining valuable gemstones of extraordinary quality and size, Ruby Mount is a dimensional focal point and is the doorway between the Mines of Dyval and **Grim Mortis**. The dimensional Rift is actually on the top of the mesa, which is the tallest of all the mounts at 1000 feet (305 m). The Rift is encircled by 26 large, standing stone megaliths similar to Stonehenge. Each standing stone is 15 feet (4.6 m) tall and has a king's ransom worth of rubies imbedded in it. Those who might attempt to pry a ruby loose receive a static charge of ley line energy. The first zap is a warning that does only 1 M.D. (1D6 S.D.C. to mortal beings). The next zap is 2 M.D., the next is 1D4 M.D., the next is 2D4 M.D., and the next is 4D4 M.D. If the thief has survived the damage this long and tries again or has succeeded at prying the ruby loose, he receives a blast that does 2D6x10 M.D. (equivalent damage direct to Hit Points for mortals) and the gem floats from his dead hand to reinsert itself into the megalith.

The Rift itself surges with energy, however those familiar with Rifts will note a significant instability and fluctuation almost as if the Rift were trying to focus on a location, but is having trouble doing so. This is because the location of the dimensional doorway at *Grim Mortis* changes every 1D6 minutes. Those stepping through the Rift never know exactly where they are going to appear in Grim Mortis – a deliberate precaution by the Grim Lord Sahtalus.

Furthermore, this doorway to the realm of the Supreme Lord of Dyval is heavily guarded. Nickodeamis always keeps a contingent of 4 magic wielding and 4 flying *Shock Dragons*, 10 *Deevils*, 12 *Devilkins* and a *Beast* to interrogate outsiders coming and going from the dimensional gate. 1D6x100 *Harpies* and 2D4x10 *Dire Harpies* also roost atop Ruby Mount and they are quick to join in the action in times of crisis. In the event of a serious and large invasion force, 3D4x100 *Deevils* on Infernal Sprites can be mobilized in 1D4 minutes and 15,000 infernal troops can be on site within 12 minutes.

Long-time rivals, the troops and minions of Lord Nickodeamis and Lord Sahtalus coming and going through the portal constantly chide, tease and harass one another. Sometimes the comments are extremely spiteful and lead to brawls.

Getting to the Rift varies on one's approach. Flying is an option, but leaves one vulnerable to the Harpies as well as the guardians of the Rift. Climbers are likely to be spotted well before they get to the top and are sitting ducks for Devilkins on Infernal Sprites and Harpies, not to mention Imps and others. The only other way is a fast teleport or going through the mines. There are at least three *abandoned mine shafts* which take travelers to the bottom of the mesa all the way to the top, near the Rift. Along the way, travelers are only likely to encounter rogue individuals, runaway slaves and small groups (1D4+2) of Lesser Deevils or the occasional monster (Fire Scorpion, Mimic, Tiger Beast, etc.). However, they are also likely to spend 4D6 hours navigating the maze of tunnels and risk getting lost (45% chance) for every two hours of travel (add 1D4 hours to find their way back to the proper tunnel out each time the characters get lost).

Odd as it may sound, the best way to the Rift to Grim Mortis may be going through one of the active tunnels. Slaves are not likely to raise an alarm and may even point travelers in the right direction (they hate their infernal masters and are happy to help

their enemies), Deevil Task Masters and guards are few and far between, and many of them can be bribed for a few hundred credits worth of gold, or with alcohol or sweets (or distracted long enough) for a sizeable group to get through. There are six active mines that lead to the top near the Rift.

Iron Mount

Iron Mount is perhaps one of the best guarded secrets in all of Dyval. Although iron, nickel and magnesium have all been dug out of the southeastern half of the mesa, the other half holds an even greater prize, Chrysteel Blue Diamonds and something even rarer, Halo Stones.

Halo Stones are a rare combination of two kinds of precious stones, one inside the other. The outer shell is always diamond, and within the diamond can be any other kind of precious stone from rubies to sapphires to emeralds and semi-precious gemstones. Halo Stones, when cut, are not only exceptionally beautiful, but they are rare and coveted components for magic throughout the Megaverse. So rare are they that very few people know of their existence and Alchemists, Stone Mages and others familiar with the stone will often pay millions for one. A cut Halo Stone shows both the internal stone and the external stone in perfect symmetry. They are absolutely stunning and sparkle even in the dimmest of light. The carved stones can be used in place of a standard gem in all sorts of Stone Magic, Techno-Wizardry, Bio-Wizardry, Rune magic and the creation of Soul Gems with staggering effect. The power capacity of a Halo Stone (i.e. how much P.P.E. it can hold) is four times that of any normal gem, likewise, it can hold four times the number of spells or spell effects, plus the damage, range and duration of any spell contained within it is doubled. When used as a Soul Gem, it can hold four times the number of souls as an equivalent ordinary gem. And a single Halo Stone can power a Greater Rune Weapon (a large one or two small stones can power a Greatest Rune Weapon).

There are so few of these gems that those found usually end up in a museum, a private collection or as part of a powerful magic item. Nickodeamis has no less than a 136 Halo Stones in his collection, 52 of them cut and waiting for sale or some diabolical purpose.

Due to the rarity and value of Chrysteel diamonds (believed only to exist at Diamond Mount) and Halo Stones, only Nickodeamis' most trusted infernal henchmen are allowed to supervise the mining operations for them. Slaves are used because the Deevil Lord plans to kill all the miners after they have served their purpose, whether they know the value of their efforts or not. Note: None of the slaves and even most of their Taskmasters do not know the true value or power of the Halo Stones.

Sapphire Mount

As the name suggests, red, pink, yellow, green and blue sapphires are mined here. Devilkins and Naga Deevils are the taskmasters who keep the hundreds of slaves working.

Gold Mount

The name Gold Mount is a bit of a misnomer. While gold is mined here, and there are hundreds of mines riddling the mesa,

the expansive mesa is a gold mine in a different way. Iron, nickel and other ores used for the making of weapons and equipment are many times more plentiful than gold. This is why Gold Mount is the staging ground for manufacturing weapons. Six massive foundries and numerous weapon forges are located in the belly of Gold Mount. This is where Chrysteel Weapons and armor, along with other weapons and gear, are manufactured. And Chrysteel Weapons alone, are a gold mine.

Deevils, Devilkins, Imps and Horrors loyal to Nickodeamis are the taskmasters that keep the tens of thousands of slaves working. In fact, there are so many slaves of every conceivable race, including demons, that entire slave communities have been established. The largest slave communities have up to 6,000 members (1D4x1000+2000). Each must perform some valuable service that ultimately benefits their lord and master or they are slaughtered and fed to the rest of the slaves.

On top of the mountain resides an additional 650,000 Devilkins, 350,000 Deevils, 100,000 Shock Dragons, 13,000 Imps, 30,000 Devil Dragons, 70,000 Horrors, and a few hundred thousand other infernals loyal to Nickodeamis. All are members of his personal army. They protect the resources of Gold Mount, nearby Iron Mount and all of the Mines of Dyval as necessary. When called upon, they are willing go anywhere and fight anyone their master commands, including Lord Sahtalus.

Key Figures

Regent Attavar

Regent Attavar is the general in charge of Nickodeamis' army of Devilkins. He rose through the ranks on his own merits which consisted of backstabbing and betrayal. When he was noticed by Nickodeamis he had already gained a small following that bestowed upon him the power of a Sovereign. Nickodeamis recruited Attavar because of his large Devilkin following which would add to his already increasing number of troops.

Regent Attavar also oversees Nickodeamis' small, secret team of elite Devilkins known as the *Shadow Devils*. They receive the best in armor, equipment and recently, training. Each member has received training in espionage and assassination above and beyond their normal capabilities. They also gather information on Lord Sahtalus and report back to Old Nick. In short, they are the fists of Nickodeamis – his elite spies and enforcers. Regent Attavar knows about Old Nick's plans to attempt a coup and has been encouraging his master to do it during the Minion War when Sahtalus is distracted.

True Name: Attavarous Temptus.

Race: Devilkin.

Alignment: Miscreant.

Attributes: I.Q. 18, M.E. 18, M.A. 24, P.S. 22, P.P. 24, P.E. 18, P.B. 22, Spd 20.

M.D.C.: 780. (On S.D.C. worlds, Regent Attavar has 158 Hit Points, 144 S.D.C., and an A.R. of 14.)

Horror Factor: 12

Height: 6 feet (1.8 m).

Weight: 200 (90 kg).

P.P.E.: 200

Age: Unknown.

Disposition: Cunning and deceitful. If not for the fact that Nickodeamis granted him the power of a Regent, he may very well have tried to grab power for himself. Attavar is a powermonger and loves the idea that his master, Nickodeamis, could become the Supreme Lord of Dyval.

Natural Abilities: As a Regent he has been granted the following powers: Power Boost (M.D.C.) and the ability to summon 2D4 lesser Deevils per day (his favorites are other Devilkins, but can summon any type of Lesser Deevils). These are all in addition to the usual powers of a Devilkin.

Skills of Note: Climb 89%, Computer Operation 94%, Dance 84%, Escape Artist 84%, Forgery 70%, Horsemanship: General 76%, Intelligence 78%, Interrogation 80%, Land Navigation 64%, Lore: Demons and Monsters 98%, Math: Basic 98%, Pilot: Hovercycle 98%, Sing 98%, Surveillance 79%, Swim 98%, W.P. Knife, W.P. Blunt, W.P. Energy Rifle, and W.P. Paired Weapons.

Skills from special training: Detect Ambush 74%, Detect Concealment 69%, Disguise 69%, Sniper and Tracking 69%.

Experience Level: 9th level Devilkin.

Attacks per Melee: Five.

Bonuses (Including attribute bonuses): +1 on initiative, +7 to strike, parry, and dodge, +3 to roll with impact, +6 to save vs Horror Factor, +4 to save vs magic, and +2 to save vs psionics.

Vulnerabilities/Penalties: Weapons made of iron do double damage to Regent Attavar.

Psionic: None.

Magic: All Levels 1 to 5 Fire Elemental magic (the extra levels were picked up when he became Regent), plus the following spells: Agony (20), Ballistic Fire (25), Calling (8), Call Lightning (15), Chameleon (6), Carpet of Adhesion (10), Cure Minor Disorders (10), Curse: Phobia (40), Domination (10), Energy Disruption (12), Heal Wounds (10), Luck Curse (40), Negate Magic (30), Remove Curse (140), Trance (10), Turn Dead (6).

Alliances and Allies: Nickodeamis, and commands an army of Devilkins and the Shadow Devils. He splits his duties and has reliable subordinates to take command in his absence.

Enemies: The Demons of Hades and all who stand in his and his master's way to ultimate power.

Weapons and Armor: A suit of Dragon Hide armor with 500 M.D.C. (300 S.D.C. with an A.R. of 18 on S.D.C. worlds), a morning star crafted of Chrysteel that is also a Serpent Slayer and Demon/Deevil slayer (3D6+3 M.D., double damage to dragons, serpents, demons and Deevils!). He also has a Demon Claw Blade (2D6 M.D. and it does double damage to characters of good alignment), a TW Old Lightning Rifle (5D6 M.D.) and he uses an assortment of TW Goblin Grenades.

Money: He has a dozen small caches around the Megaverse and each has 2D6x100,000 credits in gold coins, gems, and credits.

Description: A Devilkin with silver hair with a pair of horns protruding out. He is usually seen wearing his battle armor and a long cloak.

The Shadow Devils

The Shadow Devils are one of the lesser known Retribution Squads in Dyval. This is deliberate, as Nickodeamis doesn't want people to realize he is not the dottering old Deevil Lord he pretends to be. While the team has had their fair share of secret missions, they are under orders not to reveal themselves to the other Deevil Lords. Each member has received special training not normally available to other Deevils. Lord Nickodeamis used some connections in Splynn to have his forces trained in both military and espionage skills. Shadow Devils also get special equipment, quarters, and numerous other perks to keep them happy. Some day, Old Nick plans on occupying Sahtalus' citadel in Grim Mortis, and he believes the Shadow Devils will help him attain this goal.

Nickodeamis has his spies seeded among the other Deevil camps as well. Instead of acting as one centralized group, Shadow Devils are broken up into numerous small cells scattered throughout the various camps of the Deevil Lords around the Megaverse. They go about their business, just another group of Devilkins, unnoticed and collect a wealth of information for their master. They are learning how each of the other Deevil Lords acts, organizes their troops, and are getting a fair idea about their involvement in other plots.

Race: Devilkins and Nexus Deevils are preferred. They already have a wide selection of skills to begin with and they can assume the shape of a humanoid to aid in their deceptions and infiltration.

Skills of Note: A total of six skills selected from Espionage and Military skill categories with a +15% bonus.

Experience Level: 1D4+4.

Loyalty: All are 100% loyal to Regent Attavar and then Lord Nickodeamis.

Equipment: Only the best available from Lord Nickodeamis, including Dragon Hide or Demon Hide armor, Chrysteel and magic weapons, Soul Gems, War Steeds, and so on. They also have living quarters in the (fake) Citadel of Nickodeamis, which come with all the amenities that Devilkins could want (booze, food, companionship, etc.). They are paid well and get a small percentage of any treasure collected.

Note: There are a dozen covert cells of Shadow Devils across the Megaverse and operating among the forces of the other Deevil Lords, including Lord Sahtalus.

Phantom Raiders

The Phantom Raiders are Nickodeamis' elite team of thieves. Whenever Old Nick gets it in his head that there is something that he must have, the Phantom Raiders are sent to acquire it. The majority of their jobs have been conducted in the Palladium World Dimension where they steal from kings, nobles, cults and sorcerers. They've also been bold enough to steal from the Splugorth and merchants under Splugorth rule and protection in the Splynn Dimensional Market.

In the event that something does happen to the team, most non-Deevil team members think they are working for an Arch Fiend who has his own agenda and is not affiliated at all with the other Deevil Lords. To add to this disguise, Red Shade even

has his own little domain. It's a pocket dimension hidden away in the elemental Plane of Air. Within the pocket dimension is nothing more than a small island with a castle-like structure on it. It is here that the team gathers and it makes for a good hide-away. All their planning and training is done here. They do have a few safe houses scattered throughout the Megaverse, with a few notable locations such as Wormwood, Center on Phase World, and Splynn.

Notable Members of the Phantom Raiders: In all, there are approximately 30 team members. The following are the most notable. Game Masters should feel free to add their own members as they see fit. Team members are added as needed as there is often a high rate of attrition. The occasional Deevil may be added for support if needed, however Red Shade tries to avoid using any being that may try to usurp his position.

Orin (Temporal Raider, 10th Level, Aberrant) and **Zorchov** (C'ro Demon Mage, 12th Level, Miscreant) are considered senior members and when the Raiders split into smaller groups, are team leaders. Other notable members include: **Guldin** (Ogre Temporal Warrior, 7th Level, Anarchist), **Grex** (a wolf-like Canine Temporal Wizard, 8th Level, Aberrant), **Crabtree** (Imp, 6th level, effectively a thief, Anarchist), **Frostus** (5th level, Ice Wraith, Miscreant), **Aster** (Human, Master Thief 7th Level, Anarchist), **Max Steel** (Human, Combat Cyborg, 8th level, Aberrant), **Nightrun** (Silhouette Runner, 7th Level, Miscreant), **Kilden** (Brodkil Sub-Demon, 6th level warrior, Miscreant), **Sara Beth** (Devilkin posing as a human female thief, 5th level, Miscreant), **Leeta the Quick** (Devilkin posing as an Elf female thief, 4th level, Miscreant), and a handful of disposable henchmen and associates as deemed prudent or necessary, mostly mercs and thieves for hire.

Regent Red Shade Quick Stats

Regent Red Shade is the leader of the *Phantom Raiders* and one of the few Greater Deevils that Nickodeamis trusts. Ever since Lord Sahtalus tried to send a squad of his Beasts, supposedly to guard and protect each of the Lords and Ladies of Dyval, Nickodeamis has been reluctant to use any of the Greater Deevils. Then again, he has always been paranoid and suspicious of those around him, even of his most faithful minions. Red Shade is one of the chosen few Old Nick trusts.

Red Shade is an Arch Fiend who has an appetite for treasure, fine art, and fine things on par with Nickodeamis, thus the two of them get along quite well. He has been an effective leader for millennia and has excelled as the leader of the Phantom Raiders since the day the group was formed. Red Shade isn't sure about everything his master is up to, but he has been able to get information from *Regent Pourmore* (whose tongue can get quite loose when he's intoxicated) regarding many of Old Nick's activities. Furthermore, the Arch Fiend knows his master has had dreams to usurp the throne of Hell, and suspects the "items" and "information" his Phantom Raiders acquire are with that goal in mind. He is happy to comply and do what is asked of him, but he has yet to decide if he would support Old Nick in a bid to kill Lord Sahtalus and seize rule of Dyval. Red Shade certainly wants to end up on the winning side, and, ideally, in a position of great wealth or power.

Alignment: Miscreant.

Race: Arch Fiend.

Attributes: I.Q. 20, M.E. 20, M.A. 24, P.S. 22, P.P. 20, P.E. 24, P.B. 12, Spd 31.

M.D.C.: 580. (On S.D.C. worlds Red Shade has 134 Hit Points, 95 S.D.C., with an A.R. of 16.)

Effective Level: 11th Level Arch Fiend.

Note: As a Regent, Red Shade's granted powers are Arcane Power and Power Boost M.D.C.

Disposition: Cunning, greedy and deceptive. Red Shade is always looking for more power, prestige and treasure. As a result, he'll do just about anything to achieve these goals. Loyalty means little to the Arch Fiend. He is always concerned about his own welfare above all else, though he is usually able to fool people into believing otherwise. He is biding his time to see how events of the Minion War change the landscape of Hades and Dyval, and whether or not Old Nick makes his move against Lord Sahtalus. For now he plays the dutiful servant, while skimming 15% off every theft for himself.

Skills of Note: Streetwise 82%, Intelligence 93%, Locate Secret Compartments 76%, Prowl 86%, Pick Locks 96%, Pick Pockets 91%, Palming 86%, Concealment 76%, Demon and Monster Lore 98%, and W.P. Staff.

Weapons and Equipment: One of the more unusual weapons that Red Shade has acquired is a Staff of Eylor. He was fortunate to grab an unbound staff and has since found the resources to make it his own, so the two are tied together. He also has a Splugorth Talisman of Armor and several microbes and parasites at his disposal. As you can tell, he is quite fond of Splugorth equipment.

Description: Red Shade looks like your typical Arch Fiend, but as his name suggests, he has a red tint to his black shadowy body.

Mines of Dyval Encounter Tables

Random Terrain Table

The terrain of the Mines of Dyval is either dense, northern rainforest or mountainous mesa. It is suggested that Game Masters roll at least once for every day of travel. If traveling underground this table is not applicable and Game Masters should feel free to improvise and use the terrain table under Inferno instead.

01-20% Easy terrain with no penalties. The way is clear and in some instances there is a road or well traveled path. There is a 1-25% chance that trackers will identify columns of Devilkins on the march!

21-30% Collapsed mining tunnel causes the ground ahead to be broken and uneven. Travel by ground is very difficult and will require a great deal of effort. Speed is reduced by half and there is a 1-45% chance per hour of walking over a weakened tunnel of it collapsing with the characters on top of it. It will take a day to go around or 1D6 hours to cross the area ahead.

31-50% Dense forest too thick to get through easily on foot (leading any riding animals), and much too dense for vehicles,

even a hovercycle. If the characters press forward, best speed is one third, the woods are dark even during daylight hours, and there are many places for ambush and surprise attacks. Going around may be a better option, but takes 1D4 days to go around.

51-55% River! While not as wide or fast as in Dysonia, this river still poses a problem crossing. It is 1D4x100 feet (30 to 122 m) across and the vegetation goes right up to the shore's edge which helps to conceal any predators that may be lurking. There may be a fording point, but it requires 4D6 hours of searching to find it.

56-65% Rocky outcropping. Buried in the underground of the forest is a large rocky outcropping that is 1D6x100 feet (30 to 183 m) high and 2D4 miles (3.2 to 12.8 km) in diameter. Traveling over it is possible, but will require climbing up to its top. This could take several hours and may expose characters to predators and Deevils. On the other hand, it should provide for a good view. There is a 1-20% chance of having an abandoned cave at its base which may provide shelter or a place to hide.

66-76% Forest canyon. The ground has come together to form a deep canyon with vegetation on both sides. The canyon does not hamper travel, but does limit one's direction for the next 1D6 miles. The canyon varies in width, roll 4D6x10 feet (12.1 to 73.1 m) to determine when necessary. There is likely to be vegetation all around which can aid or hamper the characters.

77-85% Ruins! They're most likely an abandoned mining outpost or processing plant. There will be rubble everywhere, pieces of unprocessed ore, and maybe even some processed ore. There is a 1-20% chance of finding something of value.

86-95% Active Mining camp. It's either the entrance to a mine, or one of the ore processing facilities. Whichever the case, these likely to be hundreds of Devilkins around guarding the thousands of slaves in the area.

96-00% Underground Entrance! The ground just opens up and connects to a series of underground tunnels. These tunnels may or may not lead in the direction that the players are heading. The entrance, if in the ground, is 1D4x100 feet (30 to 122 m) in diameter or there is a cave entrance that also leads to a series of tunnels.

Mines of Dyval Weather Table

While the Mines of Dyval may not appear threatening, there are still a few natural phenomena that might throw the occasional adventurer for a loop. Game Masters should roll at least once per day of travel or at their discretion. Note, while traveling underground, weather conditions are non-existent, however Game Masters may still wish to roll on this table. While there are conditions that won't affect anyone underground there is the likelihood of a flash flood. In the event that you roll a Flash Flood while the characters are underground or in a mine means that they have precious little time to prepare and may even be trapped for a period of time. Worse case scenario is if they can't evacuate they may end up drowning.

01-25% Calm and relatively sunny for the few short hours that the sun is up. This will last for the next 1D4 days. No additional weather rolls are needed for the duration.

26-50% Wet and dreary day. It rains all day and night for the next 1D6 nights. While there are no penalties, unless pre-

pared for it, the characters are likely to be soaked to the bone and cold.

51-60% Thunderstorms. Parts of the island are hit by strong storms that last for the next 1D4 days. The effects are the same as the 13th level spell, Summon and Control Storm.

61-70% Devil Wind! Hang on to your gear and take cover.

71-80% Tornadoes sweep through the area. For the next 2D6 hours there is a 01-25% chance per hour that a tornado will sweep close enough to the characters to pose a problem.

81-90% A Hurricane hits, engulfing half the continent. The hurricane lasts for 3D6 hours before it passes. Take cover.

91-95% A Flash Flood is heading right towards the characters. They may or may not have sufficient warning (Game Master's call).

96-99% Double Threat! While a hurricane is raging around the characters one of the following also hits, making the danger all the more severe: 1-35% Devil Wind, 36-70% Flash Flood, 71-100% Tornado.

100% Intense Storm surges. Roll again and double the duration of any of the events above.

Encounters for the Mines of Dyval

– Surface and below ground

The Mines of Dyval are populated by a wide variety of animals, monsters, Host, and Lesser and Greater Deevils. There are both supernatural predators and Deevils to worry about. Given these conditions there is a chance of an encounter at least once for every 12 hours of travel. Characters may catch the occasional break and be able to spot problems ahead of time with the appropriate skill rolls.

01-05% Free and Clear! Either luck or the characters' skills have saved them this time! There are no encounters for at least the next 12 hours.

06-10% 1D4 Tiger Beasts. Talk fast or become dinner.

11-15% One Infernal Sprite hunting for prey and you're it! It fights to the death.

16-20% One startled Dire Harpy attacks.

21-25% An Imp outcast willing to help strangers, but what's his price or what does he get out of this act of kindness? Money? Revenge? A practical joke? Beware.

26-30% Patrol of 1D4+1 Devilkins, a Deevil (or Fiend) and an Imp. If the player group is noticed, the patrol attacks with the intent of capturing one or more. If careful the patrol might just pass them by.

31-40% 1D4 Giant Dyval Cave Spiders! These are hairy, long-legged vermin the size of an easy chair that prey on mortal and wild animals, and right now, the player characters look like food. These monsters are most often found in and around active and abandoned mines, caves and shadowy corners and crevices of the mesas, but can be found in the forest as well. M.D.C.: 2D6+11. Equivalent Skills: Climb 98%/95%, Prowl 67%, Leap 20 feet (6.1 m) high or across. Attacks per Melee: Four. Bonuses: +2 to strike, +3 to dodge, +4 to roll with impact, +2 to entangle/pin, and +4 to pull punch. Damage: Bite: 4D6 S.D.C. for a typical bite, 1D4 M.D. for a power bite but counts as two melee attacks. Strike from a leg or body block: 1D6 S.D.C. Spe-

cial Attack: Pounce and pin: 01-55% chance. The spider drops from above or pounces on its intended prey. If the victim is pinned, the giant spider stops attacking and a long proboscis uncurls from its mouth to sink into its victim's veins, usually in the neck or arm to drink his blood. Humans and similar humanoids are drained at a rate of one pint per minute. Typical humans have 8-10 pints of blood, but lapse into a coma when five pints are drained and will die immediately if all blood is drained. It will drain 3D6 pints from one or more victims before releasing its prey and scurrying away.

41-50% Imp Patrol. 6 Imps are on the prowl looking for any intruders. If they feel they can handle the group they will likely trick and harass them for as long as possible before they warn Nickodeamis. On the other hand, if the group appears very threatening the Imps are likely to call in for some reinforcements.

51-60% Devilkin Patrol. They are part of Nickodeamis' army troops and they are not happy to find intruders. There are six Devilkins, each is armed with one or two simple Chrysteel weapons and wear Chrysteel body armor.

61-65% 2D4 Other Lesser Deevils. They may or may not be part of Nickodeamis' minions. Whatever the case, they are likely to attack the characters if spotted.

66-70% Lost Slaves! Or are they trying to flee? Will the characters help them or ignore their pleas for help? There can be any number of slaves. Game Masters, determine how many as per your campaign, or roll 4D6.

71-75% 1D4+2 Greater Deevils. Again, who they serve may vary. However, it's likely that they will attack the characters on sight if they pose a threat or at the very least, try to rob and extort them.

76-80% 1D6 Devil Worms or Fire Scorpions that see the characters as their next dinner.

81-85% A Devilkin Slave Taskmaster and two of his Deevil or Naga Deevil lackeys have led 1D6+1 slaves into the forest to be executed. Their crime, daring to defy the Taskmaster by helping another slave. The infernals, joke about the slow ways they are going to kill them as the others watch. Do our heroes intercede or slink away out of sight?

86-90% 1D6 Bonelings or a Single Gorgon attack and fight, but give up and flee if the characters are too tough.

91-95% Stalked by one of the following: *01-25%* Tiger Beast or Shock Beasts. *26-50%* 1D6 White Slayers (human or D-Bee henchmen in the service of the Deevils) led by a Deevil or Devilkin. *51-75%* 1D4 Infernal Sprites or Cave Spiders (see above). *76-90%* An Imp Mine Taskmaster (3rd level), 1D4+2 humans and/or D-Bees thugs/warriors (first level) in service of the Imp, 1D4 Devilkins (first level) and a Fenry (2nd level). They are searching for runaway slaves, but the player characters will do just as well. The infernals attack with the intent of capturing the heroes and forcing them to work in the mines! *91-00%* A hatchling dragon that has escaped from the mines as a slave. The Deevils don't know she is a dragon as she was disguised as a powerfully built D-Bee from the Three Galaxies. She wants to escape from Hell!

96-00% Demons! As impossible as it may seem, there is a group of demons led by a turncoat Nexus Deevil. She is bringing them to raid Gold Mount for magic weapons and gems. Who

knows what else this team might have up their sleeves or whether there are other demons on this layer. (In the alternative, they may be on their way to the portal to Grim Mortis on a spying mission or to assassinate Lord Sahtalus!) The demons are glad to accept help from humans and outsiders with a grudge against Deevils and will allow the player group to join them, provided they follow orders. They even insist the player character will share in the loot. The demon group consists of the following: The renegade Nexus Deevil, two Succubi and two Incubi disguised as Devilkins, two Gallu Bulls, two Lasae, a Nightmare, a Baal-Rog, and a Couril Demon Faerie.



Grim Mortis

Seventh & Final Layer of Dyval

Within the deepest reaches of Dyval is the realm of *Sahtalus*, the *Supreme Lord Dyval*. Of all the layers of Dyval, his is perhaps the strangest and deadliest.

The landmass is the same general shape as Dyval Prime flipped upside down, and its green forests replaced by six bleak mountain expanses. The mountains divide the land into seven different areas. Six are the *Shadow Realms* located on the perimeter of Grim Mortis. The seventh is the domain of Lord Sahtalus.

Grim Mortis is a land of mountains and stark contrast. Microcosms of the previous six layers of Hell are represented as something known as *the Shadow Realms*. Thus, there are mountains, jungle, forest, desert, lava and heat blasted rock, and frozen lands.

As strange and impressive as this may be, the realm is actually dominated by barren mountains of stone and darkness. Grim Mortis is cast in eternal gloom. There is neither night or day, just the darkening sky of twilight, painted in hues of black, deep purples and lighter violet near the horizon. The source of that dim light is not the sun dipped below the horizon, but seems to radiate from Sahtalus' citadel at the center of this infernal realm. There is nothing warm or comforting about this light. In fact, there is something ominous and foreboding about it, almost as if the darkness is devouring the light.

Temperatures vary respective to each of the Shadow Realms. In the vast areas between them, divided by the mountains of rock, there is a constant chill in the air, though the temperature hovers at a constant 60-65 degrees Fahrenheit (15.5 to 18.3 C).

Arrival to Grim Mortis

In the other dimensions of Dyval there is a *fixed point of entry and exit*. Traveling through the dimensional gate in one layer of Dyval takes you to a fixed location in the next, or the previous, layer of Dyval. This is not true in Grim Mortis. There are six arrival points – *the Shadow Realms*.

Anyone exiting the *Mines of Dyval* through **Ruby Mount** randomly appears at one of the six Shadow Realms, and that point of appearance can be anywhere in the realm.

The portal from Ruby Mount changes between the six shadow realms every 1D6 minutes. Among humans, only a *Shifter* or *Ley Line Rifter* can determine which Shadow Realm the Rift is, at the moment, connected to. Likewise, only such experts in dimensional travel can affect the Ruby Mount Rift to change it to a specific realm he might prefer, or keep the portal open to that location for an extra 1D4 minutes. All other travelers must take a deep breath, hold their nose and leap. They have no idea where they might appear until they pop into the Shadow Realm of the moment. Beings who can read Rifts via natural ability, spell or psionics, sense a powerful presence in control of the gate at Ruby Mount and feel that same pervasive presence in Grim Mortis.

The Shadow Realms

Each layer of Dyval is represented in what is collectively known as the **Shadow Realms**. Each Shadow Realm is a microcosm or a partial version of the layer of Dyval it represents, complete with the geography, vegetation, wildlife, monsters and infernals found in that realm of Hell. So exact are these areas, that dimensional travelers may confuse the Shadow Realm for the true layer of Dyval, at least for a little while. Within a short while (hours or day depending on the individual visitors), visitors realize they are someplace else. Someplace sinister. First, the sky never changes and the light of day never comes. Second, while the Shadow Realm they are in is real enough, it is an incomplete and comparatively tiny version of the real dimension. Third, though there are present infernals and creatures common to that layer of Dyval, they are lone individu-

als and small groups. Fourth, there are no true leaders or Regents. Last, the minions in these Shadow Realms do not seem as bold and cocky as they do in the true layers of Dyval.

Arrival at Grim Mortis

Roll percentile dice for random determination. The random entry to Grim Mortis is deliberate and meant to confound unwanted visitors and display the power of Lord Sahtalus.

01-16% Shadow of Inferno. Even the seething volcanoes and rivers of lava of Inferno seem small and insignificant, dwarfed by the mountains of Grim Mortis all around them.

17-34% Shadow of the Great Dyval Desert. The sands of the Great Desert look ashen in the pale light, and the oases, though green and inviting, seem sad and out of place somehow.

35-50% Shadow of the Mines of Dyval. The mesas lack any mining activity and some of them mesas are hollowed out by tunnels and seem on the verge of collapse. Here too there is lush jungle and a variety of Deevil minions, but the Imps are devoid of their usual humor. **51-67% Shadow of Dyzonia.** The lush jungle and the fast moving rivers are there, but the jungle seems strangely silent, as if it is waiting for some great disaster.

68-83% Shadow of Tundra. The wind doesn't blow in this frozen land, which only makes it seem all the more eerie. Only the Frozen Wastes is represented and it feels more desolate than ever.

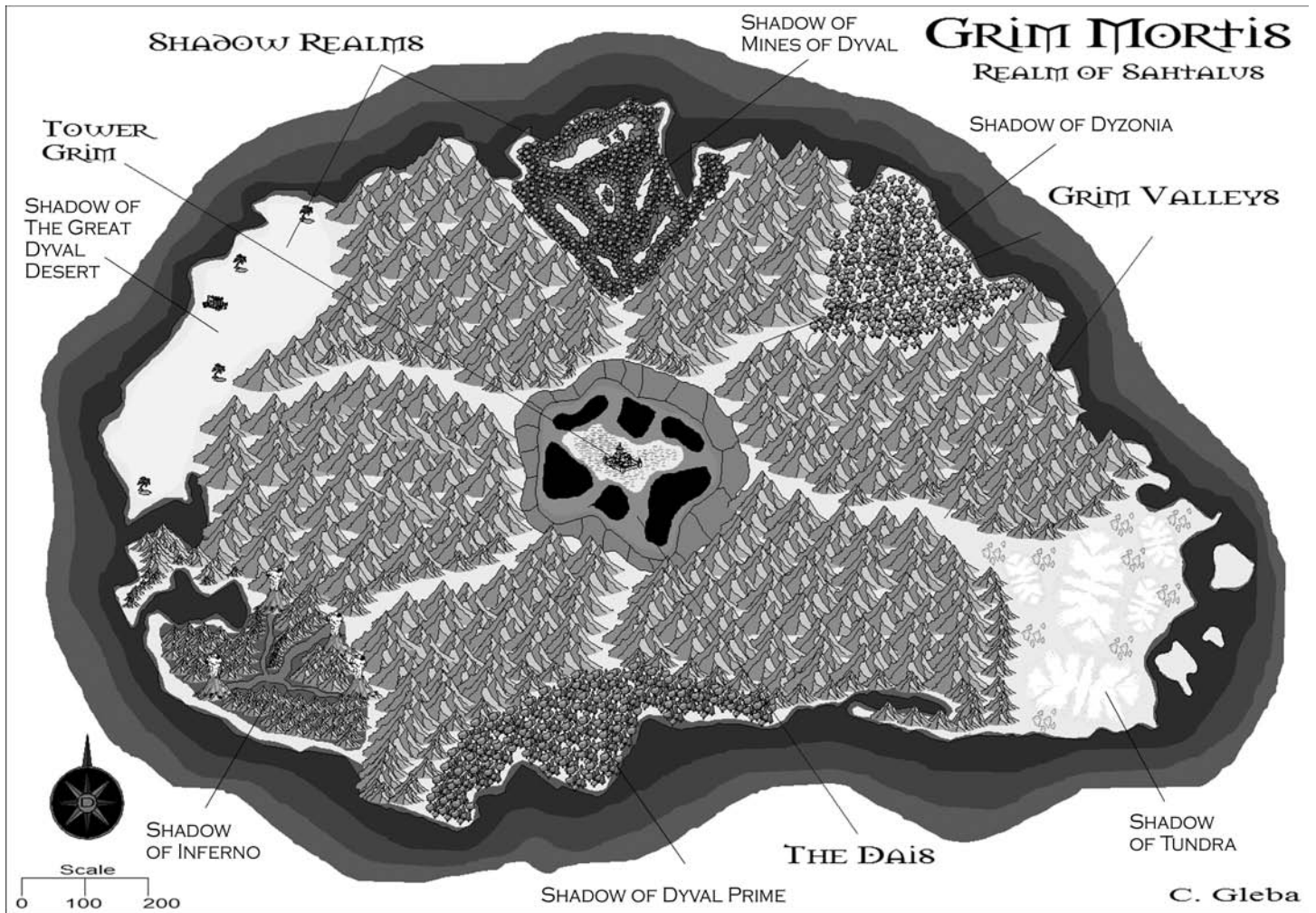
84-00% Shadow of Dyval Prime. The land that represents Dyval Prime is covered in a lush forest that seems dark and sinister in the dim radiance of twilight, and some of the trees seem bent and deformed, as if they grew in agony.

In-Between

The Land of Grim, also known as the *In-Between*, is rock, mountains and desolation. Beyond the Shadow Realms are mountains that dwarf anything the travelers will have seen thus far in Dyval. They are a cold gray stone, lack vegetation except for patches of a sickly green moss, and tower 20,000-40,000 feet (6,096 to 12,192 m) into the sky. Though one would imagine these amazing peaks would be filled with Harpies and Dire Harpies, they are not. The avian Deevils are seen in small numbers in the mountains of their Shadow Realms only. The mountains beyond are conspicuously devoid of Harpies.

The only life a traveler will find in the *Mountains In-Between* are *Beasts*, *Bonelings*, *Naga*, and *Fire Scorpions* (millions of them), and the occasional *Gorgon*, *Shock Dragon*, and *all manner of undead*. A wide range of undead monsters are scattered throughout the Land of Grim, however they never gather in groups, and are encountered as a lone individual, pairs or trios. Undead that gather in groups any larger invite agonizing destruction at the hands of Sahtalus. The only other beings you may encounter are lost souls – adventurers, heroes, spies and fools from other worlds – trapped in the bowels of Hell, searching for a way out. (**Note:** See **Rifts® Conversion Book One**, and especially **Rifts® Dark Conversions**, for undead creatures.)

As frightening, punishing and hellish as the other layers of Dyval may be, nobody realizes the true horror of Hell unleashed until they arrive at Grim Mortis.



The Grim Valleys

Leaving a Shadow Realm, the only place to go is into the long, mountain valley that leads from it to the center of Grim Mortis. Like the spokes of a wheel, each Grim Valley is wide (10-30 miles/16 to 48 km) and long, stretching for hundreds of miles. Along the way are small ponds of fresh water, fields of grass and scattered patches of trees, broken by expanses of gravel desert-like terrain. These enormous valleys lead through the mountains and all converge at **the Dais** where the *Citadel of Sahtalus* is located in the center. Traveling around the Dais, like the center of a wheel, you can access the Grim Valleys leading to the other Shadow Realms.

As one might suspect, traveling through the Grim Valleys is dangerous, as the infernals, undead and monsters from the mountains come down to harass, torment, murder and feed upon new souls from the outside world. Lord Sahtalus' Beasts often congregate in the Grim Valleys, where they like to find outsiders to test their combat prowess upon.

The bodies, skulls and bone of Sahtalus' enemies litter the ground of the Grim Valleys, especially as travelers get within 100 miles (160 km) of *the Dais*. Near and around the Dais the bodies of the more impressive enemies hang from poles while those not worthy are just strewn about. Some of the poles just have heads, while others have bodies that have been left out to the elements. An evil Necromancer in the service of Sahtalus may be encountered at this junction of the journey. The villain

fashions bodies from the bones of the dead and animates skeletons to harass intruders. The valleys are the favorite places of Sahtalus's Beasts and they impale their enemies on poles for all to see as well. As the Minion War progresses, more bodies will line the walls of the Grim Valleys.

There are also dimensional anomalies that plague the Grim Valleys and give travelers grief.

Dimensional Anomaly Table for travel through the Grim Valleys

The powers and unique multi-dimensional aspect of Grim Mortis are such that numerous dimensional anomalies occur in the valleys that connect the Shadow Realms to the Dais. Game Masters may wish to roll for every eight hours of travel (or as they deem appropriate) in a Grim Valley. The In-Between mountains suffer the anomalies, only people are much less likely to venture into them to find out. It should be noted that once travelers reach *the Dais* the anomalies stop, and there is an unusual calm like standing in the eye of a hurricane.

01-05% All Clear. No strange anomalies on the horizon and all is calm.

06-10% Instant Replay. There is a shimmering of light and the surrounding area seems to go out of focus for a couple seconds, followed by a flash of light. When the travelers' eyes refocus they find themselves at a location 1D4x10 miles (16 to 64 km) back from where they came from. It is a form of dimensional teleport that is no fun.

11-30% D-Shifting Weather! Any of the storms, weather or phenomena from the other six layers of Dyval, from tornado or Devil Wind to snowstorm or hurricane, to Sand Storm, to Hot Ash or Lava, to the sudden appearance of Fire Jets, Fire Geysers, and other physical manifestations (seemingly geological formations) may suddenly appear. They cover a 1D4x10 mile (16 to 64 km) length and last for 1D4 hours, after which they disappear as if they never existed. **Note:** These weather *phenomena* appear and disappear randomly, so travel down the same Grim Valley is NEVER the same.

31-40% Terrain Inversion. Instead of traveling in a massive valley, travelers suddenly find themselves traveling in a completely different environment. The environment can be any of the ones from the other six layers of Dyval, from verdant forest, to arctic tundra, desert and so on. Everything about that environment appears in the valley for this stretch of the trek, including the sun in the sky, the temperature, wind, air, vegetation and regional wildlife – and that means predators. Duration: 4D6x10 minutes, after which the terrain disappears as if it never existed.

41-50% Dimensional Lightning Storm! Mystic energy pours through the area in a burst of intense energy. This energy is constantly being channeled into the dimension of Grim Mortis by Sahtalus. In some places, the energy bleeds out and causes flashes of lightning across the dark sky. However, there are times when the discharges and Dimensional Lightning bolts strike the ground in a 1D4 mile radius (1.6 to 6.4 km) for several minutes.

This Dimensional Lightning is not like typical lightning. Instead of electricity being channeled, this is raw magic energy. There are no spells or protection against the lightning and one's only option is to run as fast as possible.

Roll Percentile Dice:

01-20% chance of mortal beings with low P.P.E. (20 points or less) being struck. Each bolt does 1D6 M.D. to Mega-Damage creatures, but only tingles S.D.C. beings.

01-66% chance if a character is a creature of magic, practitioner of magic (any), or supernatural being. These beings attract Dimensional Lightning like a lightning rod. However, instead of taking damage, victims lose 1D6x10 P.P.E. points every time they are struck, and they are likely to be struck 1D4 times per melee round of the storm. The storm lasts 2D4 minutes! Multiple strikes may completely deplete a character of P.P.E. until it can be regenerated.

51-60% Time and Space Warp. That point off in the distance just doesn't seem to get any closer for the next 1D4 hours. Despite how much progress the characters seem to be making, once the effect wears off they have only traveled 2D4x100 yards/meters.

61-70% Dimensional Fog! A fog rolls in on the travelers without warning. Visibility is 1D6x100 yards/meters. Waiting the fog out is a bad idea as 1D4 days have passed when the fog finally clears. Walking through the fog feels like an all day ordeal, 1D4+4 hours. But when the fog clears, or they walk out of it, they have traveled three times the distance they could have normally and only 1D4x10 minutes have passed.

71-80% Bottomless Pit. Suddenly, the world around the travelers vanishes and they seem to be falling down a bottom-

less void of inky blackness. This lasts for 1D6 minutes. When it ends they are standing right where they were a moment before.

81-90% Ley Line Storm. Numerous ley lines run through Grim Mortis and a Ley Line Storm is heading directly for the characters. It lasts 2D6 minutes with the usual effects.

91-00% Another World. Instead of traveling in a massive valley, travelers suddenly find themselves traveling in a completely different environment. Only this time it is an environment from another world. Everything about that environment appears in the valley for this stretch of the trek, including the sun in the sky, the temperature, wind, air, vegetation and regional wildlife – and that means predators and alien life forms. **Duration:** 1D6 hours, after which the terrain disappears as if it never existed and the characters are back in the Grim Valley. This is true even if they traveled thousands of miles in the other world and got separated. The downside is they reappear in the valley where they started several hours before. However, any items (and injuries) they acquired in the alien world return with them, just as any they lost in that world are gone.

Roll percentile dice to see what alien world (or game setting) they might have appeared in. **01-10%** Hades, **11-20%** Rifts Earth: North America, **21-30%** Rifts Earth: China (or Africa). **31-40%** Rifts Earth England (or Germany). **41-50%** Rifts Earth: The Final Siege on Tolkeen!! **51-60%** Palladium Fantasy® world. **61-70%** Wormwood™! **71-80%** Dead Reign™ Earth (zombies everywhere). **81-90%** Skraypers™ (or Heroes Unlimited™ Earth), **91-00%** Someplace in the Three Galaxies™ or Anvil Galaxy™.

The Dais

If one is fortunate enough to have made it through a Grim Valley, the Dais awaits.

At the center of Grim Mortis is the Citadel of Sahtalus. It rests upon a huge dais that seems to be carved from stone. Traveling across the Dais can be a daunting task.

The Dais is raised five miles (8 km) above the surrounding terrain. Many a hero and assassin has tried climbing that daunting vertical wall to reach **Grim Tower**, the citadel of Sahtalus, unnoticed. However, at the end of each Grim Valley is a set of stairs that ascends to the top. The stairs follow a set of switchbacks to the top of the Dais. The stairwell is 500 feet (152.4 m) across, but each step is three feet (0.9 m) tall to accommodate large Deevils. Thus, the trek for humans is all the more exhausting and difficult. All along each stairway are depictions of the Deevil Lords and the various infernal races carved into the wall of the Dais.

Stationed at intermittent switchbacks are a handful of guards, typically 1D4+2 Flying Shock Dragons or Bonelings, or Naga Deevils. At every eighth switchback platform is a Beast supervisor. The Beast is the most favored and trusted minion of Lord Sahtalus, and they oversee, command and manage most of his other minions. From top to bottom there are two dozen switchbacks.

Getting to the top without incident is no easy task. One might think flying would be a more efficient means, but it is not. Flying Shock Dragons, and Beasts riding upon the backs of Infernal Sprites or Juvenile Flying Horrors, patrol the skies around the Dais and Grim Tower. Squad leaders do so in Screaming

Fire Chariots. Anyone trying to fly in would be immediately challenged and within a matter of 1D6 minutes the intruders would be surrounded by 2D6 airborne defenders of the realm. **Note:** Lord Sahtalus cannot abide Harpies or Dire Harpies and will not have them near him. They are found only around some of the Shadow Realms. The only use he has for them is as infantry troops and cannon fodder worlds away.

Only infernals – True Lesser and Greater Deevils – are allowed to come and go, and even they are stopped, looked over, and questioned. If any Deevil looks or behaves suspiciously, he is detained for further questioning by one or more Beasts. Non-Deevils are viewed with great suspicion and must be accompanied by a true infernal. Even then they are studied closely, and one or more Beasts are likely to be called in to do the questioning. With the Minion War ramping up and tension running high, outsiders are scrutinized and even fellow Deevils are an uncertainty. Lord Sahtalus is nobody's fool, and he knows Old Nick, Mephisto, Lady Hel, every Demon Lord and others would love to have his head, if not the throne he sits upon.

At the top of the Dais, the ground is flat like a giant mesa made of smooth, dark gray stone. Lying at the center is *Tower Grim*, the citadel of Sahtalus. Grim Tower can be clearly seen in the distance with Dimensional Lightning constantly sparking off the spires of the citadel. The path to the Tower appears clear, except for the bodies of black inky fluid that line the way. Some are so large that they could be a sea of black water. Others are the size of a pond. All are the deadly **Soul Pools** of Grim Mortis. No living being may pass through one, lest they risk losing their soul to its inky depths.

Soul Pools

Scattered around Grim Mortis are soul pools of varying size and depth. They appear to have the same texture and viscosity of oil. However these pools are *alive* with the thousands of souls trapped within them. Looking deeply into the murky depths of a pool, one can see the faces of those who are trapped. The faces appear twisted and in agony. The pools were created by Lord Sahtalus, with the help of a powerful book of magic many don't believe really exists, called the *Dark Genesis Tome*. The pools function not only as traps for those who would invade Grim Mortis, but also as an infernal prison for souls.

The pools thrive on souls, so any living creature that comes near them is at risk, except for the Deevils! Only Lord Sahtalus, the other Deevil Lords, and their minions are immune. The pools act like giant black amoebas and can form pseudopods (tentacles) that stretch out to ensnare victims. Their reach is not very far, only ten feet (3 m), but the tentacles are fast and are +4 to strike. Furthermore, an unwary travel does not have just one tentacle to contend with, but as many as six (roll 1D6) of them.

Victims caught by a Soul Pool do not lose their souls immediately, and can withstand the onslaught for a number of hours equal to their P.E. attribute number. The pools are sticky and difficult to move through. One's speed is reduced by half and after 1D4 hours of struggling in the pool, a character's strength begins to fade. Reduce P.S. by one half as exhaustion sets in. After a number of hours equal to the victim's P.E. attribute passes, the victim needs to roll to saving vs soul drinking attack. A 13 or higher is necessary. As each hour passes, victims be-

come -1 to save, and must roll every hour. Once a prisoner of a Soul Pool fails his saving throw, his body is consumed, and his life essence or soul is trapped within the pool. **Note:** Characters of Principled or Scrupulous alignment do not suffer the penalty noted above, but must roll to save every hour, and a number under 13 means they are consumed.

The pool has an equivalent Supernatural Strength of 35, so supernatural creatures that are stronger than this could possibly break free. However, as they climb out of the pool, 1D6 tentacles appear and try to pull them back in.

Each tentacle has 1D4x10 M.D. (1D6x10 S.D.C. with an A.R. of 10 in S.D.C. settings.)

Mortals trying to escape, say with the help of other comrades throwing them a rope, need a combined strength of 60 or Supernatural P.S. of 36 to pull free, but their friends are at risk of being ensnared themselves. Furthermore, the tentacles are +3 on initiative to grab an escapee and pull him back in before he is out of reach (10 feet/3 m).

Alternative means of escape, protection and notes: *A Resurrection spell (650 P.P.E.)* cast by someone outside of the pool will magically cause two living beings trapped in the pool, per level of the spellcaster's experience, to rise up and out. The first to be rescued this way are people known to the spell caster, but the magic keeps releasing others trapped until it reaches the limit for that spell (2 per level of experience). Black tendrils appear as if they want to recapture the rescued individuals, but they stop, recoil and go back into the pool.

Dispel Magic Barriers (20) cast by someone not in the pool enables those trapped to climb out using only a combined P.S. of 30. The spell's effect lasts for only one melee round (15 seconds) and is applicable to every living being trapped in the pool.

Banishment (65) will send the tentacles back into the pool for 2D6+6 minutes, but the pool is watching and waiting.

Protection Circle: Simple (45) or Superior (300) will keep everyone in the circle safe for the duration of the magic.

Force fields are effective at keeping the tentacles from being able to wrap around a character and pull him in.

Teleportation won't work from inside a Soul Pool, and a victim in the pool must roll a 14 or higher on a D20 to successfully cast any kind of spell! A failed roll means the P.P.E. to cast the spell is spent, but the spell does not work.

Invisibility doesn't work, as the Soul Pools can sense and target the soul of any living being.

If one is lucky enough to escape, even being trapped for a few hours is a harrowing experience. Those trapped longer than four hours should roll to save vs insanity. Those trapped equal to half or more of their P.E. attribute number in hours are -2 to save vs insanity. Being trapped for 8 hours or longer means the individual automatically gets one of the following: Phobia: Soul Pools. Phobia: Lord Sahtalus. Phobia: Soul Drinking magic items, and a general apprehension and dislike of Ghosts and Entities (hates having anything to do with them), or roll on the Random Insanity Table in the **Rifts® RPG**. While trapped, one feels the cold embrace of death and the trapped victim also hears the calls and screams of the souls in the pool. The sound becomes deafening as hundreds of souls beg and plead to be free, while just as many laugh at and torment the victim. If hearing

the souls in the pool wasn't bad enough, souls are clearly visible like ghosts flying around and through whomever is trapped.

It is possible to retrieve a trapped soul from a soul pool. However, first one needs to know which pool the character is trapped within, as there are hundreds on the Dais. Once the correct pool has been found there are only a few options available.

1. Lord Sahtalus can free any individual soul(s) and restore their physical body. However, this would come at a *great price*, probably one too high to pay. Are you ready to make a deal with a devil?

2. A Soul Drinking magic weapon, typically a Rune Weapon, can be used to draw the soul out of the pool. However, first the soul must be contacted and brought to the surface of the pool. Second, the weapon must pierce the soul to draw it into it. Third, the soul is now trapped in the weapon until a NEW replacement body can be found. This could be a clone, someone without a soul (including someone in the Astral Plane while their physical body remains empty), and so on.

3. Resurrection ritual held on Grim Mortis right on the edge of the actual Soul Pool containing the soul. This also restores the body. Of course, Lord Sahtalus and his minions are not going to let this happen, so the big obstacle is how to do so without any minion finding out.

4. A Deevil Lord or deity can withdraw the soul and restore the physical body, but such boons are just shy of a miracle.

Other options may exist as well, and extensive research may reveal a lost or forgotten spell, an ancient ritual, an arcane device, and so on. Game Masters should feel free to ad-lib their own means of freeing a soul. It could turn into an epic adventure!

The Armies of Sahtalus

In the areas between the Soul Pools are thousands of Deevil troops marching in formation and awaiting the command of Lord Sahtalus. When not in formation they are training or performing maneuvers like the well oiled fighting machine they are.

Perhaps it's because of Sahtalus' paranoia, or the fact that the Deevil Lords measure their power by the number of minions they command, but Lord Sahtalus commands the greatest legions in Dyval. There are millions of mixed troops, but he has two armies composed of two million Beasts in each. Grim Mortis is the staging area for the **Beasts**. It is here that they have assembled for thousands of years. Many of the elite Beasts are chosen as generals, or placed in high profile positions, such as acting as bodyguards, commanding special forces, spying on the other Deevil Lords, or commanding thousands of troops on the battlefield. Sahtalus also sends them into the Megaverse to not only do his bidding, but to act as his personal representatives. The Beasts, in turn, command thousands upon thousands of Lesser Deevils, Host and other minions. The Beasts are his most trusted and loyal minions. Most (84%) answer his every command without hesitation, but many of his other minions (40%) found on Grim Mortis are also completely loyal and happy to serve him. The rest obey out of fear and respect for the power he wields. Consequently, Grim Mortis is crawling with legions of infernals. Now, especially with the Minion War exploding into high gear, the Beasts keep careful watch on all who come to

Grim Mortis. The whole dimension is like an iron-clad fortress with Deevils everywhere.

Troops come and go through portals manipulated by Grim. With the war effort in high gear he has become somewhat of a Megaversal air traffic controller. Portals are opened and closed all over Dyval as troops are moved around, supplies gathered and sent off to different locations, and bodies of troops moved to dimensions where the war is heating up. As to exactly how many on any given day, it is hit or miss, with millions of troops here one day and gone the next. Only the generals of the war council have any idea of what is going on and they are diligent to keep their plans to themselves.

Tower Grim – Citadel of Sahtalus

Within the Center of Grim Mortis stands the Tower Grim, the citadel of Sahtalus. By all appearances, Grim is the largest and grandest of all the citadels. It is certainly a sight to behold and looks like a sword thrust into the proverbial stone. It stands 4,000 feet (1219.2 m) tall with a crown at the top and 4 extensions on either side like a sword's pommel. On each extension are mini-towers that each stretch 500 feet (152.4 m) tall. Between the extensions and the crown, ley line energy arcs constantly, like some kind of power source or a sparking generator. The glow from the crown is intense and provides most of the light for the Dais on which it rests, making it the brightest place in the realm.

The citadel was created like the other citadels, through the magic of Diabolus. However, through secret rituals, the sacrifice of souls and the help of the *Dark Genesis Tome*, Lord Sahtalus has managed to do more with his citadel than even the most powerful of the other Deevil Lords and Ladies. Like a Rune Weapon, the tower itself is possessed by a supernatural intelligence of some sort. Whether it is an actual Alien Intelligence, even Sahtalus doesn't seem to know, but whatever it is, "Grim" is subservient to Lord Sahtalus and with that intelligence and obedience, wields incredible power. The entity possessing the citadel simply calls itself **Grim** and has the same alignment, desires and aspirations as its maker, Lord Sahtalus. In fact, a few close to the Supreme Ruler of Dyval wonder if he has not, through some dark magic, imbued the Tower Grim with his own id.

Grim has become Lord Sahtalus' greatest confidant, and the two play off each other's ideas, dreams, fears and feelings. The tower fears death more than any mortal and it knows that should Sahtalus fall, it too is doomed. Consequently, Grim works hard to make sure that never, ever happens. As powerful as Sahtalus and Grim are, they know they have made powerful enemies, especially among the demons of Hades, but there are others. Many others. As a result, they are both extremely paranoid and security is paramount in Grim Mortis.

The Tower Grim has vast control over the dimensional nuances of the dimension that is Grim Mortis. Like a control tower, Grim can determine if a Rift opens or closes, and where it goes. He is able to channel enormous amounts of dimensional energy and direct it as needed, and he has the power to send every minion on the Dais to Dyval Prime or to another dimension or world if it ever became necessary. Furthermore, Grim can strengthen or weaken the dimensional fabric, change the dimen-

sional energy matrix, redirect ley line energy, stabilize or destabilize D-shifting, or other dimensional anomalies. Its all in his control. During the Taut Offensive, Grim was even used to slow the advance of the impending demon hordes. At the same time it was Grim who brought in the bulk of the troops to fight against the demon invaders. His dimensional power and control over Dyval in general and Grim Mortis in particular is unrivaled and even beyond the power of Sahtalus.

Grim is currently working on strengthening Dyval from any further demonic incursions. The dimensional fabric has been made as strong as possible, and Grim constantly monitors the portals to Dyval Prime. He is only able to do this because of how Dyval was created and the fact that the *Shadow Realms* connect Grim Mortis to each of the other layers of Dyval. Thus, a small bit of Grim's own essence is connected to each simultaneously. He is also controlling the various portals around Dyval and only allows them to go from one level of Dyval to the next. If Grim were to lose control, conceivably these portals would cycle between other dimensions as well. The power needed to maintain this is already draining the great structure. While he can consume souls, Sahtalus is careful not to diminish his supplies, and he already has agents in the field looking for alternate sources of power for Grim. Currently, there are two other dimensions feeding Grim, unfortunately the results of this could have far reaching consequences that send ripples throughout the Megaverse.

At the heart of the citadel is the Soul Chamber. It appears to be a giant, dark glass cylinder 300 feet (91.4 m) long and 100 feet (30.5 m) tall. Trapped within the chamber are thousands of souls. They can be clearly seen flying around and it is a very disturbing sight to behold. All who enter this chamber must make a saving through vs Horror Factor of 15. If battle ensues in the chamber, the save vs H.F. must be made every melee. The Soul Chamber serves as the tower's power source when using its dimensional powers. At any given time there are 1D6x10,000 souls hovering inside. If Grim is to manifest into a mortal form (via possession), this is the chamber in which it would happen. He seldom takes mortal form, however. He can converse with Lord Sahtalus at any time via a telepathic bond between them (no limit). To address others, or to put on a show, Grim appears as a giant ghostly face in the glass of the Soul Chamber. When he speaks, ghostly apparitions seem to fly in and out of his mouth. This image can also appear in any mirror in Grim Mortis.

The Soul Chamber is the heart of Tower Grim, and should it be destroyed, it is whispered that Grim would also perish. He has seen his future and it is here that he meets his death. The chamber itself has 35,000 M.D.C., regenerates damage at a rate of 1D6x1000 M.D. per minute, and is heavily guarded. If it was ever attacked (an enemy would have to get inside the citadel first), hordes of Beasts and other minions would flood to the chamber, as would Lord Sahtalus himself!

Connected to the Soul Chamber are a dozen control crystals. These crystals are smoky black in color and pulse with power. Each channels thousands of P.P.E. and they serve as circuit breakers for the great tower. They prevent any dimensional energy from feeding back, destroying the Soul Chamber. They are scattered around the chamber on the various walls and a power grid can be seen that seems to flow through them all. Without

the crystals the dimensional energy could not be regulated and would ultimately shatter the Soul Chamber.

The Mini-Towers. Each of the four mini-towers is a mini-extension of Grim. These towers can be separated and sent to other dimensions to serve as a fortress castle, base, or outpost as needed. They act like a splintered essence similar to an Alien Intelligence. Grim is aware at all times of what is going on at each no matter where his extensions are.

Grim also has formidable spell knowledge at his disposal. Since it is an immobile structure, these spells only serve to fortify and defend its position. A portion of this knowledge goes with each of his four mini-tower extensions. In the event that Grim or one of his splintered tower essences is attacked, he can unleash any of the following spells at will. It should be noted that these spells can be used inside and outside of Tower Grim.

- **Spell Knowledge:** All spell invocations from levels 1-5, plus all Rift/dimension related spells, all Ley Line spells, and the following offensive spells; Circle of Flame (10), Horrific Illusion (10), House of Glass (12), Mend the Broken (10+), Call Lightning (15), Energize Spell (12+), Fire Ball (10), Fire Blossom (20), Illusory Wall (15 or 30), Power Bolt (20), Agony (20), Animate and Control Dead (20), Ballistic Fire (25), Spinning Blades (20), Sub-Particle Acceleration (20), Lightning Arc (30), Negate Magic (30), Wall of Wind (40), World Bizarre (40), Wall of Defense (55), Enemy Mind (100), Anti-Magic Cloud (140), Bottomless Pit (100), Disharmonize (150), Mindshatter (130), Summon Fog (140), Summon Ley Line Storm (500), Sanctum (390), Annihilate (600), Impenetrable Wall of Force (600), Mystic Quake (420), Steel Rain (360), and Warrior Horde (1100).

All spells are cast at 20th level power, giving him +5 to Spell Strength. Each splintered essence has the same array of spells, but only at 10th level and at +2 Spell Strength. While in his home dimension, Grim can cast the spells anywhere in the dimension of Grim Mortis. In another dimension or world, he is limited to a range of 1,000 feet (305 m) around the mini-tower. If Grim is able to take possession of a Deevil or other being, he is limited in range as per the limitations of the spell.

- **Possession:** Grim is able to possess up to three mortals or one supernatural creature. He takes physical form to experience the pleasures of the flesh. While taking possession of a body he is limited to that body's physical attributes. Grim has the following mental attributes: I.Q. 28, M.E. 28, M.A. 24. He can only possess bodies that have souls, so there are often a dozen people held captive in the tower for Grim's amusement. Few people and even Deevils know that Grim can take possession of another person. Standard saving throw vs possession applies, but at -2. His favorite among Deevils is the Beast or the Devilkin, the latter because he use the Devilkin's body to assume the appearance of any humanoid race.
- **Dimensional Powers:** As stated above, Grim can control where Rifts open too, and he can also monitor the comings and goings of beings through these Rifts. He can also change any dimensional attributes such as the dimensional fabric, dimensional energy matrix, and even create or correct dimensional anomalies and quirks. He can read Rifts and see and sense all dimensional anomalies. He can also sense whenever

anyone teleports or opens a dimensional Rift in a 1000 mile (1600 km) radius.

- **Alignment:** Grim is Miscreant.
- **P.P.E.:** Mystic energy constantly pours through the tower. This results in the P.P.E. fluctuating every hour. For any given hour there is 2D4x1,000 P.P.E. available to Grim for spells and other works of magic. If for some reason he runs out of P.P.E. he can consume souls and gets 3D4x100 P.P.E. for every 10 souls he consumes.
- **M.D.C. of the Tower Grim:** 300,000 – Sahtalus fortified Grim long ago, making him far stronger than any of the other citadels. Each of Grim’s four extension towers has 30,000 M.D.C. The Soul Chamber has 30,000 M.D.C. and each control crystal has 5,500 M.D.C. (**S.D.C. notes:** Grim has 3 million S.D.C. with an A.R. of 18. Each tower extensions has 350,000 S.D.C. with an A.R. of 16. The Soul Chamber has 66,000 S.D.C. with an A.R. of 15, and the control crystals each have 10,000 S.D.C. and an A.R. of 12.)

The Dark Genesis Tome

Nobody realizes how powerful Lord Sahtalus really is. Not Lord Nickodeamis, Mephisto, or any of them. Grim and Sahtalus’ own formidable abilities are only part of his power base, the other is a forbidden and lost book of magic known as the Dark Genesis Tome. Perhaps only two or three copies exist in the entire Megaverse, and Lord Sahtalus has one. A secret he has kept for millenia.

What few beings realize, not even the other Deevils, is that Sahtalus created the Shadow Realms for a reason. Through the power of Grim, and with the help of the *Dark Genesis Tome*, he has a direct link to each of the layers of Dyval. From them he can draw an unimaginable amount of additional power. Each dimension is alive and vibrant, with untapped P.P.E. Sahtalus, through Grim and the Tome, can draw upon and use a portion of this energy, giving him more power than anyone imagines.

Not all godlike beings are able to create entire worlds or civilizations. In fact, many do not have such powers of creation, and Deevils, by their very nature, are creatures of chaos and destruction. Thus, they must be content to carve out their own empires by conquering or dominating other worlds and dimensions. Possession of the Dark Genesis Tome gave Lord Sahtalus the power to create whole dimensions, and he used that power to create the seven layers of Dyval!

Such power comes at an awful price. For a few fleeting moments the new world appears vibrant and lush but there is no life essence, no . . . soul. Quickly these new worlds turn to dust and are destroyed as fast as they are created. In order to give these dimensions life there must be a sacrifice elsewhere and only souls can fuel it. It’s not just a single soul, but tens of thousands of souls that must be consumed.

It was the Dark Genesis Tome that made the other levels of Dyval possible, and while the Deevils think Grim Mortis is the farthest they can go, they are wrong. There could be an endless number of levels to Dyval. In fact, Lord Sahtalus may have already created additional layers to Dyval or other worlds in alien dimensions, but only he has the key to visit these unknown realms. It is quite possible that Sahtalus has millions or more troops standing by ready to be unleashed. No one knows what

truly lies beyond Grim Mortis except Sahtalus and Grim, and that is a secret that would most likely die with them. The only way for one to gain access to these hidden dimensions is to destroy the control crystals deep in the heart of the tower Grim, or if possible destroy Grim itself. But that might also cause all of Dyval to implode.

While the Dark Genesis Tome can create, it can also destroy. The Tome could be used as a horrible weapon of mass destruction capable of drawing the life force out of any given layer of Dyval. That would cause the dimension to collapse in on itself and be destroyed forever. Such an action is not something Lord Sahtalus would do without cause, but he is a bit paranoid. If Sahtalus thought one of the Deevil Lords could actually pull off a coup, or if a layer was completely overrun without any hope of being liberated, he *might* consider destroying that layer of Hell. Certainly that display of power would keep the other Lords and Ladies in check. However, such total destruction is not something Lord Sahtalus would do, for even he does not know if, once started, the destruction would stop at one dimension or continue on to destroy all of Dyval – everything he has helped to create. Nor does he know what impact such destruction might have on the Megaverse as a whole. Thus, he is content to secretly create new realms and new worlds, and the new life forms that go with them.

Deevil Population of Grim Mortis

The Host

- Cryxon – 400,000 (mainly in Shadow Realms).
- Harpies – 50,000 (mainly in Shadow Realms).
- Shock Dragons – 1.2 million.
- Stalkers – 400,000 (mainly in Shadow Realms).
- Tiger Beasts – 250,000 (mainly in Shadow Realms).

Lesser Deevils

- Bonelings – 5.9 million (mainly In-Between).
- Deevils – 5.5 million.
- Devilkins – 3.2 million.
- Dire Harpies – 15,000 (mainly in Shadow Realms).
- Fenry – 1.4 million.
- Fiends – 2.3 million.
- Gorgons – 1.2 million (mainly In-Between).
- Ice Wraiths – 100,000 (mainly in Shadow Realms).
- Imps – 1.1 million.
- Naga Deevils – 3.8 million (mainly In-Between).
- Nexus Deevils – 200 (mainly elsewhere in the Megaverse).

Greater Deevils

- Arch Fiends – 320,000
- Beasts – 28 million (many elsewhere in the Megaverse).
- Deevil Dragons – 1.2 million.
- Horrors – 600,000 (mainly elsewhere in the Megaverse).
- Pandemoniums – 400 estimated (most are working for Sahtalus elsewhere in the Megaverse).
- Serpents – 430,000 (mainly elsewhere in the Megaverse).
- Wraiths – 500,000 (mainly elsewhere in the Megaverse).

Notable Monsters in Grim Mortis

Flying Horrors – 500,000 (War Steeds).
 Infernal Sprites (Air & Fire) – 2.7 million (War Steeds).
 Infernal Sprites (Water & Earth) – 1.5 million (War Steeds).
 Infernal Tri-Tops – 250,000 (War Steeds).
 Lava Serpents – 5,000 (War Steeds).
 Mimics – 4 million (War Steeds).
 Shock Beasts – 200,000 (War Steeds).
 Tiger Beasts – 500,000 (War Steeds).
 Fire Scorpions – 4 million (In-Between).
 Worms of Taut (various) – None!

Leaving Grim Mortis

It can be argued that leaving Grim Mortis is more difficult or the easiest of any of the other layers of Dyval.

The hard way. It is most difficult for adventurers without any ley line or dimensional traveling experience or abilities, because they must go to *the Dais* or *Tower Grim* to open a dimensional portal back to Inferno. Then they must travel to the dimensional portals on the subsequent layers of Dyval, level by level, to get back to Dyval Prime and out.

At the Dais, any Regent or Greater Deevil can Dimensional Teleport others to the entrance point on Inferno, but how do you get a Greater Demon to do so?

Likewise, characters hiding among Deevil troops that get Dimensionally Teleported from *the Dais* or *the Tower Grim* to wherever it is that Lord Sahtalus is sending them – which could be anywhere in the Megaverse – will get sent along with them. (At least they are out of Hell!)

Lord Sahtalus and any of his Regents can open a portal from Tower Grim and send visitors to any of the layers of Dyval, including Dyval Prime, and elsewhere in the Megaverse. However, one would probably have to be a servant or worshipper of Sahtalus to get such special treatment. **Note:** Intruders are typically taken prisoner, interrogated, tortured, and either killed and eaten, or given to Lord Nickodeamis to work in the *Mines of Dyval*. Having to count on the mercy of Deevils is a hard way to go.

The easy way. Because Grim Mortis is secretly linked to each of the other layers of Dyval, a *Ley Line Rifter*, *Shifter* or other practitioner of magic can open a dimensional Rift or use a Dimensional Teleport at any ley line nexus in the *Shadow Realms*. The mage simply needs to find a nexus point, have sufficient P.P.E. to work his magic, and open a Rift. His dimensional portal will take him and his companions to the *dimensional focal point* of the layer of Dyval that *corresponds* to that Shadow Realm. Thus, a portal opened in the Shadow Realm of Tundra places the characters at *Gate Cave*, the entrance to Tundra. If in the Dyzonian Shadow Realm they appear at *North Gate* in Dyzonian, and so on. This only works, of course, if the travelers have a mage with such knowledge and ability, otherwise they are stuck in Grim Mortis or need to try the *hard way*.

One more option. During a Ley Line Storm in the Grim Valley, there is a 90% likelihood that a *Random Dimensional Rift will appear*. Due to the storm, it is impossible to know where the Rift leads to, and all a character can do is leap

through it and hope for the best. When this happens roll percentile for the random outcome on the table below. **Note:** Sometimes a Random Rift may open as one of the dimensional anomalies in the In-Between.

Table for Leaving Grim Mortis via Random Rift

Grim Mortis is plagued with dimensional anomalies. The Game Master can decide where characters end up when they go through a Random Rift or he can roll on the table below. Due to the nature of Grim Mortis and its links to the other layers of Hell, it is likely that players end up someplace else in Dyval.

- 01-10% Dyval Prime.
- 11-20% Dyzonian.
- 21-30% Great Dyval Desert.
- 31-40% Tundra.
- 41-50% Inferno.
- 51-60% Mines of Dyval.
- 61-70% Palladium World.
- 71-80% Rifts Earth.
- 81-85% Phase World.
- 86-90% Splynn Dimensional Market (Rifts Earth).
- 91-00% Hades! Out of the frying pan and into the fire!

Sahtalus's Generals

Warlord Bloodfeast

Bloodfeast has distinguished himself on the field of battle many times. He has always proved to be a loyal servant to Lord Sahtalus. From leading troops in the Great Rift, Bloodfeast has risen through the ranks, replacing those above him that show any signs of weakness. He was on Dyval during the Taut Offensive and was quick to rally his forces and jump into the midst of the raging battle. While Lady Hel contained the problem, it was Bloodfeast who led the charge, slaying the strongest of the demons' minions pouring through the Rifts. When the battle was over and the demons repelled, he personally requested that Lord Sahtalus place him in charge of a force to go to Hades to pay them back ten fold. His eagerness to slay the enemies of Lord Sahtalus and Dyval, coupled with his natural leadership abilities, had Sahtalus instead appoint him in charge of all Deevil forces answering directly to Sahtalus himself. He currently devotes all his efforts into the war with Hades.

True Name: Feast of a Thousand Bones.

Alignment: Aberrant.

Attributes: I.Q. 22, M.E. 17, M.A. 20, P.S. 41, P.P. 22, P.E. 23, P.B. 11, Spd 26 running, 100 flying.

M.D.C.: 1920. (On S.D.C. worlds, Warlord Bloodfeast has 343 Hit Points, 264 S.D.C., and an A.R. of 17.)

Height: 31 feet (9.4 m). **Weight:** 2000 (900 kg).

Horror Factor: 17

P.P.E.: 207

Age: Immortal.

Disposition: The Beast shows no fear, and he expects the same from those around him. He is also quick to judge and dis-



misses those whom he considers unworthy of his attention. However, he is no fool and a decent judge of character.

Natural Abilities: As per all Beasts, plus the Regent powers of Raw Power, Combat Prowess, Limited Invulnerability and Master of Hell.

As Bloodfeast rose through the ranks initially in the Great Rift, his popularity there grew. As a result, he has gained a following of several thousand Deevil minions dedicated to him. His popularity continues to grow with hundreds flocking to his banner every day!

Skills of Note: Literacy: Demongogian, Elven, and American 98%, Lore: Demons and Monsters 98%, Anthropology 88%,

Land Navigation 92%, Swimming 98%, Gymnastics, Detect Ambush 90%, Detect Concealment 93%, Interrogation Techniques 98%, Tracking 93%, Military Fortification 98%, Strategy and Tactics 93%, Intelligence 88%, and Military Etiquette 98%, W.P. Sword, W.P. Battle Axe, W.P. Shield, W.P. Pole Arm, W.P. Paired Weapons, and W.P. Energy Rifles.

Experience Level: 13th.

Attacks per Melee: Six (eight when using the Blade of Sahtalus) attacks per melee.

Bonuses (includes attribute bonuses): +6 on initiative, +10 to strike, +8 to parry and dodge, +8 to pull punch, +6 to roll

with impact, Critical Strike on a natural 18 to 20, +8 on all magic saving throws, +2 to save vs psionics, and +11 to save vs Horror Factor.

Vulnerabilities/Penalties: Warlord Bloodfeast takes double damage from pure iron, and triple damage from weapons made from a Millennium Tree. Rune weapons, other types of magic, and M.D. weapons all do normal damage.

Also, while it has not become a problem yet, as he becomes more accustomed to the role of Warlord of Dyval, he may begin to underestimate certain enemies as he is quick to dismiss them as unworthy opponents. He could easily dismiss a mere mortal sent to stop him and that could be his undoing. For now, however, as the battle plans are laid out, he is cool and level-headed, doing his job quite well.

Psionics: None.

Magic: All spell invocations levels 1-4 plus Domination (10), Multiple Image (7), Magic Net (7), Circle of Flame (10), Fire Ball (10), Energy Disruption (12), Call Lightning (15), Lightblade (20), Turn Dead (6), Animate and Control Dead (20), Exorcism (30), Banishment (65), Desiccate the Supernatural (50), and Heal Wounds (10).

Alliances and Allies: All know and fear Bloodfeast and hundreds of thousands of other Deevils, half of them Beasts, have flocked to Bloodfeast's banner! He commands all Deevil forces and answers directly to Lord Sahtalus.

Enemies: There are more than a few Beasts and Greater Deevils who are jealous of his position and power. However, for the time being they don't have the power to make a move against him. There is also the former Regent in command of the Deevil force in the Great Rift, a Horror known as Rawblood. He has been given the lowest tasks and is often seen serving Bloodfeast in a variety of ways. And of course, the demons of Hades and the Demon Lords would all love a piece of him.

Weapons and Armor: The ultimate symbol of authority in Dyval is the *Blade of Sahtalus*. Only the Deevil in charge of all Deevil forces may wield the weapon as it is seen as a badge of office. It is a huge saber halberd with a shaft crafted of Shadow Wood. The blade is black in color with pieces of demon vertebrae dangling from the sides. It has the standard abilities of a Rune Weapon, an I.Q. of 18, is of Miscreant alignment (so long as the wielder is evil, the blade will work with him), and does 1D6x10 M.D.; double damage to demons, and triple damage to Demon Princes and Demon Lords! The Blade of Sahtalus can only be held by a Deevil, and then only a Greater Deevil can effectively use the weapon (Lesser Deevils won't gain the extra attacks). If any being that is not a Deevil tries to hold the weapon, they immediately fall to the ground and suffer the effects of the Agony spell for five minutes. The blade can teleport to its owner at will (no, it can't cross dimensional barriers), fire a bolt of magic energy (the bolt can be fired a number of times equal to the user's total number of attacks and inflict 4D6 M.D. at a range of 2000 feet/610 m), and it gives its owner *two additional attacks* when using the weapon the entire melee. (In S.D.C. environments, convert all damage to S.D.C.)

In battle, Bloodfeast wears a suit of *Demon Hide armor* that seems to be crafted from the flesh of the mighty Baal-Rog. Additional magic bestowed on the armor gives it

1,000 M.D.C. and increases his Horror Factor of the wearer by 4 points! (In S.D.C. worlds the armor has 1250 S.D.C. and an A.R. of 18.)

Bloodfeast has access to any weapon or piece of equipment in Dyval. He can also get his hands on an assortment of TW weapons when needed.

Money: Those that worship Bloodfeast have brought him untold millions in gold coins, gems, jewelry, magic items, magic scrolls and tomes, and the list goes on and on. He has it stashed away in a small pocket dimension that only he has access to.

Description: Bloodfeast is almost twice the size of a regular Deevil Beast. His muscles are bulging with power, and he has red flames for eyes. He is often seen wearing a simple red cape and holding the Blade of Sahtalus.

Regent Mind Fiend

Regent Mind Fiend was part of Mephisto's legions thousands of years ago. It didn't take him long to realize that he would never go beyond a certain point. He craved more power and was not willing to wait for it, so he threw in with Lord Sahtalus who gave him the power he felt he deserved and minions to command. Mind Fiend has served Sahtalus for years in other dimensions, helping to conquer and bring his lord more followers. When the last war council was dissolved, he was personally selected by Lord Sahtalus to be in charge of spying and gathering intelligence. The Arch Fiend was pleased with the position and sees the Minion War giving him even greater opportunity for advancement. Mind Fiend dreams of one day ascending to a Deevil Lord!

True Name: Malthus Mind Slayer.

Alignment: Miscreant.

Attributes: I.Q. 18, M.E. 17, M.A. 19, P.S. 21, P.P. 24, P.E. 25, P.B. 14, Spd. 27

M.D.C.: 170. (On S.D.C. worlds, Regent Mind Fiend has 61 Hit Points, 45 S.D.C., and an A.R. of 14.)

Height: 17 feet (5.2 m). **Weight:** 1250 (563 kg).

Horror Factor: 15

P.P.E.: 150

Disposition: Impatient, cruel and short with everyone, especially his underlings. He expects his minions to go above and beyond the call of duty, especially when it comes to gathering intelligence on demon movements. As a result, he is greatly disliked and most minions do not feel much, if any, loyalty toward him.

Age: Unknown, presumably hundreds of thousands of years old.

Natural Abilities: As per all Arch Fiends. As a Regent he has been granted the powers of Psionic Mastery, and the ability to summon 2D6 Lesser Deevils.

Skills of Note: Streetwise 68%, Intelligence 79%, Land Navigation 83%, Track Humans 80%, Escape Artist 85%, Pick Locks 80%, Palming 70%, Concealment 62%, Locate Secret Compartments/Door 70%, Demon and Monster Lore 85%, Basic Math 98%, Prowl 70%, Climb 90%/80%, and Literate in Dragonese, Atlantean, and Splugorth 90%. W.P. Sword, W.P. Shield, and W.P. Blunt.

Experience Level: 9th level Arch Fiend



Attacks per Melee: Five.

Bonuses (includes attribute bonuses): +3 on initiative, +9 to strike, +7 to parry and dodge, +5 to pull punch, +3 to roll with impact, and +2 on all magic saving throws, and +10 to save vs Horror Factor.

Vulnerabilities/Penalties: Takes double damage from weapons made of iron.

Psionics: I.S.P.: 200. Bio-manipulation (10), Mentally Possess Others (30), Mind Block Auto-Defense (special), Psi-Sword (30), Psi-Shield (30), Telekinesis (Super) (10+), Alter Aura (2), Empathy (4), Presence Sense (4), See Aura (6), Telepathy (4), and Total Recall (2).

Magic: All Level one spell magic plus Chameleon (6), Shadow Meld (10), Multiple Image (7), Fear (5), Escape (8), Mystic Portal (60), Magic Net (7), Circle of Flame (10), Fire Ball (10), Fire Gout (20), Repel Animals (7), Turn Dead (6), Animate and Control Dead (20), Exorcism (30), Banishment (65), Desiccate the Supernatural (50) and Heal Wounds (10).

Alliances and Allies: He answers directly to Lord Sahtalus, plus he has his own select group of minions as his espionage agents. However, his own minions would probably sell him out in a minute for a chance at advancement.

Enemies: Too numerous to count! Mephisto feels betrayed by him, and none of Mephisto's Arch Fiends will have anything to do with him. Even those put in his command find ways to give him a hard time or to twist his orders around.

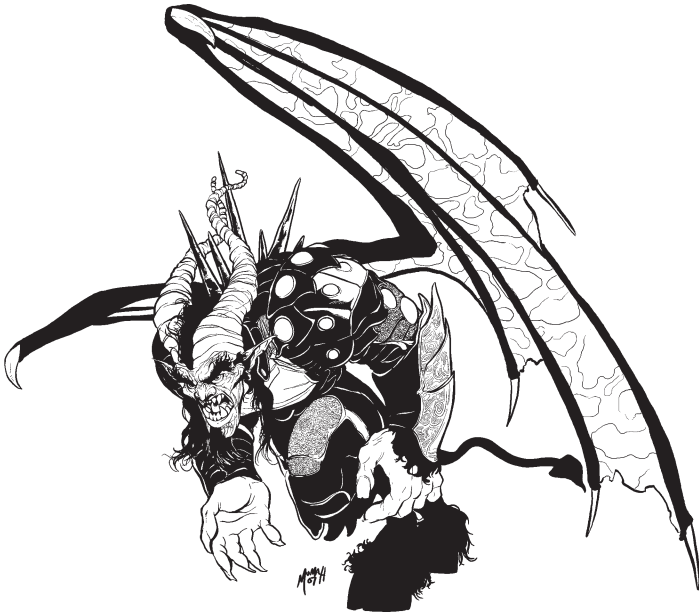
Weapons and Armor: Regent Mind Fiend wears a robe that looks like it is constructed entirely of chain mail. The armor provides 1,000 M.D.C. protection (1250 S.D.C. with an A.R. of 16) and is noiseless and weightless. He also wields a Rune Morningstar called *Knight Slayer*. It is a greater Rune Weapon with a Miscreant alignment, I.Q. of 14 and has the following powers: provides its wielder with W.P. Blunt at their current level (if they don't already have it), +2 to strike and parry (only while using *Knight Slayer*), and it will shatter normal shields (any kind, be it M.D.C. or S.D.C. and Magic force fields like *Armor of Ithan* take double damage) on a natural roll of 18, 19, or 20. It also has the following spells that can each be used 3 times per day; *Armor Bane*, *Disharmonize*, and *Aura of Doom*. *Knight Slayer* does 5D6 M.D., but when facing any opponent who is a knight (this includes *Cyber-Knights*, *Cosmo-knights*, *Mystic Knights*, *Paladins* and similar classes) the weapon does 1D6x10 M.D. (Damage is S.D.C. in S.D.C. settings.)

Money: He has unlimited funds from Lord Sahtalus to put toward the war effort. Personally, through backstabbing and betrayal, he has amassed 70 million in gold and gems.

Description: A large armored Arch Fiend with a Morningstar hanging on his belt.

Regent Dragonsin

Dragonsin is truly ancient. Rumors suggest he was one of the original dragons to make the pact to create the Deevil Dragons. If this is true it would make him over 100,000 years old! All other Deevil Dragons bow to him, even those whom he considers enemies, lending proof that he is indeed one of the founders. Lord Sahtalus has always used the Deevil Dragon for various



assignments because of his cold, calculating, and efficient manner in dealing with problems. It was Dragonsin who re-fortified positions in the Great Rift of the Palladium Dimension. He also has other ambitions and has hundreds of minions gathering dragon eggs throughout the Megaverse. For now, a small region in the Magic Zone on Rifts Earth is his base of operations, and his troops are searching high and low throughout the Megaverse for dragon eggs to plunder.

True Name: Ancestor Slayer.

Alignment: Diabolic.

Attributes: I.Q. 27, M.E. 18, M.A. 18, P.S. 35, P.P. 24, P.E. 30, P.B. 10, Spd. 50, or 100 Flying

M.D.C.: 1400. (On S.D.C. worlds, Dragonsin has 330 Hit Points, 360 S.D.C. and an A.R. of 18.)

Horror Factor: 17

Height: 25 feet (7.6 m).

Weight: 2500 (1125 kg).

Age: 100,576 years old!

P.P.E.: 600.

Disposition: Cold, calculating and efficient, he never hesitates, nor appears undecided. He is quick thinking, comes to decisions fast and takes action on them. This has earned him a position on the war council, one that the other members feel is undeserved as he is not considered to be a true Deevil by most infernals.

Natural Abilities: Impervious to Psionics (reflected in psionic saving throw, and even if he fails the effects are still at one half). Bio-Regeneration 1D4x10 per melee, Teleport 82%, Dimensional Teleport 84%, Supernatural Strength and Endurance, Nightvision 500 feet (152 m), and can magically speak any language. From his knowledge as a wizard he also knows the following; Enchanted Cauldron 98%, See and Use Ley Lines, Ley Line Drifting, and Ley Line Rejuvenation. As a Deevil Regent he has been granted the powers of Energy Expulsion (light) (damage can be regulated in increments of 1D6, with a maximum of 12D6), Create Deific Portal, and Power Boost M.D.C.

Skills of Note: Dragonsin has been trained in the art of Wizardry and is the equivalent of a 12th level spell caster. He knows the following skills: Lore: Demons and Monsters 98%, Lore: Magic 98%, Lore: Psychic and Psionics 98%, Lore: Geomancy and Ley Lines 98%, Intelligence 98%, Gemology 98%, Military Etiquette 98%, Military Fortifications 98%, Recognize Weapon Quality 98%, Prowl 98%, Mathematics: Basic 98%, Mathematics Advanced 98%, Recognize Enchantment 98%, Recognize Magic 93%, and Literacy: Dragonese, Dwarven, Atlantean, and Splugorth 98%, W.P. Blunt and W.P. Staff.

Experience Level: 12th level Deevil Dragon.

Attacks per Melee: Six or three by magic.

Bonuses (Including attribute bonuses): +4 on initiative, +8 to strike and parry, +5 to dodge and roll with impact, +9 to save vs Horror Factor, +10 to save vs magic, +7 to save vs psionics (considered a Master Psychic), and +4 to spell strength.

Vulnerabilities/Penalties: Dragonsin suffers double damage from any weapon that does extra damage to Dragons/Reptiles, as well as any weapon that is a Demon/Deevil Slayer! Holy weapons and weapons from a Millennium Tree also do triple damage.

Psionics: I.S.P.: 120. Deaden Pain (4), Detect Psionics (6), Resist Fatigue (4), Suppress Fear (8), Deaden Senses (4), Death Trance (1), Resist Thirst (6), Telekinesis (varies), Empathy (4), Mask I.S.P. and Psionics (7), Mask P.P.E. (4), Sixth Sense (2), Hypnotic Suggestion (6), Mind Bolt (varies), Pyrokinesis (varies), and Telekinetic Force Field (30).

Magic: As a wizard who has had centuries of experience, he has a vast repertoire of spell knowledge that has been learned, taught, traded, and stolen. He knows all spells levels 1 to 8 plus the following: Aura of Doom (40), D-Step (50), Desiccate the Supernatural (50), Dragon Fire (40), Illusion Manipulation (25-60), Mute (50), Protection Circle: Simple (45), Realm of Chaos (70), Speed of the Snail (50), Wall of Defense (55), Enemy Mind (100), Giant (80), Havoc (70), Illusory Forest (45-90), Magic Warrior (60), Metamorphosis: Superior (100), Meteor (75), Mystic Portal (60), Wards (90), Anti Magic Cloud (140), Astral Hole (120), Bottomless Pit (100), Create Magic Scroll (100), Energy Sphere (120), Firequake (160), Illusory Terrain (55-120), Mindshatter (130), Remove Curse (140), Amulet (290+), Create Zombie (250), Soultwist (170), Time Hole (210), Collapse (70-400), Protection Circle: Superior (300), Sanctum (390), Shadow Wall (400), Annihilate (600), Restoration (750), Circle of Travel (600), Dimensional Portal (1000), and Teleport Superior (600).

It should be noted that he seeks all kinds of magic items and books. He has learned that there are Ley Line spells (he has none), which intrigues him very much, plus he would also like to increase his knowledge of Temporal Magic and even Shadow Magic.

Alliances and Allies: He has four younger Deevil Dragons (all fourth level) who are his apprentices and lackeys. He also has access directly to Sahtalus, something few Deevils have the luxury of. He also commands over 100,000 Dragon Shock Troops that are scattered in various dimensions.

Enemies: Too many to count! There are dragons in hundreds of dimensions that have heard of Dragonsin and even the vilest of them would kill him given the chance. In the Dragonese language his name is one of the more colorful swear words.

Weapons and Armor: His armor is crafted from the hide of a Shadow Dragon! How he came across it is unknown. The armor has 1200 M.D.C., bio-regenerates 5D6 M.D.C. per minute, is resistant to fire and cold (takes half damage), and provides Dragonsin with 500 additional P.P.E. that regenerates 10 P.P.E. per hour. Any dragon that sees this armor will immediately recognize it for what it is.

Money: Like most dragons, he has a hoard that has grown substantially over the millennia. It is currently worth 450 million credits. He also has 40 million in Splynn credits.

Description: His lower body is that of a goat with shaggy silver fur. His upper body and wings are ebony black and he has a pair of fire red eyes. Two sliver, twisting horns come out of the sides of his head with spikes running down his back.

Regent Silent Death

For many centuries Silent Death worked among the Minions of Nickodeamis. He was trained in the art of Guerilla Tactics that could be employed against Sahtalus's minions, at least that was before he was approached by the Supreme Dyval himself. Silent Death knew little of Old Nick's, plans just enough that key Deevils under Sahtalus would be eliminated, probably in an attempt to weaken Sahtalus. Among Nickodeamis' troops, Silent Death was merely a Master Minion in charge of a small, but relatively successful group of Deevils. Somehow he managed to catch the eye of Lord Sahtalus and was immediately summoned to Grim Mortis where he had a very interesting audience with Sahtalus. In exchange for his loyalty, Silent Death would be made a Regent in charge of Lesser Deevils not already in the employ of a particular Deevil Lord. There are hundreds of thousands of Deevils who worship the Deevil Lords, but are not directly associated with any Deevil Lord in particular. Silent Death is in charge of gathering up this group of rogues and make them swear allegiance to Sahtalus. While it initially seemed like a daunting task, Silent Death knew that of the hundreds of thousands, he could find some willing to work together in small specialized groups, not unlike the Retribution Squads. This would appeal to the countless Deevils who are mere minions, and he may even find a shining star amongst the group of true rabble-rousers. After mulling it over for some time, Silent Death accepted the offer, knowing that to refuse would probably have meant his death. Besides, Old Nick didn't recognize his talent anyway, so why should he remain loyal to a weak and crazy fool?

True Name: Bloodless Death.

Race: Devilkin.

Alignment: Aberrant.

Attributes: I.Q. 18, M.E. 16, M.A. 24, P.S. 23, P.P. 22, P.E. 18, P.B. 18, Spd. 14

M.D.C.: 140. (On S.D.C. worlds, Regent Silent Death has 58 Hit Points, 26 S.D.C., and an A.R. of 12.)

Horror Factor: 12

Height: 6 feet. (1.8 m).

Weight: 200 (90 kg).

Age: Unknown, but he appears young for a Deevil. He could be several thousand years old.

P.P.E.: 160

Disposition: While subject to being a bit impulsive, Silent Death tries to think most situations through. For a Devilkin, he is often silent, not speaking unless spoken too, and then he chooses his words very carefully.

Natural Abilities: As per all Devilkins. As a newly appointed Regent, Sahtalus has granted him the power to Summon 3D6 Lesser Deevils. This was done on purpose, so he could begin assembling small groups of Lesser Deevils not affiliated with any of the Deevil Lords.

Skills of Note: Cardsharp 66%, Concealment 64%, Find Contraband 68%, Gambling (Standard) 79%, Gambling (Dirty Tricks) 62%, Palming 69%, Pick Locks 79%, Pick Pockets 74%, Prowl 74%, Safe-Cracking 62%, Seduction 56%, Streetwise 62%, Ventriloquism 58%, Sing 94%, Dance 79%, Escape Artist 79%, Forgery 69%, Intelligence 74%, Interrogation Techniques 79%, Surveillance 84%, Land Navigation 83%, Swim 94%, Climb 84%, Pilot Hovercraft 89%, Pilot Motorcycle 92%, Computer Operation 89%, Lore: Demons and Monsters 94%, Math: Basic 94%, W.P. Blunt, W.P. Knife, W.P. Sword, and W.P. Energy Rifle.



Skills from Special Training: Detect Ambush 69%, Detect Concealment 64%, Trap Construction 52%, and Demolitions 95%.

Experience Level: 8th level Devilkin.

Attacks per Melee: Six.

Bonuses (Including attribute bonuses): +1 on initiative, +6 to strike, parry, and dodge, +3 to pull punch and roll with impact, +6 to save vs Horror Factor, and +4 to save vs magic.

Vulnerabilities/Penalties: Weapons made of iron do double damage.

Psionics: None.

Magic: All Fire Elemental magic levels 1-3, plus knows the following spells: Trance (10), Domination (10), Calling (8), Energy Disruption (12), Turn Dead (6), Luck Curse (40), Curse: Phobia (40), Remove Curse (140), Cure Minor Disorders (10), and Heal Wounds (10).

Alliances and Allies: Few at the moment. He has taken his old teammates and made them his direct attachés. Of course, answering directly to Sahtalus has its perks as well.

Enemies: Not all Devilkins are pleased with this rather young Devilkin being promoted so rapidly. His name is cursed among the Devilkins who serve Nickodeamis and Regent Silent Death is expecting assassination attempts anytime now.

Weapons and Armor: He wears a suit of Dragon Hide armor that has 400 M.D.C. (480 S.D.C. with an A.R. of 18), can bio-regenerate 4D6 M.D.C. per hour, and it has 8 built-in appendages that assist the Regent in combat. He wields a Chrysteel long sword that does 3D6+4 M.D. and it has the abilities of Super Sharpness, and extra damage. He also has a Telekinetic (TK) Rifle with 4 P.P.E. clips on hand.

Money: Not much! He has not been a Regent for long, however there is some tribute coming in. For now, he is splurging and spending it in Splynn as fast as he gets it.

Description: He has the lower body of a goat with cloven hoofs and the upper body of a man that is very young in appearance. He often wears his Dragon Hide Armor, which has a helm, when meeting others for the first time. Too many beings comment on his baby face and young appearance.

Regent Bloodshade

Regent Bloodshade has been given the responsibility of dealing with the weapons and equipment that Deevils forces need to fight in the Minion War. He served Lord Diabolus for a long time in both his citadel and his lab. However, with Regent O'tho'leron in his way, he could never get ahead. This frustrated the Horror to no end and he left Dyval looking to carve out his own little kingdom. He wandered Dyval for some time and ended up being caught in the Taut Offensive. Frustrated and feeling down on his luck, he leaped into battle against the demon horde. Familiar with Diabolus's experiments, he used the few that were in Dyval Prime to help give the Deevils an advantage in a key battle. Reports filtered up to Lord Sahtalus who ordered a meeting with the Horror. Sahtalus was able to glean much information from Bloodshade. Very pleased and seeing potential in the Horror, Lord Sahtalus promoted Bloodshade to Regent, provided he now called him Master. Bloodshade was

quick to accept the promotion and is ready to prove himself to his new lord.

True Name: Shades of Gore.

Race: Horror.

Alignment: Diabolic.

Attributes: I.Q. 15, M.E. 18, M.A. 8, P.S. 41, P.P. 24, P.E. 27, P.B. 1, Spd 34.

M.D.C.: 220. (On S.D.C. worlds, Regent Bloodshade has 77 Hit Points, 29 S.D.C., and an A.R. of 16.)

Height: 19 feet (5.8 m).

Weight: 2000 (900 kg).

P.P.E.: 243.

Horror Factor: 17

Disposition: Bloodshade is an opportunist with dreams of power and delusions of grandeur. He is self-centered, egotistical and self-serving to the point that if there was ever a coup in Dyval or the demons win the Minion War, he would immediately switch to the winning side.

Age: Unknown.

Natural Abilities: As per all Horrors, plus the Regent powers of Arcane Power and Wisps of Hellfire.



Skills of Note: Streetwise 58%, Intelligence 79%, Land Navigation 88%, Track Humans 95%, Recognize Weapon Quality 80%, Military Etiquette 85%, Demon and Monster Lore 85%, Basic Math 98%, Climb 98%/88%, Swim 98%, Literate in Elven, American, and Dwarven 90%, Animal Husbandry 75%, Brewing 65%/70%, Biology 70%, and Chemistry 70%.

Experience Level: 9th level Horror, 1st Level Biowizard.

Attacks per Melee: Six attacks per melee.

Bonuses (Including attribute bonuses): +5 on initiative, +8 to strike, parry, and dodge, +6 to pull punch, +2 roll with impact, +9 on all magic saving throws, +2 to save vs psionics, and +12 vs Horror Factor.

Vulnerabilities/Penalties: He takes double damage from weapons made of iron.

Psionics: None.

Magic: All Air Elemental magic spells from levels 1-2, plus Electric Arc (8), Call Lightning (15), Turn Dead (6), Exorcism (30), Banishment (65), and Heal Wounds (10). He also has a basic understanding of Bio-Wizardry.

Alliances and Allies: He and Silent Death have taken a liking to each other and can often be seen together. That's probably because Bloodshade has offered him his choice of weapons and gear in exchange for a few hundred troops of Bloodshade's choosing. Other than Silent Death, there are few he can call upon. Most other Horrors look on him with contempt and envy at the same time.

Enemies: The demons of Hades are his primary concern at the moment. He hasn't been a Regent long enough to make many enemies.

Weapons and Armor: He has nothing exotic, preferring to rely on his own abilities. He does have access to just about any piece of equipment that Dyval has to offer. He is often seen riding around on an Infernal Tri-Tops.

Money: He has not amassed much yet. Right now, he gets what he needs directly from the coffers of Sahtalus.

Description: He looks like your typical Horror, but his flesh is the shade of dried blood, and several of his eyes look yellow and glazed over, however he can see just fine out of them.

Twin Assassins, Chaos & Mayhem

Lord Sahtalus didn't get to where he is by being too subtle and patient. He is a being of little words and always takes the necessary action to get what he wants. His two favorite assassins were the tools he used to help him rise to his current position. He affectionately refers to them as his "dolls." These twins (at least that's the appearance they've taken) have found working together and looking alike gives them an advantage over their foes. They primarily rely on their looks and charm to make a potential victim let down their guard and if that doesn't work, they use their gaze of mesmerism. This often results in a quick death for their victim regardless of method.

They are certain to play an important role in the Minion War, being sent out time and again to assassinate Demon Princes and their lieutenants. Without effective leadership, the demons will be crushed, spreading even more Chaos and Mayhem.

Regent Infinite Chaos

Pandemoniums are a rare breed of Deevil and Lord Sahtalus has managed to secure the loyalties of a large percentage of them. There is no one Pandemonium in charge per se, however *Infinite Chaos and Mayhem* have always held a favorite spot in the heart of Sahtalus. It was actually these two Pandemoniums who first approached Sahtalus during his early rise to power, and were instrumental in eliminating certain opposition that stood in his way.

As a boon, Lord Sahtalus has allowed Infinite Chaos and Mayhem to maintain "free agent" status. However, both seem to be completely loyal to the Ruler of Dyval and give him and his needs most of their attention.

Infinite Chaos prefers to be in the thick of action and often gives herself and Mayhem the most delicate assignments. When not on the job, she is most often found in Grim Mortis. The other Deevils know her and Mayhem well, and whenever they are seen they are given a wide berth, as they are feared by all.

True Name: Mistress Infini-Chaosism.

Alignment: Miscreant.

Attributes: I.Q. 17, M.E. 23, M.A. 26, P.S. 27, P.P. 23, P.E. 31, P.B. 28, Spd 39.

M.D.C.: 960. (On S.D.C. worlds, Mistress Infini-Chaosism has 255 Hit Points, 316 S.D.C. and an A.R. of 14.)

Horror Factor: 14

Height: 11 feet, 1 inch (3.37 m). **Weight:** 400 (180 kg).

P.P.E.: 768.

Disposition: Of the two, Chaos is the most outspoken and dominant. She always speaks her mind, even to Lord Sahtalus. She knows little in the way of fear and never shows it. She is also more daring and willing to take insane risks. The few times the twins did get into trouble, it was the result of Chaos mixing it up. This is reflected in her fighting style which involves getting up and personal with melee weapons when combat is needed.

Age: They have been around for as long as Sahtalus has been in power.

Natural Abilities: As per all Pandemoniums. As a Regent, she has been granted the powers of Combat Prowess and Raw Power. Also because of her popularity among the Deevils, she has gathered a small group of worshippers who have bestowed on her the ability of Arcane Power.

Skills of Note: Radio: Basic, Disguise, Lore: Demons and Monsters, Math: Basic and Pilot Hovercycle, all at 98%, Demolitions 96%, Palming 93%, Seduction 90%, Find Contraband 89%, Surveillance Systems, Dance, Basic Electronics, Detect Ambush, and Literate in Elven/Dragonese, Atlantean and Demongogian, all at 88%, Detect Concealment and Prowl 83%, Concealment 82%, Intelligence 79%, Streetwise 74%, Use & Recognize Poison 71%/63%, and Acrobatics.

Experience Level: 12th level Pandemonium.

Attacks per Melee: Six.

Bonuses (Including Attribute Bonuses): +1 on initiative, +7 to strike, parry, and dodge, +5 to pull punch, +9 on all magic saving throws, +4 vs Psionics (considered a Master), +10 to save vs Horror Factor, and +2 to Spell Strength.

Weapon Proficiencies: Knife, Sai, Paired Weapons, Small Thrown Weapons, Mouth Weapons, and Energy Rifles.

Vulnerabilities/Penalties: Iron does double damage and weapons made from a Millennium Tree do triple damage.

Psionics: I.S.P.: 500. Possesses all Sensitive and Physical Powers, plus Detect Psionics (6), Mind Bolt (varies), P.P.E. Shield (10), Empathic Transmission (6), Psi-Sword (30), Psi-Shield (30), Telekinesis: Super (10+), Telekinetic Acceleration Attack (10-20), Telekinetic Force Field (30), Radiate Horror Factor (8), and Catatonic Strike (40).

Magic: Because of her Arcane Power Chaos has the following spells equal to her level of experience: All level one through three spells plus the following. Electric Arc (8), Magic Net (7), Horrific Illusion (10), Mental Blast (15), Fire Ball (10), Power Bolt (20), Ballistic Fire (25), Sub-Particle Acceleration (20), Lightning Arc (30), Shockwave (45), Desiccate the Supernatural (50), Realm of Chaos (70), Havoc (70), Meteor (75), Bottomless Pit (100), Disharmonize (150), Soultwist (170), Wall of the Weird (180), Annihilate (600), and Steel Rain (360).

Alliances and Allies: Her sister, Mayhem, is her greatest ally. All Deevils seem to respect and fear her and her sister. As such they would be able to get assistance from any who serve Lord Sahtalus. They are very loyal to Sahtalus and obey only his command. They are so close to Sahtalus that the two do not have to obey any of the other Deevil Lords.

Enemies: All who oppose Dyval and Lord Sahtalus, which includes all warriors of light, as well as the Hades demons.

Weapons and Armor: Chaos has access to any type of armor and weapons. However, she prefers to use her own natural abilities. Her style is that she often finds things on the job and uses them if necessary. Typically, she'll wear a two piece bikini or similar apparel.

Money: She has 312 million in various gems, precious metals, and magic items hidden away in the Tower Grim.

Description: Chaos loves the Elven, platinum blond look with blue eyes. She has enchanting eyes that men always seem attracted too. Depending on her mark, she will try and assume an attractive looking female appropriate to the species, if practical, with blond hair.

Regent Infinite Mayhem

Of the twins, Regent Infinite Mayhem is the quiet one, rarely speaking. She prefers to be subtle and use indirect actions to inflict damage on her enemies. This way she can sit back and watch the ensuing chaos she has created. She'll often set into motion elaborate plans factoring in Chaos. The two know each other very well and have been very successful so far.

True Name: Mistress May-hash

Alignment: Miscreant.

Attributes: I.Q. 20, M.E. 23, M.A. 25, P.S. 28, P.P. 24, P.E. 33, P.B. 26, Spd 38.

M.D.C.: 760. (On S.D.C. worlds, Mistress May-hash has 237 Hit Points, 340 S.D.C., and an A.R. of 14.)

Horror Factor: 14

Height: 10 feet, 8 inches (3.25 m). **Weight:** 400 (180 kg).

P.P.E.: 312. **I.S.P.:** 900.

Disposition: Mayhem is far more subdued than Chaos. She prefers to let Chaos do all the talking and likes to just hang around in the background. Often when the mark is resistant to the mesmerism gaze, Chaos keeps them distracted long enough for Mayhem to get the first (hopefully, Critical) strike in. It often comes as a complete surprise.

Age: They have been around for as long as Sahtalus has been in power.

Natural Abilities: As per all Pandemoniums. As a Regent who conducts duties for the Supreme Lord Dyval, Mayhem has been granted the powers of Combat Prowess and Raw Power. As a result of her and her sister's popularity they have a small following of infernal worshipers who have bestowed Mayhem with the Regent powers of Psionic Master, giving her all Mind Bleeder Powers.

Skills of Note: Radio: Basic, Surveillance (tailing only), Sing, Escape Artist, Find Contraband, Basic Math, Pilot Hover Craft, Pick Locks, Palming, Lore: Demons and Monsters, and Literate in Elven/Dragonese, American and Splugorth, all at 98%, Tracking, Prowl, and Pick Pockets, all at 96%, Seduction 94%, Concealment 93%, Trap/ Mine Detection 91%, Intelligence 90%, Streetwise 88%, Trap Construction 78%, and Gymnastics.

Experience Level: 14th level Pandemonium.

Attacks per Melee: Six.

Bonuses (including attribute bonuses): +5 on initiative, +10 to strike, parry, and dodge, +6 to pull punch, +2 to roll with impact, and +10 on all magic saving throws, +4 vs psionics (considered a Master) +10 to save vs Horror Factor.

Vulnerabilities/Penalties: Iron does double damage and weapons made from a Millennium Tree do triple damage.

Psionics: Possess all Mind Bleeder, Sensitive and Physical Powers, plus Detect Psionics (6), Mind Bolt (varies), P.P.E. Shield (10), Mind Block (Auto-Defense) (special), Mind Bond (10), Mind Wipe (special), Hypnotic Suggestion (6), Psi-Sword (30), Telekinesis Super (10+), Psychic Body Field (30), and Empathic Transmission (6).

Magic: Knows only Lore.

Weapon Proficiencies: Paired Weapons, Swords, Shield, Pole Arm, Archery and Targeting, Energy Pistol, and Energy Rifle.

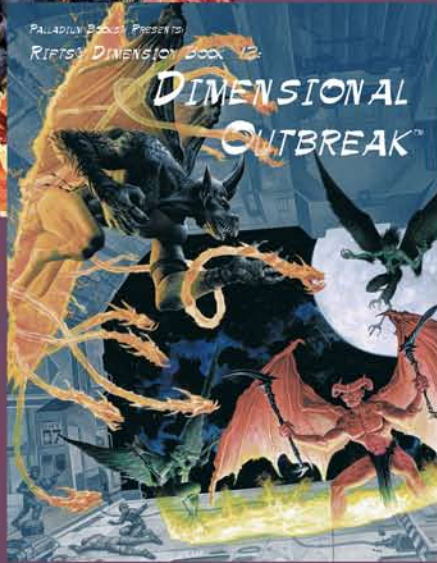
Alliances and Allies: All Deevils seem to respect these two and as such, would be able to get assistance from any of them. They are very loyal to Sahtalus and will obey only his commands and no one else.

Enemies: All who oppose Dyval, which includes all warriors of light, as well as the Hades demons.

Weapons and Armor: She has access to any type of armor and weapons. However, she prefers to use her own natural abilities. Like her twin, she will use whatever is on hand. She is typically clad in a single piece bathing suit.

Money: She has 400 million in various gems, precious metals, and magic items hidden away in the Tower Grim.

Description: Mayhem prefers to appear as a brunette with chocolate eyes. However, to keep up the twins appearance, she often takes the guise of whatever Chaos is currently looking like.



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