

Humorous Random Encounters Table:

01: Bridge Of Death: The characters stumble upon an old man in robes who is standing before a long rope bridge which spans what seems to be a bottomless gorge he speaks to any character who approaches him wishing to cross. **Bridge keeper:** "Stop! Who would cross the Bridge of Death must answer me these questions three, ere the other side he see." (He will then ask the character these three questions) **Bridge keeper:** "What... is your name?" "What... is your quest?" "What... is your favorite color?" The first character should have no problem getting across, but when the second character approaches he will ask the same series of questions but the third question will be something off the wall like "What... is the capital of Assyria?" or "What... is the air-speed velocity of an unladen swallow?" If the character gets the third question incorrect he flies into the air and plunges to his doom in the gorge. However if the Bridge keeper asks a question that is multiple choice such as above and you reply with an answer like "What do you mean? An African or European swallow?" The Bridge keeper may not be able to give an answer and so he says "Huh? I... I don't know that! Auuuuuuuugh!" Off he goes into the gorge too is doom.

02: You stumble upon a Group of Technicians huddled around a piece of Pre-Rifts Technology Arguing [Staring at the constantly malfunctioning office printer.] "PC Load Letter? What the Fuck does that mean?!"

03: Unwashed villagers hunting a spammer: The Unwashed Villagers attack a spammer en masse (as they should with spammers). When the spammer is dead, the Unwashed Villagers all run away.

04: Jesus: The party encounters a muscular, dark skinned man in antique robes nailed to a wooden cross, muttering to himself, "This is getting monotonous... Come back to usher in a world of peace, Dad's creation is in ruins, and the locals take one look at me and stick me back ON the cross..."

05: New Enemy: The Characters encounter a new kind of enemy. Depending on player's reactions to this new bunch, they could just be a one shot deal...or they could be the first in a new wave of baddies assaulting all that remains of goodness. Not so much humorous, as a way to test out new ideas.

06: Giant footprint: Looks like Godzilla just passed through the wastelands. Unfortunately, some unlucky peasant didn't see him coming. The strange thing is that this is the only footprint in the area.

07: Predator: During the night, while the characters are gathered around the campfire, the air suddenly stirs and a Predator shows up. He looks down at the party, and says, "Excuse me, humans, but what happened to the hunting preserve?" If the characters attack, he will turn invisible and attack back (armed with a spear and a shoulder mounded plasma gun). If the party somehow manages to kill him, they will get a cool cloaking device. If the characters don't attack, the Predator will simply listen to their explanation and then go off, mumbling: "Great, best hunting place in the system and they nuke it..."

08: Forrest Gump: The party encounters a man running through the countryside at top speed, only pausing to eat and sleep. If questioned, he says, "Mah name's Forrest Gump, people call me Forrest Gump. Ah'm a little confused about what happened to everything when ah was up there at that there galactic conference bringing peace to the cosmos like Mama would have wanted. So ah'm running until I figure it all out. Or until ah get tired. Here, they were smashing these things at the conferance, and ah thought ah'd keep one as a souvenir. Here, you can have it." Party ends up with an Alien Energy Pistol of some kind...

09: Galactus: A spaceship the size of the moon appears. A door the size of Mt. Everest opens up. "I AM GALACTUS, DEVOURER OF WORLDS, AND THE GREAT HUNGER IS UPON ME..." pauses to look around, "BUT NOT SO MUCH THAT I SHALL CONSUME JUNK FOOD IN THE STEAD OF TRUE NOURISHMENT. YOU PEOPLE NEED TO WORK ON YOUR ENVIROMENTAL PROTECTION PLANS..." He then gets back in the spaceship and flies off, muttering, "SURFER, I THOUGHT YOU SAID THIS WORLD WOULD SATE MY HUNGER!" "Sorry boss, it was looking FINE when I FOUND it..."

10: Bob's Pre-Owned Car Mart: You encounter a car salesman in the middle of nowhere. If you talk to the guy he will try to sell you a car.

11: Don Quixote: Whilst wandering through the countryside, the party encounters a grizzled old man atop a swaybacked old nag. He wears metal armor, wields a wooden pole that would qualify as a spear, save that the pointy end is as dull as the blunt end is sharp, a shield in his other hand, a helmet that most likely would not survive a single blow. From his mouth spews forth poetry of exceedingly large wordings and complete incomprehensibility. He decries one of the team as the long awaited champion of the nefarious wizard Freston, and challenges him to single combat. Alone or en mass, Beating him earns you a metal armor, a wooden pole, and a "strange shield of unmarked character." This shield turns out to be both a melee weapon that does 1D6 damage, and protection 100 SDC

12: G.I. Joe: The party encounters a large force of vehicles and infantry, running and top speed. Atop a command carrier, a man wearing a blue uniform with his face concealed by a mask screams, "COBRA, RETREAT!" They are hotly pursued by another bunch in vehicles screaming, "YO JOE!" as they blast at Cobra with everything in their arsenal.

13: Starship Troopers: Group comes across a platoon soldiers called the Roughnecks holed up in a bunker. If they stay for a while, the bunker is surrounded by thousands of giant mutant insects. The leader orders his troops to "give it everything they've got", even though there isn't nearly enough ammo for all the bugs. Resolution is up to the GM (a drop ship to pull them out?)

14: Patrick the Celt: You encounter an old traveler in the desert. You can ask him for directions, but chances are you already know them. When Patrick brings up the subject of odd folk songs and some Celtic music, and you have the option to name one, you sing along with him for a while. This will increase all Characters CHA by 1 point

15: Grok: Party encounters a thin, beautiful man wandering in the desert. He asks them ... "are you Grok?" Answer no, nothing happens. Answer yes, and they have gained an interesting ally... (GM's Discretion)

16: Usaf: The party comes upon an underground chamber, with an enormous, warm metal statue inside. Inscribed on the side of the statue is the name of the deity - Usaf. The sheer might and power of the statue is enough to make anyone in the party a believer. Anyone professing faith in Usaf gets the "Worshipper of Usaf" Divine Power, and once in the campaign - once in his or her lives, in other words - the player can "use" this Power to ask for Usaf's divine intervention. Whether or not Usaf intervenes is up to the GM, but there are some comic possibilities... The statue of Usaf is, of course, a missile with "U.S.A.F." on the side.

17: Robocop: Occurs around Detroit area, you find a secret lab housing a Crime Protection Unit of an old era. It turns out to be Robocop! Basically you would get Robocop's kewl black gun that reverberating sound with that HUGE muzzle flash. You could also fight a half dozen ED-209's in the backdrop of a failed OCP Shelter. Then you could access files about Robocop, his last days on the planet (probably containing riots and Demons in Detroit), and how in some ways he was the precursor to Power Armor.

18: A-Team: A group of Coalition commandoes were convicted of a crime they didn't commit. They were in prison, but broke out. They currently are in hiding, constantly being hunted by the CS. If you have a problem and no one else can help, maybe you can hire...the A-Team. You can hire them on one mini-quest, but as always they will solve it with a lot of guns, but nobody dies! Or maybe you could kill them, take their weapons, and their black van.

19: Knight Rider: You basically find kit and Michael driving through the desert. Michael would be wearing a double-sleeved leather jacket, and Kit would be right behind him. You can kill Michael and if your computer Programming skill is high enough, reprogram kit to become your car. Hey, who would anyone want to trade SAMAS Power Armor for a talking Trans Am '82?

20: Monk: Characters come across a strange fellow in monkish Robes waving his arms and pointing toward a cave he speaks to them "Follow. But! Follow only if ye be men of valor, for the entrance to this cave is guarded by a creature so foul, so cruel that no man yet has fought with it and lived! Bones of full fifty men lie strewn about its lair. So, brave knights, if you do doubt your courage or your strength, come no further, for death awaits you all with nasty, big, pointy teeth." (This is the Lair of the Vorpal Rabbit any character entering or attempting to enter the lair will be attacked and have it's head bitten off by this foul beast) – (Vorpal Rabbit has 1000 MDC, and takes X50 damage from Holy Weapons.)

21: Half-Life: Around the New Mexico area you stumble upon a lone man. He is wearing an orange haz-mat suit and seems to continue mumbling about the G-man. If you kill him he possesses: A crowbar, MP5, Colt 45, Glock 17, combat shotgun, Rocket launcher, plastic explosives, a gauss rifle, and a special weapon: the ion streamer!

22: China: Suddenly in the middle of the countryside the party encounters a very deep hole (a stone thrown there will not make noise at all). After a while a loud noise can be heard like some kind of machine was coming and the ground begins to shake, then a drilling machine (much like those used in mines) comes out of it followed by many special tanks and APCs (they are special because they have double caterpillars to allow them to move straight upward and heavily thermally shielded). They stop and many Chinese soldiers swarm out of those vehicles. If party tries to resist they will probably be exterminated (Chinese soldiers are all armed with Rail Mini-guns) if not they will be arrested and brought for interrogation. During interrogation it will become clear that this is a "Special Underground Attack Unit of Chinese People Democratic Republic" that was ordered to drill a hole thru the earth and attack the States... Apparently it has taken them more time than anybody could have thought. The PCs can try to convince them to head back for China... If somebody jumps into the hole then he/she will not survive this as Chinese tunnel comes quite close to planet core and even power armor will not help much.

23: Vampire: During nighttime the party encounters a lone man sitting in the middle of the Countryside. He is crying. He wears gothic style black & red clothes (with robe). He seems not to notice the party at all unless somebody speaks to him. Soon the players will learn that the guy is a vampire with one big problem - after the Apocalypse there were no more dentists and he has a terrible toothache... If party gives him toothpaste (or maybe someone is a doctor or healer, Cyberdoc?) then the party gains a powerful ally that wishes to pay off his debt, otherwise he just stays there still crying. A Vampire is a powerful ally indeed.

24: Palladium & Workers Union: When traveling the Countryside the party meets a ... dragon! (Great Horned dragon to be precise). He lies on the ground among some killed Coalition dead Boys, reading a book "My Contract With Palladium Books" and mumbling to himself: "****! They said kill those dead Boys you will be paid a lot of money but they said nothing about this Laser and Plasma ****! I thought it would be easy money, as in Baldur's Gate 2! I said I have allergy to lead but no one cares... I'll have to comply to Dragon Workers Union... LAWYER!!! I WANT MY LAWYER!!! I want my contract for Neverwinter Nights cancelled! I'm out of this ****..." Then the dragon suddenly takes out a cellular phone (that was hidden underneath him) calls a number and vanishes... Players can collect some weapons left by the Dead Boys (none of the Armor is operational)

25: Gates of Hell: A group of Headhunters has surrounded a building and is firing (with rifles, mini-guns, plasma rifles, grenade launchers etc.) at a building. Someone from the building is shouting - "OK, OK we'll remove the Internet Explorer!". When the players come closer they see a sign that reads: "Where do you want to go today?" can be seen on the building. Suddenly the Headhunters start an assault (shouting: "For St. Macintosh!", "Death to Satansoft!" etc.) on the building. But when they have run a few meters someone shouts from the building: "I want a helicopter! All my managers and me must be set free or I'll press CTRL+ALT+DELETE keys!" The Headhunters do not worry much for that and continue their assault... Suddenly everything becomes blue, then fades to black for a moment. When vision returns to normal there are neither Headhunters nor the building they have attacked... Just an ordinary ruined city, but the wind seems to whisper "Microsoft..."

26: My name is...: When party is in the city a man dressed in a smart black suit (with a beautiful girl next to him) comes into a bar that players were just passing by. After a moment some noises can be heard: gunshots, some burst from automatic weapons, explosions, noise of broken furniture and glass... Then everything stops and the same guy in the suit (no evidence of what has happened inside can be seen on him) comes out of the building with a different beautiful girl. When he is passing near surprised player he says to the girl: "Forgive me my lack of manners, I forgot to introduce myself. My name is Bond, James Bond".

27: fancy restaurant: The characters stroll into a restaurant and see... [Man deliberately attempting to offend customers]
Man: "I want to buy your women...the little girl...your daughters. Sell them to me. Sell me your children!"

28; PCs From Older Campaign: Have the players meet their older characters from an older rpg they played (like D&D). Note the armor and weapons they have (plate armor, long swords) and any special characteristics (eg. one has pointy ears). They ask the PCs information about a quest they are on. This quest is, of course, one that the players completed when they played with those characters. If the players understand that these are their old characters and reveal crucial information about that quest (after all, they have completed it) they will gain some XP. If they decide to attack them ("Hey, I wonder if I can get the girdle of giant strength from my warrior") tell them that "The incapability of the two rule systems has torn the gaming universe and they are sucked back to "where they came from"

29: Wayne Smith Needs A Home! The PCs meet a man who holds a book named "Rifts Core Rules". He asks them to help him find a place to live in Taylor. If they (somehow) help him, he gives them his lucky 20-sided die. (You can find stats on Wayne smith in the Rifter 9 ½ .)

30: The Lost NATO Troops: The PCs meet a NATO convoy. A soldier asks them directions to Kosovo...

31: Drunken Master: You meet a drunk person, being attacked by some raiders with melee weapons. if you give him something to drink (there is a bottle of whiskey nearby), he will beat the crap out of the four raiders and then thank you (hick-upping all the way) by giving you +1 extra attack per melee permanent .

32: Klingon Encounter: Some strange looking tribals with curved blades come out of the bushes and attack, screaming stuff like "Quap'la!" and "Death to the Federation" and so on.

33: Call Home: A small, wrinkled alien will approach, asking for a radio to make a call home. If the players actually do help the little alien, he will touch them (mumbling: "ouch. ouch") and the players will have the Empathy Psychic power.

34: California Smith: A guy with a brown heat and a leatherjacket will be fighting against some Coalition troops over a tribal piece of art, all the while yelling stuff like: "this belongs into a museum!" or "I hate these damn Illinois Nazis!" If the players help him, he will give them some water out of the tribal cup- it actually has healing powers! (Heals all wounds no matter how critical)

35: Jeanie: The party will come across a man in uniform. He's wearing a white air- force helmet and dragging a parachute along, all the while screaming: "Jeanie! Jeanie! You will stop this NOW!" As he meets the party, he will ask about the place, date and so on. Then, he will look shocked and mumble, "I just hope this is one of them dreams again." Then he will look back at the characters and yell "JEANIE!" he will then vanish in a pop. The only things remaining will be his helmet and the parachute.

36: Ranger: This looks like a slaver attack at first, but the players will suddenly receive help from... the lone ranger! A single member of Reid's Rangers on a white motorbike will approach, kill every slaver and then yell "Hi- ho, Silver!" then he will ride away, all the while accompanied by some strange music coming out of nowhere. The players may pick up the equipment from the slavers (some cheap weapons, nothing special).

37: Guardian Of Forever Portal: Step through the stone portal and you'll be taken to back 300+ years back in time, to the moment when the Apocalypse Started You will arrive inside a Abandoned National guard armory full of lockers with items from the Random Items tables I-VIII. Search all lockers and take whatever you want. Search the armory. Now examine the only operating computer in the place, otherwise your existence will be in jeopardy. (Computer will send them back to Rifts Earth Time Period)

38: Elvis: The party encounters a Zombie, all dressed up in white, driving a Cadillac and looking around nervously. He will ask for something to eat and give them a C-27 heavy plasma cannon (new in box) in exchange if they promise not to tell anyone that he is alive.

39: Dude: The party encounters two ghouls, walking through the desert, carrying two long oval shaped objects. They ignore the players, while mumbling: "dude, this is some long beach, if i ever saw one." "Yeah... far out." "y'know, I sometimes wonder if we ever gonna find, like, THE wave?" If the players direct them towards the coast, they will give them some herbs, mumbling: "thanks, dude... check these out... they're, like, cool..."

40: Two sheriffs: The party encounters two sheriffs with fishing poles, walking down the road. One of them is whistling a comic tune, while the other asks: "Y'know, Andy... ya think that fishin pond is still there?" The first shrugs, then looks at the players and goes: "well, howdy, I reckon you haven't seen a good ol fishin pond out here?" if the characters explain to them that there are "none fishin ponds out here", they'll get two fishing poles. Otherwise the two just shrug and go along, whistling that tune.

41: Zorg Enterprises Inc: During the night, the person currently on watch sees a meteor fall somewhere nearby. If they investigate, they will find a small opened, misshapen, burnt alien fighter and footsteps leading from it. If they follow, they will find a lying figure that is pointing at them with something weapon-like. It is the nasty Alien from Fifth element (looks a lot like super mutant). He is nearly dead and is holding the All-in-wonder ZF-1 weapon from the film. The Alien will fire a net by mistake, possibly knocking one of the players with a weight attached to it. The weapon has inscription ZORG enterprises inc., It's light. Handle's adjustable for easy carrying; good for righties and lefties. Breaks down into 4 parts, undetectable by x-ray; ideal for quick, discreet interventions. A word on firepower, Three thousand round clip with bursts of 3 to 300. With the Replay button, it's even easier. One shot, and Replay sends every following shot to the same location. And to finish the job, Rocket launcher. Arrow launcher, with explodin' and poisonous gas heads. Very practical. The famous net launcher. The ALWAYS efficient flame-thrower. My favorite. And for the Grand Finale, the all new "Ice Cube System!"

42: Dune: The group will hear a loud thumping sound in the distance. If they get closer, they'll see a huge bmp-like machine, whirling up a lot of desert sand. Close to it, there's a black tripod machine thumping onto the earth. If they get any closer, soldiers in strange green uniforms will emerge from the big harvester and threaten the group with laser mini-guns. After some talking, one of them will say into his mic that "these aren't from any house I know of" and let the group go. After a while, a huge Drop ship of some kind will come and pick the harvester up. No, there won't be any worm.

43: Mr. Yelles: The party encounters a man standing in front of a big mechanical sledge looking thingie, mumbling: "damn accelerator, shouldn't have fast forwarded past that Apocalypse." When he notices the party, he will raise his arms, politely asking the party not to kill him. Then he will politely introduce himself as Mr. J.I. Yelles and ask for their assistance in pulling that "damn thing out of the ditch." If they help him, he will give them a science book and step into the machine, vanishing in a twirl.

44: Starbuck: The party encounters a figure in a strange kind of power armor with a blinking red eye, making strange slurring sounds. He will stop before the party to ask them if they have seen his friend "Starbuck" then he will go away, mumbling: "Star-buck. Star-buck. Have to find him."

45: The black trooper: A soldier in a black charred power armor will block the way of the party. He will introduce himself as the black Paladin and demand them to fight him for a passage. Although he looks very tough (with his power armor and submachine gun), he is a very poor shot and the party can triumph over him if they make called attacks and have criticals, so that he loses an arm or two. That won't stop him though; he will get cockier instead and tell them to go on. After only his torso is left, he will call it a day and say that it is a match. The party may take his gun and go away, but he will call them cowards and demand them to come back and fight like men.

46: X-Com: You stumble upon a hidden hangar, and walk in. Inside the base is a plethora of Power Armor, Laser and Plasma weaponry. These weapons and Power Armor seem to be of a different they might ask for Arthur (from another encounter). Type from the standard U.S. issue. In one storage room you find a strange weapon...the blaster launcher. Remember in X-Com UFO Defense, the ability to set up a base anywhere in the world? And how when Aliens attacked your base you actually got to fight in it? Basically the base layout would resemble that map, but of course more advanced. You could spot old wreckage of Avengers and Firestorms, and maybe even find some remains in the alien storage center. About the blaster launcher: it would be the only one in the game with 5 rounds to work with. The base will already be filled with (nun-functional) laser and plasma weaponry. And the Blaster Launcher in X-Com was a weapon that was basically a waypoint explosive round that could hit ANYTHING!

47: Boots: the party notices a large channel cut into the local forest, it looks like a particle blast did it, as they approach they see a pair of boots (or shoes, sneakers etc); in front of the still smoking "path" the boots, are in good shape, however the smoking feet still need to be removed before use!

48: Moo Cow #1: you see a small plastic pot, the label reads "pot-noodle" (pick flavor) ...it is sat upright... just sitting there! If the "pot-noodle" is disturbed then the trap is set off! ...1-50% the blast does 1D4 MDC (or 2D4X10 if the player is not in MD body armor, and you want to be nice) ...if investigated, it is a device left by a rebellious local faction... or 51-100% ...the device is a smoke bomb! And 2D4 mutant cows attack the players!! They swing from the trees, leap out from behind rocks blasting as they do so! Each cow carries an L-20 laser rifle and has 1D4 E-clips for it, they all have IR-goggles and MD armor (around 30-50 MD) also one in three cows carries n NGP-7 or other heavy style weapon in place of the L-20 (but only has one extra clip for the weapon)...the other cows may carry other gear, but most of it is left back at camp guarded by 1D6 mutant cows with similar gear and a rail gun using mutant cow (partial borg!).

49: Crazy chicken shoot-out!: The players encounter a large, white, plastic bag with a logo and the name Interplas written on it in blue... also, around twenty feet away are two strange looking Dee-Bees arguing bitterly, each one is wearing some sort of multi-colored "jump-suit" with black pipes running around them and lots of tool belts and tools about there person. Each of these creatures also has 1D4 live chickens tied up, and mounted on their belts! And is carrying what appear to be, possible TW rocket launchers! (These weapons are unusually large! but not long) ...The Dee-Bees will suddenly notice anyone inspecting the white bag... this is what they are arguing over! And the Dee-bee creatures will think the characters are trying to steal there bag, and open fire with their rocket launchers!! If they get the chance to fire, the characters will hear a "BBaaaak...BANG!" sound when the launchers fire the CHICKENS that have been loaded, into them, live! An explosion of blood and feathers will ensue! After their first strike the Dee-bees will not stick around if it does not look like they can win, they are cowards!

TW chicken launchers: these usually use another creature. It is unknown what it is, but a TW can figure that it is some sort of natural MDC insect! But chickens are being used in place of them, presumably because there is nothing else more suitable to use. (And there is not).

The TW chicken launcher has the following stats: Damage: 1D6MD range: 700ft payload: 1 and the aliens "jump-suits" protect them from around 20MDC! They are carrying around 1D4X2000 credits in tools and other junk; they have little else of value. (Well they were arguing over a bag of plastic beads for Pete's sake!)

50: Angry Technicians #2: huddled around a piece of Pre-Rifts Technology you see people arguing

Tech #1: "No, not again! I...why does it say paper jam when there is no paper jam? I swear to God, one of these days, I'm just going to kick this piece of shit out the window!"

Tech #2: "You and me both, man. That thing is lucky I'm not armed."

Tech #1: "Piece of shit!"

51: Sir Henry Dernington: Sir Henry is probably the strangest person PC can ever meet in the world. He is the only living member of Black Rose Order – order of Knights who claim to have seen The Grail itself. Whatever is the source of sir Henry's unique powers, they are for sure supernatural. His history has long ago been forgotten, and now not many remain who remember him, as it was long ago he was chosen to wander the world and help restore balance to the world, with God's help. The only place he lives are in legends, many children have heard of "a holy man who comes from the wastes to heal and aid poor people" however not many believe these stories when they get older. Sir Henry Wears Holy Armor of Paladin (which looks Like NEMA Silver Eagle armor covered in Black Chrome instead of Silver), except a red rose, painted on right shoulder. He is armed with a Holy Sword Of Paladin (Damage:3d6X10 MD. armor or damage resistance does not protect foes from this weapon. Sword Style is up to the GM) Two Holy Desert Eagle Pistols (Stats: As normal Desert Eagle but armor does not protect form their hits) and carries one Holy Hand Grenade of Antioch (This is a special, "magical" weapon, don't give it to players unless it fits in your campaigning background. And remember it's UNIQUE weapon. Value: ? The Holy Grenades of Antioch were once made for crusaders to crush the pagans. How many of them remain to this day is unknown. Also the way these grenades function remains unknown... It must be thrown with words "Hallelujah" spoken otherwise it won't work

Damage **0-Infinite**, GM's take all your game dice and roll them across the table and X that by 1000. The damage and effects are up to the GM). He wanders the wastes and sometimes helps people in need but usually avoids contact with others – he will help only when some special conditions occur and he sees the local balance between good and evil threatened, even then he will not help any side to achieve "total victory". Sir Henry wanders all around the world (how does he cross the oceans remains unknown) in search of something. Some claim that he seeks the Seven Seals of Armageddon (see St. John's revelation), as the world must be reborn once again as there is no chance to bring it back to balance between good and evil in current conditions... But what are his true intentions is unknown. Sir Henry can heal with his touch – this adds 4d10 HP/SDC/MD to any creature healed. HP/SDC/MD cannot go over maximum.

52: DemonBoy: You Encounter a Man Walking along the road with a back pack and walking stick, upon closer inspection he hails the party.. "Ho travelers could you point me the way to Michigan? I'm looking for the great Center of learning in Ann Arbor." If the characters do not respond he will simply shrug his shoulders and move on. If the characters provide him with false info, he will secretly stalk the party members and give out there location to anybody who may be looking for them as revenge for trying to trick him.

53: Doom: You encounter a man who appears to be throwing newspapers periodically off to each side of the road while yelling “we are all Doomed! Doomed!” when he sees the characters he runs up to them and quickly gives each a newspaper while saying, “Doomed! Doomed I tell you! Read it! Read page 2 I say! You had better read it! And there is another article on page 6b, what! Don’t debate me son, we are Doomed I say!” and then he runs off throwing newspapers yelling about emanate Doom. If any of the characters look at the newspapers they will see it’s dated December 23rd 2098.

54: Marylyn: As the Party makes there way across town the notice a Beautiful Blonde woman in a white dress standing over a metal grate, as you watch a burst of air blows her dress up, seeing you she tries to hold her dress down in front of her and then smiles and giggles at you. Then she walks away.

55: Gun Shop: The character(s) walk into a gun or supply shop and witness this conversation...

Store Owner: “What the hell is in those bags?”

Shop Manager: “Rabid weasels.”

Store Owner: “What? What the hell are you doing with a bunch of rabid weasels?”

Shop Manager: “That’s what I was trying to explain to you, they came in as part of a shipment. Of course, they weren’t supposed to be rabid.”

56: Phone Booth: The characters come across a man standing in a phone booth his clothing is ripped in places and he is bloody, and he is yelling into the receiver... **Man:** “Listen, there’s a bunch of people from the cemetery who are stark, staring, mad, and they’ll kill you and eat you if they catch you. It’s like a disease. It’s like rabies, only faster, a lot faster. That’s why you’ve got to come and get us out of here now, right now!” If the characters look around they will notice that off to the side of the road there is quite a large cemetery and there seem people slowly moving toward the party members If the party hangs around long enough or talks to the phone booth man they will hear the walking corpses saying “Braaaaaaiiins... Give us more Braiiiiinnsss!” there are 60 undead hungry zombies total Fire will destroy them.

57: Wolverines: While traveling across country the characters here the sounds of rifle fire in the distance. Upon closer inspection the notice two groups of people engaged in a firefight (using Pre-Rifts SDC firearms). One group seems to be organized same weapons, uniforms, and equipment. The other group seems to be a bunch of kids in there late teens, and the kids seem to be winning. One of the kid’s yells out WOLVERINE’s!!!! Then some more kids emerge from the brush and they all slaughter the remaining troops. The party can of course choose to help and or do nothing if they do nothing the kids simply strip the other soldiers of weapons and ammo and leave. If the party helps then they will be asked to join this illustrious band of freedom fighters.

58: A small marble: when you look into it you can see what appear to be billions of tiny "flecks" of light, those with an IQ of 25+ will realize it is an entire universe! It has 20Mdc and if "broken" it will unleash an explosion as a billion voices suddenly cry out, and are silenced! Damage is as follows

0-100ft does 2D4x100! +1D4 random insanities no save!

101-200ft does 1D6x100! +1 random insanity with no save, and 1D4, that can be saved against

201-400ft does 1D4x100! + Roll to save Vs 1D4 insanities at minus two!

401-600ft does 4D6x10! + Roll to save Vs 1D4 insanities.

601-800ft does 2D6x10! +Roll to save Vs insanity.

801-1000ft does 1D6x10! + Feel bad about it for 1D4 days.

The total PPE release is 1000 points at the outer aria of the blast plus 1000 for every one hundred feet toward the center! (Maximum of 10.000PPE!)

59: Strange Rift: A previously invisible rift explodes open in front of the group! As a bunch of creatures leap from it, when the light of the explosion is gone, the characters are faced with... well, themselves!! (Evil versions of the players (or at least opposite alignments to them), and may differ a little in gear from what the players have, but otherwise pretty much the same)

60: Marines be Doomed: You see small fires in the distance as it closes in on the evening, upon closer inspection you notice debris covering the ground and a group of Military looking personnel standing around yelling at each other **Marine #1:** “Well that’s great, that’s just fuckin’ great man, now what the fuck are we supposed to do? We’re in some real pretty shit now man... That’s it man, game over man, game over, man! Game over! What the fuck are we gonna do now!? What are we gonna do!?” **Corporate looking fellow:** “How 'bout we build a fire, sing a couple of songs, huh? How 'bout we try that!?”

61: Floating Cow: the players find a wooden crate, in it is a large, plastic inflatable cow, if filled with the appropriate gas, it is capable of lifting a basket with occupants totaling 1000lb in weight!

62: Crane: the Characters come across a piece of paper origami in the shape of a purple crane. The crane attacks the characters without warning inflicting terrible paper cuts to any characters not in EBA or PA The crane can only be destroyed by fire and fire alone the paper cuts inflict 6d6 SDC.

63: Monk Boy with shaved head: boy: “Do not try and bend the spoon. That's impossible. Instead... only try to realize the truth.” (Regardless of what the characters may say so the boy he says this next...) boy: “There is no spoon.” (Regardless of what the characters may say so the boy he says this next...) boy: “Then you'll see, that it is not the spoon that bends, it is only yourself.” Any Psychic characters in the group will realize that this boy must be a disciple of the ONE and realizing the importance of the message will have a 50% chance of gaining 1 free level.

64: Rambo: You Encounter a single man without armor covered in scars who is single handedly fending off 100 Coalition dead boy soldiers. For some reason the Dead boys can't seem to hit this man with the Red bandanna tied around his head. The man yells in some un-discernable language (as he dodges energy blasts and explosions) that sounds vaguely like English but you can't be sure. If you help him fight the Dead boys, he will join your party. If you help the CS fight him, then Role up new characters because Rambo has been know to defeat legions of warriors with nothing more than a knife.

65: Freddie: As the characters post watches for the evening one of them has a Vision. A vision of a Man in a hat with horribly burnt flesh in a red and black striped sweater. His right hand seems to have Blades for fingers, and he taunts the character... 'Freddy' Krueger: “And now you're all alone! (Insert Characters name here), why don't you call on more of your little friends. Maybe THEY could help.” Then Freddy sticks his knives in the characters stomach. When the character wakes up he/she has a lock of grey hair and will find 5 small cuts on their abdomen where there weren't any before.

66: Zombies: The Party encounters a group of human zombies eating from the skull cavities of two dead CS soldiers, when they see the party members they start chanting “Braaaaaiins! Braaaaaiins make the pain go away...” and then they will get up and start to chase the characters until destroyed. If any of the party members are bitten they will become zombiefied and want to eat brains too.

67: Blue: The party encounters a large number of extremely small Blue colored D-bees with floppy white hats, they sing and play and carry on, but once they notice the party members they run away and hide never to be seen again.

68: Yoda: You come across a little green D-bee with a few wisps of grey hair and large pointy ears he has a cane and wears an old thread bare robe. When he sees you he speaks with much conviction: “Size matters not. Look at me. Judge me by my size, do you? Hmm? Hmm. And well you should not. For my ally is the Force, and a powerful ally it is. Life creates it, makes it grow. Its energy surrounds us and binds us. Luminous beings are we, not this crude matter. You must feel the Force around you; between you, me, the tree, the rock, everywhere. Yes, even between the land and the ship.” If the characters look around they will see no ship, but when they look back for the little guy he is gone but for a voice in the minds of the characters says “The force will be with you, always.”

69: Fence Line: The party hears voices from up ahead and upon closer inspection... Two Dead Boys are posted near an Electric fence power terminal. Dead Boy 1: “Do you know what's going on?” Other Dead Boy: “Maybe it's another drill.”

70: Mysterious Hikers: You encounter two Men traveling along your path, They look like hikers But stop you to give you a serious message: Hiker #1: “Stick to the road”. Hiker #2: “Beware of the moors.” Hiker #1: “Beware the moon, lads”

71: Little grey dude: The characters encounter a little grey humanoid who seems to be talking to himself... Gollum: “Master hurts us, Master betrays us. We should strangle him in his sleep. No, no, too risky...unless...we let 'her' do it... yes... Yes, she could do it for us, right precious? ... We be nice to you, if you be nice to us... All dead and all rotten, elves and men and orcses... So bright, so beautiful, our precious... He wants the precious. Always he is looking for it. And the precious wants to go back to him. But we mustn't let him have it...” When he sees the characters he runs away very fast and disappears.

72: Time before Time: The characters come across a small House, if all the characters enter the house they will notice there surrounding look different through the windows of the home. Outside they see Grey ash falling mixed with snow and several other houses and buildings where there wear none before. If the characters leave the house they notice they are not where they were when they entered. But in fact are 300+ years back in time at the beginning of the great cataclysm...

73: Time Machine: The characters come across what appears to be a large cappuccino maker, but they can't seem to figure out how it works. Suddenly a man steps out of the woods (human) but dressed very strange. (late 1800's early 1900's style clothing) he seems very interested in the characters and friendly. He will ask question after question about the characters and what they do. Then he will sit on the coffee maker, and after he does a few things disappears never to be seen again (machine and all)

74: Lawn Mower: The characters hear something strange coming from behind a group of trees. Upon closer inspection they notice a strange machine moving back and forth through a large expanse of very neatly trimmed grass. What is it? Is it some sort of alien Robot? If the characters move closer the Lawn Mower will turn towards them and charge. What it hopes to accomplish is beyond me. (Possessed Lawn mower +5 to strike 6d6 SDC damage from spinning Blades)

75: Train to hell: The characters come to a small non-descript town. The only thing that sets this town apart is that it has a full fledged train with tracks leading off in both directions as far as the eye can see. It is a passenger train from the late 1800's the engineer is a bright cheerful lad with a British accent and asks the characters if they need a ride. He charges any currency the characters have the most of about 100 each. However if the characters do decide to ride the train it has only one destination... Hell. The characters will end up in the nine hells with only one way out, traveling to the 9th plane and finding the doorway back to earth. (Possible campaign encounter.)

76: Red Barron: The characters are traveling along when one of the party notice something flying around in the sky, Closer inspection will reveal a little white and black beagle dog with flight goggles, scarf and leather pilots hat. He is sitting on a white doghouse with a brown roof and he seems to be dog fighting with... well nothing! Sitting behind the dog is a little yellow bird with the same gear on.

77: Pizza Guy: Out of nowhere and without any warning a domino's Pizza delivery guy shows up with a piping hot pizza loaded with all the good toppings. He picks a character at random and says "That will be \$20.98 sir." If the player pays the delivery guy he will give him the Pizza and run away never to be seen again.

78: Blair Witch: The characters come across three young humans arguing near a river.

Male #1: "I gave you BACK the map."

Female: "I gave you the map."

Male #1: "I gave you BACK... THE MAP."

Female: "How's east?"

Male #2: "East?"

Female: "Yeah, we've been going south all this time. How's east?"

Male #2: "Wicked Witch of the West, Wicked Witch of the East. Which one was bad?"

Female: "Wicked Witch of the West was the bad one."

Male #2: "Then we should go east."

Male #1: "OK, here's your motivation. You're lost, you're angry in the woods, and no one is here to help you. There's a witch and she keeps leaving shit outside your door. There's no one here to help you! She left little trinkets, you took one of them, and she ran after us. There's no one here to help you! We walked for 15 hours today; we ended up in the same place! There's no one here to help you, THAT'S your motivation! THAT'S YOUR MOTIVATION!"

Male #2: "You want the map go look in the fuckin River."

Female: (Looking at the PC's) "Hey where did you guys come from? And have you seen a map floating around anywhere?"

79: Fun: the characters come across two 7 inch tall D-bees in conversation...

D-Bee #1: "We'll never catch up with those horses!"

D-Bee #2: "Then we will have to track them."

D-Bee #1: "That would take forever. Besides, even if we found them, they'd capture us, stick us in cages, torture us and then finally devour us!"

D-Bee #2: "Are you suggesting we go home?"

D-Bee #1: "Nah, this is more fun."

D-Bee #2: "All right, fine then. Come on!" They then proceed to march away completely oblivious to the presence of the characters.

80: Enterprise: The characters are walking along when they notice a ball of flame streaking across the sky, one of the party members then notices two human men standing on an outcropping of rock speaking looking up at the falling object... [Witnessing the destruction of the Enterprise.]

Man #1: "My God, Bones... what have I done?"

Man #2: "What you had to do. What you always do: turn death into a fighting chance to live."

81: Nuclear wessles: While in a town (anywhere) a human walks up to the characters asking for advice... **Man:** (in Russian accent) "Excuse me I'm looking for the nuclear wessles?" [characters look at him at him?] **Man:** "Nuclear wessles!?"

82: Lone Cyborg: The characters come across a strange looking Cyborg of some kind. When he sees the characters he speaks to them in a monotone mechanical voice. **Borg:** "We are the Borg, Lower your weapons and surrender them to us. We will add your biological and technological distinctiveness to our own. Your culture will adapt to service us. Resistance is futile."

83: (This Space Purposely left Blank)

84: Gettysburg: The characters come across a picturesque field with trees and gently rolling hills as they get to the edge of the field they hear someone yelling from one side of the field... **Brigadier General Lewis A. Armistead:** "Virginians! Virginians! For your land - for your homes - for your sweethearts - for your wives - for Virginia! Forward... March!" Then thousands of men in Blue and Grey uniforms swarm into the field to fight each other. The (grey) side has a flag or red with white crossed stripes of stars. While the Blue side has a flag with white stars upon a blue field with red and white stripes. Each Army is armed with late 19th century cannons and muzzle loading rifles. What do the characters do?)

85: Old Man and the Demon: The characters while traveling at night through the mountains (GM's Discretion) come to a ravine and stand before a terrible sight.. Before them 100 meters away a bridge of stone spans the Ravine, which appears bottomless. At one end of the Bridge stands a horrific beast of shadow and flame (Balrog Demon save vs. Horror factor 16) the demon seems to be in a stand off with an old man in grey Robes with a sword and a staff. You can hear as plain as day the old man speak to the Demon... "You cannot pass... I am a servant of the Secret Fire, wielder of the Flame of Anor. The Dark Flame will not avail you, Flame of Udun. Go back to the shadow! You shall not pass!" and with that he strikes his staff down upon the bridge and there is a bright flash of light. The demon takes a step forward and the bridge cracks and gives way the demon plunges to his doom But not before his fiery whip grabs a hold of the old man and drags him down to darkness. (The G can run this encounter if he wishes if any characters have power armor with flight capability they could pursue the Wizard and demon into the depths...)

86: THE MAD Grenadier!: The players come across a small "market" style stall; it looks like a small child set it up to sell lemonade. Only this stall is selling what appear to be boxes and boxes of grenades! And is advertising "cheep grenades" and "cut price grenades?... "best quality" Sitting behind the stall is a young scrawny looking man with blond, short and wild hair, his hazel eyes flicker with delight when he sees the players. He has boxes of grenades in plain site! At least twenty!

"Hello.. **[Mutters]** yes, yes they will want some of my lovelies.. **[muttering]** ...would you like... erm... that is **[mutters]** stop it you are making me look stupid! **[muttering]** ...would you like to buy some, good quality grenades?... **[Mutters]** mind, manners, must use manners **[muttering]** si.. Sir... sir's" (and lades if any are there).... Needless to say the man is obviously mad, on close inspection the grenades are good replicas made from rocks and wads of painted paper! When the players turn to walk away, he offers some of his own personal stash! ...As he takes them from under the counter the players see what appears to be 6 alien looking grenades individually packed into the box labeled "my plasma grenades" he will let a player (with the highest MA) inspect one of the grenades! And he is charging 30 credits for these (and ten for the others, the fake ones) However! When the player removes the grenade to study it, the safety handle flies off!!! ...The man runs to get the grenade "safety handle" as he holds up a large metal ring with 6 grenade pins on it! And says, "The pins are another ten credits" ...BOOM!

87: Mail Bag: As the character make there way across the countryside a man Rides up on a brown horse. He has a U.S. Postal service uniform on. And is carrying a mailbag. (he will call out one of the characters names at random and hand them a piece of mail GM's discretion as too what it is, and then he rides off)

88: ACE: You encounter a strangely dressed individual who seems to be talking to himself while digging in a muddy pool of water. [as Captain Kirk] “Captain's Log, star date 29.6, rounded off to the ...nearest decimal point. We've...traveled back in time to save an ancient species from....total annihilation. SO FAR...no...signs of aquatic life anywhere, but I'm going to find it. If I have to tear this universe another black hole, I'm going to find it. I've.....GOT TO, MISTER!!!”

89: Angry Man: The party stumbles upon a man kneeling before the ruins of a great Statue seemingly half buried into the side of a large outcropping of rock he is yelling “YOU MANIACS! YOU BLEW IT UP! DAMN YOU! GOD DAMN YOU ALL TO HELL!!”

90: Mir: The party encounters a real Russian space station- Mir, crashed in the middle of the desert. That's it.

91: Xiticix liberation: Janet Badall is going to free some Xiticix out of their cage and gets killed. Then you can kill the monsters. (Referring to: Jane Goodall, wild animals specialist)

92: McGyver: The party encounters a man, attacked by some Raiders or Slavers or whatever. If they help him, they will gain an interesting ally (Repair 300%, Science 300%, Lockpick 300%) and will be rewarded with his Swiss Army Penknife (dmg: 1d6+5 MD, +25% Repair).

93: Storm Trooper Graveyard: The party while traveling through the countryside come across hundreds of mass graves. A little excavating will reveal thousands of human bodies all wearing the same white armor. Armor is useless just like in the films. It has no protective value but looks cool. Has an AR of 4.

94: Wazzup !!!: The party will encounter several humans, carrying phones. They all are repeating one word: "Wazzup!!!".

95: Amish paradise: The party encounters some black-dressed, working men. They're singing: "We've spend the most of life living in an Amish paradise" or "It's hard work and sacrifice living in an Amish paradise" to the melody of Coolio's „Gangsta Paradise" (or whatever it was named).

96: Aaadriaaan: While traveling the streets of the Ruins of Tolkeen, they encounter a incomprehensible young man running down the street in a sweat suit, screaming, "Yo, Adrian!" Should they follow him, he'll lead them on a grand chase up and down the streets, waving his arms at them encouragingly for them to join him. His long journey takes an hour and ends by climbing the high stairs to an abandoned museum, where he leaps into the air, fists akimbo, and the exhausted team members gain 1 PE point permanently. He then offers them free tickets to watch him fight, giving some team member the chance to become a champ himself.

97: Croaking Brodkil: During the night, the party will encounter a small Brodkil, which will croak and jump away, flapping his arms. If the party hurts or follows the Brodkil, he will flee just to return every night to croak “nevermore! Nevermore!” until he is killed.

98: The Phone: The group will find an old phone booth right in the middle of the desert. It still seems intact, so someone with a high science skill might be able to figure it out. Maybe someone has a coin or a captain crunch whistle? If used, the phone will connect to the east coast.

99: Robot Checkpoint: The party encounters a group of Coalition soldiers questioning two men and two Skelebots in an Big Boss Atv.

Coalition Soldier: Let me see your identification.

Old Man: You don't need to see his identification.

Coalition Soldier: We don't need to see his identification.

Old Man: These aren't the robots you're looking for.

Coalition Soldier: These aren't the robots we're looking for.

Old Man: He can go about his business.

Coalition Soldier: You can go about your business.

Old Man: Move along.

Coalition Soldier: Move along, move along.

The Soldiers will be so dizzy; the characters may pass them without any problems.

00: Mr. Death (a small adventure rather than encounter): - in this encounter only the "chosen" player is able to see Mr. Death, it should also be played in a way that only "the chosen one" can hear what Mr. Death is saying, the rest should know only what their characters can see, which is not much... In the middle of nowhere a dark robed figure with a scythe appears a few meters in front of players. It puts his scythe aside, pulls out a bundle of papers and browses thru it then selects one and heads towards one of the players with words "Sign it". He gives it to player (the rest of players might be surprised why the chosen player is doing as they cannot hear or see him nor the paper he gave). Player can read:

Death Certificate No. 100.000.000.000.000.000.000.000

On 1st April, (give a year) (give players name)

Has died of unexpected heart attack. Because of anniversary death number a special messenger has been dispatched to bring him for the Final Judgment. Please sign this for you own convenience (our representatives are authorized to use force).

Yours faithfully,

God Inc.

PS. Everyone that signs by his own will takes part in lottery with second chance on Earth as main prize!

Mr. Death (as he is the Dark Robed figure) carries little about player's actions or saying, he just responds, "Sign it! I have so much work to do!" (Bullets and all other forms of attack simply pass through him). When the player finally signs it (if he opposes Mr. Death simply knocks him/her out, and forges his signature, saying: "I knew it's going to end like that") he suddenly falls down and dies of "unexpected heart attack" and Mr. Death vanishes - but the rest of players discover that there is a war scythe laying near their fallen companion with some runic inscriptions (it look valuable and deadly). Players can take it (Dmg: 5d10X100 MD, anyone wounded with it is instantly killed.) And what about the player that has died? Well after Death discovers that he has lost his work tool he tells the player that he must get it back. Mr. Death offers the "dead" player that if he will bring him his scythe back for him his death certificate will be lost somewhere in the Paperwork of Heaven (making it plain: he can return back to life). But there is one problem - the Scythe may not be taken by force, as it will lose all of its power (this is just in case somebody taken it by force from Mr. Death). Player is reincarnated with the same mind and abilities but in different body (of the same race) and maybe even different sex? :) He must somehow convince his companions that it's really HIM/HER, and that he needs that scythe... :) (Players shouldn't believe someone who wants to steal the most powerful weapon they have ever seen! besides their friend is dead - they saw it so what does this loser want?)