

“THE LLAMS”

AN ADVENTURE FOR RIFTS

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Introduction

The Llams is a quick, one-shot adventure designed for 4-6 player characters. Though it would make sense of the characters' O.C.C.s were South American in origin, this is certainly not a requirement. However, it is advisable that the players be medium-high level and well-armed. In the last playthrough I ran, there were two Inca Warriors, an Inca Priest, a Rune Warrior, and two Juicers visiting from out-of-town.

About the Llams

Llams are llamas that have undergone deliberate, scientific mutation by the Silver Republic of Achilles. The intent was to turn a beast of burden into a soldier, adapted for mountainous terrain at high elevation. After several attempts, the laboratory created a dozen stable mutant llamas - called Llams, but there was still room for improvement. Unfortunately, an act of sabotage by guerilla fighters destroyed the laboratory and all of its research. The twelve Llams, six males and six females, escaped into the wilderness.

After roaming the mountains for weeks, they stumbled across an Arkhon patrol. The patrol took the Llams into captivity in Freehold for identification and research. Realizing what they had found, the Arkhons bred the Llams, intending to make soldiers out of them. Today, as of 111 P.A., 107 Llams live in a bunker surrounded by fencing and security. After their military training, the Llams will join military patrols in the mountains, using their natural mountain skills to scout ahead and set-up ambushes as needed.

Though not too bright, Llams are self-aware and have emotions just as other sentient beings do. Fed up with being prisoners trained for one purpose, they attempted to escape. One

evening, as the guards served the Llams their dinner, the Llams tried to overwhelm the guards. The uprising was quickly put down, but two Llams escaped into the wilderness.

The two Llams, designated ML83, and ML94, traveled westward through the mountains. Their natural instincts enabled them to outrun and hide from Arkhon patrols. They eventually found their way to the outskirts of Ancon, a small Incan military town on the border of Arkhon territory. Once the Incan guards brought the two Llams inside for questioning, they requested asylum.

The Llams plead with the Incan government to have their fellow Llams freed from the Arkhon encampment. Considering the breeding of these mutants as a threat to their security, the Incas agreed to task a special team to release the remaining Llams. This is where the players come in...

Llam R.C.C.

Description: Llamas are a domesticated camelid from South America, primarily used as a beast of burden. While not the brightest of animals, they are durable and do well at high elevations. They are also social, which makes them easy to approach and gain their trust.

Llams are mutant llamas. (Note: I referenced *After the Bomb* and related books trying to find stats for mutant llamas or alpacas but was unsuccessful. I ended up using the mutant camel as a reference.) Most Llams are between 5'7" (1.7 m) and 5'11" (1.8 m) in height and weigh at least 200 lbs (90.7 kg), usually closer to 230 lbs (104 kg). They have slim limbs but are hefty and strong. Intelligence is not their strongest attribute but possess high endurance. They are approachable and quick to trust, which is a "weakness" the Arkhons have been trying to engineer out of them. The Arkhons ultimately hope to breed the Llams to be soldiers.

Llamas have eyes on the sides of their heads, allowing them to see in all directions. The Llamas' eyes are not on the sides of their heads, but they're wide apart. Though they cannot quite see in all directions like Llamas, they have a 270-degree field of view.

Llamas also possess the swiftness of a llama, granting them a generous bonus to their Speed attribute. They are sure-footed, making them nimble and able to travel at high speeds without leaving footprints behind (-25% to Tracking). They also can spit at their enemies. While the spit of a natural llama will not cause much harm other than an inconvenience, the Arkhons engineered a Llam's spit to be acidic. Last, given their natural habitat, Llamas can perform at very high altitudes without needing environmental suits or other means to provide oxygen. (Note: they need oxygen to breathe, high elevations do not affect the Llamas as much as most other beings.)

Alignment: Llamas are typically good-natured and rarely have ill intentions. Principled (30%), Scrupulous (40%), Unprincipled (15%), and the rest may have malevolent, though unlikely.

Attributes: I.Q. 2D6+3, M.E. 2D6+3, M.A. 3D6+4, P.S. 2D6+10, P.P. 2D6+10, P.E. 3D6+10, P.B. 3D6, Spd. 2D6+20, S.D.C. 3D6+50, H.P. 3D6+20

Size: 5'7" (1.7 m) - 6'5" (2.0 m)

Weight: 200 lbs (90.7 kg) - 300 lbs (136 kg)

Average Life Span: 40-80 years

P.P.E.: 1D6+4

Horror Factor: 0

Disposition: Friendly, approachable, herd instincts. Rarely travel alone.

Attacks per Melee: 5

Natural Abilities:

Bite does 1D6+6 S.D.C.;

Spit does 1D6+1 M.D. from acid (yes, that is M.D.)

Experience Level: 1D4+1 or as set by the Game Master.

Vulnerabilities: Too quick to trust others.

Psionic Powers: Rare; 15% of being a minor psychic.

Magic Knowledge: None

Bonuses: +3 Perception, +1 initiative, +1 strike, +2 parry, +2 dodge, +2 save vs. poison

R.C.C. Skills: Language: Arkhon: 98%; Language: Spanish: +20%; Language: Other: +10%;

Radio: Basic: +20%; Herding Cattle: +10%; Wardrobe & Grooming: +10%; Detect Ambush:

+15%; Tracking (people): +10%; Wilderness Survival: +20%; Camouflage: +15%; Running;

Outdoorsmanship; Forced March; W.P. Laser Pistol; W.P. Laser Rifle; W.P. Modern (pick 1);

W.P. Ancient (pick 1)

R.C.C. Related Skills: Select five additional skills at level one, plus one additional skill at levels 3, 6, 10, and 14. All new skills start at first level of proficiency.

Communications: None, except Language: Other and Sign Language

Cowboy: Any

Domestic: Any

Electrical: None

Espionage: Detect Concealment, Escape Artist, Impersonation, Interrogation, Sniper,

Undercover Ops (all get +10%)

Horsemanship: General or Exotic only

Mechanical: Basic Mechanics only

Medical: First Aid only

Military: Any (+20%)

Physical: Any (+10% where applicable)

Pilot: Any except Military, Robot, Airplanes/Jets, and anything water based.

Pilot Related: Any

Rogue: Any except Computer Hacking

Science: Mathematics: Basic only

Technical: Any except Computer skills or Cybernetics

Weapon Proficiencies: Any

Wilderness: Any (+15%)

Secondary Skills: Select three skills from the Secondary Skills list found on page 300 of Rifts Ultimate Edition, plus one additional at levels 4, 8, and 12. These are additional areas of knowledge that do not get any bonuses. All Secondary Skills start at the base skill level.

Standard Equipment: Most will not have many belongings unless they've established themselves somewhere: a backpack, a wooden cross, compass, simple suit of M.D.C. armor, an Energy Pistol or Rifle, 3 E-Clips, a vibro-blade, and various mundane items. As soldiers, they can use many weapons and combat supplies, but Arkhon policy restricts general access to military equipment.

Money: Maybe 1D6x100 credits worth of trade items.

Cybernetics and Bionics: None at the start, but not opposed to the idea.

Habitat: Found in the mountains of South America, especially around Peru.

Slave Market Value: Llamas are unknown in the world but would get good money on the slave market when discovered- as much as 2D6x10,000 credits.

Alliance and Allies: Few. They are establishing an alliance with the Incas and the Empire of the Sun.

Rivals and Enemies: As their malevolent creators and captors, the Arkhons are the arch-enemy of the Llams.

Beginning the Adventure

The two Llams escapees can direct the party to the Arkhon stronghold but are reluctant to travel with the party.

What the Llams know:

- The Llams are housed in two separate buildings, one for the males and the other for the females.
- There are 30 Arkhons at the stronghold, heavily armed and equipped.
- Both entrances to the have 2D4 guards and has a computerized security system.
- Three watch towers surround the stronghold.
- There is an additional, central security system in the middle of the stronghold.
- The intent is to transport the Llams to Freehold to be conscript them into military service.
- The Llams can draw a map of the encampment.

The party needs to defeat the Arkhons at the settlement or have them retreat long enough to free the Llams.

Encounter in the Mountains

As the party journeys to the Arkhon stronghold, they will have to traverse mountainous terrain. High, unpredictable winds and tall peaks make flying challenging. The jagged terrain makes it challenging to ride a hover vehicle (-30%) in the mountains. The party will need to make the journey on foot or horseback.

The journey to the Arkhon base will take approximately three days, though this could vary depending on the weather. During the first night of their mission, a small party of three Lanotaur Hunters (see *Rifts World Book 30: D-Bees of North America*) will observe the party. Using their magical and psychic abilities and physical observation, the Lanotaur Hunters will discern details about each player. They will know if any of them possess magical or psionic powers, whether they are well-armed or how much firepower they possess.

Also, the Lanotaur Hunters will use “Mind Over Body” to mask their heat signature. This will render them invisible to thermo-imaging devices. They can also use this ability to hide their scent, making it difficult to sniff them out or track them.

They will follow the party for another 24 hours, planning to make their attack just as the party is settling in that evening. If they prolong the journey, before the nightfall, they will make their attack as soon as they’re discovered. One Lanotaur Hunter will go after the party member whom they have concluded is the most powerful. The other two will split their attacks between the rest of the party. Lanotaur Hunters hunt for sport; they have no interest in the party’s possessions nor their mission.

Lanotaur Hunters (see *Rifts World Book 30 - D-Bees of North America*, page 115)

Level: 3

Attributes: I.Q. 15, M.E. 20, M.A. 3, P.S. 40 (Supernatural), P.P. 25, P.E. 23
(Supernatural), P.B. 8, Spd. 135, P.P.E.: 80, I.S.P. 84

Horror Factor: 12; **Size:** 8'6" (2.4 m), **Weight:** 700 lbs. (318 kg)

M.D.C.: 159

Skills: Acrobatics, Climbing (70%/60%), Language: Alien (98%), Language:
Dragonese/Elven (76%), Prowl (55%), Tailing (65%), Tracking people (50%), Wilderness
Survival (60%), Escape Artist (45%), Gymnastics, Athletics (General), Language: American
(56%)

Weapon Proficiencies: W.P. Knife, W.P. Sword, W.P. Paired Weapons, W.P. Energy
Pistol, W.P. Energy Rifle

Combat: Hand-to-Hand Martial Arts

of Attacks: 8, Initiative: +9, Strike: +11, Parry: +14, Dodge: +9, Auto-Dodge: +7,
Disarm: +3, Entangle: +2, Pull Punch: +8, Roll: +10

Damage: As per Supernatural P.S., Slashing Prehensile Tail: 2D6+2, Claws: 1D6

Saving Throws: vs. Horror Factor: +6, vs. Poison: +6, vs. Psionics: +3, vs. Insanity: +3,
vs. Magic: +4, vs. Coma/Death: +16%

Psionics: *Mind Block Auto Defense, Presence Sense, Sixth Sense, Death Trance,
Telepathy, Read Dimensional Portal, Deaden Senses, Alter Aura, Telekinetic Leap, Levitation,
Imperious to Fire, Intuitive Combat, See the Invisible, Mask I.S.P. & Psionics, Sense Psychic
and Magic Energy, Combat Awareness and Lightning Reflexes, Mind Over Body*

Magic: *Anti-Magic Cloud, Astral Hold, Chameleon, Close Rift, Dimensional Portal,
Enchant Weapon, Invisibility: Superior, Lifeblast, Lightblade, Magic Shield, Mystic Portal,
Restore Life, Sanctum, Swap Places, Time Hole, Warp Space*

The Stronghold

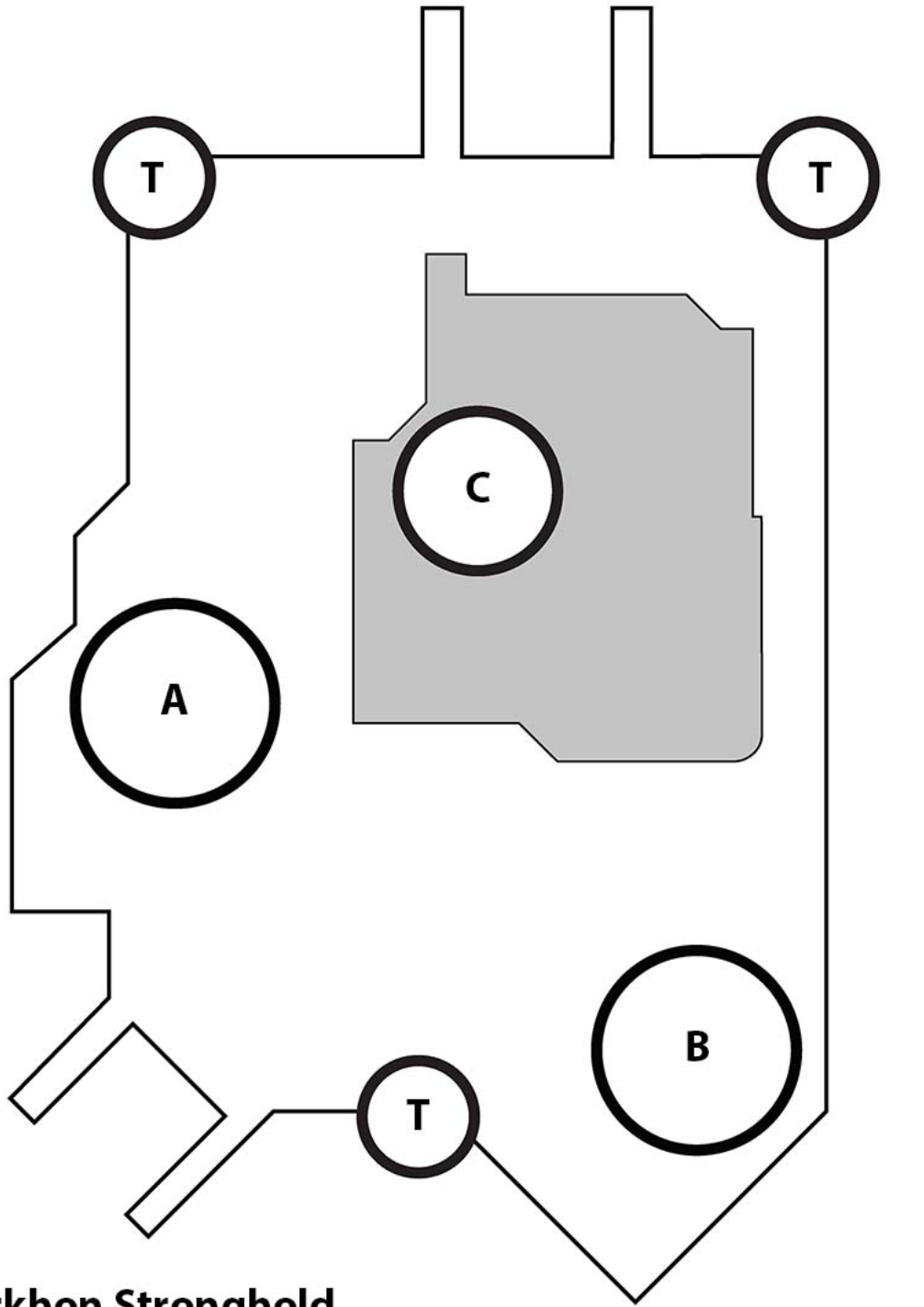
The Arkhon stronghold is in a valley surrounded by jagged mountain terrain, making it challenging to conduct a massive attack on the base using conventional weaponry. However, this also makes it difficult for Arkhons to receive reinforcements on short notice. Stats for Arkhon R.C.C. can be found on page 72 of *Rifts World Book 9: South America 2*. Each Arkhon guard is equipped with a TB-3 Tri-Beam Energy Pistol, a TB-Prime Tri-Beam Energy Rifle, a suit of combat armor (85 M.D.C.), 5 E-Clips (Arkhon technology), a radio, and some guards will possess an access card.

Based on the information provided by the Llams, the party should know which enclosures contain their companions. One enclosure contains the male Llams while the other houses the female Llams. The party will first need to penetrate the secured perimeter of the base (see map). Once inside, they will need to work their way to one of the buildings containing Llams. A security system and 2D4 guards protect each building from intruders or escapees. After the party infiltrates a building, they will need to deal with the guards inside.

The two buildings, A and B on the map, have an identical layout, each containing 12 quarters housing up to 5 Llams. A computerized security system controls the locks to the Llams' quarters. The security system also controls the cameras and alarms for the building. The computer system is in an office in the center of each building. Note that the computerized security system only manages the one building; a computer system in building 'A' only controls building 'A,' not building 'A' and 'B.' However, security systems for both buildings can be controlled simultaneously from the base headquarters, 'C' on the map.

The three watch towers ('T' on the map) each contain three Arkhon guards that keep a visual lookout for intruders. Each tower is armed with an M-100 Tri-Beam Crew Served Gun.

300 feet (91.5 m)



400 feet (122 m)

Arkhon Stronghold

If the party is taking a stealthy approach to freeing the Llams, they will need to somehow sneak around the watch towers, bypass the security cameras and access security controls. Each guard at the two entrances to the stronghold has a key card that will grant access to the building. Getting one of these cards will make things easier for the players.

If the players choose to approach the building or guards head-on, combat will ensue. They will need to take out the guards protecting each building. The Arkhon guards will immediately sound the alarms, but it will take 1D4+2 rounds for more guards to arrive.

One strategy the players may consider is freeing all the Llams in one building, then using their escape as a distraction to free the Llams in the other building.

Once the Llams from both buildings are free, the party should consider the mission a success. The game master may want to play out the combat involving the party and 105 Llams against the Arkhon security forces. If the players do not play out the battle, the Llams will overwhelm the Arkhon forces, suffering 2D6 deaths during the revolt.

The party and the Llams may make the trip back to Ancon, returning as heroes.

Conclusion

After returning to Ancon, the Incas will request the players journey to Cuzco, the capital of the Empire of the Sun. There, the party will receive top honors. For the non-Incan players, they will also receive honorary citizenship to the Empire of the Sun. The honor isn't just for liberating the Llams; the party infiltrated and potentially destroyed an Arkhon stronghold, strategically important to the Incas.

As far as the Llams go, they do not have any credits or treasures to offer them. However, the party has made a lifelong ally. In future missions or quests, the party may call on the Llams for support, which they will always receive.